

Fate of the Stonecutters

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An adventure for the Everquest Role Playing Game; for 4-6 level 5 characters.

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Background

Brandley Goldbeard, a scholar and devout follower of Brell Serilis, is looking for a reliable group of adventurers to check out an old dwarven stronghold. The stronghold in question was the last known hold of the Stonecutters of Brell. The Stonecutters were an elite organization of dwarven clerics, paladins and warriors favored by Brell Serilis himself. Brell communicated many secrets of earth and stone to his favored few through dreams and divine visions, but all was lost shortly before the fall of the Combine Empire. The high priest of the Stonecutters proclaimed that he had received a vision that all of the Stonecutters had to leave Kaladim and strike out for lands unknown. The guild moved en masse leaving on ships going in various directions. They left none of their members, or their secrets, behind. The fate of the Stonecutters has been lost to the modern dwarves, until now.

Brandley Goldbeard has researched the Stonecutters for decades, but it was only three months ago that he made a critical breakthrough. He purchased a waterlogged, dwarven journal from a gnomish buccaneer from Velious. The journal belonged to a Stonecutter paladin who accompanied a force that landed on Antonica. The journal described the journey from the coast to the Serpentspine Mountains, where the Stonecutters built a new outpost. Brandley has deduced from the descriptions given in the journal, that the outpost is located in a sheltered valley, within a days walk of Highhold Keep. He has attempted to raise a task force to reclaim the outpost and discover what secrets remain, but has been unable to convince King Stormhammer. The king and his advisors felt that a note in an old journal was not enough to send precious troops out on a “gnome’s errand”. Brandley has been forced to hire out independent adventurers to undertake the task, but so far has had no takers.

Unknown to Brandley, or anyone else for that matter, that outpost is not deserted. The Bleeding Nose goblin tribe inhabits the outpost. The Bleeding Nose goblins are descendents of goblins cast out of Runnyeye Citadel ages ago. They were weak, malformed or stupid (by goblin standards), and would normally have been killed or thrown in the stew pot. In a flash of insight it was decided that they were ideal for sending out on missions that were essentially suicidal. What the goblins of Clan Runnyeye never realized is that the outcasts might succeed.

The outcasts, now known as the Bleeding Nose tribe, discovered the outpost as they wandered through the mountains. They discovered a smoke hole big enough to allow some of their number to infiltrate the outpost, and used local plants to concoct a poison that they used to contaminate the dwarves’ water supply. Before the dwarves could figure out what ailment was sickening them, the Bleeding Nose goblins attacked. They overwhelmed the weakened dwarves through numbers and sheer luck, claiming almost the entire outpost. The high priest of the outpost, Marik Warfist, fell back to the temple and triggered the final defense mechanism to protect the secrets of the Stonecutters. Massive, multi-ton stone blocks dropped crushing many of the goblin attackers and Marik as well. The temple was completely sealed off from the rest of the outpost and remains sealed to this day.

The goblins knew they could not return to Runnyeye and so decided to remain at the outpost and make it their new home. Their descendents now live there but time has not been kind to them. Their ancestors were the weak and stupid of Runnyeye and generations of inbreeding has only made them worse. They are now much weaker than Clan Runnyeye goblins and, on the average, less intelligent. However vicious cunning and guile make up for their lack of strength. Physically they are smaller than normal goblins, a pale green in color and quite thin and wasted looking. They are able to fight straight on, but prefer ranged weapon attacks, poison, traps and ambush.

The Bleeding Nose goblins currently number 67, but less than one-half of these are combatants. Their leader is an unusually intelligent goblin, a wizard named Udrik Half-ear. Udrik has realized that their home was once a place

important to the dwarves and has organized teams of goblins to dig out the collapsed areas. He hopes to find powerful magic within to augment the power of the tribe and perhaps even allow them to begin ranging further away from the outpost. As the PC's reach the outpost, the goblins are on the verge of breaking through the final block into the temple.

The Offer

The Player Characters (PCs) can come across Brandley's offer in a number of ways. They might get a tip from a friend or mentor, see a sign that Brandley has hung up or maybe simply be in the right inn at the right time. Brandley can be encountered in Freeport, Highhold Keep or any number of small Commonlands villages.

