

ULP3-07

The Key

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

by Christopher Reed

Can you find the key so that a legendary axe can make its way into the hands of the true prince?
An adventure for PCs level 3-12.

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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This is an RPGA Network scenario for the DUNGEONS & DRAGONS game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time being around three hours. The rest of the time is spent in preparation before game play, reward distribution 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, print this scenario. This scenario was created to support double-sided printing, but printing it single sided works 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 running the event. Take time to review 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's 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 described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. 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 both the players and the DM to keep track of who is playing what character.

The players are free to use the game rules to learn about equipment and weapons their

characters are carrying. But, as the DM, you can bar the use of even Core Rulebooks during certain times of play. For example, usually 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.

Text that appears in ***bold italics*** is player information, which you may read aloud or paraphrase as appropriate. Text in appendixes contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and non-player character (NPC) statistics are provided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

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 character participating in the adventure. To determine the Average Party Level (APL):

1) Determine the character level for each character participating in the adventure.

2) If characters bring animals that have been trained for combat (usually war horses and riding dogs), other than those brought by virtue of a class ability (such as animal companions, familiars, a paladin's mounts, and so forth) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single character may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 and 1/6	0	0	0	1
1/3 and 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3) Sum the results of 1 and 2, and divide by the number of characters playing in the adventure-round up.

4) If you are running a table of six characters, add one to that average.

By following these four steps, you have determined the modified APL. Throughout this adventure, APLs categorize the level of challenge that the characters 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 an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is 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. Three or 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. Characters who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is usually a free action (see *DUNGEON MASTER'S Guide* Chapter 2: Characters) 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 the Principality of Ulek. All in-region characters pay one Time Units to participate in the adventure, while out-of-region characters pay two Time Units. Adventures' Standard Upkeep costs 12 gp. Rich Upkeep costs 50 gp, and Luxury Upkeep costs 100 gp.

Adventure Summary and Background

This is the twenty-seventh 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.

Now approximately eight months have passed by and all the while Pengellen has been spending every possible free moment researching his vast collection of books and tomes on this legendary axe. Pengellen has finally learned enough to send a note to Emerald Gemsplitter with his findings. While his research is far from completed, several key pieces of information are needed, which require the help of heroes traveling the lands of the Principality of Ulek.

One of Pengellen's big findings thus far is that the axe currently lies deep within the Lortmil Hills. To gain access to it, one must seek out a special and magical key held by an ancient guardian of nearly unimaginable age. Unbeknownst to all, including Pengellen, is that this ancient guardian is a copper dragon (age category: wrym). The copper dragon, Kaihonriedwur, has lived in peace with the dwarfs since before Keoland was officially founded (303 OR or -342 CY). Kaihonriedwur lived openly in the Principality of Ulek until 286 CY; the year Tavish I of Gradsul took the throne of Keoland, when his

presence became less visible. By 292 CY, the year Tavish I negotiated a treaty to formalize the union of the Ulek states to Keoland, Kaihonriedwur had completely hid himself from the world above and the sight of men.

In a time well before the crowning of Prince Olinstaad Corond (281 CY), a legendary dwarven waraxe known as the Axe of Corond was crafted by Faber Hamoranfilt, a skilled dwarven blacksmith beyond compare and Bult Rockhammer, a dwarven cleric of Moradin, for the then prince of Ulek. This unique dwarven waraxe was only used in the greatest of need, being well hidden when not in use.

As the years passed by, several threats caused the need for greater protection of the axe. Thus, it was hidden deep beneath the ground with several guardians and traps to ensure it wouldn't easily fall into the wrong hands. As time passed on, the axe slowly was forgotten until the research of Emerald Gemsplitter.

One such protection taken was the creation of a marvelous magical door to protect the only entrance way to the axe with the only key being given to Kaihonriedwur, the copper dragon, shortly after Prince Olinstaad Corond took the throne in 281 CY. Since, the door was sealed to its current hidden place and Kaihonriedwur given the key, the Axe of Corond has not been seen by man, dwarf or dragon.

When Kaihonriedwur was originally given the key, he was instructed that it should remain in his possession until a dwarf from the Copperkey clan with a birthmark resembling an axe came to him seeking it so the Axe of Corond could be given to the true prince of Ulek. Each male member of the dwarven clan of Copperkey is born with such a birthmark. Unfortunately, the past few hundred years have not been kind to the dwarven clan of Copperkey. Many of their number have fallen in various wars. Currently, only one male member, Solwer, of the Copperkey clan exists. Solwer was one of ten (and youngest) sons bore by Gryla Copperkey but each of Solwer's brothers have fallen to Pomarjian or Warlord blades. Even Solwer's father, known as one of the mightiest warriors throughout the country has recently fallen. Now Solwer is the only key to gaining access to the door's key that holds the Axe of Corond.

The adventure starts when the PCs receive an elegant note requesting their presence at the three-story tower home of Pengellen from Emerald Gemsplitter, who works for Oldid Silverbeard.

Additional information is to be given to them once they arrive.

Arriving at Pengellen's three-story tower home, the PCs are informed for the reason of their being summoned by the dwarven scholar: his initial research on an ancient artifact, a dwarven waraxe, has been completed. Through his initial research, Pengellen has learned that the axe currently lies deep within the Lortmil Hills. To gain access to it, one must seek out a special and magical key held by an ancient guardian of nearly unimaginable age.

Pengellen believes he has figured out the location of where this magical key is being held by deciphering the various riddles and nearly forgotten tales within his antediluvian books on the subject. He wishes the PCs to locate and retrieve this magical key. To do so, Pengellen informs the PCs that they must find a male member of the dwarven clan of Copperkey that has a birthmark of an axe. Several male members of the Copperkey clan used to reside in his old village, Veithem. However, the Copperkey clan left the village at the same time Pengellen did due to the forces of the Pomarj that were closing in. Pengellen believes they went to a small village west of the city of Thunderstrike.

While the PCs partake in this mission, Pengellen plans on continuing his research on the dwarven waraxe known as the *Axe of Corond*.

Heading to the small village west of the city of Thunderstrike, the PCs fortunately encounter nothing of interest or of hostility.

Upon arriving at the small village, the PCs see a funeral taking place and a person seemingly of some significant being laid to rest. Through interaction with the local villagers, the PCs can easily discover that the recently deceased was a member of the dwarven clan of Copperkey who is survived only by his wife, Gryla, youngest son (Solwer) and several sisters.

Eventually, the PCs have an opportunity to speak with Gryla. When the PCs tell their story, she insists that young Solwer cannot go being that he's only 35 years old. (A dwarf reaches adulthood at 40 years old.) At this point, the PCs must find a way to get Solwer to travel with them; otherwise their quest cannot be completed. Several possibilities include sneaking Solwer out (he's quite interested in partaking of the quest), or finding a way to convince Gryla that her son, Solwer, will come to no harm.

Once the PCs have Solwer in tow, they can then follow a crude map provided by Pengellen to the location of the magical key that can unlock the Axe of Corond from its current clandestine place.

Unfortunately for the PCs and the Principality of Ulek, 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 unknowingly seek 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 of his most loyal humanoid followers with this scroll to retrieve the same magical key the PCs seek. While these humanoid followers have not located the magical key that Kaihonriedwur guards, they are an obstacle for the PCs to deal with.

Having dealt with the Warlord's humanoid followers, the PCs, with Solwer in tow, can now focus on the task at hand: obtaining the magical key that will unlock the Axe of Corond from its current concealed place. First, the PCs must discover the cave entrance to where Kaihonriedwur resides. The cave entrance is a magical secret door that only reveals itself under the light of a full moon. Fortunately (or perhaps unfortunately for PCs afflicted with lycanthropy), a full moon fills the night sky. Once locating the door, the PCs must figure out the cryptic riddle to gain entrance to the wonders that lie beyond.

Having found the door that Pengellen, via his research, believes leads to the special and magical key held by an ancient guardian of nearly unimaginable age, the PCs, with Solwer in tow, progress deeper into the earth by way of many natural tunnels and passageways that twist, turn and bend, sometimes quite wildly. During their trek, the PCs encounter a mob of cloaklers, who hope to make the PCs a nice meal for the day.

