

Return of the Pick-Axe

**An RPGA® ADVENTURER'S GUILD™ Tournament
set in a distant corner of the GREYHAWK® campaign world**

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The Pale

Introduction

"Return of the Pick-Axe" is a stand-alone AD&D® adventure provided by the RPGA® for use with the GREYHAWK® campaign setting. It was conceived and structured in such a fashion that Dungeon Masters should be able to run this adventure in a period of roughly four hours, if the included pregenerated characters are used. If the players wish to create their own characters, and if they are to be generated during the play session, play-time may be as long as six hours. Still, most groups should be able to complete this adventure in a single game session.

Familiarity with the basic GREYHAWK setting is helpful for Dungeon Masters, although enough background material is provided in the text that such knowledge isn't strictly necessary. Dungeon Masters looking to use this scenario as the starting point for a campaign, will find the chapter titled "Geography of Oerth" in the GREYHAWK Adventures rulebook helpful. The forthcoming "Return of the Eight" and GREYHAWK: *The Adventure Begin* are valuable resources as well.

Adventure Overview

In "Return of the Pick-Axe" the player characters (PCs) are recruited by the dwarves of Clan Highforge to retrieve the mysterious *Pick-Axe of Highforge*. The dwarves keep the particulars of their mission secret to the very last minute... and then mishap strikes and the particulars are never revealed. Armed with a bare minimum of information, the PCs must penetrate the undead-infested tunnels of the cursed Azak-Zil mines in order to complete their mission. This is a deadly adventure, intended for characters of levels 7-9.

Dungeon Master's Background

In CY 519, Clan Highforge abandoned one of the richest mineral deposits known on Oerth. Exactly what drove away one of the mightiest dwarven clans from such wealth is something they refuse to comment on. Truth be told, they aren't exactly sure what happened.

Yet, today, sixty years later, reports of great armies of ghouls and ghosts working the Azak-Zil mines by moonlight are well-known folklore. The truth is that anyone who dies within five miles of the mines rises up again with the next full moon as one of the undead, unless the corpse is first blessed. All those who rise again are consumed by greed and the desire to personally acquire all treasure unearthed from the mines. This double-edged curse is brought on by a magical artifact possessed by a lich, a dwarven cleric now of 18th level, who controls the undead.

Until recently, Clan Highforge was willing to cut its losses, and forget about its defeat at Azak-Zil. However, problems surrounding the opening of a new mine has

forced the clan leaders to reconsider this position. A living artifact—an albino ape enchanted long ago by Highforge's forest deity to drive away evil and undead beings from the mineshafts where it works alongside its fellow miners—called the *Pick-Axe of Highforge* was presumed destroyed in Azak-Zil. When the clan's priests recently attempted to create a new *Pick-Axe*, they found they couldn't. A brave dwarf named Burek braved the dangers of the abandoned mine and found evidence that the *Pick-Axe* still lives. Highforge needs the *Pick-Axe* returned, and the PCs are the chosen agents of the clan leaders.

Player's Background

If the pre-generated PCs are being used for this adventure, allow the players to familiarize themselves with them, and then describe the characters to each other. Once these introductions have been performed, read or paraphrase the following:

Out of the many missions your team has performed for Clan Highforge, this is the one that has been shrouded in the greatest mystery—and it promises to be the most dangerous. You met your regular Highforge contact—Zhalkaft, a craggy old male—and another dwarf in a pub on the sea. Zhalkaft said you were being hired to retrieve the Pick-Axe of Highforge, defender of the mines, from the shadowy depths of Azak-Zil.

"It is believed that any mine where the Pick-Axe has broken stone will remain forever free of evil. It was last used in one of the mines at Azak-Zil," he explained. "Our newest mine is infested with ghouls, and, since we never plan to return to Azak-Zil, it is not needed there. We had assumed it destroyed, but recently Burek here," he gestured to the silent dwarf who sat beside him, "ventured to that ill-fated place and found evidence that the Pick-Axe still, er, exists."

Zhalkaft leaned forward across the tavern table to stare into Deneph's eyes. "We must have it back," he said in a harsh whisper.

"What exactly does this pick-axe look like?" asked Jalery. "How can we recognize it in a mine, presumably full of other pick-axes?"

"You will have no trouble recognizing it," Zhalkaft said. He began to tug at his beard. "You will recognize your goal because it is inscribed with the words, 'Pick-Axe of Highforge' in dwarvish script."

You group continued pushing for details, but all Zhalkaft would say was, "Burek, here, will serve as your guide. He has seen what you seek, and will give you details when the time is right. No one can know the true nature of the Pick-Axe except those who must, lest that knowledge be used to destroy it. I neither can nor will say more."

The topic of payment was raised, and for once Zhalkaft seemed relieved to be discussing money, a

topic that usually seemed to pain him greatly. He pulled a large purse from inside his jacket. "Highforge pays 2,000 gold now and 10,000 gold upon the Pick-Axe's return. You will also be provided with twelve camels for use as pack animals. There are yours to keep."

While your group discussed the mission's merits and dangers, Zhalkaft added: "You may even keep any treasures you find there, but do not linger longer than necessary. Vast numbers of undead roam the region during the dark hours, and worse, you could lose your soul to their leader if you should die. Follow Burek's direction and you will return, mission accomplished, rich enough to build fine homes or taverns for yourselves."

Soon enough, the promise of adventure and wealth—not to mention glory—made it easy for the group to accept.

For the past many days, as you trekked through the Abbor Alz, your primary concern, besides worrying if the camels can carry all your loot, is how soon Burek will decide to entrust you with the secrets of the Pick-Axe. Whenever pressed for information, Burek replied, "I'll tell you soon enough. But let me tell you about the history of Azak-Zil. It's important to know, and it'll prepare you for the dangers we are about to face."

"In CY 198, a giant falling star struck Abbor Alz somewhere between the Bright Desert and the Nesser River. Sages knew that such astronomical events frequently resulted in rich deposits of iron, platinum, mithral, and adamantite. Of all the kingdoms and powers which later sent expeditions to pinpoint the deposits and stake a mining claim, only the dwarves of Highforge succeeded. In CY 519, they built the secret mining city of Azak-Zil—"Pureheart" in Dwarvish.

"For five years, Clan Highforge worked the richest mines in all of Oerth, but then, without warning, their good fortune collapsed. A mysterious calamity claimed Azak-Zil, and even the mighty expeditionary force that was sent to re-take it from whatever unknown enemy had seized it vanished into mystery. Highforge soon cut its losses and abandoned the rich site and its attendant cities. In the chaos, the Pick-Axe was assumed lost.

"Those adventurers who have dared explore the region have brought us reports of undead miners still working the tunnels, and I myself have seen them. Several of our old cities now reportedly serve as nomad base camps, although I've not seen any of these people myself. There are also whispers of a mighty lich living somewhere in the mines. But, I think I know where he might be hiding, and we can easily avoid him. We are here for the Pick-Axe, not to pick a fight."