You find yourselves in this small inn to meet with a dwarf named Brandley Goldbeard. You spot the blond-bearded dwarf sitting at a large table near the inn's fireplace. You make introductions and have a seat at the table as Goldbeard begins to speak.

"You've heard of the Stonecutters? No, well I'm not surprised. Very little is known about them, even to my own people."

"The Stonecutters of Brell Serilis were clerics, paladins and warriors favored by Brell himself. He passed on many secrets of stone to his faithful, including the creation of the fabled Stonecutter Axe. The axes were said to pass on the strength of stone to their wielder as well as cut through stone like a hot knife through butter. But the secrets of the Stonecutters were lost when they left Kaladim for other lands."

"I have found the only known location of a Stonecutter outpost temple, but I cannot convince my own people to go there to reclaim our lost secrets. I would ask you to go there and bring back what you can find of the Stonecutters. I want any surviving texts, religious paraphernalia and at least one of the Stonecutter Axes if any still exist. Anything else there, including coins, is yours."

"What say you?"

Brandley won't pay any money out for the expedition, but on a successful Diplomacy check (DC 15) will provide basic supplies (food, water, rope, etc not totaling more than 100gp) and a pack animal. He does provide a map showing how to get to the outpost starting from Highhold Keep.

From the PCs starting location to Highhold Keep, feel free to run as many or as little wilderness encounters as you like. If the PCs start in Freeport or the Commonlands they may be able to find a merchant caravan to travel with, making the journey a safer one.

Once at Highhold Keep, the PCs will be able to follow Brandley's map to the outpost. From Highhold Keep, the journey to the outpost takes about 14 hours. The journey takes the same amount of time whether on foot or mounted, due to the extremely rough terrain of the mountains. The PCs may have random encounters on the trip to the outpost, but none are detailed here. Some typical encounters could include animal encounters such as mountain lions, wild goats or poisonous snakes; or natural hazards such as rockslides, sudden storms or flash floods.

The Outpost

The outpost lies in a small wooded valley, approximately ½ mile wide by 2 miles long running northwest to southeast. A large stream runs down from the mountains to the north and winds its way through the eastern two-thirds of the valley. The valley supports birds, small mammals and a small population of wild goats. The entrance to the outpost lies on the east mountainside at the northwest end of the valley. This adventure assumes there will be no hostile random encounters in the valley (excepting the goblins), but the GM is free to add encounters to spice up the adventure.

The goblins remain in the outpost during the day, coming out at night to forage for food and bring back fresh water. A typical hunter/gatherer patrol consists of 3 goblin warriors and 2 goblin scouts (See Appendix One for statistics).

Tactics

If the goblins in the entry hall (area #1 on the map) sound an alarm, reinforcements will arrive fairly quickly. The goblins will gather in the first defense room (area #2 on the map) and will attempt to hold invaders there at the 5 foot wide entry. The time it takes for the goblins and rats from different areas to arrive is listed below.

Room	Time needed to arrive in area #2
3-4	1 round
5	2 rounds
6A	3 rounds
6B-6C	4 rounds
6D-6E	5 rounds
6F-6G	6 rounds
7	8 rounds
8	10 rounds
9	12 rounds
10	14 rounds
Dakra, Bazok and Udrik	16 rounds

The goblin warriors, scouts and rats arrive initially. Dakra, Bazok and Udrik take the time to cast buff spells before coming to engage invaders. Udrik will buff himself with Lesser Shielding before coming to repel invaders. Bazok will buff himself and Dakra with Strengthen and Inner Fire, saving his remaining mana to heal or attack. Dakra and Bazok do their best to protect Udrik so he may cast from behind without being easily targeted for attack.

Area Descriptions

Unless otherwise noted, hallways are 5 feet wide and ceilings are 6 feet high. This may present problems for tall medium-size characters and will for large characters. Such characters suffer -2 on attack rolls with melee weapons if their height is greater than the ceiling, as they must stoop to move and fight. The goblins are small, so this presents no problem for them and the giant rats. The plague rats, however, are large and suffer the aforementioned -2 attack penalty.