Pressing onward, the PCs, with Solwer in tow, find a twisting underground rocky maze with an open top. This area was crafted by the copper dragon, Kaihonriedwur, himself via his various spell-like abilities (*stone shape*, *transmute rock to mud* and *transmute mud to rock*). The open top allows him to fly or jump over intruders but luckily for the PCs this will not be the case on this day. The PCs might spend hours navigating through this maze that is filled with minor traps or find a way to bypass the maze possibly by the use of spells, such as *fly*, *spider climb*, etc.

Finally the PCs and Solwer come upon the colossal lair of the copper dragon, Kaihonriedwur. As they do so, Kaihonriedwur, having just woken up

from a sleep of several years, firmly requests that each PC tell a joke, riddle or story to him. Once each PC has done so, he bluntly asks them to state their business within his warren. If the PCs act hostile with him, Kaihonriedwur, a dragon of wyrms age category, attacks without remorse until they have been deposed of. Once the PCs have briefly stated their reason for being here, Kaihonriedwur realizes that he is quite hungry and informs the PCs that he is in need of food and would much prefer monstrous scorpions. The PCs may wonder where they can locate such creatures to appease Kaihonriedwur. Kaihonriedwur informs them that continuing down a large tunnel behind him for several hours once and likely still does lead to a monstrous scorpion colony. While the PCs are retrieving his food, Kaihonriedwur wishes to speak with Solwer.

The PCs, without Solwer, go to find the copper dragon, Kaihonriedwur, his eating preferences of monstrous scorpions. After several hours of travel down the passageway noted to them by Kaihonriedwur, they easily locate that which they seek.

Returning to Kaihonriedwur with his prized meal in hand, the copper dragon first greets the PCs by playing a small prank on them, which brings a great amount of glee to him and Solwer. Next, Kaihonriedwur tells them a story about the Axe of Corond. Finally, Kaihonriedwur talks to the PCs for the reason they have come here, the magical key, which hangs from a necklace around his neck. In order for him to be able to release the key to Solwer, they must solve his riddle, which he relays to the PCs in dwarven only!

Once solving the dragon's riddle, Kaihonriedwur requests that Solwer be allowed to stay with him for a period of three months. During this time, Kaihonriedwur plans to show Solwer the proper way to use the key among a great many other things. When they (Kaihonriedwur and Solwer) have completed with what lies before them, Kaihonriedwur informs the PCs they will be summoned to retrieve the Axe of Corond. If the PCs ask to stay with Kaihonriedwur and Solwer during this time, Kaihonriedwur is more than willing to let them stay. (The Time Unit cost to do this is 13 and the PC's next event must be *ULP4-02 Axe of Corond*. A minor benefit will result from staying however.)

The PCs then exit Kaihonriedwur's lair having promised the copper dragon never to reveal his lair to anyone. Nothing of interest occurs during their

trek back to the capital city of Gryrax, where they inform Pengellen of what they have learned.

Introduction

On a late afternoon day, you receive an elegant note from a young stocky dwarven messenger with a thin brown beard that has been neatly kept.

Upon handling you the note, he bids you farewell and quickly departs.

Give the PCs Player's Handout 1. Once each of them has had a chance to read the note, continue with the first encounter.

Encounter 1: Pengellen

When the PCs agree to head to Pengellen's home in the capital city of Gryrax, continue with the appropriate passage.

For non-Royal Army PCs, use the following introduction:

You travel to the capital city of Gryrax arriving in the early afternoon. As you reach the gates to the city, 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.

For Royal Army PCs, use the following introduction:

You travel to the capital city of Gryrax arriving in the early afternoon. As you reach the gates to the city, you see that there are several dwarven Royal Army guards searching folks wishing to enter the city. As you approach, you are quickly waved into the city by the guards, due to being a member of the Royal Army.

Royal Army PCs are not searched simply out of respect.

Continue with the following when the PCs have entered the city and proceed to Pengellen's home:

As you make your way through Gryrax to reach Pengellen's house, you see that life within the Principality of Ulek's capital seems to be unchanged despite the recent events to the east.

Even though the Royal Army has had several recent successes, everything with the city appears as it has been for the past few years.

After a twenty-minute walk, you finally see the tower that you were informed was Pengellen's home. The circular tower is quite old with many cracks and chips but seemingly stable. A single large wooden door with a large steel knocker that resembles a fist ready for a fight stands before you seemingly inviting you to rap upon it.

Several other folks have gathered at his door at the same time you have.

When the PCs decide to knock on the only door into Pengellen's home, the knocker leads to a deep low thud with no immediate response. Not until a second set of knockings does Pengellen answer the door. If the knocker is not used, any other types of knocking are ignored.

When Pengellen answers the door ajar, he is extremely crabby. As he piers out at the PCs, he forcefully asks why they have interrupted him. If they mention anything besides being summoned by him to Pengellen, he quickly bids them farewell and slams the door. If the PCs mention that he summoned them, Pengellen eyes them suspiciously for a few moments and then invites the PCs inside. Once inside, he asks the PCs to follow him up the stairs to the second floor where they can discuss the reason he summoned them.

As the PCs start to settle in, Pengellen, a dwarven scholar, informs the PCs that his initial research on an ancient artifact, a dwarven waraxe, has been completed. Through his initial research, Pengellen has learned that the axe currently lies deep within the Lortmil Hills. To gain access to it, one must seek out a special and magical key, which he calls 'The Key', held by an ancient guardian of nearly unimaginable age. Pengellen believes he has figured out the location of where this magical key is being held by deciphering the various riddles and nearly forgotten tales within his antediluvian books on the subject. He wishes the PCs to locate and retrieve this magical key. To do so, Pengellen informs the PCs that they must find a male member of the dwarven clan of Copperkey that has a birthmark of an axe. Several male members of the Copperkey clan used to reside in his old village, Veithem. However, the Copperkey clan left

the village at the same time Pengellen did due to the forces of the Pomarj that were closing in. Pengellen believes they went to a small village west of the city of Thunderstrike, called Sagamore Hills.

While the PCs partake in this mission, Pengellen plans on continuing his research on the dwarven waraxe known as the *Axe of Corond*.

Unfortunately, he can offer to payment but does state that he can put in a good word with Emerald Gemsplitter and Oldid Silverbeard, both of whom reside in the city of Eastpass. Instead, Pengellen hopes that PCs merely will undertake the mission for the good of the Principality of Ulek and it's people.

Make sure to role-play Pengellen as exceptionally irritable, cranky, unfriendly, bad-tempered, grouchy and ornery as possible. PCs may be able to offset his gruffness with a successful Diplomacy check (DC 25). Those that fail this check by ten or more will actually add to Pengellen's gruffness.

Pengellen is an average-sized dwarf with a pure white beard that extends to the top of his knees. He wears a pair of rusty colored trousers, a well-worn belt and an off-white shirt that has several ink stains.

When the PCs leave Pengellen, continue with the next encounter.

Encounter 2: Sagamore Hills

Leaving Pengellen and the capital city of Gryrax behind you, you make way to Sagamore Hills, a small village west of the city of Thunderstrike.

Recently, Thunderstrike and the surrounding towns and villages were attacked first by five groups of humanoid creatures and then by three waves of undead critters. Luckily, several groups of heroes from across the lands joined together to defeat these forces. Hundreds of undead critters were killed in the process.

Meanwhile, the Royal Army held off numerous attacks and raids by various humanoid and undead armies to the south near the city of Havenhill. Because of their bravery and loyalty to the Principality of Ulek, thousands of undead creatures have been destroyed and several humanoid tribes, loyal to the Warlord, have been pushed eastward towards the Jewel River. If not for the Royal Army, the entire Principality of Ulek surely would have been lost in its entirety.

You trek for several days through the Lortmil Hills from Gryrax to Sagamore Hills. As you near the village, you see the signs of a bloody battle that likely only took place a few short months ago.

The PCs encounter nothing of interest or hostile during their trek from the capital city of Gryrax to the village of Sagamore Hills.

Just outside of Sagamore Hills several months ago, a battle between a few heroes and a great many zombies occurred. This event occurred during the WiPoU #3 Battle Interactive (*ULP3-101 March of the Dead*).

