

ULP4-02

Axe of Corond

A One-Round D&D LIVING GREYHAWK[®] Principality of Ulek Regional Adventure

Version 1.0

by Christopher Reed

Can you retrieve a legendary axe for the true prince of the Principality? A Principality of Ulek regional adventure for APLs 6-12, and a sequel to **ULP3-07 The Key**.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three and a half hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.
3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

Mundane Animals Effect on APL	# of Animals			
	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	6	7	8
5	5	7	8	9
6	6	8	9	10
7	7	9	10	11

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted

each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Principality of Ulek. Characters native to Principality of Ulek pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Adventure Background and Summary

This is the thirtieth scenario for the Principality of Ulek in the RPGA Living Greyhawk Campaign. Below is some general background information.

- While a dwarf rules the Principality of Ulek, and all of the nobles are dwarves, the Principality consists of more humans than any other race.
- The Principality of Ulek is presently at war with the Pomarj and especially those under the command of an unknown creature known as the Warlord. The territory east of the Lortmil Hills is currently contested, and a large number of the Principality of Ulek's residents, have been forced to flee their homes due to the humanoid invaders of the Pomarj.
- The Pomarj is a humanoid state, composed mainly of orcs, goblins, and the like.

Previously, in **ULP3-01 Old Tales**, a group of PCs were asked to seek out a dwarven scholar named Pengellen who resides in the capital city of Gryrax. Once located, they were to have him start research on a Dwarven artifact, a legendary dwarven waraxe that was nearly forgotten. Fortunately for the Principality of Ulek, this group was successful.

Eight months passed before Pengellen called for this group of PCs again. Upon doing so, the PCs were asked to seek out a male member of the dwarven clan of Copperkey. This person was needed to gain a special and magical key that was needed to gain the *Axe of Corond* from the prince of Ulek. The PCs soon learned only one such individual existed, Solwer a young dwarf who hadn't even reached adulthood. With Solwer in tow, the PCs then located the keeper of this special and magical key. The keeper was a copper dragon named Kaihonriedwur. After some riddles, jokes and a small hunt for a meal, the PCs were finally able speak with Kaihonriedwur about this special and magical key. After Kaihonriedwur confirmed that Solwer was among the chosen to be able to receive such a gift, he agreed to give Solwer the key but not until he had trained the young dwarf for three months.

These three months have now passed and the time to retrieve the *Axe of Corond* for the true Prince of Ulek, Lord of the Peaks is at hand.

There are three possible beginnings. If the PC did not play the previous scenario **ULP3-07 The Key**, they receive a strange message requesting their presence at a certain location in the Lortmil Hills. The message is

written in dwarven on a seemingly ancient piece of coppery paper. If the PC played the previous scenario **ULP3-07 The Key** but did not stay with Kaihonriedwur and Solwer, a dream wakes them in the middle of the night requesting their presence at the cave entrance to Kaihonriedwur's lair. If the PC played the previous scenario **ULP3-07 The Key** and stayed with Kaihonriedwur, they follow him and Solwer to the cave entrance of Kaihonriedwur's lair.

The PCs travel to the location given to them. Upon arrival, the PCs see Solwer with a special and magical key hanging around his neck. This key once hung from the copper dragon Kaihonriedwur's neck but he is nowhere to be found.

Solwer informs the PCs that Kaihonriedwur has trained him a number of useful skills, shared valuable information and given him a magical key that should help unlock the *Axe of Corond*. However, some useful information has been lost to the winds, so while having the magical key will help, there are still numerous challenges the PCs must bypass to get to the *Axe of Corond*. When originally created, the owner of the magical key was able to use some of its magical powers to bypass certain obstacles.

With Solwer leading the way with the use of the special and magical key, the PCs start to head to the location of the *Axe of Corond*. During their trek, the PCs may discover that they are being watched. The PCs and Solwer are being watched by group of well-trained giants and orcs loyal to the Warlord. Previously, the Warlord (as noted in **ULP1-05 Tomb Raiders**) gained an exceptionally advantageous scroll from Rudd Rockcutter's tomb (which appeared in **ULP1-03 Crypt of Promise**). This scroll gives hints as to the location of the *Axe of Corond*. Part of the hint includes enigmatic information about the magical key that the PCs helped Solwer gain from Kaihonriedwur. The Warlord has sent this new group since the original group failed in their tasks. They do not know the exact location of the *Axe of Corond* but hope to gain clues from the PCs and Solwer after successfully ambushing them.

After dealing with the giants and orcs, the PCs travel with Solwer for an hour longer but the key directs them to a rocky formation in one of the hills with the Lortmil Hills. However, no entrance can be seen. The entrance into the cave that holds the *Axe of Corond* does in fact exist but merely looks like a stone wall until the special and magical key that young Solwer holds is waved in front of the rocky formation.

Upon entering the cave and traveling down a natural tunnel for a bit, the PCs see a grand dwarven hall with

finely crafted columns. At the end of the hall is a huge circular door. This circular locked door is magically trapped.

Once the PCs pass through the puzzle-door into the next room, they see another huge circular door. A keyhole lined with small gems can also be seen. Guarding it are one or more (depending on APL) runic guardians. They attack everyone who does not possess the special and magical key.

Once the runic guardians have been dealt with, the PCs now have to contend with the how to open the huge circular door in this area. To open this locked door, the PCs merely need to have Solwer place the special and magical key into the gem-lined keyhole. Upon doing so, the key fuses itself into the keyhole until each of the PCs and Solwer leave this area at which point the key magically returns to its keeper, the copper dragon Kaihonriedwur.

