

## GOLAN DOL

Magewright 19/warrior 1

N medium male dwarf

**Init** -2

**Senses** darkvision; Spot +5, Listen +5

**Languages** Common, Draconic, Dwarven, Goblin.

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**AC** 16, touch 10, flat-footed 16

**hp** 54

**Fort** +10, **Ref** +6, **Will** +15

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**Spd** 20 ft. (2 squares)

**Atk** +2 *flaming warhammer* +14 melee (1d8+3+1d6 fire)

**Full Atk** +2 *flaming warhammer* +14/+9 melee (1d8+3+1d6 fire)

**Base Atk** +10/+5; **Grp** +11

**Magewright Spells Known** (CL 20<sup>th</sup>, 3/5/4/4/4/4, 10% arcane spell failure):

5<sup>th</sup>—*fabricate*\*\*\*, *secret chest*\*

4<sup>th</sup>—*fire trap*\*, *hardening*\*\*\*, *imbue with spell ability*, *scrying*\*

3<sup>rd</sup>—*arcane sight*\*, *clairaudience/clairvoyance*\*, *daylight*, *dispel magic*\*, *fireball*\*, *nondetection*, *secret page*

2<sup>nd</sup>—*bull's strength*\*, *resist energy*\*, *make whole*\*\*

1<sup>st</sup>—*animate rope*\*\*\*, *magecraft*\*\*

0-level—*detect magic*\*, *mage hand*\*, *prestidigitation*\*

Spells marked with an asterisk (\*) are prepared.

**Combat Gear** +2 *cloak of resistance*, *belt of giant strength* +4, *eternal wand of fireball*, +2 *mithral chain shirt*, +2 *flaming warhammer* (hardened), *ring of lesser fire resistance*, *ring of protection* +2

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**Abilities** Str 8 (12), Dex 6, Con 10, Int 20, Wis 15, Cha 9; modified for level and venerable age.

**SQ** Spell Mastery x5

**Feats** Craft Magic Arms and Armor, Craft Wand, Craft Wondrous Item, Extra Spell x3 (*bull's strength*, *fireball*, *resist energy*), Forge Ring, Weapon Focus (warhammer)<sup>B</sup>

**Skills** Appraise +8, Concentration +10, Craft (armorer) +20, Craft (jeweler) +16, Craft (weaponsmith) +22, Knowledge (arcana) +10, Knowledge (geography) +6, Knowledge (history) +12, Knowledge (nobility and royalty) +6, Knowledge (religion) +10, Listen +5, Sense Motive +9, Spellcraft +16, Spot +6, Use Magic Device +5

**Possessions** *bag of holding*, masterwork tools for craft skills (not added in to skill modifiers). Golan may have any number of magic items or weapons on hand that he doesn't personally use. He can make better arms and armor than what he's listed as using; these items have strong sentimental value.

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**Hook** "Listen to the fire and tell me what you hear."

*This dwarf has surely seen the passage of centuries. His beardless face is deeply lined, and old burns paint a map of scars across the left side of his head. He wears a beautiful shirt of mithral chainmail, but time has stripped away muscle, and the armor hangs on his emaciated frame. Despite his fragile appearance, he holds a heavy warhammer with a steady grip; the head of the hammer is surrounded by a nimbus of silver flames. His eyes are gray, his gaze sharp and calculating; his voice is raspy, but confident.*

## Background

Golan was born to a clan of warriors, and his parents expected him to follow the traditional path to the field of battle. But Golan had a different calling. As a child he was fascinated by fire; he believed that he could hear voices in the crackling of flames, whispering secrets of steel and gold. Whether he was in fact touched by magic or simply delusional, he proved to have a remarkable talent at the forge, both when it came to metal-working and magic; he was apprenticed to a local smith, but swiftly outpaced the skills of his master, becoming a magewright of remarkable skill. Many said that Golan was blessed by the Sovereign Onatar, but Golan himself became captivated by the doctrine of the Silver Flame, and soon traveled to Thrane to serve as an armorer to the templars. As decades passed, his skill and reputation increased by leaps and bounds. Soon he was brought to Flamekeep, and in 820 YK he was appointed Master of the Forge. Fire was his specialty, both flaming weapons and armor and shields that could protect the wearer from heat, and he proudly forged blades for the greatest champions of the age.

Dark times were ahead. In 832 YK the church began its crusade against lycanthropy. In the beginning, all believed this was a righteous cause: the threat was clear, and the templars all that stood between innocents and horror. *Flaming* silver blades, *wands of fireball*, *bracers of archery* – Golan worked tirelessly to supply the soldiers of the Flame with the tools they needed to fight the battle. Decades passed, and the tide of battle turned; what had been a desperate struggle against an unstoppable tide of evil slowly became a ruthless purge. Stories trickled back about shifters slain due to the paranoia of the Purified, and some theologians argued that the Keeper of the Flame was mistaken in his claims. Golan began to suffer from terrible nightmares, in which he saw the faces of those killed by his magical weapons. He was stricken by fears that he was serving as a tool of the demons in the Flame... and in 888 YK he resigned from his position as Master of the Forge, disappearing from the public eye.

In 894 YK the Last War began. King Thalín of Thrane asked Golan to help equip the armies of the nation, while Golan's relatives demanded that the smith return to his family's ancestral home in Breland and serve Queen Wroann. Golan refused. Little is known of his activities over the next century; he moved from village to village, supporting local militias and battling invaders, but rarely revealing his full talents. Some say that he forged a blade for Kaith Serrain, the first Keeper of the Flame to rule the nation; others claim that this was a piece of propaganda on the part of the cardinals.