That was the most he would say. Even now, as you establish the last camp before your destination—with the Mines of Azak-Zil a mere five miles away—

he tells you, "When the time is right, you will know." He does, however, provide you with a rough sketch of the daring daylight raid that he wants to conduct, and promises a more thorough briefing in the morning. As you turn in, he even relents a little on the secrecy surrounding the Pick Axe and promises to finally reveal its nature in the morning as well. Burek then takes the first watch, as has been the pattern for the entire journey.

The Adventure Begins

In the dead of night, you should have the players roll Constitution checks. Those who succeed are awakened by the sounds of struggle outside their tents. When they venture outside, they see an unconscious Burek being dragged into night. Before they can pursue the abductors, each character who emerges is attacked by three nomad warriors.

If the characters in battle cry out, those still sleeping automatically wake up and can join in the fight the following round, unless they decide to take time to put on their armor. Those who enter battle immediately are attacked by three nomad warriors like the first group. (There are a total of three nomad warriors per character in play.) A priest stands apart from the battle and casts *hold person* at the PCs. Any who fail their save are subsequently ignored by the nomads, who turn their attention to those who are not held.

You should be careful when staging this battle. The objective is not to kill any party members, but to delay the group long enough for Burek to be killed by the nomads that carried him off.

Human nomad warriors (3 per PC): AC 10; MV 12; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6+1 (short sword and Str bonus); SZ M; ML 11, 5 if the priest is killed; Int 11; AL N.

Human nomad priest, C3 (1): AC 6 (Leather, Dex bonus, and *ring of protection*); MV 12; HD 3; hp 17; THAC0 20; Dmg 1d6+1 (mace); SA spells; SZ M; ML 12; Int 12; AL N.

Magical items: *Ring of protection +1*

Clerical spells (2/1): 1st—*command* (x2); 2nd—*hold person*.

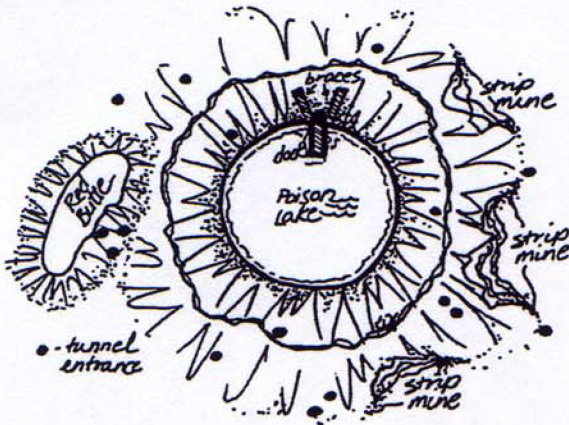
If any of the nomads are captured alive, the PCs learn that a hidden nomad scout recognized Burek the previous day, and that their leader had decreed that the intruders should be taught not to trespass twice on their lands.

Once the battle is over, a search of the area allows them to find Burek's dead body staked to the earth and eviscerated. His killers have already fled. Now the party has to proceed without his specific information or guidance. (If they choose to turn back, the adventure is over.) *Speak with dead* proves to be useless for the

group, as all they get is the poem that is written on Burek's map (see below).

If the PCs search Burek's tent, they find a sleeping bag; a small chest containing three *potions of healing*; a notebook with most of its pages torn out; various travel items; and a leather necklace with an orange metal pendant in the shape of a shield. In the notebook they find (if they look—you should subtly steer them toward this) a personal diary written in indecipherable code, and at its center a hand-drawn map of the central Pits region. (Map 1, included with this adventure.) Copy this map for the PCs to keep handy. (Although the map has no key, 1/2 inch equals one mile.)

Map One: The Central Pits Region



Written around the edges in difficult-to-read Dwarvish script (successful read/write Dwarvish proficiency check with a -2 penalty required) is a short verse: "Mining tools are best kept dry. One by two is near the sky. Stay away from the big Y, unless, of course, you wish to die." This verse was supposed to be the refrain of a ballad Burek was planning to write about the brave deeds of the party in the mine. It is also an oblique clue, telling the party to *not* enter the mine near the lake—if they do, they will find themselves in the lair of the lich—but instead to enter the top-most tunnel in the Red Butte.

The pendant is a *dwarven amulet of protection from undead*, which adjusts its dwarven wearer's appropriate saving throw by +4 (other living races by +1) against undead special attacks. This does not affect spells cast by undead or their physical attacks.

The Mines of Azak-Zil

As long as the party correctly deciphers Burek's poem (you can have any character with an Int score of 12 or better and ability to read dwarvish automatically deduce the meaning if none of the players can figure it out), they should be able to avoid the lich's caverns. If the

PCs misinterpret the clue on the map, or if they choose to go looking for trouble, you should continue the adventure with the section titled "The Lair of the Lich." Otherwise, continue with this section.

Once the PCs are done searching the camp, they have eight hours until sunset. It will take an hour to bury Burek, if the group chooses to do so. It takes an additional hour to cover the territory between the camp site and the mines on camel back. Once the party is within sight of the mines—they can see the pits and strip-mines about half a mile away, appearing like huge sores on Oerth—the camels refuse to go any closer.

The mines near Poison Lake are infested with all manner of subterranean monsters, ghouls and ghosts. If the party chooses to enter one of these tunnels, use the monster encounter table, below. The ghouls and ghouls of Azak-Zil are greedy miners, so they possess double normal treasure in caches in these tunnels. All tunnels—except the one protected by the *Pick-Axe of Highforge*—are connected underground. The mine shaft that holds the *Pick-Axe* can only be entered through the topmost opening in Red Butte.

If the PCs judiciously steer clear of these caverns, they still must avoid the shallow strip-mines where many undead spend the daylight hours (2d8 ghouls and 1d4 ghouls per pit). If the party approaches within arm's reach of these, they are attacked.

While the party explores the area around the mines, the undead become increasingly difficult to deal with. The closer they get to the lich's lair, the harder the undead are to turn: turning attempts take place at -5 within one mile of the lair; -4 within two miles; -3 within three miles; -2 within four miles; and -1 within five miles.

Ghouls (2d8): AC 6; MV 9; HD 2; hp 14; THACO 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralyzation; SD immune to sleep and charm spells; SW may be turned by priests (adj. as described above), protection from evil repels them; SZ M; ML 12 (20 if within sight of lich); Int 5; AL LE.

Ghosts (1d4 per ghouls group): AC 4; MV 15; HD 4; hp 22; THACO 17; #AT 3; Dmg 1d4/1d4/1d8 (claw/claw/bite); SA paralyzation (elves not immune, lasts 1d6+4 rounds), stench 10' radius (save vs. poison or -2 attack); SD immune to sleep and charm spells; SW may be turned by priests (adj. as described above), cold iron deals double damage, protection from evil combined with cold iron repels them; SZ M; ML 14 (20 if within sight of lich); Int 11; AL LE.

Lacedons (2d12): AC 6; MV sw 9; HD 2; hp 12; THACO 19; #AT 3; Dmg 1d3/1d3/1d6 (claw/claw/bite); SA paralyzation; SD immune to sleep and charm spells; SW may be turned by priests (adj. as above), protection from evil repels them; SZ M; ML 12 (20 if within sight of lich); Int 5; AL LE.