Having finally used the special and magical key that had been held by the copper dragon Kaihonriedwur for hundred of years, the PCs see that the next room is circular. The room contains an elevator and three large levers. Correctly using the levers allows the PCs to safely use the elevators to get to the next level below. Incorrectly using the levers can lead to several harmful events including the room being scorched in fire or the elevator shooting up causing all those within to have numerous poisonous spikes driven into them and then dropped as the bottom opens up. The correct use of the levers is based on the number of PCs at the table.

Once the PCs have successfully used the elevator to get to the next level below, they see a stone room with depictions drawn on each of the four walls. The pictures show different scenes of dwarfs in battle. An enormous circular lead door is in the back of the room. This door is locked but not trapped.

Heading through the enormous circular lead door, the PCs see a square room with a similar door on the opposite side. It too is locked but not trapped. However, several spots on the floor in this room are trapped. Triggering one of the traps causes a stone block to fall from the ceiling. Weight and number of traps (spots) located here are dependent on APL.

Heading through the second enormous circular lead door, the PCs come to the location where the *Axe of Corond* is being held. Anyone attempting to touch the axe save Solwer causes them to be attacked for one round. Only Solwer can handle the *Axe of Corond* safely. However, he cannot wield it, only the true prince can.

The PCs head to the capital city of Gryrax with Solwer carrying the *Axe of Corond*. They encounter nothing of interest. Upon reaching the city, Solwer is lead to personally present the axe to Prince Volimar Corond.

Introduction

Before starting the adventure, check to see if the PC has played **ULP3-07 The Key**. If not or the PC was not successful in the mission, continue with the following:

While feasting upon an afternoon meal, a strange message is delivered to you via a young dwarven boy. The message, written in dwarven on a seemingly ancient piece of coppery paper, requests your presence in a certain desolate location in the Lortmil Hills. The message is not signed nor provides you with any information on the matter and hand.

If the PC has played **ULP3-07 The Key** and was successful, thus receiving the *Pin of Kaihonriedwur*, but did not stay with Kaihonriedwur, continue with the following:

It the wee hours of the morning, you sleep peacefully. You dream of flying through the air like a bird. Looking down at the earth below you, everything seems like a miniature toy. Suddenly, a flying coppery lizard-like creature with wings soars to you and begins to speak, "Now is the time, follow the path before you."

With these words, you awake. Peering around you see the copper pin that Kaihonriedwur gave to you. As you reach out to touch the dragon-shaped pin, its two jeweled eyes glow and a vivid picture of the cave entrance to Kaihonriedwur's lair forms within your mind.

If the PC has played **ULP3-07 The Key** and stayed with Kaihonriedwur, continue with the following:

Having stayed with Kaihonriedwur while he trains the young dwarven boy Solwer has been long but extremely enlightening. In fact, the copper dragon has even taken some time to teach you a few things.

*Once morning, as you rise from a deep sleep, you see Kaihonriedwur nudging you to wake. As you do so, the ancient copper dragon awakes Solwer. He then informs you that now is the time to retrieve the *Axe of Corond* for the true prince of Ulek.*

Each of the PCs travel to the cave entrance of Kaihonriedwur's lair on the surface. Allow them to make any necessary preparations along with purchases from the *Player's Handbook* they see fit.

Encounter 1: Fellowship

Each of you travel to the location requested of you. Your trip is uneventfully.

Upon arrival, you see a young dwarven man with a copper necklace around his neck. Hanging from the necklace is a key that glows slightly. Resting lightly in his hands is a finely crafted dwarven waraxe.

You see several other adventurers meandering to this location.

For those PCs who have played **ULP3-07 The Key**, the easily recognize the young dwarven man as Solwer Copperkey. He informs that PCs that Kaihonriedwur has trained him in a number of useful skills, shared valuable information and given him the special and magical key that should help unlock the *Axe of Corond*.

If asked about Kaihonriedwur, he simply states that the copper dragon wishes to keep a low profile until the *Axe of Corond* is returned to the true prince of Ulek. Solwer has little else to say. Instead, he would prefer to start the quest for the *Axe of Corond*.

Allow the players to give a description of their PC and give PC introductions.

☛ **Solwer Copperkey:** Male Dwarf Ftr2; hp 31; see Appendix I.

Encounter 2: Trek

After the PCs have left the entrance to Kaihonriedwur's lair, continue with the following.

Having been gathered together to retrieve a legendary dwarven waraxe called the Axe of Corond, you make way to its location.

What dangers lie ahead, even Solwer is unsure of but he is certain of its location as he leads your group onward.

Unfortunately for the PCs, the Warlord (as noted in **ULP1-05 Tomb Raiders**) gained an exceptionally advantageous scroll from Rudd Rockcutter's tomb (which appeared in **ULP1-03 Crypt of Promise**). This scroll gives hints as to the location of the *Axe of Corond*. Part of the hint includes enigmatic information about the magical key that the PCs might already have sought from Kaihonriedwur. After over two years of research, several scholars loyal to the Warlord have better understood several of these hints. Thus, the Warlord has sent several a small force to gather more information, if possible. While these orc followers have not located the *Axe of Corond*, they are an obstacle for the PCs to deal with.

