



# Princes of the Apocalypse Reference Document



# Orcsplitter, Princes of the Apocalypse and You!

The allure of the elemental princes is palpable in this troubling days, and the city of Mulmaster will know the rage of those distant evils soon enough...

... but today we're going to need to chat about a specific event over on the Sword Coast, inside the Halls of the Hunting Axe. After clearing the ancient hallowed halls of corrupt mages, twisted dwarves, and more golems that you'll ever want to face you may find the fabled treasure of King Flametongue. Upon his remains lies the magnificent axe dubbed "Orcsplitter".

Now, in the full adventure this weapon has several abilities, is full of anger when presented to orcs, and possesses a sentience that is not unlike a certain weapon from Hoard of the Dragon Queen (season 1, anyone?) in its desire to keep itself, and its wielder, alive and in the fight – and therein lies the problem. Organized Play items need to be simple to implement across a multi-table, multi-environment play experience and sentient items, no matter how "cool", are going to be handled quite differently from DM to DM. To that end, the D&D Adventurers League administrators have decided to roll out a replacement text block for the culmination of the good King's tomb. As the adventure is written a band of Harpers ask the characters to trade Orcsplitter for a few items, but those items are not listed and are up to the DM to decide. That's not something we want to have be random or chosen outside of the League, so here, we've given DMs and players a few choices of what to trade for.

Please replace the entire "Aftermath" section on page 187 of the *Princes of the Apocalypse* adventure with the following:

Captured members of Drannin's crew can divulge the location of the real Gargosh. He is imprisoned in a small cave on the riverbank near Yartar, locked in a large trunk with air holes and water. Gargosh can survive for four more days inside the trunk.

If the characters emerge from the dwarven crypts with *Orcsplitter* in their custody, the Harpers in area X5 confront them under the open sky. If the characters avoid area X5, the Harpers will track them and confront them elsewhere (the DM is encouraged to choose a thematically appropriate location based on the characters and their actions in the story thus far) within the next two days. They point out that *Orcsplitter* belongs in the hands of dwarven scholars.

They'll first appeal to the characters' sense of altruism, but if that doesn't work, the Harpers

try to arrange for a trade that allows a single character to choose one option from a list of magic items and services in exchange for Orcsplitter:

- a silver token inlaid with a porcelain dove, good for one free resurrection of that character by a Harper cleric – no questions asked
- if the character is a druid, sorcerer, or wizard, they may choose to take magical tutoring under a Harper NPC of the same class. When next the character is in a village or town (or larger) with a population of 1,200 people or more they may seek out a Harper tutor. The character may select up to 30 levels of spells from their druid, sorcerer, or wizard class list of 7th level or lower from the Princes of the Apocalypse supplement and add them to their character sheet as available spells for their class. All characters, whether they have a spellbook or not, will need to follow the rules under “Copying a Spell into the Book” as found on page 114 of the PHB in order to complete their training. This represents the cost of the education and practice of the new materials (though wizards also scribe the spells into their spellbook as part of the learning process). NOTE: this does NOT allow a character to cast an additional 30 levels of spells; it allows a character additional spell options that might not otherwise be available (ie: a Tyranny of Dragons character would not normally have access to spells in Elemental Evil). Wizards add the spells to their spellbook and may choose prepare them as normal for spells they have scribed. Druids add the spells to the list of spells they may prepare. Sorcerers add the spells to the spells they may choose when leveling or replacing an old spell due to leveling. They do not immediately add the new spells to their known spells.
- a +2 weapon of the character’s choosing that vibrates and flares a deep scarlet glow when within 50 feet of orcs. Against orcs, the weapon inflicts +2d6 damage.
- a suit of *dwarven plate*
- a *manual of golems*; this requires a successful DC 24 Charisma (Persuasion) check. The party may only attempt this check once, and if the character making the check is a Harper they have advantage on the roll.
- a +1 maul named “The Smasher” that, when given the command “This celebration isn’t going to start itself!”, acts as a *decanter of endless water* but dispenses potent dwarven spirits instead.



If the characters are not inclined to take the Harper's offer, the Harpers are quite upset. The characters are coldly informed that *Orcsplitter* is entirely its own being – the ancient enchantments have given it a true personality, and it will only respond to a good-aligned dwarf, fighter, or paladin. For everyone else it will merely function as a magical silvered battleaxe with no additional benefits or properties (an unattuned *Orcsplitter* will stubbornly refuse to grant any of its bonuses, including hit and damage rolls adjustments, but begrudgingly admits that it is still a magical weapon). The Harpers rescind their generous offer but can be convinced to reconsider their trade offer on a successful Charisma (Persuasion) DC 20 check. A successful Wisdom (Insight) check at DC 15 reveals that the Harpers are telling the truth about the status of the legendary weapon.

If an agreement is reached, Ariana Riverlost promises to meet the characters again in two weeks, at a location chosen by them, with the agreed-upon payment.