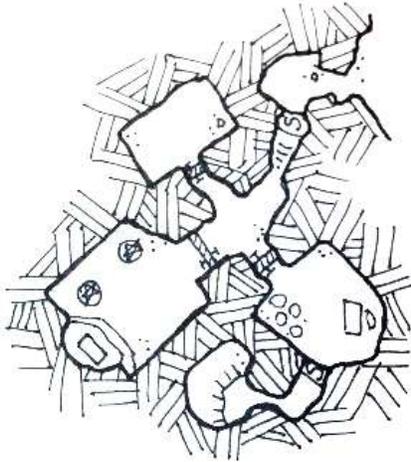


Brandergriff Family Shrine



The Brandergriff family has been a proud supporter of Clan Grundleforge since it was founded over 1,000 years ago.

When Boulderloch was re-taken from elemental forces about 400 years ago, the Brandergriff family was one of the first to move into the haunted clanhome and push back the traces and leftovers of elemental resistance. They were rewarded with a mansion-like complex of caves up in the heights of the clanhome.

Veltehr Brandergriff was a skilled miner, and when he retired from active service he undertook a private hobby project. He carved a shrine to the Gods of Ur into the living rock that supported the Brandergriff estate, to let them know he was coming.

His age was heavy upon him, but the work pleased him greatly and he died peacefully in his sleep in the chapel he had carved. Since that day, the hidden shrine has served as the ceremonial centerpiece of the Brandergriffs. Their adults are ritually acknowledged there, children blessed and marked, handfasting blending families. This place is sacred to the Brandergriffs, with its weight of experiences and heritage and religious significance.

The Layout

- **Entry.** The entrance is in a prayer alcove in a cellar of the holding. Paintings on the walls and candles below them indicate this is a place for prayer, so it is easy for people to think that is the shrine. Press the fire on a forge illustration, a dull red jewel, to open the door to the stairs down.
- **North Shelter.** The room is outfitted with a bed, chest of drawers, table, and two chairs; it is a bedroom, first used by Veltehr so he would not have to go far to resume his work on the shrine. The room is squared, but not particularly finished. The walls look quarried.
- **Workroom.** The rough east room is outfitted as a mason's workshop. Here Veltehr cut the flagstones, and carved into the mountain to make space and refine stone for the shrine. His workbench, tool sets, and other supplies are still in this room along with a few partial statues that those who came after him have yet to finish.
 - Statues carved from the stone of the shrine are given as special gifts to inlaws and close friends of the Brandergriffs. They are sentimental gifts to those "in the know" about the shrine or those who are dear, and the Brandergriff crafter wants to make a meaningful sacrificial gift even if it is not understood by the recipient.
- **Cistern.** Brandergriffs use an ancient skill to keep this water fresh and appealing. They planted certain greens in the bed of the cistern, and put certain chemicals in it. This ever-fresh water is available to anyone who needs to stay in the shrine for an extended period. It is refreshed by slow drips from the high ceiling above. The walls are mossy, and the moss is edible (and not too bitter.) A few people could live on these supplies indefinitely.
- **Shrine.** Finished stone, skilled work. A statue of Krendel Forgemaster, Liberator of Boulderloch, stands beside a statue of Nohmens of the Anvil, one of the Undying of Ur. They watch over the stone coffin that serves as Veltehr's resting place. He is not buried with treasure, as he is buried within his greatest treasure, and his final work. He is at peace, and that peace soothes troubled family members who come here to pray and reflect.