Azak-Zil Monster Encounter Table

Roll d20 per 10 minutes the party spends in or near mines, per 30 minutes when within one mile of Poison Lake, per hour within five miles; add +1 to roll when PCs are exiting the mine, and +5 if they wait until next light):

1-5: During the day, no encounter. (2d8 ghouls and 1d4 ghouls if *Pick-Axe* is dead, or in any location but Red Butte.)

6-9: Giant centipedes (2d12). AC 9; MV 15; HD 1-1; hp 2; THACO 20; #AT 1; Dmg nil (bite); SA poison (paralyzation for 2d6 hours, but victim gains +4 save), surprise; SW -1 penalty to all saving throws, each in group is 50% likely to cease attacks if a victim is paralyzed or dies; SZ T (1); ML 5-7; Int 0; AL N.

10-12: Fire beetles (3d4). AC 4; MV 12; HD 1+2; hp 4-10; THACO 19; #AT 1; Dmg 2d4 (bite); SZ S; ML 12; Int 1; AL N. Glowing eye glands contain red, luminous fluid that glow for 1d6 days after death; illuminates 10' radius.

13-15: Giant spiders (1d8). AC 4; MV 3, Wb 12; HD 3+3; hp 9-24; THACO 19; #AT 1; Dmg 1d6 (bite); SA web, poison (type F, immediate death unless save); SZ L; ML 13; Int 5 7; AL CE.

16-17: Desert troll. AC 4; MV 12; HD 7+7; hp 36; THACO 13; #AT 3; Dmg 1d4+2/1d4+2/1d8+2 (claw/claw/bite); SA surprise (camouflage); SD regeneration; SW decanter of endless water deals 25 damage per round, purified or holy water deals double damage, *potion of sweet water* deals 6d6 damage and troll must roll vs. poison or die; SZ L; ML 17-18; Int 9; AL CE.

18-19: Nomad warriors (2d6). AC 10; MV 12; HD 1; hp 7; THACO 19; #AT 1; Dmg 1d6+1 (short sword and Str bonus); SZ M; ML 11; Int 11; AL N.

20: Ghost of dwarven miner (one ghost per adventure; no encounter if the ghost has already been met). AC 0 (ethereal) or 8 (if semi-material; MV 9; HD 10; hp 50; THACO 11; #AT 1; Dmg age 1d4 decades unless save vs. spells (priests above 6th level immune to this touch, all humanoids above 8th level add +2); SA spells; SD if ethereal, can only be attacked by creatures in the Ethereal plane); SW may be turned by 7th level priests, when semi-material may be damaged by holy water, may be set to rest if party has killed lich or promises to do so; SZ M; ML 16, nil if lich is killed; Int 13; AL LE.

21: Human swordwraith platoon (2d4) (night or underground only and one platoon per adventure; on second encounter, no encounter if it was previously destroyed). AC 3; MV 12; HD 6; hp 20-48; THACO 11; #AT 3/2 (as 6th level fighters); Dmg 1-10 (regardless of apparent weapon); SA each hit drains 1 STR from victim, 0=death; SD +2 or better weapons to hit, immune to sleep, charm, and other mind affecting magic, can be turned as vampires; SZ M; ML 20; Int 9; AL N.

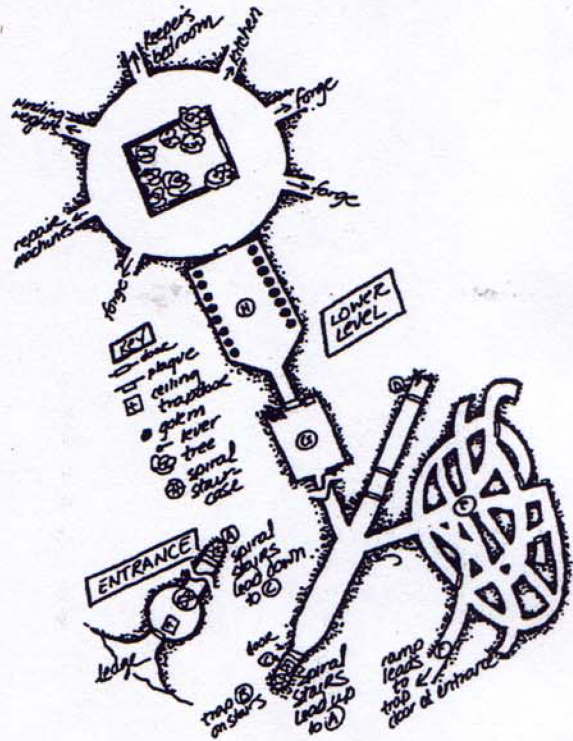
The swordwraiths will break off their attack if they learn that the PCs have been killing the mindless undead of the region, or if the PCs are holding their own against them and wish to stop fighting. They may even assist the party if they plan to attack the lich's lair. Long ago, they were Suel soldiers who fought and died near here.

22- higher: 2d8 ghouls and 1d4 ghouls, night or underground only. No encounter if daylight.

Finding the Pick-Axe

This section describes the encounters the PCs in those tunnels, and the traps they must overcome. It is keyed to Map Two: Home of the Pick-Axe. The party can only reach this area through the top-most tunnel on the side of Red Butte. They can reach it by either climbing up the bluff face or walking up the sloped side of the butte and then down a stairway carved into the stone.

Map Two: Home of the Pick-Axe



The Entrance

When the party reaches the entrance to the home of the Pick-Axe, they are faced with a heavy wooden door with a permanent *protection from evil* 10' radius engraved in the floor in front of it. The lock can be picked by anyone with such skills, or the door can be smashed down. If it is not opened with the proper key (which was lost when Burek was attacked; the Keeper within has a duplicate), the opening or smashing down of the doors releases weights hung from chains deep in the stone. The PCs hear an extremely loud but muffled clanking and groaning, and the entire butte begins to vibrate. After a minute or so, the weights hit bottom, sending up a whump the PCs hear and a shudder they feel. Now that they have set the butte's protective machinery into action, all the defenses built by the Keeper of the Pick-Axe run automatically for two days. He is at this moment winding the weights back up so the equipment will not slow down until it is all destroyed or

the weights are cut free of their chains—or he is stopped.

Just beyond the door stands the Clockwork Warrior, a giant iron construct with dwarf-like proportions that is broad enough so none can pass into the tunnel beyond. It hums with the sound of gears turning. Its ornate armor plating is scored with weapon damage and stained with what could only be dried blood. Painted (in chipped and fading script) across its chest is “Guardian of the Highforge Pick-Axe”—proof that the party is on the right track.

Clockwork Warrior (mechanical golem): AC 3; MV 4 (or adjusted); HD 16; hp 70; THACO 5; #AT 1; Dmg 30 points (punch); SD recharge to full power, immune to *charm, sleep, hold, poison* and paralyzation; SW -1 MV per turn it attacks or -1 per two turns moving but not attacking, also -1d10 Dmg per subsequent attack after the first one; Str 23; SZ L (10' tall); ML 20; Int 4 (mindless but programmed to operate as if Int 4); AL N.