Have the PCs each make a Spot check with the DC being the Hide check for the combatants in this encounter. If the giants notice the PCs they jump out trying to distract the PCs as they race up into melee combat. Meanwhile, the ambushers and Toog attempt to sneak up on the PCs. They only keep prisoners as long as they are getting useful information. Once the flow of information stops, they kill those they have captured.

Unless instructed otherwise by the PCs, Solwer races into battle with the cries of battle in his voice. If he dies in this combat, the PCs either need to *raise* Solwer from the dead or the mission is failed. As a judge, you should not focus the attacks intentionally on Solwer. Instead focus attacks on the PCs. The orc spellcasters even attempt to keep Solwer out of their area effect spells, if possible, as they seek to capture this young dwarf.

If captured, the orcs and giants say nothing. They do not fear death and in fact welcome it especially since it comes as a result of battle.

APL 6 (EL 8)

☛ **Ambushers (2):** Male Orc Rog3; hp 18 each; see Appendix I.

☛ **Toog (1):** Male Orc Clr3; hp 18; see Appendix I.

☛ **Ogres (3):** hp 33 each; see *Monster Manual*.

APL 8 (EL 10)

☛ **Ambushers (3):** Male Orc Rog3; hp 18 each; see Appendix I.

☛ **Toog (1):** Male Orc Clr3; hp 18; see Appendix I.

☛ **Ogres (8):** hp 33 each; see *Monster Manual*.

APL 10 (EL 12)

☛ **Ambushers (3):** Male Orc Rog6/Ftr1; hp 45; see Appendix I.

☛ **Toog (1):** Male Orc Clr7; hp 42; see Appendix I.

☛ **Hill Giant (2):** hp 108 each; see *Monster Manual*.

APL 12 (EL 14)

☛ **Ambushers (4):** Male Orc Rog6/Ftr1; hp 45; see Appendix I.

☛ **Toog (1):** Male Orc Clr7; hp 42; see Appendix I.

☛ **Hill Giant (7):** hp 108 each; see *Monster Manual*.

Allow the characters to take any precautions before continuing with the next encounter.

Encounter 3: Cave Entrance

Having dealt with the giants and orcs, you press onward with Solwer leading the way. An hour passes before you near a rocky formation in one of the hills within the Lortmil Hills. The key that Solwer wears starts to grow even brighter now. However, you see no entrance into the rocky formation.

Solwer looks at you and says, "Are you ready to proceed?"

The entrance into the underground hall that holds the *Axe of Corond* does in fact exist but merely looks like a stone wall until the key that young Solwer has is waved in front of it. Solwer knows that he has to perform this action, thanks to Kaihonriedwur. He merely waits for the PCs to take any precautions before opening the door.

When the door has been opened and started to enter, continue with the next encounter.

Encounter 4: Dwarven Hall

As you peer through the newly opened entranceway, you see a long natural tunnel before you.

Wait for the PCs to proceed, allowing them to make any precautions they deem fit. Then continue with the following:

As you cautiously proceed down the long natural tunnel before you, a dank smell fills your nostrils. The tunnel slopes steadily downward but not enough to cause you to trip or fall.

After five minutes, you see the tunnel leads into a grand dwarven hall with finely crafted columns that extend from the floor to the ceiling above. The floor is made of marble, while the walls were exquisitely carved from the underground. Script of some type seems to have been carved into the walls. The hall seems to be nearly five hundred feet long, one hundred feet wide and fifty feet tall. A heavy dust covers the floor and an eerie silence fills your ears.

Peering before you, you see that at the end of the hall is a huge circular stone door about twenty feet in diameter.

The script on the walls is in ancient dwarven. It tells about the *Axe of Corond* and numerous other ancient, long forgotten tales.

The only other item of note in the dwarven hall is the huge circular stone door. This locked door (hardness 8, hp 30, Open Lock DC 40) is magically trapped. To break

the door down requires a successful Strength check (DC 28). Details of the trap are noted below.

All APLs (EL 2)

➤ **Bane Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*bane*, 1st-level cleric, DC 11 Will save negates); Search (DC 26); Disable Device (DC 26).

Encounter 5: Guardians and Keys

Proceeding through the huge circular door, you see that it leads to a one hundred-foot long, fifty-foot wide room. The ceiling looms only twenty feet above you.

On the other side of the room is a huge circular adamantine door. The door's keyhole is lined with small gems.

In the middle of the room, stand eight massive, human-shaped figures made of stone, steel and lead. Carved, magic runes inlaid with precious metals adorn its head, limbs and torso.

The massive figures are runic guardians that have been put here to guard this area. They are to kill anyone who does not possess the key. Since Solwer currently possesses the key; they do not direct any of their attacks or spells towards him even if he does them.

APL 6 (EL 10)

➤ **Runic Guardian (1):** hp 150; see Appendix I.
Spell Known (13th level caster): *holy word* (guardian #1).

APL 8 (EL 12)

➤ **Runic Guardian (2):** hp 150 each; see Appendix I.
Spell Known (13th level caster): *holy word* (guardian #1), *dictum* (guardian #2).

APL 10 (EL 14)

➤ **Runic Guardian (4):** hp 150 each; see Appendix I.
Spell Known (15th level caster): *holy word* (guardian #1), *dictum* (guardian #2), *greater dispel magic* (guardian #3), *harm* (guardian #4).

APL 12 (EL 16)

➤ **Runic Guardian (8):** hp 150 each; see Appendix I.
Spell Known (17th level caster): *holy word* (guardian #1), *dictum* (guardian #2), *greater dispel magic* (guardian

#3), *harm* (guardian #4), *mass inflict serious wounds* (guardians #5 to #8).