1. Entry Hall

Forces: 3 goblin warriors, 1 goblin scout

The opening in the mountain is a cut stone hallway extending into darkness. The first 5 feet of hallway is safe, but the next 20 feet are covered by arrow slits in both walls. There are normally 2 goblin warriors in the north area, and a goblin warrior and scout in the south area. They don't expect trouble, so they will not automatically notice a Sneaking or invisible character. Any group that comes in with a light source will be noticed immediately and the goblins will shout an alarm and ready their bows. The goblins fire arrows at characters until they exit the 20 foot covered area, then draw their swords and move to attack. The goblin scout takes a full round to apply poison to his short sword before entering melee (Note: This applies to all goblin scouts in the complex).

2. Defense Room

Forces: 2 goblin warriors, 1 goblin scout, 2 giant rats

This room is designed to allow large numbers of defenders to cluster in here and hold intruders at the 5 foot wide chokepoint entry. The goblins will attempt to hold invaders here until reinforcements arrive. This room is featureless and bare of furnishings. Two goblin warriors are here, as is a goblin scout. One of the warriors holds the leashes of 2 giant rats, which he sics on any invaders that enter (this counts as an attack action).

3. Guard Room

Forces: 1 goblin warrior, 1 goblin scout, 1 giant rat

This is a small guard room, furnished with a stone table and crude wooden benches. A goblin warrior and scout are sitting here throwing knucklebones, while a leashed giant rat is tethered to one of the benches. If alerted, the warrior takes an attack action to untie the giant rat from the bench.

4. Guard Room

Forces: 2 goblin warriors, 2 giant rats

This is a guard room similar to area #3, but slightly larger. Two goblin warriors relax here, reclining on benches in the northwest and southwest corners. The warrior in the northwest corner holds the leashes of 2 giant rats. He turns them loose on invaders as described in area #2.

5. Guard Room

Forces: 2 goblin warriors, 1 goblin scout, 1 giant rat

This is the final guard room protecting the entrance of the outpost. There is a stone table and 3 wooden benches here. Carvings and dwarves runes are evident on the walls, but have been smashed and defaced by the goblins rendering them undecipherable. There are two goblin warriors, a scout and a giant rat here. The warriors sit together playing a game with bones, while the scout sits at the table eating. The giant rat is freely roaming around the room - it is a fairly tame specimen and will follow simple verbal commands from the goblins.

6. Residential Rooms

Forces: See individual areas

This large area is filled with small living quarters, except 6G which is a small kitchen and pantry. They are cramped even by dwarves standards and originally housed the artisans and laborers. Now they are filthy, strewn with trash, rotting food and waste. They house the goblin females and children, which are non-combatants.

6A: This room is occupied by a goblin warrior, 2 females and 3 children. A total of 3gp are hidden under a pile of trash.

6B: This room houses a goblin warrior, 3 females and 2 children. There are 21sp scattered throughout the room.

6C: This room holds a goblin scout, 1 female and 4 children. They have no treasure to speak of.

6D: This slightly larger room has 2 females and 2 children. They have a small stash of 7gp hidden in the remains of a broken chamber pot.

6E: This room contains a goblin warrior, 2 females and 2 children. They have a mere 13cp hidden under trash in the corner.

6F: This room houses a goblin warrior, 3 females and 4 children. They have 22gp hidden under an old barrel.

6G: This old kitchen and pantry is occupied by 1 goblin warrior, a giant rat, 2 females and 3 children. They have 31sp and 4gp hidden under the remains of the old sink. What food the goblins forage is kept here until consumed.

7. Grand Gallery

Forces: 2 goblin warriors, 1 goblin scout

This grand hallway is 10 feet high and 15 feet wide. It is carved with many scenes of Stonecutter life including working stone, forging axes and praising Brell. There are small alcoves opposite each other, 3 to a side along the north and south walls. These are ancient magical traps that shoot jets of flame across the gallery, 3 feet off the floor. The goblins know of the traps and are small enough to run under them without getting hit. Small characters shorter than 3 feet high can also automatically avoid the trap. Medium-size characters can crawl under the jets without being hit, but count as prone versus any attacks made against them while doing so. After exiting this room, the hallways return to the standard 5 foot high and wide size.

Flame Jet trap; CR 2; automatically hits; 3d6 damage; Reflex save (DC 14) avoids; Search DC 25, Disable Device 25.

8. Forge Room

Forces: Dakra the goblin blacksmith, 2 goblin warriors, 1 giant rat, 1 plague rat

This large room was the forge room for the outpost and is dominated by the large forge on the east wall. Dakra, the goblin blacksmith, makes his home here and is assisted in his work by several other goblins. If surprised here, Dakra simply charges into battle with his hammer, trusting his skill and armor to keep him safe. Any battle started here will quickly (4 rounds) bring Bazok and Udrik into the fray. Dakra has given all his monetary treasure to Udrik for safekeeping in the wizard's room.