Encounter 3: Funeral Procession

As the PCs enter the village of Sagamore Hills, continue with the following:

As you enter the small village of Sagamore Hills, you see a stone casket is being carried through the dirt roads on a cart pulled by two aging gray mules. An assortment of flowers lies upon the casket. A young dwarven boy, two dwarven girls and an aging dwarven woman walk solemnly behind the cart.

The entire village's residents are seemingly out to watch the procession, as they line the dirt road with bowed heads as the cart trudges past them. Gazing at the scene before you, you see that many of the women have tears of sorrow pouring from their eyes, stern faces are worn by the men and cries of sadness bellow from the children.

As the cart passes each of the villagers, they begin to line up behind the dwarven boy and his mother as they follow the mule-drawn cart to a small dwarven tomb on the far side of town.

At this point in time, allow the PCs to react. If they wish to speak with any of the villagers, they can find out the following via whispered speech:

- ◆ Bargridge Cooperkey, one of the mightiest warriors throughout the country is the recently fallen that is now being laid to rest.
- ◆ Bargridge was also a member of the Royal Army.
- ◆ A massive giant of some type killed Bargridge.
- ◆ The young dwarven boy walking behind the cart is Solwer Cooperkey, Bargridge's son.

- ◆ The two dwarven girls as Bargridge's daughters.
- ◆ Solwer's mother and Bargridge's wife is Gryla, who is current beside Solwer behind the cart.
- ◆ Gryla Cooperkey has bore ten sons but each of them, save Solwer, has fallen to Pomarjian or Warlord blades.

At this point, the PCs must wait for the funeral to finish before having an opportunity to speak with either Solwer or his mother Gryla.

After the funeral, the crowd disperses leaving Solwer and his mother, Gryla to walk home alone. This is the first chance the PCs have to talk to either of them. If the PCs attempt to speak with Solwer first, Gryla attempts to intercept them and protect her youngest and now only living son.

If asked about the axe tattoo, Gryla does confirm that Solwer has such a mark on his left shoulder blade. If asked about Solwer accompanying the PCs on a heroic mission, Gryla flatly tells them no. She insists that the PCs must find another way. Solwer, however, seems slightly interested. After all, his father was a mighty warrior. However, he will not inform the PCs of this fact while his mother is around.

At this point in time, the PCs must find a way to get Solwer to go on the mission. The players might think of a variety of ways. Good, creative ways should be rewarded with Solwer going on the mission with them.

Some ideas include:

- ◆ Use of the Diplomacy (DC 40) skill. Circumstance bonuses of up to +8 should be given for good role-playing. Also, only PCs actively talking with Gryla are able to aid in this Diplomacy check.
- ◆ Kidnap Solwer.
- ◆ Convince Solwer to run away with them. This requires either a successful Bluff (DC 35) or Diplomacy (DC 30) check.
- ◆ *Charm* Gryla into allowing Solwer to go with the PCs.

The following will not work under any circumstance:

- ◆ Bribing Gryla.
- ◆ Bluffing Gryla.
- ◆ Intimidating Gryla.
- ◆ Killing Gryla, as the PCs are then quickly captured for their crimes. These PCs are then removed from the campaign for their horrific evil act.

Solwer Cooperkey: Male Dwarf Ftr1; hp 17; see Appendix 1: NPCs.

Solwer is a brave, just and kind dwarf youngest of just thirty-five years old. He has red hair and a short reddish beard, which he keeps finely combed.

His clothes, while plain, are well kept. He has a great love for his family and a great deal of respect for his father, which he shows by telling tales about via various stories. If possible, he takes his father's +3 *bane (orcs) dwarven waraxe*. If Solwer is killed, it should be returned to his mother. PCs should not, under any circumstance, be able to keep it nor gain item access to it.

Once the PCs have Solwer in tow and have left the village to seek out the special and magical key that Pengellen informed them about, continue with the next encounter.

Encounter 4: Humanoid Resistance

After the PCs have left the village of Sagamore Hills with Solwer in tow, continue with the following.

You have managed to find a way get Solwer to accompany you on the mission. Now, you are to follow the crude map that Pengellen supplied to you to seek what he called 'The Key.' With this key, he hopes that he can complete his research and unlock a legendary dwarven waraxe known as the Axe of Corond.

You make your way out of the village of Sagamore Hills. One full day passes as you hike through the Lortmil Hills following the map closely.

You come to a small pass that cuts through one of the larger hills and continue onward on this cloudy day. To your right is another small pass that merges into the pass you are taking.

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 unknowingly seek 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 of his most loyal orc followers with this scroll to retrieve the same magical key the PCs seek. While these orc followers have not located the magical key that Kaihonriedwur guards, they are an obstacle for the PCs to deal with.

The pass the PCs are currently taking looks much like a "Y." The PCs (upper left) and the orcs (upper right) are both taking passes that lead into one large pass. Unless the PCs took some type of precaution, the PCs first notice the orcs when they are only a mere thirty-five feet away.

The orcs attack with great passion and fire. They ensure to kill downed PCs so that they cannot be healed up and return to the fray.

The orc rogues (Snade & Datter) attempt to flank multiple opponents using their spiked chain. While Grumm and Zarock simply charge into battle.

Malirus, hangs back first using his *scroll of haste* to aid his comrades and then using magic items and casting damaging spells that will cause the most havoc and pain to the PCs. Lastly, Spurade casts several preparatory spells and then enters combat.

Unless instructed otherwise by the PCs, Solwer races into battle with the cries of battle in his voice.

If he dies in this combat or with the cloaker combat later in the scenario (Encounter Six), the PCs either need to *raise* Solwer from the dead or the mission is failed. As a judge, you should not focus the orcs attacks intentionally on Solwer. Instead focus attacks on the PCs. The orc spellcasters will 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 say nothing. They do not fear death and in fact welcome it especially since it comes as a result of battle.

APL 4 (EL8)

Grumm (1): Male Orc Brb3; hp 32; see Appendix 1: NPCs.

Snade & Datter (2): Male Orc Rog3; hp 20 each; see Appendix 1: NPCs.

Zarock (1): Male Orc Ftr3; hp 31; see Appendix 1: NPCs.

Malirus (1): Male Orc Wiz3; hp 16; see Appendix 1: NPCs.

Spurade (1): Male Orc Clr3; hp 24; see Appendix 1: NPCs.

APL 6 (EL10)

Grumm (1): Male Orc Brb5; hp 50; see Appendix 1: NPCs.

Snade & Datter (2): Male Orc Rog5; hp 32 each; see Appendix 1: NPCs.

Zarock (1): Male Orc Ftr5; hp 49; see Appendix 1: NPCs.

Malirus (1): Male Orc Wiz5; hp 26; see Appendix 1: NPCs.

Spurade (1): Male Orc Clr5; hp 38; see Appendix 1: NPCs.

APL 8 (EL12)

Grumm (1): Male Orc Brb7; hp 68; see Appendix 1: NPCs.

Snade & Datter (2): Male Orc Rog7; hp 44 each; see Appendix 1: NPCs.

Zarock (1): Male Orc Ftr7; hp 67; see Appendix 1: NPCs.

Malirus (1): Male Orc Wiz7; hp 36; see Appendix 1: NPCs.

Spurade (1): Male Orc Clr7; hp 52; see Appendix 1: NPCs.

APL 10 (EL14)

Grumm (1): Male Orc Brb9; hp 86; see Appendix 1: NPCs.

Snade & Datter (2): Male Orc Rog9; hp 56 each; see Appendix 1: NPCs.

Zarock (1): Male Orc Ftr9; hp 85; see Appendix 1: NPCs.

Malirus (1): Male Orc Wiz9; hp 46; see Appendix 1: NPCs.

Spurade (1): Male Orc Clr9; hp 66; see Appendix 1: NPCs.

APL 12 (EL16)

Grumm (1): Male Orc Brb11; hp 104; see Appendix 1: NPCs.

Snade & Datter (2): Male Orc Rog11; hp 68; see Appendix 1: NPCs.

Zarock (1): Male Orc Ftr11; hp 103; see Appendix 1: NPCs.

Malirus (1): Male Orc Wiz11; hp 56; see Appendix 1: NPCs.

Spurade (1): Male Orc Clr11; hp 80; see Appendix 1: NPCs.