Once the runic guardians have been destroyed, the PCs can turn their attention to the huge circular adamantine door. To open this locked door (hardness 20, hp 120, Open Lock DC 40), the PCs merely need to have Solwer place the key that Kaihonriedwur gave him into the gem-lined keyhole. Upon doing so, the key fuses itself into the keyhole until each of the PCs and Solwer leave this area at which point the key magically returns to its keeper, the copper dragon Kaihonriedwur.

Encounter 6: The Elevator

Having used Solwer's key that Kaihonriedwur gifted to him, the thick adamantine door opens before you. Gazing inside, you see a circular room with a thirty-foot diameter. The ceiling hangs about twenty feet overhead.

Looking about, you see at the far side of the room is what appears to be an elevator with three large levers on the wall to the left of it.

Correctly using the three levers allows the PCs to safely use the elevators to get to the next level below. Incorrectly, using the levers leads to one of two possible traps.

The levers are currently in the middle position and can be pushed up or down. Multiple levers can be pushed at the same time but only in the same direction. The left lever represents four, the center lever two and the right lever one. These numbers represent the number of folks the elevator allows on it before the door slams shut and it begins to move. If two levers are pushed at the same time, the numbers are added together. If the levers are pushed down, the elevator moves up. If the levers are pushed up, the elevator moves down. A successful Knowledge (architecture and engineering) check (DC 20) or Search or Disable Device check (DC 30) reveals this information to the PC. Dwarf PCs get a +2 bonus to their roll.

If anyone is left outside of the elevator before its door slams shut, they are hit with a blast of fire. See below for details on the fire blast trap.

If the PCs pushed the levers up, causing the elevator to go down, they safely arrive at the level below (see the next encounter). However, if the PCs pushed the lever down and are in the elevator while it rises, they are slammed upward into a cluster of spikes. See below for details on the spike trap.

APL 6 (EL 2)

🔪 **Fire Blast Trap:** CR 2; mechanical; touch trigger; automatic reset; DC 16 Reflex save half damage; 4d6 fire; multiple targets (all targets in room); Search (DC 24); Disable Device (DC 24).

🔪 **Spike Trap:** CR 2; mechanical; touch trigger; automatic reset; Atk +18 ranged (2d6, spikes); Search (DC 24); Disable Device (DC 24).

APL 8 (EL 3)

🔪 **Fire Blast Trap:** CR 3; mechanical; touch trigger; automatic reset; DC 20 Reflex save half damage; 6d6 fire; multiple targets (all targets in room); Search (DC 24); Disable Device (DC 24).

🔪 **Spike Trap:** CR 3; mechanical; touch trigger; automatic reset; Atk +18 ranged (4d6, spikes); Search (DC 24); Disable Device (DC 24).

APL 10 (EL 4)

🔪 **Fire Blast Trap:** CR 4; mechanical; touch trigger; automatic reset; DC 24 Reflex save half damage; 8d6 fire; multiple targets (all targets in room); Search (DC 24); Disable Device (DC 24).

🔪 **Spike Trap:** CR 4; mechanical; touch trigger; automatic reset; Atk +18 ranged (6d6, spikes); Search (DC 24); Disable Device (DC 24).

APL 12 (EL 5)

🔪 **Fire Blast Trap:** CR 5; mechanical; touch trigger; automatic reset; DC 28 Reflex save half damage; 8d6 fire; multiple targets (all targets in room); Search (DC 24); Disable Device (DC 24).

🔪 **Spike Trap:** CR 5; mechanical; touch trigger; automatic reset; Atk +24 ranged (6d6, spikes); Search (DC 24); Disable Device (DC 24).

Encounter 7: Scenes of Old

Having used the elevator to get to the next level below, you see a stone room before you. The room is forty feet in length and width and twenty feet high.

Upon all the walls are elaborate and finely drawn depictions of dwarfs in battle with both humanoid and undead creatures plus numerous giants.

An enormous circular lead door lies on the far side of the room.

The huge circular lead door (hardness 10, hp 60, Open Lock DC 40) is locked. It requires a Strength check (DC 28) to bust down.

The walls show depictions of past battles fought in the Principality of Ulek. If the PCs intensely look at the depictions, they see the following:

- The depictions are in fact one piece of work representing a single battle.
- A male dwarven figure with a crown upon his head seemingly is leading the dwarfs into battle. He is using a dwarven waraxe to direct them.
- The male dwarven figure resembles Prince Corond.
- The humanoids include orcs, goblins, hobgoblins, bugbears, norkers and gnolls among others.
- The undead creatures include zombies, skeletons, ghouls, ghosts and bodaks among others.
- The giants include ogres, trolls and hill giants.
- In five corners of the depiction is a gem being placed underground by a female heavenly hand. Each corner depicts a different type of gem. The five gem types are ruby, bloodstone, emerald, amethyst and diamond.

Nothing else of interest lies within this room.

Encounter 8: Crushed

Heading through the enormous lead door, you see a square room. Both the length and width of the room are forty feet. On the opposite side of the room is a strangely familiar circular lead door.

The huge circular lead door (hardness 10, hp 60, Open Lock DC 40) is locked. It requires a Strength check (DC 28) to bust down. It is not trapped but several spots on the floor in this room are.

Randomly select a number of spaces equal to the APL that are trapped. If any PC puts more than ten pounds of pressure on one of these spaces, the trap is setoff.