Creaking and whirring, the Clockwork Warrior takes a step toward the PCs and extends one finger. If they look closely, they'll see a keyhole set into the fingertip. If the Keeper's key is inserted into the keyhole, it steps aside. If a PC attempts to pick the lock, he has three tries (at -30%) before the golem attacks whoever is nearest. Any attack immediately provokes the golem to attack in response.

When it attacks, the Clockwork Warrior moves toward the nearest aggressor and punches. The second step it takes severs it from its winding sprocket in the floor, which goes on spinning free until the golem returns to power up again. Only magical weapons can damage this sprocket, and it absorbs 30 damage before breaking. If fighting, the creature must return to its power source or become immobile and unable to fight; after one turn its movement drops to three, then two, and so on. Also, its attack damage drops 1d10 per turn during combat, but only if it attacked the previous turn, since it won't waste energy swinging at empty air.

The Clockwork Warrior breaks off any attack if someone tries to sneak past into the tunnel beyond. For purposes of smashing or lifting things, its strength is 23, and it gains +1 to hit because of its long reach and the close quarters. Engaging the drive sprocket with the transmission hole in either of its feet completely recharges the creature in one minute. It never runs down if allowed to fight while “plugged in.”

The Clockwork Warrior is immune to all magic that affects organic beings and cannot be influenced in any way. Because of its heavy iron plating, it can only be damaged by weapons of +1 or better, and each blow delivered it by an edged weapon increases the chance of dulling that weapon by 10% (starting at 5%). Electrical attacks cause the golem to back away from the spellcaster (though it will never leave the mine), but fire

attacks repair one hp damage for each eight damage inflicted.

If only one of the nimble PCs attacks—and no one tries to sneak past—the Clockwork Warrior can be led away from the tunnel entrance and be forced to run out of power without grave injury to the party members. Let them figure this out themselves! As long as it is within the golem's movement ability to do so during the turn before it would run down, it breaks off all engagements and returns to its drive gear to recharge. The only way to stop it from doing so is to deal it more than 20 points damage during its retreat, which causes it to fight back, or to enter the tunnel it was set to guard. Remember that the PCs will have real trouble getting out past this mountain of metal if it runs down in the tunnel itself.

After any part of the Clockwork Warrior's body (such as an arm, chest region, or so on) receives eight or more damage, the PCs can see that only the outer armor plating is made of iron. Inside, the golem's clockwork of gears, cogs, levers, and so on are fashioned of platinum and gold: The Keeper could imagine no better form for treasure to take than the machine-works he loves, so he spent the past 50 years or so forging precious metals into components for the machinery the PCs will encounter.

Note: Most devices that operate the traps the PCs encounter contain a number of gears (a convenient shorthand for treasure) that can be removed; these gears are each worth 8 gp if sold as metal or 80 gp if sold to the right buyer as a specialty item. Disassembling a device requires two minutes per gear, something for the PCs to consider since time is an issue. Hacking a device into easily transported bits reduces its gear-treasure to the lower value. The Clockwork Warrior contains 130 gears.

The Lower Level: Six Decades of Traps

Once past the Clockwork Warrior, the PCs have to avoid or defuse numerous deadly traps built over six decades by the Keeper and his small army of apprentices that he gradually lost as they ventured outside the butte's safety for supplies. He has grown paranoid—and rightly so!—because all the other dwarven miners perished and have turned into undead since he began this mission.

After the party has gotten past the golem, roll a d20 for every ten minutes of game time to determine what, if any, roaming creatures the PCs encounter during that period. Monsters always attack from behind, coming from the now-open outer tunnels.

A. A hundred feet into the tunnel, the PCs find another locked, iron-reinforced door. If it is smashed or is quickly thrown open, twelve three-foot iron spikes launch from behind the door at the party, half below the waist and half above. Have every party member make a dexterity check or be struck by 1d4 spikes. Each is

propelled with great force so that, if they hit, they each deal 1d8 damage.

However, if they open the door less than a foot, the PCs can see the spikes loaded into their wooden rack just beyond the door. If a light source is brought close, they will also see that the tunnel ends here, at a stone staircase leading down. Most important, they see a large iron lever set into the wall just inside the doorway. If this lever is pulled upright, the spike rack rotates so as to pose no danger; pulling it down has no effect. Opening the door more without pulling the lever upright sets off the spikes.

The lever has nine gears and the spike rack has 16.

B. Half way down the spiraling staircase, three of the stairs look like the others but are designed to hinge open beneath the weight of any medium-sized creature. Anyone trying to detect traps or hidden rooms notices a hollow beneath these stairs.

Whoever falls through a collapsed stair (which locks shut after dropping one person through) falls 30 feet down a square, smooth-walled shaft onto an iron plate that gives under the PCs weight, then begins to vibrate. The only way out is to climb, and the stairs have to be broken open. The walls, six-foot-thick stone backed by iron plates and driven by giant iron rods, immediately begin to close on the victim with a rumble and whirl of gears. If the PC has not exited the shaft within six rounds, he is crushed to death unless he can become incorporeal or transform into the size of a snake. The shaft walls re-open after the crush, and the stairs unlock.

Each hinged stair has six gears.

C. The landing at the bottom of the stairs is another iron plate, plainly visible, that gives and then vibrates when stepped on. This plate is ten by ten feet, the entire floor-area of the landing, which ends at a very narrow, locked door. Beside the door is a lever which can be moved up or down.

If stepped on, the plate releases a trap door set into the ceiling of the stairway. Through this trap door swings a huge pendulum-axe that sweeps down from behind the party, stopping just short of the door and swinging back up again. Moving either direction, it deals 1d12 damage upon striking a party member, and its momentum is such that each PC need to roll a dexterity check even if it already struck someone that round. The axe continues to swing back and forth until the lever is moved upright. If the lever is moved down, two more axes join the first, moving together so they can only be avoided by a dexterity check at -8.

For each 30 points of damage dealt to the pendulum or its mechanism in the ceiling, one axe will stop, and opening the door or flipping the lever up returns all three to their trap panel.

This door hides no trap, but yields three tunnels to choose from. The left one is correct.

Each pendulum mechanism contains 22 gears, and the lever contains nine.

D. If the party follows the center tunnel, they see two pick-axes lying on the floor (ask if any of the characters take them—they are useful for escaping the next trap!) and then pass through two more locked doors without incident. They close and lock behind the PCs unless broken or propped open. Opening the third door sets off an enormous groaning of metal and grinding of stone all around them as a 40-foot length of the tunnel rises one level. The only way to reverse this is to flip the lever on the other side of the door upright before the floor has risen more than one foot (two rounds). Failure to do so traps the party in the now-sealed tunnel for two days or until they mine their way out. There is no outside air supply, and torches quickly use up the internal supply. The floor is the only way out, and it is two feet thick. Only rolls of 6-15 yield any monster encounters in the enclosed tunnel (roll only once).

If they go through the floor, they find themselves in a tunnel much larger than it had been. Tree-thick shafts of iron support the suspended tunnel unit from deep below, and they vibrate to the touch. The direction they were headed is a dead end, though they can retrace their steps back to the junction.

If the lever is thrown in time, the tunnel settles down and the PCs discover the dead end.

The lever mechanism has nine gears.