With the war's end, Golan has returned to his home in Flamekeep. He has remained in seclusion, rebuffing emissaries from Cardinal Krozen and Queen Diani alike. After his century of absence, many have forgotten Golan Dol – but his works are still legendary.

### Personality

Golan is a stern and taciturn man. While he still has a deep and abiding faith in the principles of the Silver Flame, he no longer trusts the hierarchy of the church – though the nobles of the Five Nations and the dragonmarked barons are certainly no better. Everything is uncertain, and even the most well-intentioned actions can lead to tragedy. As a result, he keeps to himself, listening to the crackling fire and trying to decide if he hears demons or divinity.

Golan is 366 years old. Time has sapped his strength and speed, and he knows that he could die any day. He continues to hone his skills, forging swords only to melt them down and start again; unlike the living, fire and steel never lie. He has done everything possible to maintain a low profile since his return to Flamekeep. He does not see guests, and has not left his home in over a year. He shares his abode with three warforged (Rusty, Twelve, and Calo), former soldiers he met during his travels; today these warforged serve as both apprentices and guards, performing whatever tasks must be done in the outside world. Conversation is kept to a minimum in the house, but the warforged are comfortable working in silence.

In addition to his study of magic and religion, Golan is a historian with a particular interest in the Empire of Dhakaan. The Dhakaan smiths possessed metallurgical secrets and other techniques that have yet to be duplicated in the modern age, and Golan is always interested in acquiring Dhakaan relics.

Golan is a skilled and courageous warrior, but he's also an old man. He won't back down when a cause is just, but he'll always look for alternatives to battle. He has a good heart, but he is plagued by self-doubt and cynicism, and this often prevents him from using his skills in the cause of good.

### Adventure Seeds

A party with ties to Breland is approached by Captain Khandan Dol, the commander of the elite Redcloak Battalion unit stationed in Sharn. Khandan is Golan's grandnephew, and he has sad news: Golan's brother has just died. Khandan wants the party to locate Golan and convince him to return to Breland for the funeral, to lay old feuds to rest; Golan won't listen to another member of the Dol clan. But is this touching tale true? Perhaps the Dols want to force Golan to work for Breland – or just want to get him out of his house so they can loot it, reclaiming some family heirloom. Perhaps "Khandan Dol" isn't who he appears to be, but is instead a rakshasa, member of the Cabinet of Faces, or agent of House Thuranni!

When the party acquires a number of non-magical Dhakaan weapons, they are approached by a warforged who makes a very generous offer for these items. This initial exchange could result in Golan becoming a patron for the party – a regular buyer for Dhakaan goods, and a source of information about possible Dhakaan sites.

A party with warforged could get to know Golan through his three warforged companions, who speak with awe of the skills of their instructor and benefactor. Golan trusts warforged slightly more than most creatures, and could become the patron of a warforged PC.

Golan is one of the finest weaponsmiths on Khorvaire. Looking for a *+5 flaming burst greatsword*? He could make it. A vision, prophecy, or simple desire to have the best one can have could lead a character – especially a follower of the Silver Flame – to Golan, in search of a truly legendary weapon. But it will take far more than gold to convince Golan to forge a new blade. And creating a weapon at the top of his game may require more than time and gold: it may require power components, things the PCs will have to quest for. The flail of a goblin champion. The heart of a rakshasa. An Eberron dragonshard of incomparable purity. The magnificent blade isn't waiting in a dungeon, it's waiting to be made: but the PCs may have to go to a dungeon (or many dungeons) to get what Golan needs to make it.

If a party knows Golan, they can come to visit him only to find he has been kidnapped. Who is responsible? A government? House Cannith? The Lord of Blades? The Aurum? What terrible project will he be forced to work on?

### Design Notes

People often say "How do you get high-CL magic items in Eberron?" Golan is an example of a source for high-level items, inspired by the fact that by the suggested demographics, you could get a 20<sup>th</sup>-level magewright in a metropolis. Golan is fully invested in NPC classes, which makes him far less threatening than a wizard or artificer of equal level; furthermore, his age and outlook prevented him from being an active player in the world. He is intentionally not designed for maximum efficiency; for example, he *could* have a Craft modifier of +28, but given Eberron's relatively low level, +22 is sufficient to make him remarkable. The Extra Spell feat has been used to give him arcane spells that are not normally on the magewright spell list; it's up to the DM whether to allow something like this, but in Golan's case it is necessary so he can craft his *flaming* weapons.

As a dwarf of venerable age, Golan has a -6 to all physical abilities and a +3 to all mental abilities. A DM should feel free to play up his age as a serious limiting factor. While PCs may not suffer any general infirmity from age aside from ability modifiers, an elderly NPC could certainly have a poor memory or trouble assimilating new ideas, for all that he gains bonuses to mental abilities. Golan is a remarkable individual, but even at 20<sup>th</sup> level he is not as remarkable as the PCs.

It is up to the DM to decide what equipment Golan has locked away. He can forge arms and armor with a +5 enhancement bonus, and if he was expecting to get into a fight he might put on better armor. Between his use of NPC levels, advanced age and generally limited equipment, his CR should be far lower than his level would indicate – around 11 or 12.