Instinctively, Solwer knows the safe way across the room and thus will not be harmed by this trap.

APL 6 (EL 2)

✦ **Falling Block Trap:** CR 2; mechanical; touch trigger; repair reset; Atk +14 melee (2d6, bricks); multiple targets (6 random spaces); Search (DC 20); Disable Device (DC 20).

APL 8 (EL 3)

✦ **Falling Block Trap:** CR 3; mechanical; touch trigger; repair reset; Atk +14 melee (4d6, bricks); multiple targets (6 random spaces); Search (DC 24); Disable Device (DC 24).

APL 10 (EL 4)

✦ **Falling Block Trap:** CR 4; mechanical; touch trigger; repair reset; Atk +14 melee (6d6, bricks); multiple targets (6 random spaces); Search (DC 24); Disable Device (DC 24).

APL 12 (EL 5)

✦ **Falling Block Trap:** CR 5; mechanical; touch trigger; repair reset; Atk +18 melee (6d6, bricks); multiple targets (6 random spaces); Search (DC 24); Disable Device (DC 24).

Once the PCs have reach the other side and opened the locked door, continue with the next encounter.

Encounter 9: Axe of Corond

Peering through the second enormous circular lead door, you see a circular room with a diameter of about thirty feet. In the center of the room is a circular dais with a large rectangular purple pillow with gold trim. Resting upon the pillow is a finely crafted dwarven waraxe that glows brightly in this otherwise dark room.

The dwarven waraxe resting on top of the pillow is in fact the *Axe of Corond*. It is an intelligent weapon of the greatest power including the ability of speech. The axe only speaks in dwarven but only out of choice.

If anyone attempts to touch the axe, save Solwer Copperkey, the axe gruffly starts to shout out loud. It does not wish to be touched except by a member of the Copperkey clan or House Corond. The axe acts just like a typically dwarf. If spoken to or touched by an elf, it yells out, *"What do you want? An nansy pansy dwarven, elven love fest?"* If spoken to or touched by a half-orc, it screams out, *"Get yee filthiness away from me yee beast."* If a second attempt is made, the *Axe of Corond* attempts to take a swing at the PC.

After Solwer picks up the axe, it brusquely says some of the following lines:

- *"What took you so darn long? I'm not getting any younger you know."*
- *"Do you know how long I've been down here in this place alone?"*

- *"So when are you going to take me to see the true prince?"*
- *"I can't wait to kick some orc butt."*

Feel free to add your own dwarven phrases to add to this role-playing encounter.

Under no circumstance does the *Axe of Corond* function in any PC's possession.

When the PCs leave to return the *Axe of Corond* to the true prince in the capital city of Gryrax, continue with the following encounter.

Encounter 10: With Axe in Hand

With the Axe of Corond in young Solwer Copperkey's grip, you quickly make way to the capital city of Gryrax.

You travel for several days through the scenic Lortmil Hills. Fortunately, you encounter no hostility along the way.

As you come to the gates of Gryrax, you see that there are several dwarven Royal Army guards searching folks wishing to enter the city.

The PCs are searched before they are allowed to enter the city. If any item banned (such as *demon armor*, *hand of glory*, *mask of the skull*, *mask of the dead*, etc.) in the Principality of Ulek is found upon them, it is taken from the PC. Such an occurrence should be noted on their AR and their MIL updated immediately.

As the PCs are being searched, the *Axe of Corond* begins to speak:

"Hey, we're almost there aren't we? Well, I think me and young Solwer can handle it from here." With this the guards look over at you and merely shrug. Solwer looks at you with the look of a reassuring adult. For some peculiar reason, you feel a calmness about you.

If any PC insists on going with young Solwer to deliver the *Axe of Corond* to the true prince, the intelligent dwarven waraxe gets irate. If the PCs argue their case and successfully makes a Diplomacy check (DC 15), the *Axe of Corond* grudgingly agrees to allow the PCs to walk it and Solwer to the castle in the middle of the city but no further. The dwarven guards at the castle won't let the PCs enter either. At no point should the PCs come in contact with Prince Corond or any dwarven nobility during this encounter. Nor should they be allowed inside the castle.

Conclusion

If the PCs were unsuccessful in retrieving the Axe:

You tried your best, but quite simply you failed. Hopefully, another group can step forward and retrieve the Axe of Corond for the true prince of Ulek.

If the PCs were successful in retrieving the Axe:

You have been successful in finding the Axe of Corond, a powerful weapon in the hands of the true prince of Ulek. Hopefully, with this new power, the Principality of Ulek can drive back the vile humanoids that reside in the Disputed Territory so that the country can be reunited once again.

Your success has not fallen on blind eyes or deaf ears, as Loupiz Corond, a minor dwarven noble and member of House Corond, was sent to personally thank you for your efforts. While meeting with him, he gave you the gratitude of his house.

The successful PCs earn the *Gratitude of House Corond* (see the Treasure Summary).

If this scenario is being run at MegaCon 2004, also read the following:

You have also been asked to attend the upcoming festival in the city of Gryrax and enjoy yourself while there.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter 2: Trek

Defeat orcs and giants.

APL 6 – 240 xp.

APL 8 – 300 xp.

APL 10 – 360 xp.

APL 12 – 420 xp.

Encounter 4: Dwarven Hall

Bypass/avoid trap.

APL 6 – 60 xp.
APL 8 – 60 xp.
APL 10 – 60 xp.
APL 12 – 60 xp.