E. Taking this turn leads the party into a maze of abandoned mineshafts, dressed up to appear important by having locked doors sprinkled throughout. None of the doors are trapped. This is the ghost's lair, and if it hasn't been encountered yet, have them encounter it here.

F. If they reach this point, the party has been led back out to the Clockwork Warrior, which—if it is still intact and recharged—repeats its schtick. After they have walked more than ten paces past the last door of this return passage, stone blocks crash down behind them one-two-three-four, driving them to point F. If they do not move out of the way of the two-ton stones, they are crushed, but there is plenty of warning. The floor then slides open, dropping the PCs 16 feet onto the floor of the entrance, and slides shut over them.

The PCs cannot cut into the ceiling, since the trap door is ten feet of solid granite.

G. At the end of a large tunnel which bears recent mining marks—the walls glisten with ore deposits—the party finds an iron door set into an iron wall. If they test the wall, they discover the plating is dozens of layers of

riveted iron, and behind that, stone. Only behind the door can they sense an opening, but the door is over a foot thick and reinforced inside with mithral plates. It cannot be broken open short of a miracle, and there is no keyhole or handle.

Beside the door is a gold plaque with engraving that reads (in dwarvish), "Subtract R from U and multiply the result times N. R is the year Highforge founded Azak-Zil, U is the year the falling star struck this place, and N is the year the Great Kingdom was founded. Leave now if you cannot solve this! If you can, then try again, and try again."

Seven levers protrude from the wall near this plaque, each with a different number inscribed: 0, 16, 48, 277, 321, 752, and 3081. The correct answer is 321 (519 - 198 X 1 = 321). If this lever is pulled, a ten-foot-long, three-ton block of stone falls 40 feet behind the door and drops just fast enough so that anyone beneath it can move out of the way. Large letters carved into its face read, "The Great Kingdom was founded in CY 1." This stone also falls if any other lever is pulled—a safety feature to hinder monsters from following the party into the sanctum. From now until the stone is raised, only rolls of 6-15 yield any monster encounters (they live here).

Pulling the 321 lever a second time drops a second stone of equal size just this side of the first. Carved into this one is "Highforge founded these mines in CY 519." Pulling 321 a third time sets off a humming behind the wall, and the door slides open with a great grinding. If it is not pulled three times, nothing happens except that the air supply eventually runs out; only the Keeper can reset this trap. Pulling a wrong lever always drops another stone until the entire mine shaft is filled, crushing all who remain inside. The third stone says, "The falling star struck Abbor Alz in CY 198." The fourth says, "You are not clever enough to be a dwarf," and the fifth—which crushes anyone corporeal in the mine shaft—says nothing.

As soon as the PCs walk through the doorway, the door slide closed behind them. Each lever contains nine gears, and the plaque itself is worth 100 gp.

H. This mine shaft opens out into a room, at the far end of which is a locked door that is similar to the one at the Entrance. Ranged along the walls are sixteen miniature versions of the Clockwork Warrior no bigger than a normal dwarf, each holding a steel pick-axe. They stand motionless unless activated by the Keeper, or if a member of the party tries to pick the door's lock. Attacking any of them makes them all attack, as does battering either door.

One minute after the PCs have entered, the Keeper says through a booming speaker in the ceiling, "Who are you?" The speaker is so loud it hurts the ears when the Keeper yells. If no one answers within a minute, the golems attack. Next he asks, "Why are you here?" Add

appropriate questions based on the PCs' answers, but remember the Keeper never answers any questions they may pose to him, other than perhaps to ask another question of his own.

At the end of the interview, he shouts, "Leave now!" and open the door behind the PCs, since he trusts no one he can't see. If they leave, he closes the door from Area H behind them and raises the stone blocks barring their exit. If they do not leave or insist on entering, he begins to rant angrily about his duty to keep the *Pick-Axe* secure, and then sets loose the golems.

The only to stop the golems short of destroying them all is to threaten the Keeper or the *Pick-Axe*. He immediately calls them off if the inner door is opened. Beyond this room, do not roll for monster encounters unless the *Pick-Axe* dies.

Small clockwork golems (16 mechanical golems): AC 6; MV 4 (or adjusted); HD 4; hp 25; THACO 15; #AT 1; Dmg 1d6+3 (pick-axe) or 10 points (punch); SD recharge to full power, immune to *charm, sleep, hold, poison* and paralyzation; SW -1 MV per turn it attacks or -1 per two turns moving but not attacking, also -1d10 dmg per subsequent attack; Str 23; SZ M (4' tall); ML 20; Int 3 (mindless but programmed to operate as if Int 3); AL N.

They fight as long as the Clockwork Warrior, and have the same endurance, but do not gain +1 to hit. It is impossible to distract all of them from returning to their winding sprockets. They punch if they lose their pick-axes. For purposes of smashing or lifting things, their strength is 21. Each golem contains 45 gears.

The Inner Sanctum

The only way through the door is to beat it down or pick the lock (superior quality, -40% to open). The door absorbs 40 points of damage before collapsing. Just beyond is a 120-foot-wide, domed chamber cut into the rock. At the room's center is a windowless, mortared-stone structure and one locked door. The *Pick-Axe* is kept here. See the

Mining tools are strewn everywhere, including several made of precious metals. None of the mining tools bear the proper inscription. Small mineshafts lead away toward the various defensive workings and to several forges. One mine shaft is littered with rotten clothes and tattered books, and terminates in the Keeper's personal apartment. Another leads to a kitchen. Everywhere the floor is covered with mis-cast or damaged gears worth no more than their component gold and platinum (600 total), and rat skeletons.

As soon as they enter the room, the Keeper himself leaps out of hiding and attacks with a howl. He's an old dwarf with a floor-length beard, skinny, insane, ill-armored, and his battle-axe is barely more than a dull slab of gold, so the PCs should have no trouble disarming him without injury.

The biggest problem they encounter is the risk of falling into the pit traps that the Keeper has concealed under the discarded gears. After his first attack on the party, the Keeper starts engaging in fighting retreats. You should roll 1d6; if the result is 1, all PCs fighting or pursuing him must roll a d20. If the result is less than 5, they fall in one of the pit traps and tumble 10 feet to the bottom in a shower of broken gears.

If he thinks he has the time, he will use his spells, casting *barkskin* on himself, followed by *summon insects* if the party starts to batter down the door that leads to the Inner Sanctum from Area H.

Keeper of the Highforge Pick-Axe, R12 (dwarf ranger): AC 10; MV 4; HD 10+; hp 27 (due to age and malnourishment); THAC0 19; #AT 1, 3 when manic; Dmg 1d4-1 (gold pick-axe), or 1/1/2 (punch/punch/bite); SA spells; SD nil; SW weak from age and poor diet; SZ M; ML 14; Int 18; AL LG.

Ranger Skills: HS 77, MS

Spells: 1st—*locate animals and plants* (x2); 2nd—*barkskin, charm person or mammal*; 3rd—*summon swarm*.

When defeated, captured, or coaxed to surrender, the Keeper grabs his belly and cry, "Oh, I'm so hungry! Did you bring any food?" From now on, the Keeper babbles an unendingly with frequent mention of undead and great slaughters.