9. Shaman's Room

Forces: Bazok the goblin shaman, 2 goblin warriors, 1 giant rat, 1 plague rat

This room was originally a supply storeroom. It was turned into quarters for the tribe's holy men and has since been claimed by Bazok. If not alerted, he can be found here communing with the spirits. Two goblin warriors accompany him at all times and will give their lives to protect him. His monetary treasure is in Udrik's chest (see area #10).

10. Wizard's Room

Forces: Udrik the goblin wizard, 2 goblin warriors, 1 goblin scout, 1 giant rat, 1 plague rat

This room was a supply room for the forge before being turned into living quarters for the chief of the tribe. Udrik makes this room his home. It is adorned with garish decorations and strange charms and fetishes. He has a chest hidden behind his bed which contains the bulk of the tribe's monetary wealth. The chest contains 1000gp in various coinage, and weighs about 70 pounds.

11. Blocked Temple Entry

This 10 foot wide and high hallway is blocked by large stone blocks that have fallen from the ceiling. Someone has been hewing their way through the stone. There are buckets, picks and hammers lying about the area as well as piles of debris from the excavation. An inspection will reveal that the goblins were on the verge of breaking through - only an inch of stone remains. A few solid hits with a pick will break open a 3 x 3 foot hole, allowing access to the temple entry hall beyond.

12. Temple Entry Hall

This 10 foot high and wide hallway stretches 30 feet from the blockage to a set of 5 foot wide, 10 foot high bronze doors. The doors are carved with large, dour-looking dwarf heads with battle axes crossed over their heads. While imposing, these doors are not locked nor trapped and open easily. There are also 2 doors in recessed alcoves 20 feet down the hall. Anyone who inspects the dropped ceiling blocks from this side notice several fingers of a metal gauntlet sticking out from under the block. This is the only visible remains of Marik Warfist, the last high priest of the Stonecutters who triggered the final defense mechanism to protect the temple from the invading goblins.

13. Guard Room

The stone door to this room is marked with dwarven runes that plainly say, "Watch Post". Inside the room is a stone table, 2 stone benches and a weapon rack. The rack is mostly empty, containing only a fine steel broadsword and a normal dagger.

14. Guard Room

This room is identical to area #13 except the weapon rack is empty.

15. Temple of Brell

This is the temple of the outpost. It is a huge and magnificently adorned room. The room stands 40 feet wide by 55 feet long. The ceiling is a tremendous vaulted affair that looms 20 feet overhead. There is a dais at the south end of the temple, which rises up to an alcove housing a 20 foot high statue of Brell Serilis. In front of the dais sits an altar, engraved with dwarven runes and pictures of holy scenes. There are also 2 doors in the south wall on either side of the dais and doors on the east and west walls at the south end of the room.

Also here, although not immediately obvious, is the final guardian of the doomed outpost - an earth elemental. Marik's dying cry to Brell was heard, and an earth elemental was called forth to protect the temple against any intruder not bearing the mark of the Stonecutters. Since the Stonecutters are long gone, the elemental will attack all intruders entering the temple. It will take 1d3 rounds for the elemental to sense intruders passing the bronze doors to the temple. After it senses them, it will rise up out of the stone floor of the temple and attack. A successful Spot check (DC 15) will allow a character to see the elemental rising and be able to react. A failed roll means the character is surprised for the first round of combat. The elemental attacks intruders until they or it are destroyed. Once gone, nothing more will stand between the characters and their search of the temple area.

16. Library

This room is the temple library. The room is lined with bookshelves containing many books and tomes here, all written in Dwarven. A character with 3 or more ranks in Language (Dwarven) will be able to pick out books that have the most useful information in them (about the Stonecutters holy rites, weapons, etc).

17. Relic Storage

This room is filled with boxes and shelves used to store the relics and paraphernalia used by the Stonecutters in their rituals to honor Brell. There are about 200 pounds of items here that the characters will need to take back to Brandley.