Encounter 5: Guardian and Keys

Defeat runic guardians.

APL 6 – 300 xp.
APL 8 – 360 xp.
APL 10 – 420 xp.
APL 12 – 480 xp.

Encounter 6: The Elevator

Bypass/avoid trap.

APL 6 – 60 xp.
APL 8 – 90 xp.
APL 10 – 120 xp.
APL 12 – 150 xp.

Encounter 8: Crushed

Survive trap.

APL 6 – 60 xp.
APL 8 – 90 xp.
APL 10 – 120 xp.
APL 12 – 150 xp.

Discretionary Roleplaying Award

Judge may allocate up to the following for good roleplaying.

APL 6 – 180 xp.
APL 8 – 225 xp.
APL 10 – 270 xp.
APL 12 – 315 xp.

Total Possible Experience

APL 6 – 900 xp.
APL 8 – 1,125 xp.
APL 10 – 1,350 xp.
APL 12 – 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter’s treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter 2:

APL 6: L: 149 gp; C: 0 gp; M: +1 *keen short sword* (693 gp); *periapt of wisdom* +2 (333 gp).

APL 8: L: 215 gp; C: 0 gp; M: +1 *keen harmony short sword* (1526 gp); *periapt of wisdom* +2 (333 gp).

APL 10: L: 205 gp; C: 25 gp; M: +1 *keen harmony short sword* (1526 gp); *periapt of wisdom* +2 (333 gp); *cloak of resistance* +3 (750 gp).

APL 12: L: 270 gp; C: 25 gp; M: +1 *keen harmony short sword* (1526 gp); *periapt of wisdom* +2 (333 gp); *cloak of resistance* +3 (750 gp); *ring of protection* +1 (167 gp); *oil of magic vestment* +5 (250 gp); *potion of barkskin* +5 (100 gp); *potion of cure serious wounds* (63 gp); *potion of shield of faith* +5 (75 gp).

Total Possible Treasure (Maximum Reward Allowed)

APL 6: L: 149 gp; C: 0 gp; M: 1,026 gp – Total: 1,175 gp (900 gp).

APL 8: L: 215 gp; C: 0 gp; M: 1,859 gp – Total: 2,074 gp (1,300 gp).

APL 10: L: 205 gp; C: 25 gp; M: 2,609 gp – Total: 2,839 gp (2,300 gp).

APL 12: L: 270 gp; C: 25 gp; M: 3,264 gp – Total: 3,559 gp (3,300 gp).

Special

Gratitude of House Corond

In thanks for successfully retrieving the *Axe of Corond* for the true prince of Ulek, the PC gains a +1 circumstance bonus to Charisma checks when dealing with House Corond or any of its members. Additionally, the PC gains access to purchase *belts of dwarvenkind* and *wands of cure light wounds* (Frequency: Regional).

If the PC has a home region of the Principality of Ulek, they gain additional access to the following items:

- *dwarven thrower* (Frequency: Regional)
- *periapt of proof against poison* (Frequency: Adventure)
- *wand of cure moderate wounds* (Frequency: Regional)
- *wand of cure serious wounds* (Frequency: Adventure)
- *wand of cure critical wounds* (Frequency: Adventure)

If the PC switches regions or fails to pay the mandatory War Tax in the future, they immediately lose the access to these additional items.

Items for the Adventure Record

Item Access

APL 6:

- ❖ *+1 keen short sword* (Adventure, DMG)
- ❖ *periapt of wisdom +2* (Adventure, DMG)

APL 8 (all items from APL 6 plus):

- ❖ *+1 keen harmony short sword* (Adventure, DMG and A&EG)

APL 10 (all items from APL 6, 8 plus):

- ❖ *cloak of resistance +3* (Adventure, DMG)

APL 12 (all items from APL 6, 8, 10 plus):

- ❖ *oil of magic vestment +5* (Adventure, DMG)
- ❖ *potion of barkskin +5* (Adventure, DMG)
- ❖ *potion of cure serious wounds* (Adventure, DMG)
- ❖ *potion of shield of faith +5* (Adventure, DMG)

Appendix I: NPCs

Encounter One

All APLs

Solwer Copperkey (1): Male Dwarf Ftr2; CR 2; Medium humanoid (dwarf); HD 2d10+11; hp 31; Init +1; Spd 20 ft.; AC 11 (touch 11, flat-footed 10) [+1 Dex]; Base Atk +2, Grp +3; Atk +7 melee (1d10+4/x3, dwarven waraxe); Full Atk +7 melee (1d10+4/x3, dwarven waraxe); SQ dwarven traits; AL LG; SV Fort +7, Ref +1, Will +1; Str 12, Dex 12, Con 18, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +6, Jump +6; Toughness, Weapon Focus (dwarven waraxe), Power Attack.

Possessions: +3 bane (orcs) dwarven waraxe.

Encounter Two

APL 6

Ambushers (2): Male Orc Rog3; CR 3; Medium humanoid (orc); HD 3d6+6; hp 18 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Base Atk +2, Grp +6; Atk +7 melee (1d6+4/19-20, short sword); Full Atk +7 melee (1d6+4/19-20, short sword); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, light sensitivity, trap sense +1, trapfinding; AL CE; SV Fort +3, Ref +5, Will +1; Str 18, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +10, Climb +10, Hide +10, Jump +14, Listen +6, Move Silently +10, Spot +6, Tumble +12; Acrobatic, Stealthy.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword, tanglefoot bag.