If the PCs listen closely, they'll figure out that the mines were attacked by waves of nomads. These were repulsed at great loss of life, so when a mercenary army of humans attacked, Azak-Zil fell. When the lich arrived, the mercenaries it had hired left. Soon, undead seethed everywhere.

Assuming the party treats him kindly—or at least aren't nasty—the Keeper cooperates. He carries a key which fits all locks in the Butte's workings. If asked about the *Pick-Axe*, he opens the door to the central stone chamber, revealing the greatest secret of the Highforge Clan.

The Highforge Pick-Axe

This central room is filled with tree trunks and carpeted with straw. It contains more mining tools, also rotted and unmarked, and heaps of rat skeletons. But most important, it is home to an extremely old, albino carnivorous ape bearing a tattoo on its chest that says in florid dwarvish script, "Highforge Pick-Axe." Describe the creature but do not read the tattoo until someone who can read studies it. Once the Keeper has opened the room for them, he won't understand such questions as, "Where is the *Pick-Axe*?" or "Is this the *Pick-Axe*?" The PCs have to figure this one out themselves.

Pick-Axe of Highforge (albino carnivorous ape): AC 7; MV 6, 4 in trees; HD 5; hp 20; THAC0 18; #AT 2; Dmg 1d6/1d6/1d6 (pick-axe/pick-axe/bite), or 1d3/1d3/1d6 (punch/punch/bite); SD repels evil creatures thousand-foot radius; SW poor eyesight, weak constitution from age; SZ L; ML 12; Int 6; AL LG.

If the Keeper is well and cooperating with the party, the ape is docile. If the or attacks (only if Keeper is in danger). If the ape attacks, it picks up two pick-axes and chop away at the party until it is killed or subdued. If they kill it, tell the calligraphy-reader what is written on the ape's chest so it might be magically healed. The Keeper now grabs up the nearest weapon and attacks until he is dead; he cannot be rendered unconscious in this manic state, and taking away his weapon only reduces him to punching, kicking, and biting. He gets three attacks per round when manic. Only the ape's recovery settles him down.

If all goes well, however, the ape obeys its Keeper, and the Keeper is more than happy to leave his dungeon if promised a new job in a mine full of living beings.

Lair of the Lich

This section is optional. If the PCs want a big brawl, here it is, in the form of a battle of attrition with only a meager chance of killing the lich or destroying its relic, and a good chance of the party ending up dead. Make sure to stress that the PCs take this detour at their own peril! If all they need is a good scare to return to their quest, throw a bunch of undead at them the moment they step onto the dock—just enough to give them a taste of what they'll face, but go easy as soon as they're ready to retreat.

The entrance to the lich's lair can be found under the dock on Poison Lake. The lake contains 3d20 lacedons, half of which attack anyone who spends longer than one turn on the dock, or anyone who enters the lake. The other half arrives the following round.

Once the party enters the tunnel leading to the lich's lair, roll 4d12 to determine how many ghouls, and 2d4 to determine how many ghouls the PCs encounter on their way to the lair. Lich can only be reached by traveling through at least 400 feet of caverns and rooms, and at least once choosing to take a right tunnel instead of a left one. Dress up the environment as you see fit, and award appropriate treasures.

The lich casts *obscurement* when the party is within 100 feet of its throne room, filling 180 feet of tunnel and the lair itself with a dark cloud that lasts 64 rounds. This does not obscure the lich's vision, however, and when the first party member enters its line of sight, it casts *slay living*. If the victim saves against death magic, he sustains 2d8+1 hp damage; if he fails, he dies instantly. The room also contains 3d12 ghouls and 2d4 ghouls. The lich casts *slay living* every round until the

PCs are within touching range, when it will cast *destruction*. The victim gets a -4 penalty on his savings throw against death magic; if he succeeds, he takes 8d6 hp damage, if he fails, he dies instantly. The lich uses this attack every turn until it faces defeat, at which point it offers the party all its riches if they cease their hostilities. It lifts *obscurement* so they can see.

Though the lich ceases its attacks, it has summoned all undead within its five-mile sphere of influence to converge on this room. The creatures arrive in groups of 2d8 ghouls and 1d4 ghosts every three rounds until a total of 400 ghouls and 50 ghosts have arrived, or the lich's artifact is destroyed. If the party demands the lich to call off its undead troops, it will do so, but only if that is the only way for it to survive.

The lich's lair is a vast underground throne room heaped with a half-ton total of unprocessed nuggets of platinum, gold, mithral, and adamantite—as well as 5,000 gp worth of such finished pieces as wine goblets and coins minted with his name. Tattered purple-and-gold tapestries line the walls, and banners of the same color hang behind the dais itself, a raised stone platform supporting a great throne made of gold and glass.

The artifact that is causing the dead to rise, and granting the lich additional powers of control over them, is stored inside a hidden cabinet under the lich's throne, in a treasure chest filled with gold nuggets. It can only be found if the nuggets are brushed aside. It is an ellipsoid of bluish metal about two feet long and one foot in diameter. The details of this artifact is beyond the scope of this adventure, but it may be detailed in upcoming GREYHAWK releases.

Krakev the Ominous (lich): AC 0; MV 6; HD 11+; hp 64; THAC0 8; #AT 1, touch deals 1-10 damage and causes paralysis; SA spells as 18th level cleric; SD immune to non-magical weapons, immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, or death spells, can only be turned by 8th level priest or 10th level paladin on roll of 20; SZ M; ML 18; Int supra-genius; AL LE.

Priest spells: 1st—*Cause light wounds* (x7), *protection from good*; 2nd—*Obscurement*, *silence 15' radius*; 3rd—*Animate dead* (x4), *cause disease* (x4); 4th—*Cause serious wounds* (x8); 5th—*Cause critical wounds* (x3), *slay living* (x3)

Return of the Ape

Assuming the PCs were clever enough not to kill the ape or its Keeper, they still need to remove them from these caverns, cross the treacherous (and possibly now-dark) Pits of Azak-Zil, and return to Highforge. The Keeper tries to convince them to remain inside until next light, but if they do so, more monsters fill the exit chambers (see table). After all, many of the traps have been defused and doors broken down. Remember that as long as the ape is alive, most evil creatures (except the lich and ghost) cannot approach within 1000 feet of

its home. The ghost has a 60% chance of leaving the party in peace if the Pick-Axe is with them, since it remembers the ape fondly from its living days.

Wrap-Up

So you made the return trip through the desert and mountains and sea, battling nomads and monsters along the way, and arrived back in Highforge—all without Burek's help, and burdened with an insane dwarf and a decrepit, albino ape. Victory and reward are yours!

The Keeper has promised to build you any device (within reason) you might need. Zhalkaft pays the 10,000 gold... and throws in another 10,000 gp in gems for your determination to keep going despite losing Burek. In clean air and eating a normal diet, the ape becomes much healthier (as is the Keeper). Highforge throws you the biggest welcome-back party you have ever seen, and the feasting and drinking goes on for seven days.