18. Armory

This is the armory used to house most of the Stonecutter's weapons and contains only stone weapon racks. The room is mostly empty, except for 2 steel battle axes hanging on one of the weapon racks. These axes, etched with split mountain peaks, are the fabled Stonecutter Axes.

19. Armory

This is the armory used to store the armor of the Stonecutters and contains stone boxes and pegs to hold armor. The only pieces left here are 2 sets of chain mail, 3 sets of scale mail and 1 set of plate and chain. The armor is, of course, all dwarf sized.

20. High Priest's Room

This was Marik Warfist's room. The room contains a bed, dresser, stand and chest. The only valuables lie in the chest, which is locked with a very good lock (DC 25). The chest contains 1000gp in various gems of 100gp value and smaller, as well as Marik's story of the journey from Kaladim to the outpost. It is an invaluable piece of history and Brandley will most certainly want it.

Appendix One - Creatures

Goblin Warrior (22); Small Humanoid; HD 5d8; hp 22 (average); Init +7 (+4 Improved Initiative, +3 Dex); Spd 30ft; AC 17 (+1 size, +3 Dex, +3 hide armor); Atk +6 melee (1d6-1, short sword), +6 ranged (1d6-1, short bow); SA Fouled weapons; SQ Infravision, Cold Resistance (2), Disease Resistance (5), +1 saves vs. disease; SV Fort +4, Ref +4, Will +2; Str 8, Dex 17, Con 10, Int 8, Wis 12, Cha 8.

Skills: Climb +2, Jump +1, Swim +1, Taunt +1, Language (Goblin-4)

Feats: Improved Initiative, Weapon Finesse (Short Sword)

Equipment: Crude hide armor, short sword, short bow, 10 arrows.

Goblin Scout (7); Small Humanoid; Rog2; HD 4d8+2d8; hp 27 (average); Init +8 (+4 Improved Initiative, +4 Dex); Spd 30ft; AC 17 (+1 size, +4 Dex, +2 leather armor); Atk +8 melee (1d6-1, short sword), +8 ranged (1d6-1, short bow); SA Fouled weapons, Poison; SQ Infravision, Cold Resistance (2), Disease Resistance (5), +1 saves vs. disease, Sense Traps; SV Fort +4, Ref +4, Will +2; Str 8, Dex 18, Con 10, Int 8, Wis 12, Cha 8.

Skills: Climb +2, Jump +2, Swim +1, Taunt +1, Hide +10, Sneak +6, Trade Skill (Poison Making or Pottery) +4, Language (Goblin-4)

Feats: Dodge, Improved Initiative, Weapon Finesse (Short Sword)

Equipment: Leather armor, short sword, short bow, 10 arrows, 1 dose rattlesnake poison.

Giant Rats (10); See Monsters of Norrath for details.

Plague Rats (3); See Monsters of Norrath for details.

Udrik Half-ear, Goblin Wizard; Small Humanoid; Wiz6; HD 5d8+6d4; hp 37 (average); Init +7 (+4 Improved Initiative, +3 Dex); Spd 30ft; AC 16 (+1 size, +3 Dex, +2 Bloodstone Bracer); Atk +4 melee (1d3-2, dagger), +9 ranged (1d3-2, dagger); SA Spells; SQ Infravision, Cold Resistance (2), Disease Resistance (5), +1 saves vs. disease, Quicken Mastery, School Specialization (Evocation); SV Fort +6, Ref +6, Will +10; Str 6, Dex 16, Con 10, Int 18, Wis 14, Cha 10.

Skills: Climb +1, Jump +0, Swim +0, Taunt +3, Meditation +13, Channeling +9, Spell craft +13, Trade Skill (Brewing) +13, Knowledge (Mysticism) +12, Language (Goblin-4, Dwarven-2, Common-4)

Feats: Combat Casting, Dodge, Improved Initiative, Iron Will, Mystic Capacity

Mana Pool: 48

Spells: Shock of Ice (5), Shadow Step (2), Lesser Shielding (4), Fingers of Fire (8), O'Keils Radiation (3), Root (5), Gate (12), Eye of Zomm (5), Glimpse (1).

Equipment: Dagger, spell book, 200 gp, Bloodstone Bracer (See Appendix Two: New Items).

Buffed with Lesser Shielding: Udrik Half-ear; hp 44; AC 19; SQ Magic Resistance (4), +1 saves vs. magic.