Toog (1): Male Orc Clr3; CR 3; Medium humanoid (orc); HD 3d8; hp 18; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Base Atk +2, Grp +4; Atk +5 melee (1d6+3/17-20, short sword); Full Atk +5 melee (1d6+3/17-20, short sword); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +3, Will +5; Str 14, Dex 14, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Hide +10, Move Silently +10; Improved Initiative, Stealthy.

Spells Known (4/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic, guidance, read magic, resistance*; 1st – *bless, cause fear*, cure light wounds, doom*; 2nd – *hold person, invisibility**.

*Domain spell. *Domains:* Death (Death touch); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: masterwork studded leather armor, masterwork light wooden shield, +1 *keen short sword*, silver holy symbol of Shargass, *periapt of wisdom* +2.

APL 8

Ambushers (3): Male Orc Rog3; CR 3; Medium humanoid (orc); HD 3d6+6; hp 18 each; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Base Atk +2, Grp +6; Atk +7 melee (1d6+4/19-20, short sword); Full Atk +7 melee (1d6+4/19-20, short sword); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, light sensitivity, trap sense +1, trapfinding; AL CE; SV Fort +3, Ref +5, Will +1; Str 18, Dex 15, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +10, Climb +10, Hide +10, Jump +14, Listen +6, Move Silently +10, Spot +6, Tumble +12; Acrobatic, Stealthy.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword.

Toog (1): Male Orc Clr3; CR 3; Medium humanoid (orc); HD 3d8; hp 18; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Base Atk +2, Grp +4; Atk +5 melee (1d6+3/17-20, short sword); Full Atk +5 melee (1d6+3/17-20, short sword); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +3, Will +5; Str 14, Dex 14, Con 10, Int 12, Wis 15, Cha 10.

Skills and Feats: Hide +10, Move Silently +10; Improved Initiative, Stealthy.

Spells Known (4/3+1/1+1; base DC = 12 + spell level): 0 – *detect magic, guidance, read magic, resistance*; 1st – *bless, cause fear*, cure light wounds, doom*; 2nd – *hold person, invisibility**.

*Domain spell. *Domains:* Death (Death touch); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: masterwork studded leather armor, masterwork light wooden shield, +1 *harmony keen short sword*, silver holy symbol of Shargass, *periapt of wisdom* +2.

Harmony weapon enhancement: When flanking an opponent, the wielder of this weapon gains a +4 bonus on attacks rather than the normal +2 bonus for flanking.

APL 10

Ambushers (3): Male Orc Rog6/Ftr1; CR 7; Medium humanoid (orc); HD 6d6+1d10+14; hp 45 each; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 armor, +1 shield]; Base Atk +5, Grp +9; Atk +10 melee

(1d6+4/19-20, short sword); Full Atk +10 melee (1d6+4/19-20, short sword); SA sneak attack +3d6; SQ darkvision 60 ft., evasion, light sensitivity, trap sense +2, trapfinding, uncanny dodge; AL CE; SV Fort +7, Ref +8, Will +4; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +14, Climb +14, Hide +14, Jump +18, Listen +9, Move Silently +14, Spot +9, Tumble +16; Acrobatic, Blind-Fight, Iron Will, Stealthy.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword.

Toog (1): Male Orc Clr7; CR 7; Medium humanoid (orc); HD 7d8; hp 42; Init +6; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +3 armor, +1 shield]; Base Atk +5, Grp +7; Atk +8 melee (1d6+3/17-20, short sword); Full Atk +8 melee (1d6+3/17-20, short sword); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +7, Will +11; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 10.

Skills and Feats: Hide +14, Move Silently +14; Blind-Fight, Improved Initiative, Stealthy.

Spells Known (6/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic, guidance, guidance, read magic, resistance, resistance*; 1st – *bless, cause fear*, cure light wounds, divine favor, doom, obscuring mist*; 2nd – *bull's strength, darkness, hold person, hold person, invisibility**; 3rd – *animate dead*, blindness/deafness, prayer*; 4th – *confusion*, divine power*.

*Domain spell. *Domains:* Death (Death touch); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: masterwork studded leather armor, masterwork light wooden shield, +1 *harmony keen short sword*, silver holy symbol of Shargass, *peraport of wisdom* +2, *cloak of resistance* +3, 12 black onyxes (25 gp each).

Harmony weapon enhancement: When flanking an opponent, the wielder of this weapon gains a +4 bonus on attacks rather than the normal +2 bonus for flanking.

APL 12

Ambushers (3): Male Orc Rog6/Ftr1; CR 7; Medium humanoid (orc); HD 6d6+1d10+14; hp 45 each; Init +2; Spd 30 ft.; AC 17 (touch 13, flat-footed 17) [+3 Dex, +3 armor, +1 shield]; Base Atk +5, Grp +9; Atk +10 melee (1d6+4/19-20, short sword); Full Atk +10 melee (1d6+4/19-20, short sword); SA sneak attack +3d6; SQ darkvision 60 ft., evasion, light sensitivity, trap sense +2, trapfinding, uncanny dodge; AL CE; SV Fort +7, Ref

+8, Will +4; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +14, Climb +14, Hide +14, Jump +18, Listen +9, Move Silently +14, Spot +9, Tumble +16; Acrobatic, Blind-Fight, Iron Will, Stealthy.

Possessions: masterwork studded leather, masterwork light wooden shield, masterwork short sword.