Encounter 5: Cave Entrance

Having dealt with the orcs, you can now focus on the task at hand . . . obtaining 'The Key.'

You continue onward and after several hours near the location of 'The Key' as Pengellen marked it on your map. As you check the map once again ensuring you have the correct location, you see the sun starting to slowly creep below the horizon. You peer up realizing that you have the correct location but only see a rocky cliff on the side of a hill, no guardian or key as Pengellen had thought. As the clouds start to dissipate, you ponder what to do next.

Allow the PCs to try a variety of means to locate 'The Key' or the guardian they seek. They might even wish to talk with Solwer on what he might know but he is clueless with regards to this situation.

After two hours of waiting (at 10 PM), a full moon fills the night sky. As its light shines down on the PCs and surrounding area, a magical door reveals itself along with the following words written in dwarven:

A hundred years the difference is.

In order for the PCs to open the magical door, they must solve the riddle, which is written in dwarven. The answer is "Between an acquaintance and a friend." The answer must be spoken out loud. (This information comes from the Player's Handbook on page 14 in the relations section under Dwarves.) Once this has been done, two large, extremely thick stone doors open before the PCs. There is no penalty for an incorrect answer, only the doors do not open until the correct answer is given.

If the PCs are having trouble, give them about five minutes, allow them to make an Intelligence check (DC 20; DC 10 for dwarfs). For PCs that are successful, inform them to review the dwarf section in the Player's Handbook.

If the PCs do not read dwarven, they can ask Solwer for his assistance. He can read the words of the riddle but is unable to provide any clues or the answer to the riddle. He simply is too young to understand.

Any other way attempted to bypass the doors proves unsuccessful.

When the PCs have solved the riddle and moved on, continue with the next encounter.

Encounter 6: Cloakers

As you peer into what lies beyond the moonlit door that you have just bypassed, you see an enormous natural tunnel about twenty feet wide before you. As you take your first few steps inside, a cloud of dust rises up. Looking down, you see a thick layer of dust, perhaps even an inch thick, lies upon the ground. It is unlikely that anything has walked through this tunnel in many ages.

As you make any necessary preparations you feel are needed before continuing forward, you see that Solwer seems excited but has wisely contained it.

Finally you make your way into the tunnel. After a few minutes, the tunnel starts to twist, turn and bend, sometimes quite wildly. It also starts to take you deeper into the earth.

As the PCs proceed down the natural tunnel, they can find several good spots to rest at for the evening. Allow them to do so, if they desire. Also, the PCs might be able to notice with a successful Spot or Survival (DC 10) that after two hours of travel, the layers of dust lessens and after four hours of travel, the tunnels are completely devoid of it. This is due to the fact that some creatures have been in this area. Many of them have ended up as cloaker food.

After six hours of traveling (4 AM at the earliest), the PCs encounter one or more (depending on APL) cloakers. The tunnel at this point is fifteen feet high and twenty feet wide. They stay near the tunnel's ceiling as use their ten feet reach to maximum effect.

Unless instructed otherwise by the PCs, Solwer races into battle with the cries of battle in his voice.

APL 4 (EL 5)

Cloakers (1): hp 45; see *Monster Manual*.

APL 6 (EL 7)

Cloakers (2): hp 45 each; see *Monster Manual*.

APL 8 (EL 9)

Cloakers (4): hp 45 each; see *Monster Manual*.

APL 10 (EL 12)

Cloakers (9): hp 45 each; see *Monster Manual*.

APL 12 (EL 14)

Cloakers (13): hp 45 each; see *Monster Manual*.

Encounter 7: Underground Maze

Once the PCs have dealt with the cloakers and proceeded further down the tunnel, continue with the following:

Having dealt with the cloakers, you continue onward as the tunnel delves deeper into the earth below you. After another two hours of travel, you come upon what seems to be an underground maze with an open top.

This area was crafted by the copper dragon, Kaihonriedwur, himself via his various spell-like abilities (*stone shape*, *transmute rock to mud* and *transmute mud to rock*). The open top allows him to fly or jump over intruders but luckily for the PCs this will not be the case on this day. The PCs might spend hours navigating through this maze that is filled with minor traps or find a way to bypass the maze possibly by the use of spells, such as *fly*, *spider climb*, etc.

After giving them a few scares via various skill checks, such as Spot, Listen, Balance, Climb and Jump, continue with the next encounter.

Encounter 8: Kaihonriedwur

Having finally found the exit to the underground maze, you proceed down a massive tunnel that is both twenty-five feet wide and high. As you progress down the tunnel, the site before you gives you a moment of fright. A gigantic coppery lizard with large wings towers in the colossal underground cave up ahead of you. Its

scales have a greenish tint and its eyes resemble glowing turquoise orbs. It rests upon an enormous pile of treasure.

As you peer at it, half in fright and half in amazement, it appears to have just woken from a deep slumber. The creature lets out a deep yawn, stretches for a moment and then suddenly opens its eyes staring directly at you. You see a copper necklace around its neck with a strange key upon it.

It's large mouth opens perhaps to bit you, perhaps to swallow you whole. But then you notice that it is actually speaking to you, "I've got a riddle for thee, what can be broiled or baked, or fried or sautéed, or cooked on an open flame, or grilled or roasted, or boiled or steamed and eaten in just one bite."

The gigantic coppery lizard with wings is actually a copper dragon named Kaihonriedwur that has just woken up from a sleep of several years. The riddle he poses is actually a joke. The answer is "you" but he has no intention of eating the PCs. Instead, he merely wishes have a little fun at the PC's expense especially since he has not seen a humanoid in many ages. He quickly gets annoyed with anyone who doesn't laugh at his jokes or take his tricks with good humor.

Once done with his joke, Kaihonriedwur firmly requests that each PC tell a joke, riddle or story to him. Anyone who refuses is simply ignored until they do so.

After this is done, he bluntly asks the PCs to state their business within his lair. He does admit that he has the key they seek but that it can only be given to a male member of the Cooperkey clan, which Solwer is.

After talking with the PCs for a few minutes, Kaihonriedwur realizes that he is quite hungry having been asleep for several years and informs the PCs that he is in need of food and would much prefer monstrous scorpions. He gladly informs the PCs that a large tunnel on the opposite side of his lair used to lead to a monstrous scorpion colony. He does not continue discussing much with the PCs, especially about 'The Key' until he has eaten. While the PCs are retrieving his food, Kaihonriedwur wishes to speak with Solwer.

If any PC attacks or shows a good deal of hostility towards Kaihonriedwur, he attacks without remorse until they have been deposed of. If they do not treat him with a great deal of respect, laugh at his jokes or take his tricks with good humor, he first

gets quite annoyed and then flatly ignores those who offend him.

All APLs

Kaihonriedwur Copper Dragon: Wyrms (1): hp 472; see *Monster Manual*.

When the PCs go to retrieve Kaihonriedwur's monstrous scorpions, continue with the next encounter.

Encounter 9: Monstrous Scorpions

In an attempt to fulfill Kaihonriedwur's request for a meal, you head out down a large tunnel with a twenty-foot width in search of monstrous scorpions.

After three hours of travel, the PCs come to cave with several monstrous scorpions located within it. The monstrous scorpions attack until killed.

After the monstrous scorpions are killed, the PCs should be able to drag or via another way, some of the dead monstrous scorpions back to Kaihonriedwur's lair.

APL 4 (EL 6)

Large Monstrous Scorpion (3): hp 32 each; see *Monster Manual*.

APL 6 (EL 8)

Large Monstrous Scorpion (6): hp 32 each; see *Monster Manual*.

APL 8 (EL 10)

Huge Monstrous Scorpion (3): hp 75 each; see *Monster Manual*.

APL 10 (EL 12)

Gargantuan Monstrous Scorpion (2): hp 150 each; see *Monster Manual*.

APL 12 (EL 14)

Gargantuan Monstrous Scorpion (4): hp 150 each; see *Monster Manual*.

Encounter 10: Riddle

Having defeated the monstrous scorpions, you bring their dead bodies back to Kaihonriedwur's

lair as previous requested so that he may feast upon them.

Once the PCs return, Kaihonriedwur greets them with a small, harmless prank. Basically, he uses his *transmute rock to mud* ability in order for a large amount of mud to fall upon the PCs messing up their clothes, equipment and image. The prank brings a great amount of glee to both the copper dragon and the young dwarf, Solwer.