Bazok, Goblin Shaman; Small Humanoid; Shm3; HD 5d8+3d8; hp 36 (average); Init +7 (+4 Improved Initiative, +3 Dex); Spd 30ft; AC 18 (+1 size, +3 Dex, +3 hide armor, +1 small wooden shield); Atk +6 melee (1d6, light mace); SA Spells; SQ Infravision, Cold Resistance (2), Disease Resistance (5), +1 saves vs. disease; SV Fort +6, Ref +5, Will +7; Str 11, Dex 16, Con 10, Int 8, Wis 16, Cha 8.

Skills: Climb +3, Jump +2, Swim +2, Taunt +1, Meditation +6, Channeling +3, Spell craft +12, Wilderness Lore +6, Language (Goblin-4)

Feats: Combat Casting, Improved Initiative, Weapon Focus (Light Mace).

Mana Pool: 18

Spells: Scale Skin (4), Minor Healing (2), Endure Fire (3), Endure Cold (3), Inner Fire (2), Frost Rift (3), Sicken (5), Strengthen (2).

Equipment: Hide armor, small wooden shield, light mace.

Buffed with Inner Fire and Strengthen: Bazok; hp 39; AC 19; Atk +8 melee (1d6+2, light mace); Str 14.

Dakra, Goblin Blacksmith; Small Humanoid; War3; HD 5d8+3d12+16; hp 57 (average); Init +6 (+4 Improved Initiative, +2 Dex); Spd 30ft; AC 18 (+1 size, +2 Dex, +5 Battered Breastplate); Atk +10/+5 melee (1d8+5, war hammer used two-handed); SA Berserking; SQ Infravision, Cold Resistance (2), Disease Resistance (5), +1 saves vs. disease, Taunt bonus; SV Fort +9, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 8, Wis 12, Cha 8.

Skills: Climb +5, Jump +5, Swim +5, Taunt +8 (+10 w/taunt bonus), Trade Skill (Blacksmithing) +9, Language (Goblin-4)

Feats: Improved Initiative, Skill Focus (Trade Skill-Blacksmithing), Weapon Focus (War Hammer).

Equipment: Battered Breastplate (See Appendix Two: New Items), war hammer, silver fire emerald ring (+1 melee damage), forge, smithing tools.

Buffed with Inner Fire and Strengthen: Dakra; hp 60; AC 19; Atk +11/+6 melee (1d8+7, war hammer used two-handed); Str 19.

Earth Elemental (1); Medium elemental; HD 8d8+48; hp 110; Init -1 (Dex); Spd 20ft; AC 18 (-1 Dex, +9 natural); Atk +13 melee (2d6+10, slam); SA Root Proc (DC 17), Save DC 20, 1d8 rounds duration; SQ Elemental, Poison immunity, Disease immunity, Damage Reduction 5/+1; SV Fort +12, Ref +1, Will +2; Str 25, Dex 8, Con 23, Int 4, Wis 11, Cha 11.

Skills: Intimidate +7, Listen +6, Spot +6, Taunt +5

Feats: Cleave, Power Attack.

Appendix Two - New Items

Battered Breastplate

This item appears to be a typical steel breastplate, dented and battered from excessive use. This dingy outward appearance conceals the magic contained within. The breastplate is much tougher and lighter than normal and also enhances the wearer's strength.

Battered Breastplate (AC +5, Max Dex +3, Armor Check Penalty -4, Hardness 12, 15 hp, Break DC 28).

The breastplate has the qualities of Hardness and Lightness. Lightness allows the breastplate to be treated as Light Armor, and therefore may be worn by those with Armor Proficiency: Light.

Stats: Str +1

Bonus Type: None.

Caster Level: 4th

Market Price: 4000 gp

Slot: Body

Weight: 5 lbs.

Bloodstone Bracer

This steel bracer is etched with spiral patterns and studded with 12 bloodstones. It provides some armor protection to the wearer and gives a minor boost to her intellect.

Bloodstone Bracer (AC +2, Hardness 10, 5 hp, Break DC 25).

Stats: Int +1, AC +2

Bonus Type: Intelligence = Augmentation, Armor Class = Armor

Caster Level: 5th

Market Price: 1000 gp

Slot: Wrist

Weight: 1.5 lbs.