In addition, if the party managed to destroy the lich and claim the artifact, they are declared "Champions of Highforge." The Clan will try to reclaim what they view as their territory, and the each party member and any descendants they may one day have will get 10,000 gp per year for as long as Highforge works the Pureheart Mines.

The End

Deneph Hematite

Male Dwarf Multi-classed 8th-level Fighter/8th-level Thief

STR 18/51
INT 12
DEX 17
WIS 14
CON 14
CHR 15

AL: NG

Height: 4'9"

Weight: 210 lbs

Eyes: Brown

Hair: Dark Red, with a full beard that is kept braided.

Weapon Proficiencies: War hammer, sword, battle axe, lance

Languages Spoken: Dwarf, Common, Gnome, Goblin, Kobold, Orc.

Non-weapon Proficiencies: Blind fighting, riding, mining, trapping, read/write Dwarf

Magical Items: *War hammer +3, two-handed sword +1, medium-sized bag of holding*

Equipment: Soft leather clothing, backpack, high hard boots, three large water skins, cask of ale, one week rations, six torches, thief tools, holy water (10 vials).

Armor Worn: Studded leather

Modified AC: 4; Surprised 8

#AT: 3/2

HIT POINTS: 71

Special Abilities: Infravision 60', detect slope 75%, new walls 75%, shifting walls 65%, traps/pits 50%, depth 50%; +1 to hit goblin, hobgoblin, orc; -4 to be hit by troll, ogre, ogre magi, giant, titan

Thief Abilities (modified for armor): PP: 20, OL: 75, F/RT 80, MS: 15, HS: 65, DN: 15, CW: 20, RL: 25

Background: You never fit into life in the mines, preferring adventures above ground. When you hooked up with Jalery, the two of you discovered kindred spirits and quickly found work snatching stolen objects and artifacts from evil thieves. Over the years, the rest of the party heard of you and were lured into your particular brand of larceny for good. The exception to this is Geonoll. She is a typical, hide-bound dwarf who hasn't yet tumbled to the fact that not every problem can be solved by either ignoring it or bashing it with a warhammer. She is a valuable and needed member of your band, and, like yourself, she will probably never fit in with "normal" dwarves. You hope that as she grows in world-experience, she will begin to look upon you and your human friend, Jalery, with more charity.

Appearance and Personality: Extremely well built, braided beard, facial scars make him appear stern until he cracks a warm smile, will only be seen with quality clothes and equipment. Although he is 96 years of age, Deneph's hair and beard are still free of gray, which gives him the appearance of a dwarf half his age. Deneph is very accepting of the quirks and character weaknesses of others, so long as those weaknesses don't lead to them harming others. He despises beings who allow their desires or dislikes to cause hardship and misery for others, but toward everyone else he presents a friendly, helpful face. This friendly demeanor has placed him in the position of party spokesman and leader.

Jalery Don Jang

Female human 7th-level thief/1st-level Mage

STR: 11
INT: 18
DEX: 18
WIS: 14
CON: 13
CHR: 12

AL: CG

Height: 5'4"

Weight: 120 lbs

Eyes: Dark blue

Hair: Straight black, worn short.

Weapon Proficiencies: Dagger, short bow

Languages Spoken: Common, Dwarf

Non-weapon Proficiencies: Ancient history (esp. dwarf), gaming, modern languages, ancient languages

Magical Items: *Ring of protection +1*, large-sized *bag of holding*, an ancient *ceremonial dagger* with the ability to turn undead as a 2nd-level priest if used in combat

Equipment: Black shirt and breeches, soft boots, long cloak with hood, large cask of water, two weeks rations, six torches, two daggers

Armor Worn: None

Modified AC: 1 (*armor* spell cast at 1st-level in effect); Surprised 1

#AT: 2 (fights two-handed, suffering a modified -2 penalty on the off-hand)

HIT POINTS: 38

Spells in Memory: *Magic missile*

Spells in Book: *Armor, cantrip, detect magic, magic missile, read magic, unseen servant*

Thief Abilities: PP: 45, OL: 80, F/RT: 70, MS: 35, HS: 40, DN: 15, CW: 80, RL: 65

Background: You were trained in the thieflly arts by your parents who intended you to follow in their footsteps, but these plans ran aground when you were "apprenticed" to a kindly mage in order to gain access to the secret defenses of his tower. Through him, you were first introduced to the thrilling life of exploring the ruins of Oerth's fallen cities, for the mage was an expert in cultures long-gone and frequently conducted exploratory expeditions to the ruins they had left. When it came time for you to betray your new mentor, you instead betrayed your parents and the other thieves. Afterwards, you fled, fearing that your presence would expose the mage to whatever reprisals the thieves were going to direct at you. You spent a few years wandering alone, continuing your research of fallen cities, but when you met Deneph the two of you immediately hit it off. The first job you joined him on involved recovering an ancient gold statue of particular value to the Highforge dwarves. It turned out that your father was one of the thieves who had stolen it, and you were forced to kill him in the ensuing confrontation. This act has weighed greatly on you, but you avoid thinking about it with pranks and plotting how to recover lost artifacts—even those you weren't hired to find.

Appearance and Personality: Jalery is 29 years old, has a slender build, and moves with cat-like grace. A few years ago she began to tattoo her face, neck, and arms with symbols from various extinct cultures, and this has given her a distinct, unforgettable appearance. She is quick-witted, and possesses a sardonic sense of humor that seems a stark contrast to the smile that is constantly playing on her lips. Jalery tries to avoid combat when possible, and she views killing as a last resort.

Geonoll Stonecutter

Female Dwarf 7th level Warrior

STR: 18/00

INT: 10

DEX: 16

WIS: 10

CON: 16

CHR: 14

AL: LG

Height: 4'3"

Weight: 180 lbs

Eyes: Brown

Hair: Dark brown

Weapon Proficiencies: Mace, short sword, throwing axe

Languages Spoken: Dwarf, Common, Gnome, Goblin, Kobold, Orc

Non-weapon Proficiencies: : mining, gem cutting, rope use, unarmed combat

Magical Items: *Morning star +1, shield +1, gauntlet of giant strength (+3 to hit with gauntleted fist, +7 damage)*

Equipment: heavy armored boots, throwing axe, one week rations, two large water skins, one large ale skin, four torches, 50' rope.

Armor Worn: Banded mail and shield

Modified AC: -2; Surprised 2

#AT: 2/1

HIT POINTS: 63

Special Abilities: Infravision 60', detect slope 75%, new walls 75%, shifting walls 65%, traps/pits 50%, depth 50%; +1 to hit goblin, hobgoblin, orc; -4 to be hit by troll, ogre, ogre magi, giant, titan.

Background: You spent your first forty years as a gem-miner and gem-cutter, but one day found yourself staring into your reflection in the face of a great ruby and wondering what life meant. A week later, you went off in search of adventure, and soon linked up with Deneph and Jalery. You still aren't convinced Deneph is a force for good, and you consider Jalery nothing but a coward and cheat: While Deneph and Taeder are thieves, they are at least not afraid to engage an enemy in honorable combat, and they don't dabble in magic. You know you can trust them to watch you back, but Jalery? All you think you can trust her to do is to loot your body should you fall in combat.