Toog (1): Male Orc Clr7; CR 7; Medium humanoid (orc); HD 7d8; hp 42; Init +6; Spd 30 ft.; AC 17 (touch 13, flat-footed 15) [+2 Dex, +3 armor, +1 shield, +1 ring]; Base Atk +5, Grp +7; Atk +8 melee (1d6+3/17-20, short sword); Full Atk +8 melee (1d6+3/17-20, short sword); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +7, Will +11; Str 14, Dex 14, Con 10, Int 12, Wis 16, Cha 10.

Skills and Feats: Hide +14, Move Silently +14; Blind-Fight, Improved Initiative, Stealthy.

Spells Known (6/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – *detect magic, guidance, guidance, read magic, resistance, resistance*; 1st – *bless, cause fear*, cure light wounds, divine favor, doom, obscuring mist*; 2nd – *bull's strength, darkness, hold person, hold person, invisibility**; 3rd – *animate dead*, blindness/deafness, prayer*; 4th – *confusion*, divine power*.

*Domain spell. *Domains:* Death (Death touch); Trickery (Bluff, Disguise and Hide are class skills).

Possessions: masterwork studded leather armor, masterwork light wooden shield, +1 *harmony keen short sword*, silver holy symbol of Shargass, *peraport of wisdom* +2, *cloak of resistance* +3, *ring of protection* +1, *oil of magic vestment* +5, *potion of barkskin* +5, *potion of cure serious wounds*, *potion of shield of faith* +5, 12 black onyxes (25 gp each).

Harmony weapon enhancement: When flanking an opponent, the wielder of this weapon gains a +4 bonus on attacks rather than the normal +2 bonus for flanking.

Encounter Five

All APLs

Runic Guardian: CR 10; large construct; HD 17d10+30; hp 150; Init +1; Spd 30 ft.; AC 28 (touch 10, flat-footed 27) [-1 size, +1 Dex, +18 natural]; Base Atk +12, Grp +23; Atk +18 melee (2d8+7 plus stunning strike, slam); Full Atk +18 melee (2d8+7 plus stunning strike, 2 slams); Space/Reach 10 ft./10 ft.; SA runic spells, stunning strike; SQ construct traits, DR 10/adamantine, fast healing 10, find master, guard, *shield master, teleport without error*; AL N; SV Fort +5,

Ref +6, Will +5; Str 24, Dex 13, Con -, Int -, Wis 11, Cha 1.

Runic Spells (Sp): A runic guardian can hold a single inscribed spell of 6th or 7th level. This spell must be cast into the body when it is created. The spell is contained in the runes on the runic guardian's head, limbs, and torso. This spell can be cast once per day as a spell-like ability. The runic guardian discharges this spell either when directly commanded to do so or when a predetermined situation arises.

Stunning Strike (Ex): Any creature hit by a runic guardian's slam attack must make a successful Fort save (DC 25) or be stunned for 1 round, in addition to the normal damage from the blow. Constructs, oozes, plants, undead, incorporeal creatures, and creatures immune to critical hits cannot be stunned.

Find Master (Su): No matter the distance, a runic guardian can find the piece of jewelry that connects it with its master, and it teleports to that spot when called. Should the master call the construct and then remove the jewelry, the runic guardian finds only the jewelry upon its arrival. This ability functions even across planar boundaries.

Guard (Ex): The runic guardian blocks blows, granting its master a +4 deflection bonus to AC. This power functions only when the runic guardian is within 5 feet of its master.

Shield Master (Sp): A runic guardian's master, when in possession of its jewelry, can activate this defensive ability when within 150 feet of the construct.

Shield master transfers three-fourths of the damage that would otherwise be dealt to the master to the runic guardian instead. This ability otherwise functions like the *shield other* spell (caster level 25th), except that it provides no AC or saving throw bonuses.

Teleport without Error (Sp): Once per day, a runic guardian can use *teleport without error* (caster level 18th). It normally uses this ability to answer a call from its master, teleporting unerringly to her side.

Description: Runic guardians are constructs similar to shield guardians, but with far superior physical and magical capabilities. Runic guardians are especially popular among dwarves and giants, though spellcasters of all races find them useful. A runic guardian is a massive, human-shaped figure made of stone, steel, and lead. Its hands and arms are constructed of hollow stone and filled with lead for a more deadly punch. Carved, magic runes inlaid with precious metals adorn its head, limbs, and torso. Whenever a runic guardian casts a spell, these runes flare up into a variety of brilliant colors. A runic guardian serves one master that is designated at the time of its creation, and no other. The construct is keyed to a specific, unique piece of jewelry worn by its

master and made at the time of its creation. The master can use this piece of jewelry to call the runic guardian to her side from any distance, or even from another plane. A runic guardian knows whether or not the bearer of its jewelry is really its master, and it slays any pretenders outright. In battle, a runic guardian protects its master by casting predetermined defensive spells upon him or her, then pounding away at foes with its leaden fists. A runic guardian is instantly aware of its master's death, whether or not it was present at the time. When the master's death occurs, the construct immediately goes on a rampage, attacking all creatures within sight. Possession of its jewelry in such a circumstance grants its bearer neither control over the construct nor safety from its attacks. The rampage only ends with the destruction of the construct.

Critical Event Summary

For use at MegaCon 2004

Please fill out the following and return the results to Christopher Reed at fltriad@aol.com.

1. Did Solwer die during this adventure? YES NO

a) If so, how?

2. Did the PCs successfully return the *Axe of Corond*? YES NO

a) If not, why?