Next, Kaihonriedwur tells the PCs the following story about the *Axe of Corond*:

"I lived openly and in peace with the dwarfs over a thousand years ago. Hundreds of years passed and I grew in size, strength and power along side the dwarfs. A legendary dwarven waraxe known as the 'Axe of Corond' was crafted by Faber Hamoranfild, a skilled dwarven blacksmith beyond compare and Bult Rockhammer, a dwarven cleric of Moradin, for the then Prince of Ulek, Olinstaad's father. This unique dwarven waraxe was only to be used in the greatest of need by the true Prince of Ulek. While more powerful than any weapon that had ever graced these lands, it needed to rest from time to time to recharge itself.

"Several threats caused the need for greater protection of the axe. One such protection was the creation of a marvelous magical door to protect the only entranceway to the holding place of the 'Axe of Corond.' I was given its sole key with instructions to only give this magical key to a male member of the dwarven Copperkey clan when asked and my riddle answered. At first, I was able to still live openly in the Lortmil Hills but the humans to the west grew in power. Prince Olinstaad took the throne with the death of his father. Eventually, I was forced to hide myself beneath the Lortmil Hills to ensure the safety of 'The Key' and the 'Axe of Corond.'

"Hundreds of years have passed and the 'Axe of Corond' and myself were forgotten until now. The time for the 'Axe of Corond' to be re-found and given to the Prince of Ulek is but moons away."

Upon completion of the story, he changes the subject to 'The Key', which hangs around his neck, which the PCs seek. He informs the PCs that he may only release 'The Key' to a male member of the Copperkey clan. Since Solwer is the lone survivor, he is the only one who can be entrusted with 'The

Key'. No others can be given 'The Key'. Also, in order for him (Kaihonriedwur) to release the key to Solwer, the PCs must successfully answer the following riddle:

I start and end two common words. One painful in love, one painful in everyday matter. Do you know what two words I must be?

The answer to the riddle is *Heartache* and *Headache*. If the PCs are having trouble, allow them to make an Intelligence check (DC 20) to realize that both words end in "ache." Also, PCs with Knowledge (nature) can make a skill check (DC 20) to know determine that both words start with the letter "h".

If successful, Kaihonriedwur gives the key to Solwer. If unsuccessful, he allows the PCs one second chance, however do not award the PCs any XP for this encounter. If the PCs are unsuccessful on this second attempt, he immediately bids them farewell. Solwer decides to stay with Kaihonriedwur. Skip the next encounter.

Encounter 11: Solwer's Stay

Upon solving the dragon's riddle, Kaihonriedwur requests that Solwer be allowed to stay with him for a period of three months. During this time, Kaihonriedwur plans to show Solwer the proper way to use 'The Key' among a great many other things. When they have completed with what lies before them, Kaihonriedwur informs you that you'll be summoned to retrieve the 'Axe of Corond' with Solwer.

With this, Kaihonriedwur gives each of the PCs a copper pin in the shape of a dragon that has two jeweled eyes. He informs them that they will be unable to lend, sell, trade or leave the pin behind. They should wear it until they are summoned again.

If any PC asks (**do not** tell the PCs about this option) to stay with Kaihonriedwur and Solwer, Kaihonriedwur is more than willing to let them stay.

The Time Unit cost to do this is thirteen (13) and the PC's next event must be *ULP4-02 Axe of Corond*. If the PC use all of their current year's Time Units they must pay the rest of the Time Unit cost using next year's Time Units.

After their stay with Kaihonriedwur and Solwer, the PC gains access to the following:

Feats

- ◆ Arcane Defense (T&B)
- ◆ Obscure Lore (S&S)
- ◆ Dragon's Toughness (MotW)
- ◆ Flyby Attack (MotW)
- ◆ Improved Flight (MotW)
- ◆ Multiattack (MotW)
- ◆ Snatch (MotW)
- ◆ Wingover (MotW)

Spells

- ◆ Gaze screen (2nd-level/T&B)
- ◆ Indifference (2nd-level/T&B)

Prestige Class

- ◆ Dragon Disciple (copper dragon variety only)

Once the PCs are ready to leave, continue with the conclusion.

Conclusion

For those PCs who didn't stay with Kaihonriedwur and Solwer, continue with the following:

You leave Kaihonriedwur's lair heading back to the surface and eventually Pengellen's three-story tower encountering no resistance along the way. Several days have passed and as you knock on Pengellen's front door, you are once again met with the cranky old dwarven scholar.

You tell of everything that has happened since you were last at his home as he seems to drift into a light slumber. As you finish your story, he eyes each of you and says, "Apparently, we must wait until the time is right. Now if you wouldn't mind, I need to get back to my research. Good Day."

And with that, this adventure ends.

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 to each character.

Encounters 3: Funeral Procession

Get Solwer to go on mission.

APL 4	45 XP
APL 6	60 XP

APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Encounter 4: Humanoid Resistance

Defeat orcs.

APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

Encounter 6: Cloakers

Defeat cloakers.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 9: Monstrous Scorpions

Defeat monstrous scorpions.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Encounter 10: Riddle

Solve riddle.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Role-play Experience

Good role-play throughout the event.

APL 4	45 XP
APL 6	60 XP
APL 8	75 XP
APL 10	90 XP
APL 12	105 XP

Total Possible Experience

APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 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 treasurer.

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 minute 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 (that is, 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 piece 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 treasures from each encounter add it up and that is 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.

Treasure Key:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 4: Humanoid Resistance

Strip and sell the orc's gear.

APL 4: L: 159 gp; C: 0 gp; M: +1 *greataxe* (Value 193 gp per character); *potion of barkskin* +3

(Value 50 gp per character); *oil of magic vestment* +1 (Value 63 gp per character); *Malirus' spellbook I* (Value 23 gp per character); *scroll of haste* (Value 31 gp per character); *potion of displacement* (Value 63 gp per character); *potion of shield of faith* +4 (Value 50 gp per character).

APL 6: L: 159 gp; C: 0 gp; M: +1 *frost greataxe* (Value 693 gp per character); *potion of barkskin* +3 (Value 50 gp per character); *oil of magic vestment* +1 (Value 63 gp per character); *Malirus' spellbook I* (Value 23 gp per character); *scroll of haste* (Value 31 gp per character); *potion of displacement* (Value 63 gp per character); *potion of shield of faith* +4 (Value 50 gp per character).

APL 8: L: 127 gp; C: 0 gp; M: +1 *frost greataxe* (Value 693 gp per character); *potion of barkskin* +3 (Value 50 gp per character); +1 *falchion* (Value 198 gp per character); *oil of magic vestment* +1 (Value 63 gp per character); *Malirus' spellbook I* (Value 23 gp per character); *Malirus' spellbook II* (Value 42 gp per character); *scroll of haste* (Value 31 gp per character); *potion of displacement* (Value 63 gp per character); *potion of shield of faith* +4 (Value 50 gp per character).

APL 10: L: 127 gp; C: 0 gp; M: +1 *frost greataxe* (Value 693 gp per character); *potion of barkskin* +3 (Value 50 gp per character); +1 *keen falchion* (Value 698 gp per character); *oil of magic vestment* +1 (Value 63 gp per character); *Malirus' spellbook I* (Value 23 gp per character); *Malirus' spellbook II* (Value 42 gp per character); *Malirus' spellbook III* (Value 48 gp per character); *scroll of haste* (Value 31 gp per character); *potion of displacement* (Value 63 gp per character); *bead of force* (Value 250 gp per character); *potion of shield of faith* +4 (Value 50 gp per character).

APL 12: L: 127 gp; C: 0 gp; M: +1 *frost greataxe* (Value 693 gp per character); *potion of barkskin* +3 (Value 50 gp per character); +1 *keen falchion* (Value 698 gp per character); *oil of magic vestment* +1 (Value 63 gp per character); *Malirus' spellbook I* (Value 23 gp per character); *Malirus' spellbook II* (Value 42 gp per character); *Malirus' spellbook III* (Value 48 gp per character); *scroll of haste* (Value 31 gp per character); *potion of displacement* (Value 63 gp per character); *bead of force* (Value 250 gp per character); *necklace of fireballs [type VI]* (Value 675 gp per character); *potion of shield of faith* +4 (Value 50 gp per character).