Appearance and Personality: Geonoll is a powerfully built, sturdy female, even for a dwarf. She is still fairly young, and no gray has yet appeared in her hair. She appears as the very definition of a dwarf warrior—gruff and short-spoken, with her face always inexpressive. Further, she is never seen without her armor, unless she has bedded down for the night.

Taeder Lightningsprocket

Male Dwarf 7th-level Thief

STR: 13
INT: 13
DEX: 16
WIS: 10
CON: 12
CHR: 15

AL: CN
Height: 4'2"
Weight: 160 lbs
Eyes: Brown
Hair: Dark brown

Weapon Proficiencies: Dagger, club, garrote

Languages Spoken: Dwarf, Common, Gnome, Goblin, Kobold, Orc

Non-weapon Proficiencies: Appraising, read/write Dwarf, setting snares, tumbling, rope use, disguise, jumping

Magical Items: *Leather armor +3, dagger +2*

Equipment: Backpack, fine leather boots; two large water skins, cask of ale, one week rations, six torches, 50' rope, two garrotes, dagger, several non-magical rings and bracelets.

Armor Worn: Leather

Modified AC: AC: 3; Rear Surprised AC: 5

#AT: 1

HIT POINTS: 34

Special Abilities: Infravision 60', detect slope 75%, new walls 75%, shifting walls 65%, traps/pits 50%, depth 50%; +1 to hit goblin, hobgoblin, orc; -4 to be hit by troll, ogre, ogre magi, giant, titan

Thief Abilities: PP: 55, OL: 90, F/RT: 70, MS: 80, HS: 50, DN: 15, CW: 50, RL: 15

Appearance and Personality: Taeder is more at home in human cities than he is among dwarves or the crumbling ruins his current group of companions frequently find themselves exploring. Truth be told, Taeder likes most humans more than he likes most dwarves, and he trims beard to look less dwarvish. Taeder has laughing eyes, and wears lots of gold jewelry. His hands are always moving.

Background: You came to the group out of an attraction to Geonoll, but that attraction has since changed into respect. When you discovered she was part of "the law-abiding thief" Deneph's party, you just had to join up and see the man in action first-hand. Sure enough, he was a good thief, which perplexed and fascinated you. Since then, you've always felt it your duty to keep our Geonoll from frowning all the time, and eliciting the occasional laugh from the rest.

Bakkal Hormozi

Male Human 8th-level Priest of Cuthbert

STR: 12
INT: 16
DEX: 15
WIS: 18
CON: 13
CHR: 13

AL: LG
Height: 5'9"
Weight: 160 lbs
Eyes: Dark brown
Hair: Black

Weapon Proficiencies: Club, staff

Languages Spoken: Dwarf, Common, Gnome, Goblin, Kobold, Orc

Non-weapon Proficiencies: Healing, read/write Common, read/write Dwarf, riding

Magical Items: 4 *ioun stones* (dusty rose +1 protection, pale lavender absorbs spells up to 4th level [8 uses left], pearly white regenerates 1hp/turn, clear sustains without food/water), *staff of striking*

Equipment: Backpack, leather boots, belt with six pouches (two with healing herbs, scroll of devotions, three large water skins, holy water (10 vials), holy symbol

Armor Worn: Chain mail

Modified AC: 3; **Surprised AC:** 4

#AT: 1

HIT POINTS: 45

Special Abilities: May cast *friends* once per day. The spell functions at 8th level.

Spells in Memory: 1st—*Cure light wounds* (x5), *create water*, *protection from evil*; 2nd—*Aid* (x2), *hold person* (x2), *spiritual hammer* (x2); 3rd—*Cure disease*, *remove curse*, *remove paralysis* (x3); 4th—*Cure serious wounds* (x2), *protection from evil 10' radius*.

Background: From the first day you spoke with Deneph's party, you knew in your heart they needed your protection and spiritual guidance, and have done all you could to help keep them safe while they faced danger after danger. Truth be told, you very much enjoy Taeder's humor, but you'd never let anyone see you laugh. You've come to greatly respect that race of small men since you joined the group, and have made it a goal to learn all you can about dwarvish language and history.

Appearance and Personality: Bakkal's chin is typically clean-shaven, and his face is usually set in a stern expression that is exaggerated by long scar. is a man of few words, although his looks of scorn or disapproval usually cause more discomfort in people any words could ever do. He wears the simple brown and russet garments of his order over his chain mail, his holy symbol always proudly displayed. The only truly unusual thing about Bakkal's appearance are the four *ioun stones* orbiting his head. He is 32 years old.

Bakkal is devoted to his faith, and is a zealous missionary, forever seeking new followers for Cuthbert. He rarely lectures his companions, except for Jalery, who is a bit too reckless for your tastes. He feels that some religious guidance might give her the grounding she needs.

Halthor Blane

Human Male 7th-level Mage

STR: 10
INT: 18
DEX: 16
WIS: 14
CON: 14
CHR: 11

AL: LN
Height: 5'8"
Weight: 110 lbs
Eyes: Green
Hair: Bald

Weapon Proficiencies: Dagger, dart

Languages Spoken: Dwarf, Common

Non-weapon Proficiencies: Healing, read/write Common, read/write Dwarf, read/write ancient Suel, riding

Magical Items: *rope of climbing*, *ring of protection +3* with 5' radius protection, *amulet of protection +1*, *ring of regeneration*, *rod of smiting*

Equipment: Backpack, tall leather boots, two large water skins, one week rations, spell book, holy water (10 vials).

Armor Worn: None.

Modified AC: 2; Surprised AC: 4

#AT: 1

HIT POINTS: 26

Spells in Memory: 1st—*Burning hands*, *detect undead*, *sleep*, *magic missile*; 2nd—*Continual light*, *knock*, *web*; 3rd—*Fireball*, *flame arrow*; 4th—*Rary's mnemonic enhancer*

Spells in Traveling Spell Book: 1st—*Affect normal fires*, *burning hands*, *detect undead*, *detect magic*, *light*, *sleep*, *magic missile*, *read magic*; 2nd—*Blur*, *continual light*, *levitate*, *Melf's acid arrow*, *mirror image*, *Tasha's uncontrollable hideous laughter*, *web*; 3rd—*Fireball*, *flame arrow*, *fly*, *hold undead*, *lightning bolt*; 4th—*Dig*, *Otiluke's resilient sphere*, *Rary's mnemonic enhancer*.

Background: You joined Deneph's party while on the run from a powerful wizard you insulted. Since then, you have always weighed your words before speaking. The group looked like a good, safe place to work and learn until the enraged mage settled down. When you found yourself still with them after two years, you began to wonder if you were enjoying your gallivanting. One day, Geonoll asked you what you got out of working with the party—an unexpected question from a woman you admired. It took three days to formulate an answer, which was, "I can't imagine life without the five of you."

Appearance and Personality: At 42, Halthor has been through many ups-and-downs in his life, going from adventurer to house-wizard for a noble in Nyronnd and back to the nomadic life of adventuring mage again. His experience shows on his solemn face, and in his strong, commanding voice when he speaks. His experience also shows in that he only speaks when it is absolutely necessary, instead letting his intense gaze and body language do most of the "talking" for him.