Stonecutter Axe

These steel battle axes are embossed with an image of a split mountain peak surrounded by Dwarven runes proclaiming "All Praise to Brell the Father". They are imbued with enchantments that make them particularly effective against things made of earth and stone. The knowledge of making such axes is lost to the modern dwarves, but may be rediscovered if the tomes in the temple are recovered.

These axes have a +2 bonus to attack and damage and the Bane (Earth and Stone Elementals and Constructs) quality.

In addition the wielder may activate a Strength of Earth effect once per day, which lasts for 2 hours.

Stonecutter Axe (1d8+2 or 1d8+4 plus 2d6 versus earth or stone elementals and constructs, delay 5, AC 7, Hardness 10, 15 hp, Break DC 27).

Stats: None

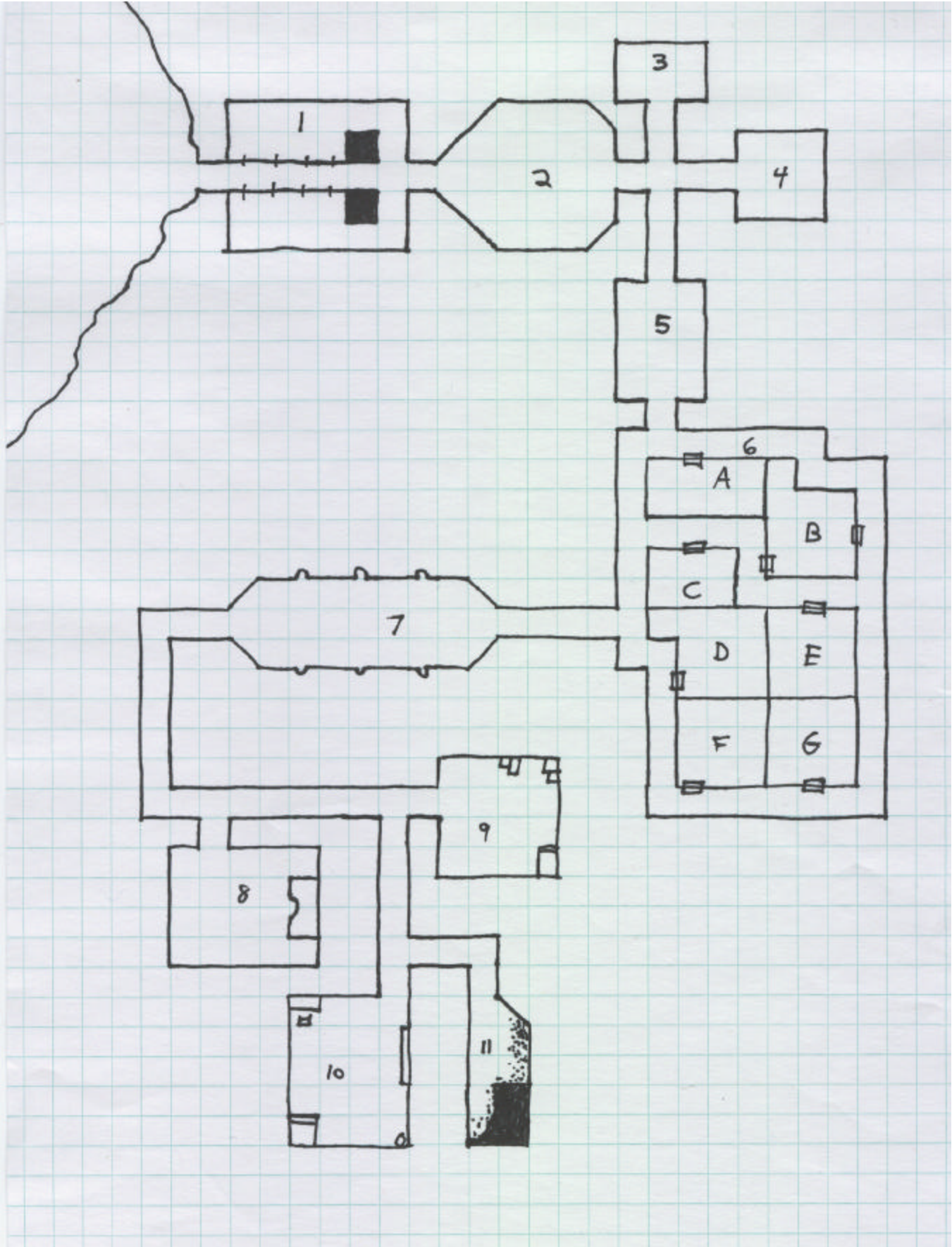
Bonus Type: Attack and Damage = Enhancement, Bane Effect = Divine, Triggered Effect = Divine.