Total Possible Treasure

APL 4: L: 159 gp; C: 0 gp; M: 473 gp;

Total: 632 gp (600 gp)

APL 6: L: 159 gp; C: 0 gp; M: 973 gp;

Total: 1132 gp (800 gp)

APL 8: L: 127 gp; C: 0 gp; M: 1213 gp;

Total: 1340 gp (1250 gp)

APL 10: L: 127 gp; C: 0 gp; M: 2011 gp;

Total: 2138 gp (2100 gp)

APL 12: L: 127 gp; C: 0 gp; M: 2686 gp;

Total: 2813 gp

Special

These items may appear on the Adventure Record. They should be crossed out if the PC did not encounter or earn them in the adventure.

Malirus' Spellbook I - (Market Price: 280 gp; Frequency: Adventure): This spellbook has fading black cover with blood having seeming been spilled upon it. The spellbook's text is written in black ink.

The spellbook holds the following arcane spells: 0—*acid splash*, *detect magic*, *flare*, *ray of frost*; 1st—*enlarge person*, *lesser acid orb* (see *Tomb & Blood* page 92), *lesser cold orb* (see *Tomb & Blood* page 92), *lesser electric orb* (see *Tomb & Blood* page 92-93), *lesser fire orb* (see *Tomb & Blood* page 93), *lesser sonic orb* (see *Tomb & Blood* page 93), *magic missile*, *ray of enfeeblement*; 2nd—*darkness*, *ice knife* (see *Tomb & Blood* page 89), *Melf's acid arrow*, *scorching ray*; 3rd—*fireball*, *haste*, *ice burst* (see *Tomb & Blood* page 91), *lightning bolt*.

Malirus' Spellbook II - (Market Price: 500 gp; Frequency: Adventure): This spellbook has fading black cover with blood having seeming been spilled upon it. The spellbook's text is written in black ink.

The spellbook holds the following arcane spells: 1st—*burning hands*, *cause fear*, *chill touch*, *shocking grasp*; 2nd—*false life*, *flaming sphere*; 3rd—*ray of exhaustion*, *slow*, 4th—*fear*, *ice storm*, *Otiluke's dispelling screen* (see *Tomb & Blood* page 94), *shout*; 5th—*cloudkill*, *cone of cold*, *passwall*, *waves of fatigue*.

Malirus' Spellbook III - (Market Price: 580 gp; Frequency: Adventure): This spellbook has fading black cover with blood having seeming been spilled upon it. The spellbook's text is written in black ink.

The spellbook holds the following arcane spells: 1st—*endure elements*, *magic weapon*; 2nd—*gust of wind*, *shatter*; 3rd—*Leomund's tiny hunt*, *wind wall*; 4th—*acid orb* (see *Tomb & Blood* page 85), *cold orb* (see *Tomb & Blood* page 86), *electric orb* (see

Tomb & Blood page 87), fire orb (see Tomb & Blood page 89), sonic orb (see Tomb & Blood page 96), stoneskin; 5th—Otiluke's resilient sphere, prying eyes; 6th—chain lightning, Otiluke's freezing sphere.

Pin of Kaihonriedwur - (Market Price: 0 gp; Frequency: Adventure): This cooper pin was given to the player by Kaihonriedwur and may not be lent, sold, traded or left behind. It is in the shape of a dragon and has two jeweled eyes. It radiates of transmutation and enchantment magic but currently has no known function.

Items for the Adventure Record

Item Access

APL 4

- ◆ Potion of barkskin +3 (Adventure, DMG)
- ◆ Oil of magic vestment +1 (Adventure, DMG)
- ◆ Malirus' Spellbook I (Adventure, Special)
- ◆ Oil of displacement (Adventure, DMG)
- ◆ Potion of shield of faith +4 (Adventure, DMG)
- ◆ Pin of Kaihonriedwur (Adventure, Special)

APL 6

- ◆ +1 frost greataxe (Adventure, DMG)

APL 8

- ◆ Malirus' Spellbook II (Adventure, Special)

APL 10

- ◆ +1 keen falchion (Adventure, DMG)
- ◆ Malirus' Spellbook III (Adventure, Special)
- ◆ Bead of force (Adventure, DMG)

APL 12

- ◆ Necklace of fireballs [type VI] (Adventure, DMG)

Appendix I: NPCs

Encounter 3

APL 4 (EL 8)

Solwer Cooperkey (1): Male Dwarf Ftr1; Medium Humanoid (dwarf); HD 1d10+7; hp 17; Init +1 (Dex); Spd 20 ft.; AC 11 (touch 11, flat-footed 10); Atks +6 melee (1d10+4 [crit x3], dwarven waraxe); SQ Dwarven traits; AL LG; SV Fort +6, Ref +1, Will +1; Str 12, Dex 12, Con 18, Int 10, Wis 12, Cha 10.

Skills and Feats: Climb +5, Jump +5; Toughness, Weapon Focus (dwarven araxe).

Possessions: +3 *bane (orcs) dwarven waraxe*.

Encounter 4

APL 4 (EL 8)

Grumm (1): Male Orc Brb3; Medium Humanoid (orc); HD 3d12+6; hp 32; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +10 melee (1d12+8 [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity, Rage (1/day), Uncanny dodge, Trap sense +1; AL CE; SV Fort +5, Ref +3, Will +2; Str 20, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +7, Jump +7, Survival +7; Track, Weapon Focus (greataxe).

Possessions: studded leather, +1 *greataxe, potion of barkskin* +3.

Snade & Datter (2): Male Orc Rog3; Medium Humanoid (orc); HD 3d6+6; hp 20 each; Init +2 (Dex); Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atks +7 melee (2d4+6, spiked chain); SQ Darkvision 60 ft., light sensitivity, Sneak attack (+2d6), Trapfinding, Evasion, Trap sense +1; 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 +3, Climb +9, Escape Artist +4, Hide +7, Jump +11, Listen +6, Move Silently +7, Sense Motive +3, Spot +6, Tumble +9; Combat Reflexes, Exotic Weapon Proficiency (spiked chain).

Possessions: studded leather, masterwork spiked chain.

Zarock (1): Male Orc Ftr3; Medium Humanoid (orc); HD 3d10+9; hp 31; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +9 melee (2d4+6 [crit 18-20], falchion); SQ Darkvision 60 ft., light sensitivity; AL CE; SV

Fort +6, Ref +2, Will +2; Str 19, Dex 12, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +1, Jump +1; Improved Initiative, Cleave, Power Attack, Weapon Focus (falchion).

Possessions: banded mail, masterwork falchion, *oil of magic vestment* +1.

Malirus (1): Male Orc Wiz3; Medium Humanoid (orc); HD 3d4+6; hp 16; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +2 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +3, Will +4; Str 12, Dex 14, Con 14, Int 14, Wis 12, Cha 6.

Skills and Feats: Concentration +8, Decipher Script +8, Knowledge (arcana) +8, Spellcraft +8; Greater Spell Focus (evocation), Spell Focus (evocation).

Spells Known (4/3/2; base DC = 12 (14 for evocation) + spell level): 0 – *acid splash, acid splash, detect magic, ray of frost*; 1st – *enlarge person, lesser sonic orb*, magic missile*; 2nd – *ice knife*, scorching ray*.

Possessions: dagger, Malirus' spellbook I, *scroll of haste, potion of displacement*.

Spurade (1): Male Orc Clr3; Medium Humanoid (orc); HD 3d8+6; hp 24; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +8 melee (1d8+6 [crit x3], spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +2, Will +7; Str 18, Dex 12, Con 14, Int 6, Wis 15, Cha 7.

Skills and Feats: Concentration +8; Iron Will, Power Attack, Weapon Focus (spear)^B.

Spells Known (4/3+1/2+1; base DC = 12 + spell level): 0 – *detect magic, guidance, read magic, resistance*; 1st – *bless, cure light wounds, enlarge person*, magic weapon*; 2nd – *bull's strength*, hold person, sound burst*.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: spear).

Possessions: banded mail, masterwork spear, *potion of shield of faith* +4.

APL 6 (EL 10)

Grumm (1): Male Orc Brb5; Medium Humanoid (orc); HD 5d12+10; hp 50; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +12 melee (1d12+8 plus 1d6 cold [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity, Rage (2/day), Uncanny dodge, Trap sense +1, Improved

uncanny dodge; AL CE; SV Fort +6, Ref +3, Will +2; Str 21, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Jump +8, Survival +7; Track, Weapon Focus (greataxe).

Possessions: studded leather, +1 frost greataxe, *potion of barkskin* +3.

Snade & Datter (2): Male Orc Rog5; Medium Humanoid (orc); HD 5d6+10; hp 32 each; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +8 melee (2d4+6, spiked chain); SQ Darkvision 60 ft., light sensitivity, Sneak attack (+3d6), Trapfinding, Evasion, Trap sense +1, Uncanny dodge; AL CE; SV Fort +3, Ref +7, Will +1; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +5, Climb +11, Escape Artist +6, Hide +10, Jump +13, Listen +8, Move Silently +10, Sense Motive +3, Spot +8, Tumble +12; Combat Reflexes, Exotic Weapon Proficiency (spiked chain).

Possessions: studded leather, masterwork spiked chain.

Zarock (1): Male Orc Ftr5; Medium Humanoid (orc); HD 5d10+15; hp 49; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +12 melee (2d4+9 [crit 18-20], falchion); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +2, Will +2; Str 20, Dex 12, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +2, Jump +2; Improved Initiative, Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: banded mail, masterwork falchion, *oil of magic vestment* +1.

Malirus (1): Male Orc Wiz5; Medium Humanoid (orc); HD 5d4+10; hp 26; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +3 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +3, Will +5; Str 12, Dex 14, Con 14, Int 15, Wis 12, Cha 6.

Skills and Feats: Concentration +10, Decipher Script +10, Knowledge (arcana) +10, Spellcraft +10; Craft Magic Arms and Armor, Greater Spell Focus (evocation), Spell Focus (evocation).

Spells Known (4/4/3/1; base DC = 12 (14 for evocation) + spell level): 0 – *acid splash*, *acid splash*, *detect magic*, *ray of frost*; 1st – *enlarge person*, *lesser acid orb**, *lesser sonic orb**, *magic*

missile; 2nd – *ice knife**, *Melf's acid arrow*, *scorching ray*, 3rd – *ice burst**.

Possessions: dagger, Malirus' spellbook I, *scroll of haste*, *potion of displacement*.

Spurade (1): Male Orc Clr5; Medium Humanoid (orc); HD 5d8+10; hp 38; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +9 melee (1d8+6 [crit x3], spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +6, Ref +2, Will +9; Str 18, Dex 12, Con 14, Int 6, Wis 16, Cha 7.

Skills and Feats: Concentration +10; Iron Will, Power Attack, Weapon Focus (spear)^B.

Spells Known (5/4+1/3+1/2+1; base DC = 13 + spell level): 0 – *detect magic*, *guidance*, *guidance*, *read magic*, *resistance*; 1st – *bless*, *cure light wounds*, *divine favor*, *enlarge person**, *magic weapon*; 2nd – *aid*, *bull's strength**, *hold person*, *sound burst*; 3rd – *magic vestment**, *prayer*, *stone shape*.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: spear).

Possessions: banded mail, masterwork spear, *potion of shield of faith* +4.

APL 8 (EL 12)

Grumm (1): Male Orc Brb7; Medium Humanoid (orc); HD 7d12+14; hp 68; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +14/+9 melee (1d12+8 plus 1d6 cold [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity, Rage (2/day), Uncanny dodge, Trap sense +2, Improved uncanny dodge, Damage reduction 1/–; AL CE; SV Fort +7, Ref +4, Will +5; Str 21, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Jump +8, Survival +9; Iron Will, Track, Weapon Focus (greataxe).

Possessions: studded leather, +1 frost greataxe, *potion of barkskin* +3.

Snade & Datter (2): Male Orc Rog7; Medium Humanoid (orc); HD 7d6+14; hp 44 each; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +10 melee (2d4+6, spiked chain); SQ Darkvision 60 ft., light sensitivity, Sneak attack (+4d6), Trapfinding, Evasion, Trap sense +2, Uncanny dodge; AL CE; SV Fort +4, Ref +8, Will +2; Str 18, Dex 16, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +7, Climb +11, Escape Artist +8, Hide +12, Jump +15, Listen +10, Move Silently +12, Sense Motive +3, Spot +10, Tumble +14; Combat Reflexes, Exotic

Weapon Proficiency (spiked chain), Expert Tactician*.

Possessions: studded leather, masterwork spiked chain.

Zarock (1): Male Orc Ftr7; Medium Humanoid (orc); HD 7d10+21; hp 67; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +14/+9 melee (2d4+10 [crit 18-20], falchion); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +3, Will +5; Str 20, Dex 12, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +3, Jump +3; Death Blow*, Improved Initiative, Iron Will, Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: banded mail, +1 falchion, oil of magic vestment +1.

Malirus (1): Male Orc Wiz7; Medium Humanoid (orc); HD 7d4+14; hp 36; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +4 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +4, Ref +4, Will +8; Str 12, Dex 14, Con 14, Int 15, Wis 12, Cha 6.

Skills and Feats: Concentration +12, Decipher Script +12, Knowledge (arcana) +12, Spellcraft +12; Craft Magic Arms and Armor, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (4/5/4/2/1; base DC = 12 (14 for evocation) + spell level): 0 – acid splash, acid splash, detect magic, ray of frost; 1st – enlarge person, lesser acid orb*, lesser sonic orb*, magic missile, magic missile; 2nd – flaming sphere, ice knife*, Melf's acid arrow, scorching ray, 3rd – fireball, ice burst*; 4th – ice storm.

Possessions: dagger, Malirus' spellbook I, Malirus' spellbook II, scroll of haste, potion of displacement.

Spurade (1): Male Orc Clr7; Medium Humanoid (orc); HD 7d8+14; hp 52; Init +1 (Dex); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +11 melee (1d8+6 [crit x3], spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +3, Will +10; Str 18, Dex 12, Con 14, Int 6, Wis 16, Cha 7.

Skills and Feats: Concentration +16; Combat Casting, Iron Will, Power Attack, Weapon Focus (spear)^B.

Spells Known (6/5+1/4+1/3+1/1+1; base DC = 13 + spell level): 0 – detect magic, detect magic, guidance, guidance, read magic,

resistance; 1st – bane, bless, cure light wounds, divine favor, enlarge person*, magic weapon; 2nd – aid, bull's strength*, hold person, sound burst, sound burst; 3rd – bestow curse, magic vestment*, prayer, stone shape; 4th – divine power*, greater magic weapon.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: spear).

Possessions: banded mail, masterwork spear, potion of shield of faith +4.

APL 10 (EL 14)

Grumm (1): Male Orc Brb9; Medium Humanoid (orc); HD 9d12+18; hp 86; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +17/+12 melee (1d12+10 plus 1d6 cold [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity, Rage (3/day), Uncanny dodge, Trap sense +3, Improved uncanny dodge, Damage reduction 1/–; AL CE; SV Fort +8, Ref +5, Will +6; Str 22, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Jump +8, Survival +11; Iron Will, Power Attack, Track, Weapon Focus (greataxe).

Possessions: studded leather, +1 frost greataxe, potion of barkskin +3.

Snade & Datter (2): Male Orc Rog9; Medium Humanoid (orc); HD 9d6+18; hp 56 each; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +11/+6 melee (2d4+6, spiked chain); SQ Darkvision 60 ft., light sensitivity, Sneak attack (+5d6), Trapfinding, Evasion, Trap sense +3, Uncanny dodge, Improved uncanny dodge; AL CE; SV Fort +5, Ref +9, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +9, Climb +11, Escape Artist +10, Hide +14, Jump +17, Listen +12, Move Silently +14, Sense Motive +3, Spot +12, Tumble +16; Combat Reflexes, Dual Strike*, Exotic Weapon Proficiency (spiked chain), Expert Tactician*.

Possessions: studded leather, masterwork spiked chain.