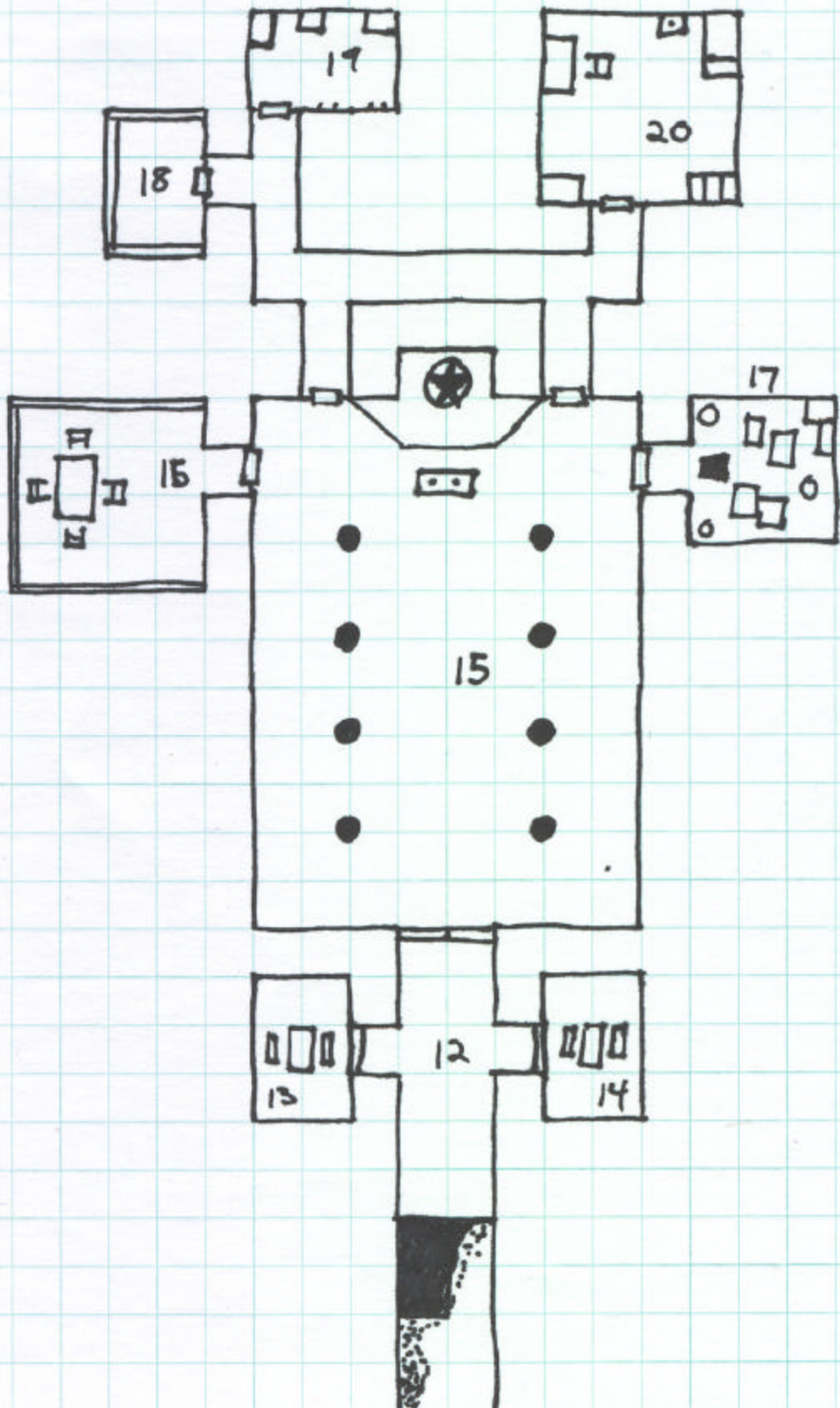
Caster Level: 12th

Market Price: 20,000 gp

Slot: Slashing

Weight: 8 lbs.





Appendix Four: Open Game License

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