Zarock (1): Male Orc Ftr9; Medium Humanoid (orc); HD 9d10+27; hp 85; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +16/+11 melee (2d4+10 [crit 15-20], falchion); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +6; Str 20, Dex 13, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +4, Jump +4; Combat Reflexes, Death Blow*, Expert Tactician*, Improved Initiative, Iron Will, Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: banded mail, +1 keen falchion, oil of magic vestment +1.

Malirus (1): Male Orc Wiz9; Medium Humanoid (orc); HD 9d4+18; hp 46; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +5 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +5, Will +9; Str 12, Dex 14, Con 14, Int 16, Wis 12, Cha 6.

Skills and Feats: Concentration +14, Decipher Script +15, Knowledge (arcana) +15, Knowledge (dungeoneering) +5, Spellcraft +15; Craft Magic Arms and Armor, Great Fortitude, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (4/5/5/4/2/1; base DC = 13 (15 for evocation) + spell level): 0 – acid splash, acid splash, detect magic, ray of frost; 1st – enlarge person, lesser acid orb*, lesser sonic orb*, magic missile, magic missile; 2nd – flaming sphere, ice knife*, ice knife*, Melf's acid arrow, scorching ray, 3^d – fireball, ice burst*, lightning bolt, slow; 4th – ice storm, shout; 5th – cone of cold.

Possessions: dagger, Malirus' spellbook I, Malirus' spellbook II, Malirus' spellbook III, scroll of haste, potion of displacement, bead of force.

Spurade (1): Male Orc Clr9; Medium Humanoid (orc); HD 9d8+18; hp 66; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +12/+7 melee (1d8+6 [crit x3], spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +8, Ref +4, Will +11; Str 19, Dex 12, Con 14, Int 6, Wis 16, Cha 7.

Skills and Feats: Concentration +16; Combat Casting, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)^B.

Spells Known (6/5+1/5+1/4+1/2+1/1+1; base DC = 13 + spell level): 0 – detect magic, detect magic, guidance, guidance, read magic, resistance; 1st – bane, bless, cure light wounds, divine favor, enlarge person*, magic weapon; 2nd – aid, bear's endurance, bull's strength*, hold person, sound burst, sound burst; 3^d – bestow curse, dispel magic, magic vestment*, prayer, stone shape; 4th – divine power*, greater magic weapon spell immunity; 5th – righteous might*, slay living.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: spear).

Possessions: banded mail, masterwork spear, potion of shield of faith +4.

APL 12 (EL 16)

Grumm (1): Male Orc Brb11; Medium Humanoid (orc); HD 11d12+22; hp 104; Init +2 (Dex); Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atks +19/+14 melee (1d12+10 plus 1d6 cold [crit x3], greataxe); SQ Darkvision 60 ft., light sensitivity, Rage (3/day), Uncanny dodge, Trap sense +3, Improved uncanny dodge, Damage reduction 2/–, Greater Rage; AL CE; SV Fort +9, Ref +6, Will +7; Str 22, Dex 14, Con 14, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +8, Jump +8, Survival +13; Iron Will, Power Attack, Track, Weapon Focus (greataxe).

Possessions: studded leather, +1 frost greataxe, potion of barkskin +3.

Snade & Datter (2): Male Orc Rog11; Medium Humanoid (orc); HD 11d6+22; hp 68 each; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atks +13/+8 melee (2d4+6, spiked chain); SQ Darkvision 60 ft., light sensitivity, Sneak attack (+6d6), Trapfinding, Evasion, Trap sense +3, Uncanny dodge, Improved uncanny dodge, Opportunist; AL CE; SV Fort +5, Ref +10, Will +3; Str 18, Dex 17, Con 14, Int 10, Wis 10, Cha 6.

Skills and Feats: Balance +11, Climb +11, Escape Artist +12, Hide +16, Jump +17, Listen +14, Move Silently +16, Sense Motive +5, Spot +14, Tumble +18; Combat Reflexes, Dual Strike*, Exotic Weapon Proficiency (spiked chain), Expert Tactician*.

Possessions: studded leather, masterwork spiked chain.

Zarock (1): Male Orc Ftr11; Medium Humanoid (orc); HD 11d10+33; hp 103; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +19/+14 melee (2d4+10 [crit 15-20], falchion); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +6; Str 20, Dex 13, Con 16, Int 6, Wis 12, Cha 6.

Skills and Feats: Climb +5, Jump +5; Combat Reflexes, Death Blow*, Expert Tactician*, Greater Weapon Focus (falchion), Improved Initiative, Iron Will, Cleave, Power Attack, Weapon Focus (falchion), Weapon Specialization (falchion).

Possessions: banded mail, +1 keen falchion, oil of magic vestment +1.

Malirus (1): Male Orc Wiz11; Medium Humanoid (orc); HD 11d4+22; hp 56; Init +2 (Dex); Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atks +6 melee (1d4+1 [crit 19-20], dagger); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +5, Will +10; Str 12, Dex 14, Con 14, Int 16, Wis 12, Cha 6.

Skills and Feats: Concentration +16, Decipher Script +17, Knowledge (arcana) +17, Knowledge (dungeoneering) +7, Spellcraft +17; Craft Magic Arms and Armor, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation).

Spells Known (4/5/5/5/3/2/1; base DC = 13 (15 for evocation) + spell level): 0 – acid splash, acid splash, detect magic, ray of frost; 1st – enlarge person, lesser acid orb*, lesser sonic orb*, magic missile, magic missile; 2nd – flaming sphere, ice knife*, ice knife*, Melf's acid arrow, ray of exhaustion, scorching ray, 3rd – fireball, ice burst*, lightning bolt, slow, 4th – ice storm, shout, sonic orb*, 5th – cloudkill, cone of cold; 6th – chain lightning.

Possessions: dagger, Malirus' spellbook I, Malirus' spellbook II, Malirus' spellbook III, scroll of haste, potion of displacement, bead of force, necklace of fireballs (type VI).

Spurade (1): Male Orc Cl11; Medium Humanoid (orc); HD 11d8+22; hp 80; Init +5 (Dex, Improved Initiative); Spd 20 ft.; AC 17 (touch 11, flat-footed 16); Atks +14/+9 melee (1d8+6 [crit x3], spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +9, Ref +4, Will +12; Str 19, Dex 12, Con 14, Int 6, Wis 16, Cha 7.

Skills and Feats: Concentration +18; Combat Casting, Improved Initiative, Iron Will, Power Attack, Weapon Focus (spear)^B.

Spells Known (6/6+1/5+1/5+1/3+1/2+1/1+1; base DC = 13 + spell level): 0 – detect magic, detect magic, guidance, guidance, read magic, resistance; 1st – bane, bless, cure light wounds, divine favor, enlarge person*, magic weapon, shield of faith; 2nd – aid, bear's endurance, bull's strength*, hold person, sound burst, sound burst; 3rd – bestow curse, cure serious wounds, dispel magic, magic vestment*, prayer, stone shape; 4th – divine power*, freedom of movement, greater magic weapon spell immunity, 5th – flame strike, righteous might*, slay living; 6th – blade barrier, stonewall*.

*Domain spell. *Domains:* Strength (Feat of strength); War (Weapon Focus: spear).

Possessions: banded mail, masterwork spear, potion of shield of faith +4.

Player's Handout 1: Pengellen's Note

Dear Noble Adventurer,

Your immediate presence is requested to handle a most urgent matter that could well impact the entire Principality of Ulek.

Please come to my three-story home in the capital city of Gryrax as quickly as possible. Discussion of the task that I will ask of you will be conducted then.

Good Day,

Pengellen

Player's Handout 2: Kaihonriedwur's Riddle

I start and end two common words.

One painful in love, one painful in everyday matter.

Do you know what two words I must be?

STORY SUMMARY

for use at Florida Fall Fantasy.

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

1. How did the PCs get Solwer to accompany them on the mission?

2. Did the PCs kill or capture all six orcs in Encounter 4? YES NO
a) If not, who escaped?

3. How did the PCs first react when seeing Kaihonriedwur, the copper dragon?

4. Did the PCs solve Kaihonriedwur's riddle (in Encounter 10)? YES NO

5. Did any PCs stay behind with Kaihonriedwur (thus paying 13 Time Units)? YES NO

- a) If so, who?

Real Name:

Character Name:

RPGA #:
