

DLQ2
Adventure

For characters level 2-4

9382

Advanced Dungeons & Dragons®
2nd Edition

Dragon Lance

Official Game
Adventure

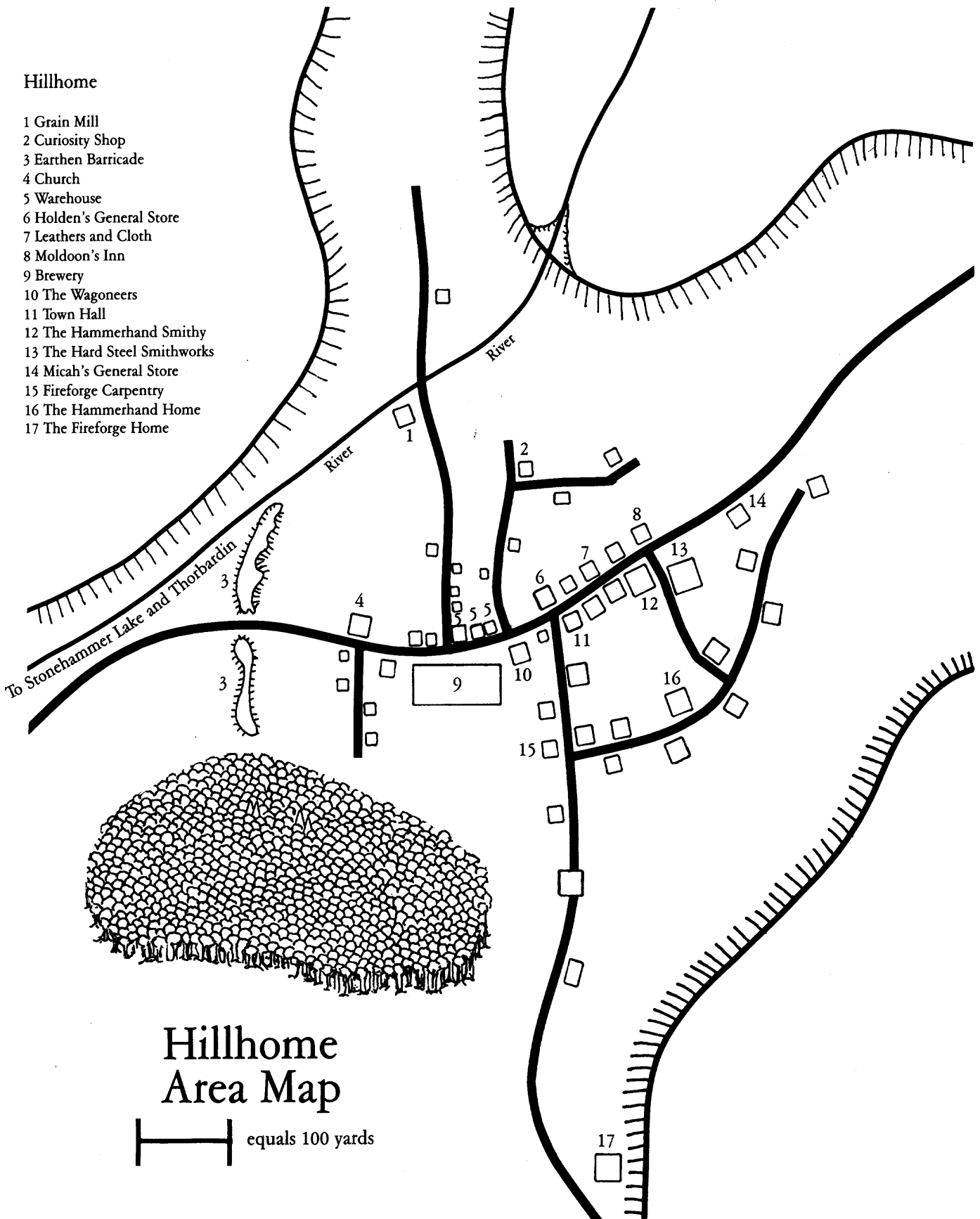
FLINT'S AXE

BY TIM BEACH



Hillhome

- 1 Grain Mill
- 2 Curiosity Shop
- 3 Earthen Barricade
- 4 Church
- 5 Warehouse
- 6 Holden's General Store
- 7 Leathers and Cloth
- 8 Moldoon's Inn
- 9 Brewery
- 10 The Wagoneers
- 11 Town Hall
- 12 The Hammerhand Smithy
- 13 The Hard Steel Smithworks
- 14 Micah's General Store
- 15 Fireforge Carpentry
- 16 The Hammerhand Home
- 17 The Fireforge Home



Hillhome Area Map

— equals 100 yards

DragonLance[®]

Official Adventure

flint's axe

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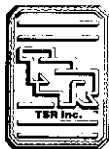
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9382
ISSN 1-56076-422-8
9382XXX1501

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Introduction

Flint's Axe is an adventure for 3-6 player characters of levels 2-4. It is the second introductory module in a series. Though tied to the first adventure (DLQ1, *Knight's Sword*), this module can also stand alone as a separate adventure.

Established characters may be used in this adventure; at least one should be a dwarf. For convenience, however, a set of pregenerated player characters (PCs) are included in the center section of the module. Some of the characters are the same as those used in *Knight's Sword*; groups that played this first adventure may continue to use their PCs as they were at the end of *Knight's Sword*.

Although Flint's Axe is intended for beginners and offers advice for new Dungeon Masters (DMs), it holds challenges for experienced players and DMs as well. In this module, the PCs take part in a quest to find a magical item of great power and significance.

Tips for Running Adventures

Acting as Dungeon Master is a difficult task that entails a good deal of work and sometimes seems like a thankless job. But DMs find that running a truly enjoyable adventure for a group of players brings a great sense of satisfaction.

The DM is responsible for populating the adventures, running the NPCs and monsters, describing the settings, remembering rules, and accomplishing myriad other tasks. A published adventure such as this one takes care of several of these chores, but the DM must still absorb the information and make it work, ensuring that the players enjoy themselves.

To accomplish this, a Dungeon Master must be fair and impartial, keeping personal preferences from interfering with the game. PCs should be given the chance to accomplish even almost impossible actions; for these heroic feats, the DM may offer the PC a chance based on a random die roll. The DM must be careful to stay in control, and may assign penalties to chances for truly difficult actions. The PCs in the game are assumed to be heroes, but even heroes must obey the laws of physics.

In addition, PCs and NPCs are citizens in a fictional world and must obey the laws of local political entities or face the consequences. Again, the PCs are special, but they are not necessarily granted privileges because they are heroes. As heroes, they are expected to set an example for those around them.

Unfortunately, PCs do not always do what is expected. Hints are useful in getting the PCs to move

in a certain direction, but the DM should not force the PCs into a course of action. The players have to enjoy the game, or they will not continue to play. If they do not want to play the DM's adventure, the DM needs to find a new one. There might be a way to make the adventure work for the players, a way that may be discovered by asking the players what they want to do. Discovering what the players want—and then giving it to them—is a key to being a successful DM.

The Dungeon Master has the final say on all rules. Rules are written to be followed, but the DM may find that certain rules do not work with his group's style of play. Some rules may be discarded, others adapted. The players should be informed of changes to standard rules. If a dispute arises during a game, the DM should listen to various opinions, then make a firm decision.

Finally, the DM and players should remember that this is just a game, and it should not interfere with real-world friendships.

The Dungeon Master's Guide and DMGR1, *The Campaign Sourcebook* and *Catacomb Guide*, both provide many more tips on being a successful Dungeon Master.

Standard Notations

When the PCs encounter monsters, the typical format of the presentation is as follows:

Monster Name (number encountered): Int (intelligence); AL (alignment); AC (armor class); MV (movement rate); HD (hit dice); hp (hit points); THAC0 (roll needed to hit armor class 0); #AT (number of attacks); Dmg (damage per attack); SA (special attacks); SD (special defenses); MR (magic resistance); SZ (size); ML (morale); XP (experience reward for defeating the monster)

Example:

Skeletons (3): Int Non; AL N; AC 7; MV 12; HD 1; hp 8, 7, 3; THAC0 19; #AT 1; Dmg 1d6 (weapon); SD special; MR special; SZ M; ML special; XP 65 each

Non-player characters are presented in much the same way. If they are not major NPCs (who often warrant an entire character sketch), their presentation is as follows:

Tanis Half-Elven: AL NG; AC -3; MV 12; F10; hp 79; THAC0 11; #AT 3/2; Dmg by weapon; S 16, D 16, C 12, I 12, 13, Ch 15; *plate mail +2, shield +2, long sword +2*

Please note that the character's class and level follow the movement rating. The class abbreviations are as follows:

F = Fighter, C = Cleric, T = Thief
R = Ranger, D = Druid, B = Bard
P = Paladin, M = Mage

Background

As with any adventure, an understanding of the setting is important. What follows is an overview of significant information.

The World of The DragonLance® Saga

Flint's Axe can serve to introduce players and DMs to the world of Krynn. The adventure takes place on the continent of Ansalon, one of the world's two known continents (Taladas is the other).

The world of Krynn is one of epic adventures, of triumph and tragedy. A "proper" campaign in this world revolves around the struggle against evil and the personal sacrifices made by heroes to insure that good wins.

Though not every adventure is an epic, all should capture that flavor and are part of a coherent saga. Villains return time and again; some heroes die. Glory, honor, romance, and drama are important. The heroes of today might be the legends of tomorrow.

DRAGONLANCE® campaigns tend to focus less on combat and more on role-playing and problem-solving. Character relationships and interactions are key facets of such campaigns.

The world itself has a number of distinguishing characteristics. There are several races unique to Krynn, such as kender and draconians. However, other races (notably orcs, halflings, and lycanthropes) are missing. Still other races are changed: Krynn minotaurs are capable of civilization and may be used as player characters.

The phases of Krynn's three moons determine the effectiveness of a wizard's spells. All mages except a few renegades belong to one of three orders based on the color of the moons: white (good), red (neutral), and black (evil). When a wizard's moon wanes, so does the power of his spells.

In addition, steel, rather than gold, is used for coinage. Because of its importance in crafting weapons and armor, steel is considered the most precious metal on Krynn.

For a full description of life on Krynn, see the Tales of the Lance campaign set, or any other reference material about the world.

The history of flint's axe

Flint Fireforge was one of the heroes of the War of the Lance. With his companions—Tanis Half-Elven, Tasslehoff Burrfoot, Raistlin and Caramon Majere, Sturm Brightblade, Goldmoon, Riverwind, and the others—he won several victories,

both large and small, against the forces of evil that threatened to conquer all of Krynn.

The oldest of the companions, Flint had a long and colorful adventuring career before his involvement in the war. In his youth, he adventured with his older brother Aylmar, rousting hobgoblins from their lairs and exploring ancient ruins.

On one adventure, the brothers cleared a hobgoblin lair near Pax Tharkas. In the lair, they discovered a magical battle axe, which Aylmar claimed. Years later, Aylmar retired and gave Flint the axe, with the teasing statement, "Considering the way you fight, boy, you need this a lot more'n me!"

Flint carried the axe, dubbed the *Tharkan Axe*, for many years. Its magical glow created an arc of light about him as he slew his enemies. He eventually lost the axe fighting an undead creature, a wraith.

Years passed, and Flint met the other companions. After some adventures together, the group split for a time to complete personal tasks. Flint heard of problems in Hillhome, the town where he had grown up. Searching for clues in the area, Flint ended up with a group of gully dwarves, who made him their king. His queen, Perian, gave a gift to Flint—the *Tharkan Axe*! The item had been discovered in a nearby rubbish pile.

Flint used the axe well to defend his village against evil derro dwarves who threatened to destroy Hillhome and exterminate the resident hill dwarves. Eventually, Flint fought the derro leader, Pitrick, and slew him. The axe, having been used by a dwarf to shed dwarven blood, transformed into a paper-and-foil parody of its former self. It then blew away in a gust of wind.

More information on Flint and the *Tharkan Axe* appears in the final sections of this book.





Starting The adventure

This adventure revolves around the search for Flint's Axe. Though one might wonder what good is an axe-shaped piece of foil and paper, there is much interest in the axe.

Notes on the axe's history have been discovered, linking it to several legendary historical events. In addition, it was instrumental in saving the town of Hillhome from destruction during the prelude to the War of the Lance. The Fireforge family and others in Hillhome also wish to honor Flint, who died honorably during the war, by recovering the axe's remnants and displaying them in a place of honor.

Rumors have circulated recently that the axe has been seen, intact, in the ruins near Pax Tharkas. Two dwarves from Hillhome, budding adventurers Andar Hammerhand and Glorath Goldthumb, were searching some caverns a few miles from town. They hoped to find some lost treasures, or perhaps kill a few hobgoblins or draconians to improve their reputations. They glimpsed a brightly shining axe through a hole in a tunnel wall. Before they could dig their way into the cavern that held the axe, they heard approaching footsteps. They narrowly avoided a confrontation with a group of derro (mountain dwarves of the Theiwar clan) and were happy to escape with their lives. Andar and Glorath are described in the section on personalities of Hillhome (page 6).

The two described the axe in town; word spread and the people of Hillhome became excited by the possibility that Flint's Axe had not been completely destroyed. In reality, there is another magical battle axe in the region, and it has been mistaken for the *Tharkan Axe*.

However, the remnants of Flint's Axe have been found—by a minotaur wizard who hopes to study the item. By following the clues given in the module, the PCs may be able to find Flint's Axe as well.

The Fireforge family is very interested in finding the axe; not only is it a godwork, it is a family heirloom. Though they realize the axe's magic may be gone, it still holds great significance to them and to the community. In addition, some feel the axe can be restored.

Unfortunately, the dwarves of Hillhome are seldom adventurers. Flint's nephew Basalt (eldest son of the late Aylmar Fireforge) has been known to go off exploring on occasion, but his new wife Hildy is about to give birth to their first child, and he cannot leave her at such a time. Some of the town's more adventuresome souls have left town already to search for the axe. The Fireforge family, as well as the town council, wishes to hire someone to go find the axe.

If the pregenerated characters are used in this adventure, Obsidian Fireforge has a prominent

connection to the axe; she wants to find it for her family, to honor her uncle Flint and father Bernhard. The other characters herein are known to her and have their own motivations to help find Flint's Axe.

If the pregenerated characters from *Knight's Sword* are used instead, the dwarf Targin Steelaxe should be given a connection to the dwarves of Hillhome. The Fireforge clan sends him a message, asking him to help find the axe; he is welcome to bring trustworthy friends along as well.

If no pregenerated characters are used, but the PC party includes a dwarf, a connection to Hillhome can still be established. The dwarf might know someone in the town who would let the PC know about the quest. Alternatively, a dwarven traveler could run into the PCs. Lonely for dwarven company, he could stop to swap stories, among them news of the search for the legendary battle axe of Flint Fireforge.

If the party consists of no pregenerated characters and contains no dwarves, starting the adventure might be a bit more difficult. Some possibilities include the following: the PCs have gained a reputation as reliable adventurers, so they are contacted by the people of Hillhome to find the axe; the PCs are passing through town when they are approached to see if they would undertake a task of some importance; the PCs run into one or two adventurers who have been unsuccessful in their search for Flint's Axe.

Any of the above ideas can be used to get the PCs involved in the adventure. However it is done, the player characters' first step should be a talk with the Fireforges, probably Basalt, Tybalt, or Ruberik; these individuals are described in the section on personalities of Hillhome.

The Fireforge family offers food and lodgings to the characters while they are in Hillhome. If the PCs desire payment for finding the axe, the family offers a total of 30 steel pieces as a reward, but does not feed and house the PCs. In any case, the characters are welcome to keep any incidental treasure they find while looking for the axe.

If the PCs wish, and the DM believes their party to be underpowered for the adventure, some of the pregenerated characters can be used to fill out the group. Obsidian Fireforge is the most likely to accompany the PCs, but Erastin and Selowen are strong possibilities as well. Based on the PCs' weaknesses, the DM can choose an appropriate volunteer from the pregenerated characters or townspeople. As mentioned in the following text, some are more willing than others to go adventuring.

Clues for the PCs are scattered throughout the sections on Hillhome. With a few questions, they should be able to find enough information to start the search.

Local Dwarven Society

Overall, dwarves are seen as an insular lot, and not without reason. They have always been somewhat aloof, more concerned with their craft and their own history than with the concerns of other races.

Many consider dwarves to be greedy and selfish, but this is a misconception. They do enjoy material objects and tend to collect large numbers of things. They work hard for what they have, however. Their long life spans enable them to establish large collections of beautifully crafted items.

Their shrewd trading abilities and industrious lifestyles often make others jealous. At times, other races—particularly humans—have become envious enough of perceived dwarven wealth that they have attacked and looted dwarven communities. Thus dwarves tend to keep themselves a bit remote from others, preferring other dwarves as company.

More than 2,000 years ago, all dwarves were basically of the same racial stock. Some dwarves tried to move among the other races, a few leaving their underground homes to live and work on the surface. These dwarves eventually became the progenitors of the hill dwarves, choosing to live above ground among the trees and hillocks of the surface world.

After the Cataclysm struck Krynn, much of the world fell into chaos. The mountain dwarves of the underground kingdom of Thorbardin chose to lock themselves away from the rest of the world. The hill dwarves sought refuge in Thorbardin.

The hill dwarves saw safety and riches in the mountain fastness of Thorbardin. The mountain dwarves had barely enough food to feed themselves, and they believed the hill dwarves would have a good chance to survive on the surface. The mountain dwarves reluctantly closed their gates to their surface brethren, who, with equal reluctance, battled to gain entrance. This event is referred to as the Dwarfgate War, or by hill dwarves as the Great Betrayal. The two groups still bear great enmity toward one another.

The hill dwarf leader during the Dwarfgate War was Reghar Fireforge, Flint's grandfather, one of the possessors of what eventually became known as Flint's Axe (see page 31 for details). Reghar died in the Dwarfgate War, but his son returned to the hill dwarf village of Hillhome.

Surface-dwelling hill dwarves are part of the Neidar clan. Mountain dwarves include several clans: the noble Hylar, the loyal Daewar, the Klar (hill dwarves trapped in Thorbardin at the time of the Dwarfgate War and now reduced nearly to slavery by the other clans), the degenerate Theiwar, the dark and evil Daergar, and the unfortunate Aghar. Two of these, the Theiwar and the Aghar, are of particular interest for this module.

Most Theiwar dwarves are derro, a degenerate subspecies of dwarf with bluish skin and bulging eyes. Before the War of the Lance, a group of Theiwar tried to destroy the town of Hillhome. Though stopped—thanks largely to the efforts of Flint Fireforge, his queen Perian, and Flint's nephew Basalt—several of the Theiwar escaped and fled back to Thorbardin. The derro and the hill dwarves are not at all fond of one another.

The Aghar, or gully dwarves, are looked down upon by most dwarves. They are known as stupid cowards, but are actually rather cunning and are great survivors. A group of Aghar coerced Flint into becoming their king for a short while, and they followed him to defend Hillhome against the Theiwar. A handful of gully dwarves still live in Hillhome, where they have found limited acceptance.

In the Hillhome dialect, male dwarves are called *harnns*, and females are called *frawls*.

Dwarven Crafts and Tools

Mountain dwarves are known for their stonework, while hill dwarves are known as skilled woodworkers. Dwarves place great importance on their tools, which are their means of making a living.

This leads to the dwarven choices of weapons. The most popular dwarven weapons are hammers and axes. Hammers, useful as stoneworking tools, are most popular among mountain dwarves, while axes, useful in felling trees, are popular among hill dwarves. A well-known dwarven saying tells them "hold your hammer to the mirror" if danger arises. This reflects the dual utility of most dwarven weapons. Most traditional dwarves disdain the use of swords, which are not useful tools.

Dwarves cherish any form of "firestone"—coal or any other substance that they burn in their smithing forges.

Dwarves and Magic

Most dwarves dislike and distrust magical spells, seeing magic as a wild and unpredictable force; their muscles and tools are much more useful and reliable.

However, certain weapons, Flint's Axe among them, are considered magical by most, yet are acceptable to dwarves. Such items are considered "godworks" by the dwarves. These, say the dwarves, are forged by gods, usually Reorx. They are not magical but instead operate in a manner not comprehensible to mere mortals.





hillhome

Hillhome was founded before the Cataclysm by the Fireforges and a few other families. These families have formed the core of the town for centuries. Before the Cataclysm, Hillhome was quiet, small, and reasonably prosperous. Farmers, merchants, and craftsmen were the town's economic backbone.

With the Cataclysm and the Dwarfgate War, Hillhome lost much of its population. Also, the town was attacked more than once by greedy raiders. The sturdy dwarves rebuilt as best they could and persevered through the tough times that followed those events.

The rough local life required the town's inhabitants to work very hard to support themselves. Adventurers were seen as somewhat frivolous and irresponsible, though the occasional riches they brought to town were greatly appreciated.

Hillhome became known as a small trading village. The town refused to die out, but neither did it grow. Though people seldom traveled to Hillhome, several of its inhabitants became traveling merchants, establishing bases in Hillhome and going great distances to sell the town's wares. Because trade supported the people of Hillhome, they learned to become relatively tolerant of strangers, even allowing a few humans to settle in the town.

Hillhome enjoyed a brief period of prosperity not long before the War of the Lance. The Theiwar of Thorbardin forged a pact with the growing Dragonarmies, to provide them with well-crafted steel weapons. To do so, they needed to travel through a pass controlled by the dwarves of Hillhome.

The Theiwar made a deal with the council of Hillhome: their wagons (which, as far as the townspeople knew, carried farm implements) would make a stopover in the town. Any repairs would be made by locals. In addition, the townspeople charged exorbitant tolls to the derro of the Theiwar clan.

Though some townspeople grumbled about working with mountain dwarves—especially derro!—the majority supported the deal because of the money it would bring into town.

Aylmar Fireforge, one of the most outspoken opponents of the derro deal, discovered they were really transporting weapons; he was slain for his efforts. His younger brother Flint also discovered the truth. He and Aylmar's son Basalt managed to prove the derro's treachery to the townspeople, and warn them in time to avoid the town's total destruction.

The derro's attack, known as the Battle of Hillhome, devastated the town. The diehard families remained to rebuild, however, and the town has again become a quiet trading village with a population of about 200.

The People of hillhome

Notes on some of Hillhome's more notable folks are offered here. Other people are listed in the section on Hillhome's locations, because they are closely associated with certain places. The townspeople listed here might be encountered almost anywhere in town.

Some of the harnns and frawls listed in the next few pages, notably the Fireforges, are mentioned in other sources for the Krynn campaign setting. The DM may wish to read the novel *Flint the King* to get a better feel for Hillhome and its people.

The DM is encouraged to make changes in personalities and abilities to mold the material to his campaign, though changing known characters may be annoying to those players who have read the novels and other materials.

Equipment lists include only special items or those that are commonly carried. Other items may be found at the NPC's home or business.

Special Note on the Fireforge Family: For their unflagging service in defense of Hillhome, the Fireforges are highly regarded. However, many other families also fought the derro and lost relatives to them. While respected and generally liked, the Fireforges are not venerated, nor do they try to hold themselves above the other dwarves of Hillhome.

The family is quite large; Flint himself had 13 brothers and sisters, and many of them have large families. Though several died in the Battle of Hillhome, and a few others moved away later, most still reside in the town of their birth. Some are described in this section, others under the Hillhome locations; still others are left for the DM or players to develop as PCs or NPCs.

Flint's surviving brothers and sisters include Ruberik, Tybalt, Glynnis, Fidelia, and six younger siblings. Aylmar, Bernhard, and a younger sister died in the derro conflict.

Tybalt Fireforge: AL LG; AC 8; MV 6; F5; hp 38; THACO 16; #AT 1; Dmg by weapon +1; S 16, D 12, C 16, I 14, W 13, Ch 13; constable's uniform (counts as leather armor), short sword, two-handed sword

Tybalt is the second oldest of Flint's remaining brothers. He is stocky, with a bulbous nose and a weak chin.

Tybalt is the chief constable of Hillhome, a job he takes very seriously. He is sworn to uphold the law, though his devotion to Hillhome and its people is stronger than his devotion to the exact letter of the law.

This fellow knows the story of his grandfather and the Axe of Brotherhood and will relate it to anyone who asks. Otherwise, his job keeps him too busy for much talk.

Basalt Fireforge: AL NC; AC 8; MV 6; F3; hp 17; THACO 18; #AT 1; Dmg 1d8 (battle axe); S 15, D 16, C 17, I 15, W 13, Ch 14; silver-inlaid battle axe, shield, chain mail (not worn)

The oldest child of Aylmar Fireforge (Flint's eider brother), Basalt is quietly acknowledged as one of the heroes of the Battle of Hillhome.

His red hair and freckles are not typical of the family, though he does have the Fireforge temper and courage. Basalt has grown in confidence since fighting the derro. Since marrying he has settled down from the rambunctious ways of his youth. Still, he has an adventurous spirit and a great love of Flint and Flint's lifestyle.

Though he would like to go into the hills to look for his uncle's axe, he is worried about his wife Hildy, who should give birth to their first child any day now. If approached by the PCs, he helps with any information he knows, including the history of Flint and his axe.

Jeth Fireforge: AL N; AC 5; MV 6; T3; hp 11; THACO 19; #AT 1; Dmg by weapon; S 12, D 17, C 13, I 15, W 12, Ch 17; SA Backstab; PP 20%; OL 90%; F/RT 50%; MS 25%; HS 25%; DN 15%; CW 50%; thieves' tools, leather armor, *dagger +1*

One of Flint's youngest brothers, Jeth is a dwarven youth, less than 75 years old. He is an accomplished locksmith. Jeth is also a skilled thief, though he does not use any of his skills against other hill dwarves. He is also careful not to practice thievery in Hillhome, because he knows his brother Tybalt would not hesitate to arrest him if he were caught.

Though Jeth has little information to offer, he might be convinced to join the PCs for a share of any treasure they find.

Horld Hammerhand: AL NC; AC 5; MV 6; F2; hp 12; THACO 19; #AT 1; Dmg by weapon +1; S 17, D 11, C 12, I 14, W 12, Ch 14; warhammer, chain mail

This stout harnn is one of several blacksmiths in Hillhome. From one of the prominent families in town, he was recognized as a leader among his youths, though he used to be a bit of a bully.

Just before the Battle of Hillhome, however, he volunteered for a difficult mission with Basalt Fireforge, stealing weapons from the derro to arm the town. He accepted Basalt's leadership on the mission and has since become a close friend to the Fireforge family.

Horld has nothing but respect and admiration for Flint. He is glad to tell stories, some of them true, about the late hero.

Horld charges normal prices for smithwork, but cuts them in half for the PCs if told they are searching for Flint's Axe.

Andar Hammerhand: AL CG; AC 5; MV 6; F1; hp 8; THACO 20; #AT 1; Dmg by weapon; S 15, D 16, C 14, I 10, W 11, Ch 12; leather armor, shield, warhammer

Andar, Horld's younger brother, works part-time in the Hammerhand smithworks.

Andar is one of the dwarves who saw the axe that may be Flint's. He and his friend Glorath have wanted for some time to become adventurers, and were out "practicing" when they stumbled upon the axe. With much embellishment, Andar tells a tale of how they saw the axe, then narrowly escaped the derro. Though they actually got away without being seen, Andar narrates a harrowing escape, fighting off derro in the tunnels.

Andar claims there are dozens of derro in the tunnels where he saw the axe. Though he never admits otherwise, the details of his story change with each telling, giving the PCs a clue that Andar is exaggerating.

Though he still craves excitement, Andar was quite shaken by his recent experience. If the PCs ask him to join their search for the axe, he explains that he has duties at the smithworks (this is true, but it has never kept him from exploring before).

Andar is unable to give directions to the tunnels; he and Glorath were guided there by the gully dwarf Skabris.

Glorath Goldthumb: AL NG; AC 4; MV 6; F1; hp 9; THACO 20; #AT 1; Dmg by weapon +1; S 17, D 11, C 15, I 12, W 10, Ch 10; chain mail, shield, battle axe, sling

This young frawl is sturdy and quite tough. When not running around with Andar, she works at the brewery. She was trained to fight by Hildy Fireforge, owner of the brewery.

Glorath does not participate in telling the story of their recent expedition. As Andar tells the story, however, Glorath occasionally nods. If the PCs manage to find her when Andar is not around (such as when she is working at the brewery), Glorath tells the true story of their escape. She reveals that the derro never saw her or Andar and that there were only about a half-dozen of the degenerate dwarves in the tunnels.

If asked, Glorath can give a detailed description of the axe: about three feet long, double-bitted, finely crafted, and glowing. The axe was floating in mid-air when they saw it.

Glorath does not know the exact location of the entrance to the caverns she and Andar were exploring. She can, however, direct the PCs to the gully dwarf, Skabris, who will probably be happy to guide the PCs.

Though also nervous about going back into the caverns, at the DM's option, Glorath may allow herself to be convinced to join the PCs.





Mayor Holden: AL NG; AC 10; MV 6; F2; hp 14; THAC0 19; #AT 1; Dmg by weapon; S 12, D 13, C 11, I 16, W 14, Ch 16; battle axe, long sword, most normal equipment

This dwarf is Hillhome's mayor and the owner of a general store. He is shrewd in business but basically good-hearted and willing to lend a helping hand.

The mayor will suggest his store as a place where the PCs can restock. If the PCs are nice, Mayor Holden sells equipment to them for half price. If the PCs are rude, Holden charges them double the standard cost.

Mayor Holden can recount the full tale of the Battle of Hillhome. Though he slightly overstates his own importance in the battle, he proudly mentions Flint and Basalt as the heroes who saved Hillhome.

The mayor also knows the minotaur wizard Rikar; see the encounter on page 26 for information.

Axel Broadblade: AL LG; AC 6; MV 6; F7; hp 38; THAC0 14; #AT 3/2; Dmg by weapon; S 15, D 18, C 12, I 12, W 15, Ch 14; *dagger +1*

Axel is the master of Hillhome's militia. He conducts regular drills of the townsfolk to keep them in shape for defending the village.

Axel is a colorful character, the veteran of many ancient campaigns. He always wears a helmet, thigh-high leather boots, and a green overcoat. He carries his magical dagger in a scabbard that hangs from his belt in the style of a cavalry officer.

The militia master is a simple man but very learned about military matters. He cannot offer much help to the PCs unless they ask him about derro. He knows their tactics and can provide several tips for fighting them. See the derro encounter (page 22) for information on their tactics.

Micah: AL N; AC 10; MV 6; T2; hp 8; THAC0 20; #AT 1; Dmg 1d4 (dagger); S 9, D 15, C 10, I 16, W 14, Ch 9; SA backstab; PP 20%; OL 25%; F/RT 25%; MS 25%; HS 25%; DN 25%; CW 50%; RL 25%; dagger

Micah is a curmudgeonly and pompous old merchant. He runs a general store that competes with Mayor Holden's.

Micah did quite well when Hillhome was working with the derro, before the Fireforges revealed the evil dwarves' duplicity. He holds a grudge toward the family for hurting his business, and he has little to do with them.

If the PCs explain they are searching for Flint's Axe, Micah will launch into a tirade about how Flint was overrated and was no hero. Micah stays in touch with the derro in the hills. If the PCs tell him they are headed into the derro caverns, Micah will warn the derro; see the encounter on page 22 for more information.

Ian Chandler: AL LG; AC 8; MV 6; C3; hp 18; THAC0 20; #AT 1; Dmg by weapon; S 10, D 14, C 15, I 14, W 16, Ch 14; leather armor, footman's mace, holy symbol of Mishakal

One of the few humans in Hillhome, Ian is a candlemaker and a priest of Mishakal, goddess of healing. He is a kind and jovial young man, always willing to help out. He takes every opportunity to spread the teachings of Mishakal.

Though he knows little about Flint's Axe or the history of Hillhome, he might be convinced to join the PCs' party. If the DM feels they need a healer, Ian may even volunteer to join the quest for the axe.

Ian always carries a full complement of healing and defensive spells in case anyone should need his help.

Ian wears his dark hair long, and he has grown a small beard, the better to fit in among the dwarves of Hillhome.

Skabris: AL N; AC 8; MV 6; F2; hp 12; THAC0 19; #AT 1; Dmg 1d6 (hand axe); S 14, D 16, C 12, I 9, W 6, Ch 7; hand axe

Skabris is a gully dwarf who lives in Hillhome, eking out a living by performing odd jobs, especially digging holes and chopping wood. At night, he sleeps wherever he can find a fairly protected spot, usually in a rubbish heap or under someone's porch.

Though dirty and smelly, Skabris is very outgoing and quite observant. He knows the way to the derro tunnels where Andar and Glorath saw the glowing axe. If asked about Flint's Axe, he responds with an enthusiastic, "Sure, me know where is Flint's sacks!" He says this fast enough that the PCs should hear "Flint's Axe." If the PCs refer to the item as the *Tharkan Axe* or the *Axe of Brotherhood*, Skabris is confused. See the "Flint's Sacks" encounter (on page 20) for more information on Skabris and his directions.

Garth: AL NG; AC 10; MV 6; F1; hp 9; THAC0 20; #AT 1; Dmg 1d6 (club); S 16, D 12, C 17, W 6, Ch 12; club.

Garth is a general handyman for the people of Hillhome. Known by some as the village idiot, Garth is a kind, hard-working harnn.

Though easily confused and a bit slow, Garth is a good friend to the townspeople; they do not take kindly to anyone who abuses him in any way, least of all an outsider.

Garth may be encountered nearly anywhere in town, carrying sacks for one in habitant or sweeping for another.

Garth has no useful information for the PCs' quest. If asked about Flint, he looks confused and frightened, because he thinks Flint and his brother Aylmar haunted him after Aylmar's death.

Locations in Hillhome

Hillhome is located on a minor trade route that runs roughly from Thorbardin to the New Sea. The town was devastated by the Battle of Hillhome, the finale of which brought almost every building tumbling to the ground.

Some temporary structures were built immediately, while more permanent structures were built. Every building now in town is less than a decade old. Most of the houses and businesses are well-crafted wood, though a few are stone or have stone foundations.

About 200 people live in the town or in small farms or homesteads nearby. The town is seldom bustling, though Moldoon's Inn is frequented by most of the locals.

Refer to the map of Hillhome on the inside of the front cover. Several prominent locations are described below. Other buildings marked on the map are left for the DM's development; most are residences.

1) Grain Mill: Mostly destroyed after the Battle of Hillhome, the grain mill was one of the first structures rebuilt. The place belongs to the whole town. Several dwarves take turns working there, but a few regulars supervise.

Hoth Silverfind runs the mill, assisted by Fidelia Fireforge. Both can be found there on most days during the harvest season, as can a few assistants. After grain has been brought in, some of it is stored in the facility and Hoth and Fidelia watch over it. As payment, the workers receive a percentage of the grain they run through the mill.

Hoth is a grizzled old dwarf with white hair. He lost an eye in the Battle of Hillhome, and he now wears an eye patch. He is very taciturn.

Fidelia Fireforge is a stout, middle-aged frawl who is somewhat plain. She is a hard-working straight talker who enjoys a good mug of ale every now and again. She is quite skilled with a pitchfork and can use it as a weapon.

Fidelia was quite fond of her older brothers, Aylmar and Flint. She can relate many anecdotes about the family, but she has no useful information.

2) Curiosity Shop: This small shop is run by a frail, gray-haired old dwarf named Horgath. He is cheerful and loves to engage customers in small talk. Though pleasant enough to be around, he knows nothing useful.

His tiny, cluttered shop carries a number of small knickknacks, most of which were made by residents of Hillhome. These include many wooden carvings, especially toys, as well as a small amount of jewelry. Horgath's prices are reasonable and he is willing to haggle.

3) Earthen Barricade: This mound of earth, about four feet tall and covered with grass and flowers, is all that remains of the wall built to defend Hillhome from the derro attack.

4) Church: This small building is a recent addition to Hillhome, added since the return of the gods and true clerics to Krynn. The church contains shrines to most of the good and neutral gods. Some of the townspeople worship here, but the structure caters primarily to passersby.

Ian Chandler makes his quarters in a small building attached to the church. He makes candles here, primarily through dipping, but he has recently begun experimenting with molds.

At the DM's option, clerics of other deities may live on the church grounds as well, or may be passing through town. If there is a good or neutral cleric in the PC party, an appropriate shrine occupies part of the church.

5) Warehouses: These buildings house goods that are awaiting a wagon to carry them away. For a small fee, merchants may store their goods in the warehouses.

A young frawl named Frieda Stonehammer supervises the warehouses. She lives nearby. Frieda is a gentle and well-spoken dwarf who has a tendency to mother anyone she talks to.

Frieda has several brothers who farm outside of town; one always stays at the warehouses with her. When a shipment arrives, some of the brothers travel to town to help load and unload. Frieda's brothers are very protective of her and demand politeness from customers and visitors.

6) Holden's General Store: The bottom floor of this two-storey building is a general store operated by the Holden family (the mayor, his wife, and their two daughters). The store carries most normal equipment, such as ropes, torches, lanterns, oil, baskets, provisions, tools, and so forth.

The Holdens do not deal in anything that would put them in direct competition with other businesses, so they carry no crafts, leather or cloth, ale, harnesses, or weapons or armor. If someone asks, they often recommend other businesses in town.

The Holdens live in the cozy upper floor of the structure.

7) Leathers and Cloth: This store, owned by the half-elf Varnis Cristoven, carries all manner of leather and cloth goods, including leather armor. The owner is a skilled tailor and craftsman who accepts special orders.

8) Moldoon's Inn: This inn has long been a part of Hillhome, even though the wooden building is relatively new. It is named for its previous owner, a human who was killed by derro just days before





the Battle of Hillhome.

The inn is now run by the muscular Turq Hearthstone, one of the dwarves who accompanied Balsalt on the weapons raid before the great battle. Turq is a gregarious host, with a sarcastic manner that sometimes takes a little getting used to. He is aided at the inn by two barmaids, a cook, and a housekeeper. Turq allows no fighting in his inn, wading into the middle of any fray to break it up.

The inn has a large common room on the first floor, where townsfolk and visitors come to drink and eat. The second floor holds a common sleeping room and several small private rooms. Several larger private rooms make up the third floor; one of these rooms is used as living quarters by Turq.

A night in the shared sleeping room costs two copper, while private rooms cost one or two steel, depending on the room's size.

Drinks and food in the common room are sold for the prices listed in the Player's Handbook. The ale and other drinks are made for dwarves and may cause problems for humans who drink too fast. The food is very basic and quite tasty.

When the PCs visit the inn, rumors and information may be overheard or discovered through conversation; several of these are listed below. Of the information listed, only the first four items may be overheard; a PC must initiate conversation with a local to hear the others.

1. Andar and Glorath were out getting into trou-

ble when they saw a shining axe (basically true, and very frequently mentioned).

2. The derro found Flint's Axe and are conducting strange magical experiments with it (false).

3. Flint's or Aylmar's ghost has been seen in the streets late at night (false).

4. Some hunters saw a draconian in the caves (false; it was the tyin—see page 32).

5. The derro are building up for another attack, and they've got a large outpost nearby (false; the few living in the caverns nearby are renegades).

6. Bertina Fireforge (Aylmar's widow) found some information about Flint's Axe in an old diary that belonged to Flint's grandfather (almost true; Glynnis found the diary).

7. The gully dwarf, Skabris, knows his way around the tunnels in the hills (true).

8. Micah the merchant still talks to the derro in the hills (true).

9. Someone saw a minotaur in a red robe in the woods outside of town (true).

9) Brewery: The largest structure in town, the brewery was where the townspeople made their final stand against the derro. Rebuilt much like it was before, the brewery is a walled courtyard that holds three large buildings. The wall is ten feet thick at the base, narrowing to six feet at the top. A gate allows access to the courtyard from the road. The three buildings are a barn (where horses and



wagons are housed), the vat house, and the office and storage building.

Basalt Fireforge helps his wife, Hildy, daughter of the former owner, run the brewery. They have a thriving business supplying Moldoon's and the village households. They occasionally send shipments out of town, as their stout ales demand high prices in neighboring towns.

Hildy supervises work at the brewery. Four of her younger siblings, as well as a couple of Basalt's cousins, do most of the work. None of the workers knows anything of value about Flint's Axe, though they have all heard Glorath recount the tale of how she and Andar saw the axe and escaped the derro without being seen.

Hildy is heavy with Basalt's child right now, and should have her baby sometime in the next two weeks. Normally quite outspoken, Hildy has become somewhat crabby lately.

Hildy knows much of the history of Flint and the Tharkan Axe. She was there when the axe transformed and blew away, and she also translated the runes on the axe before it disappeared. In addition, Hildy has talked at length with Glynnis about the diary. However, Hildy feels she is much too busy right now to talk to "a bunch of yahoos who want to go on a fool's errand to find an axe that was destroyed!" With some coddling and pleasant inquiries about baby names, the brewery, and Basalt, Hildy may begin to open up a bit.

10) The Wagoneers: The three Shinstone brothers (Oswald, Thorpe, and Bogart) have a mediocre business building and repairing wagons and carts. They are quick and skilled, but few wagons break down in the area, and requests for new ones are very rare.

The brothers have a small shop with a large courtyard. Piles of lumber lay about, and two partially finished wagons rest near the shop.

The Shinstone brothers are gruff and generally unhappy. Though they did not like the derro, they liked the business the evil dwarves brought to town, and they miss the bygone days of wealth. They hold minor grudges against the Fireforge family for wrecking things, but the grudges are expressed more through grumblings than overt actions.

11) Town Hall: After Moldoon's, this is the most common place for townspeople to meet. Mayor Holden's business office is here, as are offices for the militia master (Axel Broadblade) and the chief constable (Tybalt Fireforge). Any of these three harnns might be found in the structure any time during the day.

Three other constables rotate duty in the town hall and report regularly to Tybalt. The other constables respect Tybalt and follow his orders to the letter. When not in the office, they take turns walking through town making sure nothing goes

wrong. All are armed with clubs and hand axes. They are not afraid to arrest troublemakers, and they are supported by the townspeople.

There is a small jail attached to the town hall. Two ten-foot-square cells with iron bars and solid locks are all the town has ever needed. Prisoners are guarded at all times. They are treated well and given good meals from Moldoon's at regular intervals.

The town hall also holds a large meeting room, into which about 150 harnns and frawls can fit. The rare town meetings are held here, as are dances and harvest festivals.

12) The Hammerhand Smithy: This large smithy holds several fire pits, anvils, and troughs. Every aspect of smithwork, from smelting to final polishing, takes place here. Six members of the Hammerhand family rotate duty here. The sound of metal ringing on metal emanates from here during most of the daylight hours.

Horld Hammerhand runs the smithy and is its most skilled craftsman, though his relatives are also good at what they do. The smithy specializes in tools and miscellaneous metal work, such as locks and fine toys. They also do some inlay work, decorating metal objects with gold or silver. The Hammerhands do not make weapons or armor, though they decorate them for a moderate fee.

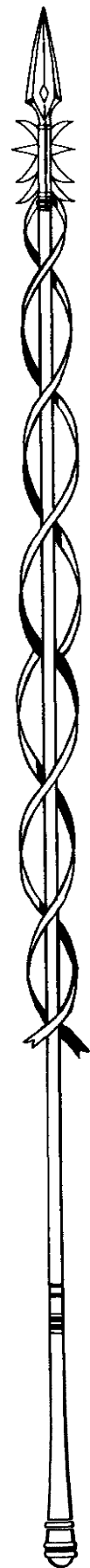
General prices for metalwork are reasonable, given the times on Krynn and the scarcity of steel. All iron or steel objects cost twice the prices listed in the *Player's Handbook*, while items made from other metals are priced normally.

The Hammerhand family was one of those that benefitted most from the deal Hillhome made with the derro of the Theiwar clan. When the evil dwarves' true actions were uncovered, however, the Hammerhands threw themselves wholeheartedly into the defense of the village and its people. While they owe their current relative prosperity to the derro, they owe their lives and well-being to the other dwarves of Hillhome. They are happy to be performing good, honest work now.

13) The Hard Steel Smithworks: Like the Hammerhand works, this smithy contains all aspects of smithwork, from smelting to final polishing. The operation is somewhat smaller than the Hammerhand's business, but no less prosperous. The two businesses do not consider one another competitors, but complements.

Hard Steel specializes in weapons and armor. Prices are twice those listed in the *Player's Handbook*, but well worth it because of quality. Custom weapons and ornate armor can be designed for twice their normal fees. All made-to-order items take between two days and several weeks to finish.

This smithy employs several different townspeople on a rotating basis, so many dwarven families benefit from the smithwork involved. The place is





supervised by a tough old frawl named Gerda the Hammer.

While a good smith, Gerda earned her nickname not at the foundry, but in various adventures. She is a retired 5th-level ranger with many stories to tell about the times she adventured around Pax Tharkas and Thorbardin, including a couple of adventures with Flint and Aylmar.

Gerda still hunts in the hills near town. If she hears mention of a draconian in the area, she dismisses the rumor with a snort; certainly she would notice if one of those creatures were anywhere nearby. She also knows where the derro lair is, and that there is an unusual creature (the tyin) that lairs nearby.

14) Micah's General Store: This is the store owned by the pompous Micah, described in the section on the people of Hillhome. The store carries a variety of goods, including a large inventory of weapons.

Though other businesses have agreed to limit competition with other establishments in Hillhome, Micah honors no such compacts. On occasion, Micah brings in a shipment of a certain item, placing his store in direct competition with another and undercutting their business. Though this tactic works with outsiders quite often, residents seldom buy from Micah.

As mentioned, Micah was the last holdout when the Fireforges warned the town about the derro. He still has dealings with the evil dwarves. Many of the items in his store bear no markings telling who made them, because they were made by derro.

Micah's loyal assistant, Brick, a rather dull and unintelligent dwarf, brings in occasional shipments of derro goods from Thorbardin. Brick is a little too dim to know whether he is being followed or not, so he could lead the PCs directly to the small derro encampment, if they choose to follow him.

15) Fireforge Carpentry: This small carpentry business was run by Bernhard Fireforge before he was killed defending Flint during the Battle of Hillhome. His oldest daughter, Garnet, runs the business now, aided sometimes by her younger sister Obsidian. Since Obsidian Fireforge is one of the optional pregenerated PCs provided with this module, this structure is covered in more detail than many of the others.

The building acts as a home to Garnet and Obsidian, as well as a woodworking shop. A large workroom makes up the bulk of the house's bottom floor. The workroom holds dozens of woodworking tools and accessories, from chisels to axes to nails. Many pieces of wood of all sizes are also found in the workroom, whose floor is covered in sawdust. Large windows light the room.

Off the workroom is a small kitchen and dining room, a parlor with a large fireplace, and an entryway through which visitors come into the home.

A flight of stairs leads down from the kitchen into a tiny root cellar. Stairs in the parlor lead up to the second floor, which has a pair of bedrooms. One of these is Garnet's, while the other is Obsidian's.

Garnet, like her father before her, is a skilled carpenter. She is a pretty young frawl with the same red hair as her cousin Basalt.

Garnet is very serious and very willing to help the PCs. She offers all the information she knows about Flint's Axe (not much, other than that it was used in the Battle of Hillhome). Garnet also happily directs the PCs to Glynnis, one of Flint's sisters, who found the diary that tells more of the history of the axe.

Because the derro killed her father, Garnet has a hatred of them in particular and of all mountain dwarves in general. If the PCs talk to her about going after the axe, she advises them to give no quarter to any derro they might encounter.

16) The Hammerhand Home: This huge, two-storey home houses nearly 30 members of the Hammerhand family. As mentioned, the family did quite well financially when the derro were in Hillhome. Proceeds from that endeavor have made the family relatively comfortable. Their home reflects this.

The Hammerhand family consists mostly of good folks, but there are a couple of young rudies in the ranks. Though few of the Hammerhands can aid the PCs in their quest directly, it is one of the larger families in Hillhome. The DM has the option of developing any member of the Hammerhand family to aid the PCs, or even to be played as a PC.

17) The Fireforge Home: This sprawling house was far enough from Hillhome that it was not completely wrecked in the conflagration that ravaged the town at the end of the Battle of Hillhome. Damages were quickly repaired by family members. A map of the house is included here because the PCs will probably visit the house and may stay the night there. The uses of various areas of the house are indicated in the map key.

The Fireforge home houses most of Flint's brothers and sisters, as well as the widow and family of Aylmar Fireforge. Various cousins and others have moved in as well. All told, the house holds about 30 people.

Ruberik Fireforge, a taciturn dwarf with little sense of humor, lives in the house and runs the farm on which it sits. Ruberik milks the cows, feeds the chickens, and watches over the development of cheese in the cheese house. He seems very serious to visitors.

Tybalt, Jeth, and Fidelia, described elsewhere, also reside here, though they are unlikely to be found here during the day. They are kind to visitors when they are at home.

Aylmar's widow, Bertina, and her several chil-

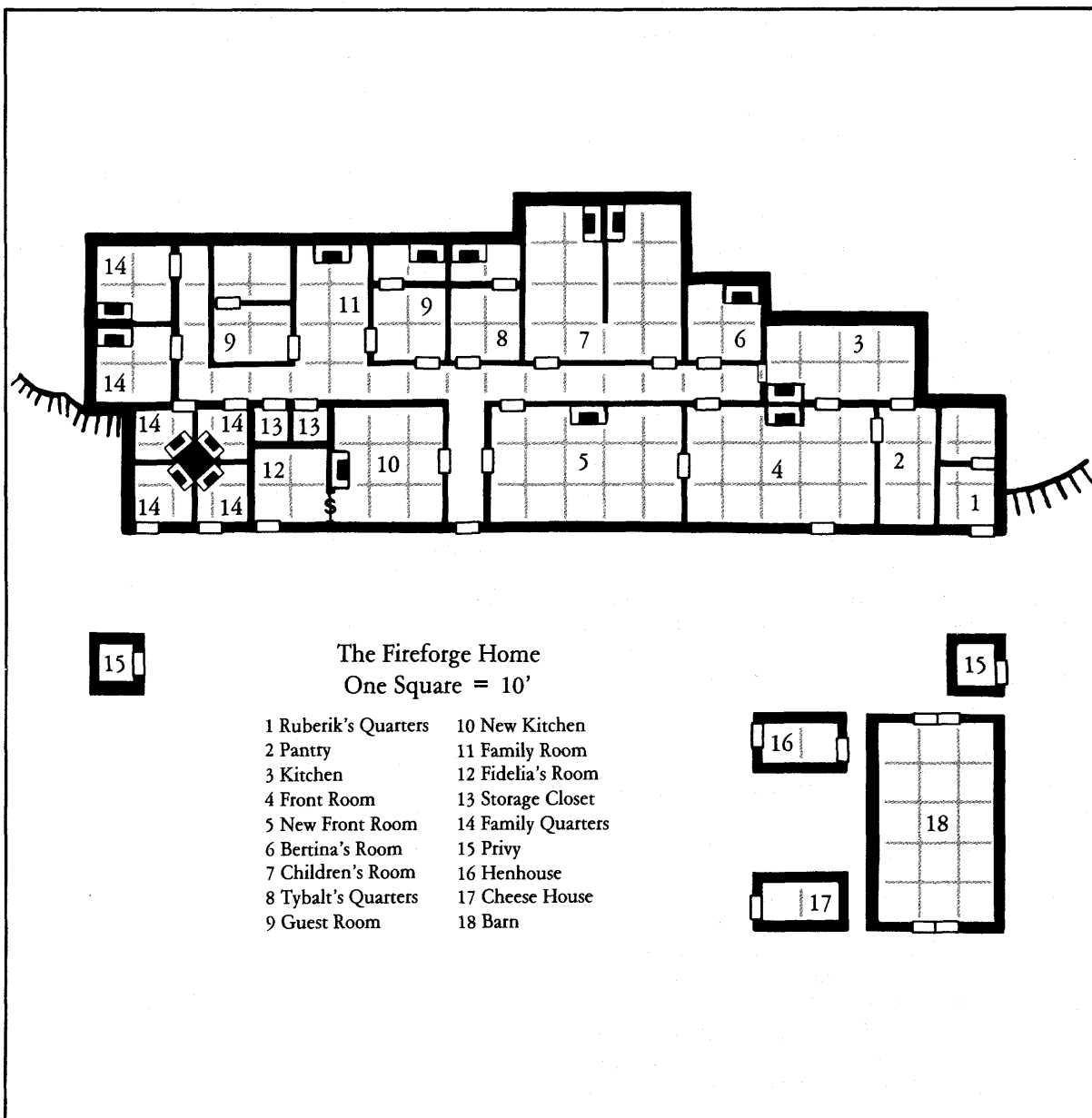
dren spend most of their time at the house. The children perform chores for their "Uncle Rubie" and for their mother. All are basically well-behaved. Bertina is a motherly dwarf who will do her best to help any visitors get comfortable. She is shocked by rude behavior.

The most useful person at the house, at least as far as the quest goes, is a visitor—Flint's sister Glynnis. It was she who discovered an old diary in an attic. The diary offered some of the history of the Axe of Brotherhood, gained by her grandfather Reghar just before the Dwarfgate War. Glynnis showed the passages and sketches to Hildy, who confirmed that the Axe of Brotherhood was also the Tharkan Axe, which later became known as Flint's Axe. Now that the axe may still be around, the information is much more exciting.

if asked, Glynnis relates most of the axe's history to the PCs; she also gives them the Axe of Brotherhood diagram that is reproduced on the inside of the cover. Glynnis does not know the axe's exact powers, nor does she know anything of the prophecy connected with it.

As far as finding the axe, Glynnis offers two bits of advice. First, the two people who say they saw the axe (Glorath Goldthumb and Andar Hammerhand) should be questioned thoroughly. Second, Gerda the Hammer at the Hard Steel Smithy should be consulted, because she is very familiar with the area.

Glynnis is also worried about the axe. Since its original inscription warned that it should not be used by a dwarf against another dwarf—yet it was—the axe may be tainted in some way and could be very dangerous.





adventure Summary

If the player characters have talked to a few people in town, they should have gathered a number of clues that would help them.

From several townspeople, notably Glynnis, Hildy, and the other Fireforges, they should have received a full history lesson about Flint and the Tharkan Axe. This should also include the picture of the axe.

By talking to Andar Hammerhand, Glorath Goldthumb, and either Skabris or Gerda the Hammer, the PCs should be able to discern the approximate location of the caverns in which the magical axe resides. They should realize Skabris would make a good guide.

Talking to Glorath should also give the PCs a description of the axe. The description matches the drawing relatively well. If Glorath is shown the picture, she says it was probably the same axe.

Glorath, her friends at the brewery, or Gerda could indicate that only a few derro reside in the caves near where the axe was seen. Axel Broadblade can offer some tactics to use against the derro.

If the PCs listened to the rumors about Micah, a little investigation indicates that he truly is in league with the derro. This information may save them some problems in the encounter with those dwarves. Following Micah's assistant, Brick, might lead the PCs to the derro as well.

The PCs may have heard the rumor about a minotaur being sighted in the woods. If not, clues in the adventure encounters may lead the PCs to the minotaur.

The PCs may have gained allies among the townspeople. Notably, Ian Chandler, Jeth Fireforge, and Skabris are all willing to accompany them if they need help. Skabris insists on joining the PCs on their search.

Finally, the PCs could have picked up several incorrect leads. If they seem too stuck, Skabris should persistently bother them with his information until they decide to follow him; this should get things started.

The DM should feel free to embellish on clues, throw out more false leads, or whatever else it takes to keep the players interested in the adventure. Role-playing the various NPCs should prove interesting and should keep the players entertained for hours.

Assuming that everything goes reasonably well with information gathering and that the PCs are able to put the information together correctly, the adventure should run more or less as follows. If some parts are missed, or if it happens in a slightly different order, the DM should not worry too much. Missed parts can be used later, and getting the PCs back on track should be only a matter of time.

The flow of The adventure

Ideally, the PCs allow Skabris to lead them to the caves in the hills. There they meet more gully dwarves and find Flint's Sacks. They may also hear about a "big, magic cow" (the minotaur wizard).

Once the PCs explain that they want an axe, not sacks, the gully dwarves respond with something like "why didn't you say so?" and give the PCs a map to the tyin's cave.

On the way to the tyin's cave, the PCs should be ambushed by the derro, at least one of whom should escape so he can come back to plague the PCs in a later adventure. The PCs may also discover proof of the link between Micah and the derro; this information should land Micah in jail.

If the PCs deal successfully with the derro, they should next reach the tyin's cave, where a glowing battle axe hangs in the air. They must fight the tyin to get to the axe.

In the tyin's cave, it should become apparent that the axe the PCs have found is not the Tharkan Axe. Minotaur hoofprints and a scrap of paper can lead them to the conclusion that a minotaur has been searching for the axe as well.

Some tracking, or again relying on the gully dwarves for directions, can lead the PCs to the minotaur and to the final confrontation over the real axe. This may also provide a lead-in to other adventures.

Finally, the PCs should return to Hillhome in triumph or disgrace.

Pregenerated Characters

The following pages hold six ready-to-play characters. It is not necessary to use any of these characters in the adventure. They are here for the convenience of the players and the DM, so that the adventure may be run easily if any players do not have characters available.

The DM should assume that the player characters have basic equipment, such as flint and steel, bedrolls, food and drink, and so forth. Only unusual items are listed.

Erastin Rivenguard

Male Human Fighter, 2nd Level
Lawful Good

AC	0	THAC0	19
MV	9	#AT	1
hp	18	Dmg	1d8
Str	17	Int	14
Dex	16	Wis	15
Con	15	Cha	12

Weapon Proficiencies: Dagger, Heavy Lance, Long Sword, Two-Handed Sword

Nonweapon Proficiencies: Endurance, Land-Based Riding (Horse)

Equipment: Heavy War Horse, Long Sword, Plate Mail, Shield



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Galenye Faelern

Female Human Thief, 3rd Level
Neutral Good

AC	3	THAC0	19
MV	12	#AT	1
hp	14	Dmg	1d6
Str	13	Int	15
Dex	17	Wis	12
Con	12	Cha	16

Weapon Proficiencies: Short Sword, Wrestling

Nonweapon Proficiencies: Disguise, Juggling, Tumbling

Equipment: Thieves' Picks, Hidden Pouches, Contact Sleep Poison (three doses; successful saving throw vs. poison or fall asleep for 1 turn)

Magical Items: *Leather Armor +2*, *Short Sword +1*, *Rope of Climbing*



Thief Abilities: PP: 30%; OL: 50%; F/RT: 35%; MS: 35%; HS: 35%; DN: 15%; CW: 65%; RL: 0%; Backstab x2

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Karathos

Male Minotaur Fighter, 2nd Level
Lawful Good

AC	3	THAC0	19
MV	12	#AT	3
hp	24	Dmg	1d8 + 9
Str	19	Int	10
Dex	15	Wis	8
Con	17	Cha	9

Weapon Proficiencies: Battle Axe (specialized), Two-Weapon Style, Wrestling


Nonweapon Proficiencies: Blind-Fighting, Rope Use

Equipment: 50' Silk Rope, Grappling Hook

Magical Items: *Chain Mail +1*, *Battle Axe +2*



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Erastin Rivenguard grew up in a family with a long tradition of providing soldiers to the Knights of Solamnia. At last, the Knighthood agreed to honor their contribution by allowing one of their children to try for the Order. From the moment Erastin could speak, they groomed him for the Knighthood. Ever since he could read, he studied the Measure; they made him recite the Oath every night before he slept. His knowledge of the Measure is greater than most Knights.

To ensure that he was fit in more than just mind, they hired the dwarf Targin Steelaxe to see to his training. Targin made sure that Erastin learned the chivalric forms of combat, as well as the more common dirty fighting.

To prove his worth before seeking entrance to the Knighthood, Erastin began adventuring. He, Targin, and the girl Galenye took up arms. In time, he gathered more companions, each of whom he values dearly.

With the help of his friends, Erastin recently made it through the ceremonies and became a true Knight of Solamnia. Now, at the request of his long-time mentor, Targin, he has traveled to Hillhome to help friends of Targin find a fabled battle axe. Galenye and the minotaur Karathos have traveled with him, and they have met with Targin's friend Obsidian Fireforge.

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Having grown up in the same Solamnic village as Erastin Rivenguard, Galenye knows him well. As children they were sweethearts, and she has not forgotten the childish love she once felt for him.

For a few years, she traveled away to Gwynnedd in Ergoth. Here she learned the skills that enabled her to survive in the city, as well as the illegal trade by which she survived for a time. It was also here that she was captured and thrown in jail. The Ergothians planned to execute her, but she managed to escape from jail before they did so.

After having re-encountered Erastin, she realized the fundamental selfishness of her previous life. She now uses her thief's skills to combat crime, rather than commit it.

More often than not, she uses her good looks and charming manner to get by. Although she is somewhat lazy, she is coming to develop a strong sense of honor through her friendship with Erastin.

Galenye helped Erastin through his trials in becoming a Solamnic Knight. She finally feels she is beginning to pay him back for helping her find the right path.

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Karathos's origins are something of a mystery. He will not speak of his past willingly, saying only that he came from lands northeast of Ansalon. This would lead one to believe that he is from the brutal continent of Taladas, leading to even more speculations.

Only Karathos knows the true story. He left the League of Minotaurs to escape the constant brutality inherent in life there. He took a small ship with two of his companions who found life on Taladas equally unattractive. However, storms and ill-luck ruined their expedition on the shores of Ansalon, and he found himself washed up alone on the shores of Mithas.


He set out to find his comrades, but he is not sure where to begin looking. One thing is certain—he is not welcome on Mithas any longer, for he slew the

minotaurs who tried to take him hostage. There is a 10% chance per week that he encounters a minotaur hunting party seeking revenge.

Karathos has a unique fighting style. He fights with a battle axe in each hand. His expertise is such that he gets three attacks per round. He has named his two axes Bonebiter and Heartcleaver. He is a savage fighter when enraged, yet he retains his code of honor at all times.

He has become good friends with Erastin, who also understands and possesses honor. Though originally wary of Galenye, Karathos has learned to trust her as well.

If Targin Steelaxe was any indication, Obsidian Fireforge should make a good companion. Karathos is unsure about the elf and the kender, however.



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Obsidian Fireforge

Female Hill Dwarf Fighter, 2nd Level
Chaotic Good

AC	3	THAC0	19
MV	6	#AT	1
hp	15	Dmg	1d6
Str	17	Int	12
Dex	14	Wis	13
Con	13	Cha	14

Weapon Proficiencies: Club, Crossbow, Hand Axe, Javelin

Nonweapon Proficiencies: Blind-fighting, Hunting
Equipment: Chain Mail, 2 Hand Axes, javelin,
Light Crossbow and 20 Quarrels

Magical Items: *Ring of Swimming*, *Shield +1*



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Selowen

Female Qualinesti Elf Mage, 2nd Level
Neutral Good

AC	5	THAC0	20
MV	12	#AT	1
hp	7	Dmg	1d6
Str	9	Int	18
Dex	11	Wis	13
Con	16	Cha	16

Weapon Proficiency: Quarterstaff

Nonweapon Proficiencies: Astrology, Reading/
Writing, Spellcraft

Equipment: Quarterstaff

Magical Items: *Bracers of Defense AC 5*, *Potion of Speed*

Spells in Spell Book: *Charm Person*, *Detect Magic*,
Identify, *Read Magic*, *Sleep*



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Pentrian the Rabbit

Male Kender Priest, 3rd Level
Lawful Good

AC	1	THAC0	20
MV	6	#AT	1
hp	17	Dmg	1d6
Str	11	Int	11
Dex	18	Wis	16
Con	14	Cha	13

Weapon Proficiencies: Hoopak (staff sling; specialized)

Nonweapon Proficiencies: Healing, Herbalism,
Reading/Writing


Equipment: Chain Mail

Magical Item: *Bag of Holding*



Kender Thief Abilities: PP: 20%; OL: 25%; F/RT:
15%; MS: 25%; HS: 30%; DN: 10%; CW: 25%
Favored spells: *Cure Light Wounds*, *Hold Person*,
Light

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Obsidian Fireforge is the younger daughter of Bernhard Fireforge, deceased younger brother of Flint. She lives with her sister Garnet in the wood-working shop started by their father several years ago.

Obsidian has always craved a more adventure-some life than that lived by a typical dwarf of Hillhome. She idolized her Uncle Flint. She and her cousin Basalt have been on several adventures together over the past few years, though he has been less willing to take chances since he married Hildy.

When she heard that her uncle's battle axe had been seen, she quickly volunteered to search for

it. She knows the axe has been in the family off and on for a long time, owned first by her great-grandfather Reghar, just before the Dwarfgate War.

When her family reluctantly agreed to let her search for the axe, she sent a message to an old friend, Targin Steelaxe. Though Targin could not come, he sent his trusted friends, Erastin, Galenye, and Karathos.

Obsidian also gathered heroes to fill out the party: her friend Selowen, a spellcasting elf (not all spellcasters are bad, only most of them) and Pentrian, a true cleric even if he is a kender.

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Selowen is a beautiful young elven maiden. She was raised in Qualinost, where she became acquainted with Flint Fireforge, who would hand out toys he had made to all the elven children. When the War of the Lance came, Selowen and her family moved to Hillhome, where they became fast friends with the Fireforge family.

Selowen has studied the history of the area and knows the history of the Dwarfgate War, as well as the story of how "Uncle Flint" saved the town in the Battle of Hillhome. When her friend Obsidian asked her to come along and help find Flint's magical battle axe, Selowen jumped at the chance.

Selowen is a good-natured elf who has learned to fit in relatively well among the dwarves of Hillhome. However, she greatly misses her parents, who were killed by draconians during the War of the Lance.

Selowen hopes to become a bona fide Wizard of the White Robes one day soon. For now, she is happy just studying her spells and learning about the world around her.

Obsidian's friends who have come to help find the axe are a fascinating group—a Solamnic Knight, a thief, and a minotaur. What opportunities to learn from them!

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Pentrian the Rabbit is very serious—for a kender. This means he is almost as serious as an adult human with a good sense of humor, a bit of wanderlust, and a craving for excitement.

Pentrian, whose nickname comes from his speed when being chased, is a priest of Mishakal. As one of the few members of his race to belong to the Holy Order of the Stars, Pentrian takes his clerical duties very seriously. He always aids injured companions, even at the risk of his own safety.

If he occasionally borrows some of their possessions—only to get a closer look or to keep them safe—well, that should be okay, shouldn't it?

Pentrian has lived in Hillhome for only a few

months. He has become quite popular with the townspeople, despite walking off with small items occasionally.

When Obsidian Fireforge asked him to come along on the quest for her uncle's axe, Pentrian could not resist the opportunity. The Fireorges have been good to Pentrian, and he wishes to help them any way he can.

Like all kender, Pentrian has natural thieving abilities. He uses these as necessary to help his companions; he usually manages to resist picking friends' pockets.

Pentrian is skilled at using his hoopak as both staff and sling.

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Random Encounters

When the player characters travel outside town, there is a chance they will run into some form of wildlife or NPC. The following encounters can occur anywhere outside of town except within the caverns, where the PCs meet the gully dwarves, derro, and the tyn.

The DM can make any of the following into a set encounter, using them to flesh out the adventure for more combat-oriented groups. Or he may roll 1d10 for a random encounter, with a roll of 1 or 2 indicating that an encounter occurs. The DM should then roll 1d8 to determine which encounter occurs.

Numbers of monsters may be adjusted for the strength of the party.

1. Baaz Draconians (2): Int Average; AL LE; AC 4; MV 6, glide 18; HD 2; hp 14 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SD turns to stone when it reaches 0 hp, opponent who struck the death blow must roll a successful Dexterity check with a -3 penalty, or weapon becomes stuck for 1d4 rounds; SZ M; ML 13; XP 175 each

These creatures have just arrived in the area and are scouting for choice targets. They try to ambush the party, gliding down from trees. If the party seems too strong, they attempt to break off and flee to safer hunting grounds.

2. Tinker Gnome (1): Int High; AL N; AC 5; MV 6; HD 1; hp 7; THAC0 19; #AT 1; Dmg 1d6; SZ S; ML 8; XP 65

This small fellow is a hopeful inventor, going to Hillhome to practice his craft and “teach the dwarves a few things.” He talks very fast about nothing in particular. His clothes are covered with tools and small bits of metal. He drags a large trunk behind him. If asked what is in the trunk, he will proudly take out his latest endeavor, the goblin-beater.

This apparatus is attached to his chest with a large harness; handles turn a set of gears that cause four clubs to rotate. It takes two rounds to get started, is quite noisy, and breaks down if actually used in combat.

3. Goblins (8): Int Low; AL LE; AC 6; MV 6; HD 1-1; hp 5 each; THAC0 20; #AT 1; Dmg 1d6 (short sword); SZ S; ML 10; XP 15 each

This is a small hunting party out looking for a fight. The goblins attack to the death with little provocation.

4. Ogres (2): Int Low; AL CE; AC 5; MV 9; HD 4 + 1; hp 30 each; THAC0 17; #AT 1; Dmg 1d10+2; SZ L; ML 11; XP 175 each

This mated pair of ogres is looking for a new lair. They are not looking for a fight. The ogres may try to negotiate with the PCs for food if the PCs look very strong. The ogres have one steel piece and expect a very large meal for it.

5. Dwarven Traders (3): Int Average; AL N; AC 10; MV 6; HD 1; hp 6 each; THAC0 19; #AT 1; Dmg 1d8 (battle axe); SZ M; ML 13; XP 35 each

These hill dwarves were traveling to Hillhome to trade food for finished goods when one of their wagon wheels broke and the wagon veered from the trail. They have managed to temporarily fix the wheel, but they need some help getting their wagon out of a small ditch.

6. Gully Dwarves (4): Int Low; AL CN; AC 7; MV 6; HD 1; hp 6 each; THAC0 19; #AT 2; Dmg 1d4/1d4 (fist, bite); SZ S; ML 7; XP 35 each

These gully dwarves have heard about hunting outdoors, and they are trying it. Though quite adept at catching food underground, they are inept in the woods. They are “sneaking” through the woods, elbowing one another, whining about their hunger, and calling for animals to come to them. They scatter at loud noises. If Skabris is with the group, they are friendly toward the PCs.

7. Derro (Theiwar Dwarves) (3): Int High; AL CE; AC 7; MV 6; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SZ S; ML 12; XP 65 each

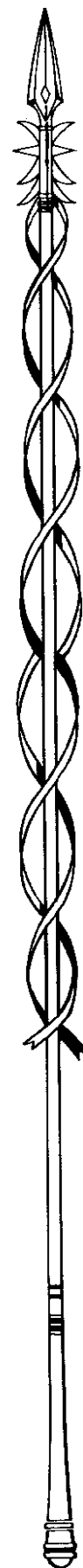
This is a small scouting party from the nearby derro encampment. Killing these derro does not reduce the number of derro in the lair.

They move relatively quietly, sticking to deep shade or waiting until dark, because sunlight hurts their eyes so much. If possible, they wait near the trail used by the PCs, estimating their strength from the shadows. If anyone in the group is trailing behind a few feet, the derro try to ambush that individual, two of them leaping from cover to trip the straggler, while the third attempts to slash at the victim’s head.

If confronted directly, the derro try to run away. If they decide the party is too strong, or if the PCs stick close together, they simply observe and take a report back to their lair in the caverns.

8. Giant Badgers (2): Int Semi; AL N; AC 4; MV 6, Br 3; HD 3; hp 14 each; THAC0 17; #AT 3; Dmg 1d3/1d3/1d6; SZ M; ML 8; XP 65 each

These badgers are simply snuffling along in the area, looking for food. They attack anyone who comes into their territory.



FLINT'S Sacks

As mentioned, the gully dwarf Skabris lives in Hillhome. If he hears the PCs talking about Flint's Axe, he joyfully offers to guide them to what they seek. This encounter is primarily a distraction from the main path, an opportunity to get a little bit more information, and a chance for the DM to role-play.

The PCs may choose to not rely upon the gully dwarf, instead going directly to the derro lair. If this is the case, Skabris accompanies them, cajoling them to follow him. He warns them that the derro are "nasty and ugly" and he knows a safe way to Flint's sacks, so they "should listen to Skabris because he's no dummy who would walk through nasty dwarves to find Flint's sacks."

Skabris is a typical gully dwarf—unwashed, unkempt, and dumb as a post. However, he has an endearing quality to him, like that of a bedraggled stray kitten or puppy. If the PCs befriend him (that is, if they do not hurt him), he becomes hopelessly devoted to them, at least for a while. He is not scared off by verbal threats; he actually enjoys being called names, and he assumes any threats are jokes. If the PCs actually harm him, however, he runs off.

Skabris tells several of the townspeople, including the Fireforges and the Hammerhands, about

any abuse. Since Flint was king of the gully dwarves for a time, and they helped protect Hillhome from the derro, both families are very upset and demand at least an apology for Skabris. If the PCs refuse, or if they have badly injured Skabris, they are driven out of town.

Skabris is certain the PCs want Flint's sacks, a group of moldering burlap bags in a cave in one of the gully dwarf warrens in the nearby hills. No amount of questioning makes Skabris admit that he does not know the PCs are looking for an axe. He hears it as "sacks," and that is what he will show the PCs.

He gleefully guides them to the gully dwarf warrens, where they meet the other members of his family, Sludgy and Mudface, both of whom fought in the Battle of Hillhome.

The entrance to the warrens is a simple hole in the side of a hill. Skabris plunges head first into the hole, which is barely large enough to allow him passage. If the PCs do not immediately follow, he pokes his head out of the hole and asks "Why you guys not follow me? Flint's sacks this way! Didn't you see me?"

Unfortunately, this dirt tunnel is the only convenient entrance to the gully dwarf warrens. The earth-walled tunnel travels almost 50 yards into the hill before opening onto a large cave that receives light from a crack at its top.

Skabris waits in the cave until the PCs all arrive, then he leaps down another hole into a muddy slide that ends in a pool of cold water. The slide's slope is gentle enough that PCs are not harmed by the descent, though the walls are too slick to allow anyone to stop sliding. The pool is shallow and still enough that even very short characters (such as kender) have no trouble standing in it. However, they may find the ride disconcerting.

If the PCs search a bit, they find another entrance to the lower level, a set of poorly carved stairs that curves away from the lighted cavern and ends up next to the pool. If the PCs hesitate here, they hear Skabris whoop and holler when he hits the water. He calls a few times for them to come down. If no one does, he clambers up the stairs, trying to get the PCs to slide down.

The lower cave is dark, though a bit of glowing lichen casts a dim illumination. If a torch is not lit (which could be a problem if the torch and tinderbox have been dunked in the pool), the PCs' eyes adjust to the dimness in a minute or two. Once a PC can see, both the stairs and the end of the slide are plainly visible from the lower cavern.

Skabris enjoys swimming in the cold water and may run back up the stairs several times to slide down, if the PCs allow him. When the PCs are ready to go again, Skabris leads them through a few twisting passages that end in a cavern. This is where his brother Sludgy and his sister Mudface live.

The cavern is small. Several piles of rubbish



make it warm and cozy inside. Old furs, ratty blankets and cloaks, and large hunks of grass decorate the floor of the cave.

Sludgy and Mudface are quite happy to see company, and offer "food" to the PCs. This includes a bowl of worms, a roasted rat, and a pile of algae. The gully dwarves are mildly offended unless the PCs at least pretend to sample the food.

After the meal, which Skabris enjoys wholeheartedly, Sludgy relates some news. If the PCs insist on moving along toward their goal, Sludgy accompanies them and tells his story on the way.

Two days ago, he saw a magic cow. Since "two" means "more than one" to a gully dwarf, this could be any time in the last week (his memory does not go back much further than that). If quizzed about why the cow was magic, he explains that it walked like a man and even talked! Sludgy has never seen a minotaur and does not know what one is, even if the PCs explain it to him. If the pregenerated PC Karathos is with the group, Sludgy points to the minotaur and says "magic cow like him!"

In any case, the "magic cow" (the wizard Rikar) spoke to some gully dwarves and then went away. He was asking about wax, says Sludgy (at least that is what he was told).

The trip to Flint's sacks is not too long, taking only a few minutes through the twisted caves. When the group arrives, Skabris happily points to the moldy sacks and announces, "there old king's sacks!"

The sacks are old and worthless. During the time Flint spent in Hillhome before the War of the Lance, he encouraged a number of the gully dwarves to settle away from Thorbardin, so they would be safe from derro retribution. Flint made several wooden toys for the gully dwarves to entice them, delivering them to this warren in sacks. A careful search of the sacks turns up several broken toys and an intact doll of a female dwarf.

The doll is a representation of Flint's queen, Perian, who died in the Battle of Hillhome. The doll is about a foot tall and wears an endearing smile. A tiny, carved aspen leaf rests at her neck. Flint made the statuette for himself, and the craftsmanship is exquisite. After he finished, though, he discovered the headache was too great and he gave the doll to the gully dwarves, admonishing them to take care of it. Skabris can explain that the doll is of the old queen, and was left here for safety. The Fireforge family would be grateful to have the doll given to them, and the gully dwarves would not object.

After the sacks are discovered, if the PCs explain again that they are looking for an axe, Skabris and the others finally understand, asking "why you not say so in first place?" If the PCs go on to describe the axe again, including its glowing and floating aspects, Mudface remembers seeing it.

After spending a few minutes remembering, and a few more telling the PCs not to go there because of "bad dwarves" and "slime monster," Mudface draws them a map (see Mudface's Map on the inside cover).

If asked about the slime monster, all she says is that it is "tall and icky and has big teeth and long claws and a long tail." Mudface also refers to the monster as "wonky," meaning that it is lopsided and strange-looking, as if it were bent or put together wrong somehow. She is roughly describing the tyin, which she saw once while exploring. She says the creature can be found around the axe, but she knows nothing else about it.

Mudface explains the map to the best of her ability while drawing it. A character with direction sense has a chance of being able to get to the lair by following the map. Any other character trying to make sense of it must roll a successful Wisdom check with a -6 penalty.

If all else fails, Skabris offers to guide the PCs again. He wants very much to stick with his new buddies. He won't let them go alone unless they bribe him heavily or send him off on some useless errand. Even then, he still manages to trail them and show up when the PCs encounter the derro.

As mentioned on page 3, in a true DRAGONLANCE® saga adventure, there must be tragedy as well as triumph. At the DM's option, Skabris can serve as the tragic element, nobly leaping to attack the derro, sacrificing himself to save a PC from the derro.

To properly set this up, Skabris should endear himself to the PCs, becoming almost a pet or mascot. The DM should role-play his generosity and willingness to help, and downplay his obnoxiousness and general stupidity.

If the PCs do not accept the gully dwarf as a friend, his death would not be tragic and should be avoided. Skabris either refuses to guide the PCs past the entrance to the derro caves, or he runs away when the first derro is spotted. In any case, unless the character's death aids the drama of the situation, it is senseless and should not occur.

In addition, if the DM feels it would be inappropriate for any other reason, the gully dwarf's death should be avoided.





The Derro Lair

After the Battle of Hillhome, a few escaping derro chose not to return to Thorbardin and face the wrath of their leader. About 20 went exploring in the hills near Hillhome, where they discovered an ancient dwarven mine. They smoothed the walls, added new tunnels, and began living there.

Several died in cave-ins, which was why dwarves abandoned the complex long ago. Still more were slain by hill dwarf patrols, while others were killed by monsters. Several of the latter group were killed by the tyn, so the derro generally avoid that area, though a few have died trying to retrieve the magical axe.

There are seven derro in the complex at all times, in addition to the three who patrol outside. The derro are wily and tough. If warned in some manner (by Micah or by their patrol), they prepare an ambush (see the Area 3 notes). They employ hit-and-run tactics if possible, throwing axes and then running back into the tunnels, only to come up behind the PCs and attack again.

They like their home, but they are not willing to defend it to the death. If the PCs press them too hard, they run away and later return after the PCs have left.

The derro leader, Grelnar, would make a fine recurring villain if he lives through this encounter;

DMs are encouraged to allow him an escape. All derro but Grelnar have the following statistics:

Derro (Theiwar Dwarves) (7): Int High; AL CE; AC 7; MV 6; HD 1; hp 7 each; THAC0 19; #AT 1; Dmg 1d8 (long sword); SZ S; ML 12; XP 65 each

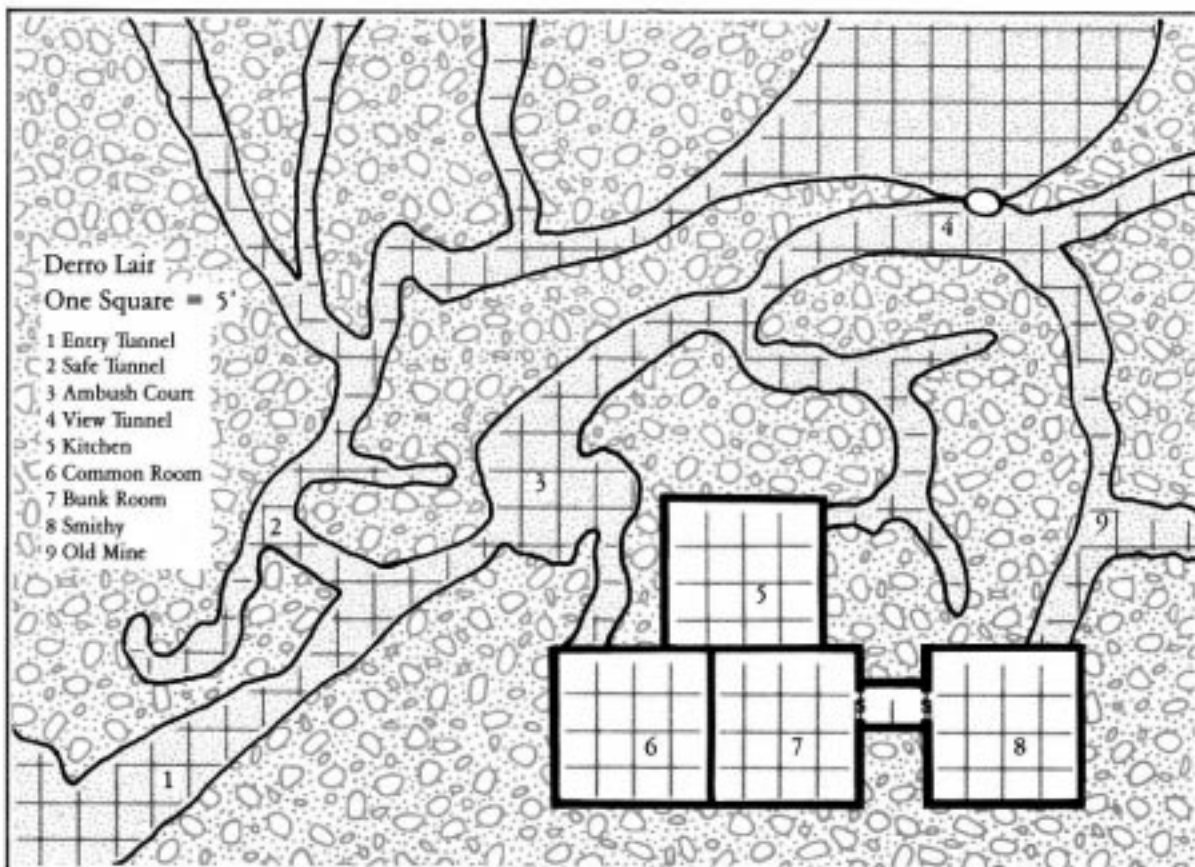
area descriptions

1) Entry Tunnel; This rough tunnel leads to the surface. Its exit is in a small cave mostly concealed by foliage. As the PCs get closer to Area 3, tracks become more evident.

2) Safe Tunnel; This maze of tunnels holds several dead ends and a safe passage to the lair of the tyn. The entry from Area 1 is very narrow. This causes difficulty for most of the PCs; a minotaur can just barely squeeze through. The tracks of a minotaur (the wizard Rikar) lead into the small hole.

3) Ambush Court: This widening in the tunnel is used by the derro to ambush unwanted visitors. There are niches carved into the wall next to the entrance, and a ledge runs along the western wall.

If the derro have been warned, three of them occupy this room, one in each niche by the door, and the third on the ledge. Anyone entering is grabbed by the derro at the door. The character



grabbed must roll a successful saving throw vs. paralyzation to avoid being tripped and suffering 1d6 points of damage from the fall. If the first character through the door does not fall, the derro all leap upon that character simultaneously, inflicting as much damage as possible before running away. If a character is tripped, the derro on the ledge leap down and attempt to impale the downed victim. They run away after two rounds of attacks,

4) View Tunnel: The wall of this tunnel is split by the crack through which Andar and Glorath saw the glowing battle axe. The crack opens into the tyin's lair.

If an attempt is made to widen the crack to allow entry, the cavern's roof collapses, causing 4d6 points of damage to anyone in the area who fails a saving throw vs. paralyzation.

5) Kitchen: This room holds a fire pit, several low, stone seats, and provisions. Nothing remarkable can be found here.

6) Common Room: This rough-hewn room is the meeting, eating, and lounging area for the derro. If the complex has been warned about intruders, three derro are currently in the room, ready with an ambush similar to that in Area 3, except there is no ledge for a derro to leap from. If the complex has not been warned, three derro are in this room playing a dice game. They respond to any loud noise in the complex, running to attack or to arrange an ambush if there is time.

7) Bunk Room: This room holds seven beds—three sets of bunk beds, and one single (Grelnar's). If the derro have been alerted, only Grelnar is here; otherwise, three derro are asleep in the beds. Grelnar is always alert and ready for an attack. Grelnar does not speak to the PCs. He breaks off and runs if he is outnumbered, exiting the room through the secret tunnel to Area 8.

Grelnar: AL NE; AC 4; MV 6; F4; hp 25; THACO 17; #AT 1; Dmg by weapon +1; S 17, D 15, C 13, I 14, W 13, Ch 9; chain mail, battle axe, light crossbow

8) Smithy: This area holds fire pits and metal-working tools. It is well-used.

9) Old Mine: This tunnel leads to the old mine, which has no other entrances.





The Wonky Tyin

The tyin is a new monster, described completely later in this book (page 32). This particular specimen is a female that has been laying eggs in one of the caverns of the lair. It moved into the area more than a year ago and has been hunting in the caves ever since.

Tyins are predatory by nature; this one hunts throughout the nearby tunnels, doing a wonderful job of keeping the warrens free of vermin. To the tyin, “vermin” includes any creature not of its species. Several dwarves (including both gully dwarves and derro) have fallen to its claws and teeth.

The tyin chose these particular caverns because of the light put out by the magical battle axe. Attracted to it like a moth to a flame, the tyin would greatly miss the axe and fights to the death to keep anyone from taking it.

The axe itself is magical, though not as powerful as the Tharkan Axe. It is a *battle axe +1* with additional powers. This axe is also a “Tharkan axe” of sorts, created in Pax Tharkas during that city’s better days. A small inscription (not in runes) tells that it was forged in Pax Tharkas by the smith Foster Stronghand.

On command, the axe illuminates the surrounding area with a *continual light* spell; brightness is determined by mental command. Another verbal command eliminates the light. The command words are inscribed in ancient dwarven script along the haft. If the wielder lets go of the axe while it is in mid-air, the axe hangs there indefinitely until grasped again.

The axe was carried into the cavern by an explorer who discovered it in a set of ruins around Pax Tharkas. When he entered this cavern, using the axe for light, he discovered some odd tracks (the tyin’s). Placing the axe in the air, he knelt to examine the tracks—at which time the tyin leapt from the next cavern and slew the hapless adventurer. The axe has hung in place ever since.

The various areas of the tyin’s lair are detailed below.

1) View Tunnel: This is the tunnel in the derro lair from which Andar Hammerhand and Glorath Goldthumb saw the axe. If the PCs tried to widen the crack enough to get through it, the tunnel has collapsed and a large pile of rubble occupies the southern part of Area 3.

2) Entrance Tunnel: This is the safe entrance tunnel to the tyin’s lair. In the other direction, it becomes Area 2 of the derro lair.

3) Axe Room: This large room is dimly illuminated by the light cast by the magical axe, which sits in the air near the cavern’s northern wall. Stalactites

and stalagmites cast eerie shadows along the walls and ceiling of the room.

The tyin is aware of the PCs’ presence as soon as they enter the room. If one of the quicker PCs sprints across the room, grabs the axe, and runs back out, there is a chance the group can escape without fighting the tyin. If someone tries this maneuver before anyone else steps into the room, roll for initiative; if the tyin wins, it gets at least one attack on the sprinting PC.

Even if the PCs manage such a feat, the tyin pursues them into the tunnels, attacking them at the earliest opportunity. The passageways are too narrow for more than one character to face the tyin at a time.

If the PCs move into the room in a group, the tyin spits an acid globule then attacks the character closest to the axe, moving on when it has finished. The tyin attacks viciously with claws, bite, and tail. It refuses to retreat once it has drawn blood. If for some reason it is unable to draw blood, it spits acid globules at its attackers and retreat into the warrens (Area 9). If the PCs seem too strong for the tyin, the DM could add another or have a few larvae already hatched and ready to join the fight.

Tyin (1): Int Semi; AL N; AC 5; MV 15, CI 12; HD 4 + 4; hp 24; THACO 17; #AT 4; Dmg 1d4/1d4/1d8/1d6; SA acid globs, possible disease; SD slime; SZ L; ML 16; XP 1,400

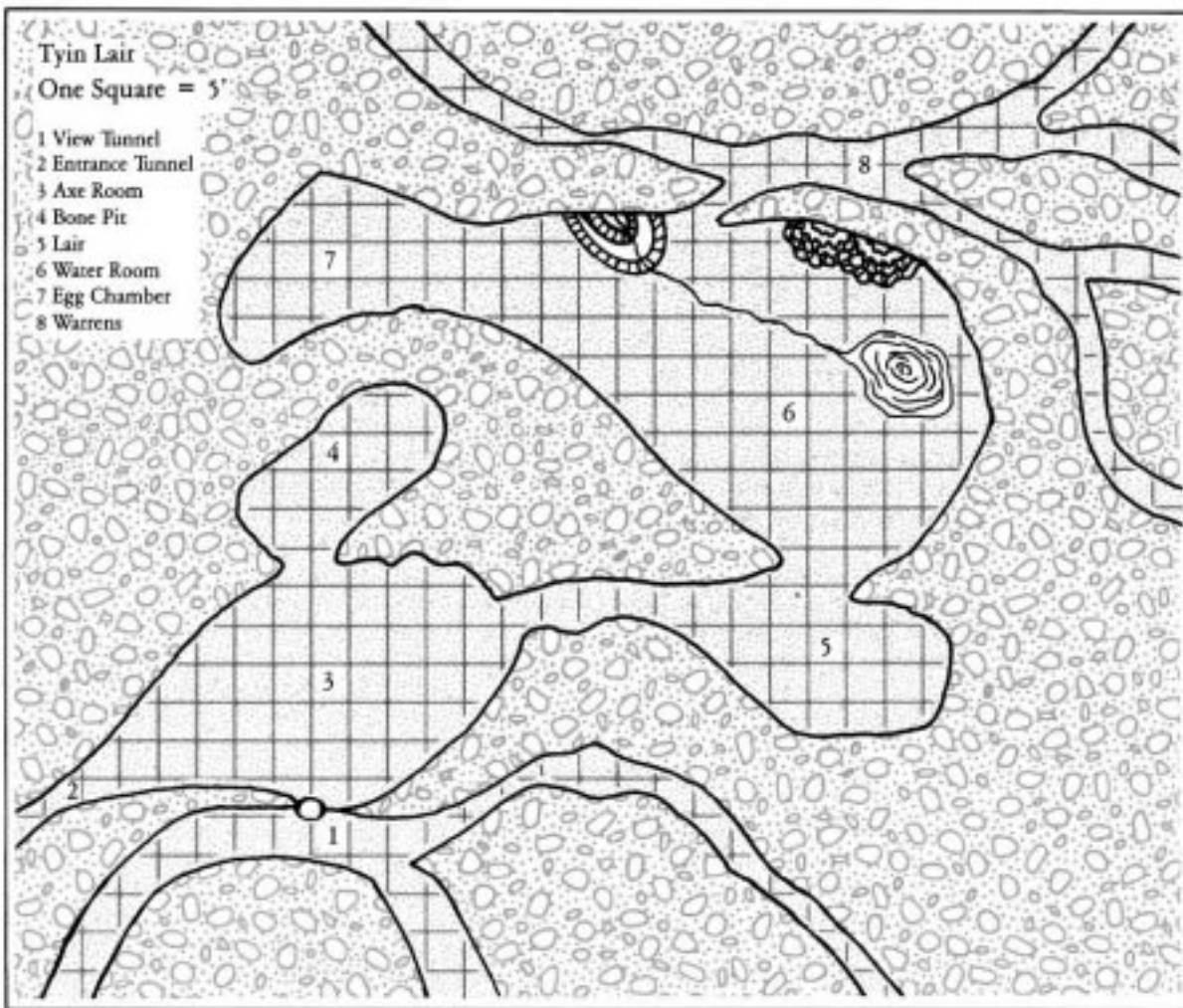
4) Bone Pit: This is simply a large hole that has been filled with bones. These are from the victims of the tyin, as well as victims of previous predatory tenants.

Many of the skeletons are intact. Scraps of clothing, armor, and other personal effects are scattered throughout the bone pit. Most of the bones are acid-scarred animal bones, but several once belonged to dwarves or other humanoids, such as hobgoblins and an ogre.

A few small vermin (too small for the tyin to hunt) move through the bones, but they are relatively safe. A thorough search of the pit turns up a fair amount of treasure, including 152 cp, 96 sp, and 41 stl. There are also four gems (DM’s choice of types) worth about 10 stl each. Near the bottom of the pit are the remnants of a small bag. Within it are 14 steel arrowheads, which humans used as money in days long ago.

At the DM’s option, there may be magical items among the bones, such as potions, rings, and minor magical weapons.

5) Lair: This small chamber is the sleeping space of the tyin. A ledge juts out from the eastern wall; upon it is a small, circular depression in which the tyin sleeps. If the PCs search the loose dirt at the bottom of the depression, they find a leather thong, to which is attached a delicately crafted



golden sword about three inches long. The sword pendant is worth about 5 stl. Unfortunately, because of the tyin's slimy secretions, anyone digging in the dirt has a 5% chance of contracting the tyin's disease, unless he wears gloves. There is nothing else of value in the room.

6) Water Room: A large pool, fed by an underground spring, occupies the eastern portion of this room. The water is cold, clean, and safe, though it has a rather odd taste because of all the minerals dissolved in it.

The water overflows slowly, creating a small stream that flows to the western edge of the cavern to form a small sinkhole. The stream has formed a narrow channel in the cave floor.

This cavern is beautifully decorated with natural stone formations, including stalactites and stalagmites and a drapery along the north wall. If light is brought into the chamber, it reveals brilliant hues of orange, red, and white in the drapery.

7) Egg Chamber: This small cavern holds the tyin's eggs. These are small ovoids about nine inches tall. There are three clusters of eggs in the room,

each with 1d6+4 eggs. The clusters look much like odd stone formations, since the eggs have a rough, gray, stone-like exterior. One cluster of eggs is ready to hatch and release tyin larvae into the room. At the DM's option, this could be made into a combat encounter. After hatching, each larva attacks the nearest individual, gripping the character with claws and trying to sink its proboscis into the victim's flesh.

Tyin Larvae (5): Int Animal; AL N; AC 7; MV 9, Cl 9; HD 1; hp 4 each; THAC0 19; #AT 5; Dmg 1/1/1/1d4; SA blood drain; SZ S; ML 16; XP 65

The larvae are lethargic for one round after they hatch; they cannot move and may be easily crushed during this time if the PCs are quick enough. The tyin eggs are relatively easy to destroy, a task that may be accomplished by stepping on them or striking them with a weapon.

8) Warrens: These narrow tunnels extend for several hundred yards into the hillside. If the tyin manages to enter these tunnels, the PCs will have a very difficult time finding it.





The Scholar

The minotaur wizard Rikar is a scholarly fellow, described completely later in this section. For years, he has read histories, collected legends, and studied ancient magic. In one of his histories, he discovered an account of the Dwarfgate War. This story mentioned the Axe of Brotherhood wielded by Reghar Fireforge, leader of the hill dwarves.

Rikar traveled to the region of Pax Tharkas to search for more clues regarding the axe. He visited Hillhome at night so he would not bring undue attention to himself. He chose to visit Holden's general store first, because he knew he would need provisions.

Rikar thus became known to Mayor Holden, the store's owner. Never a harbinger of action, Mayor Holden was somewhat frightened by the minotaur. Nevertheless, he saw a business opportunity and capitalized on it.

Rikar wanted information about magical axes in the region. Before he could explain, the mayor launched into the story of Flint and the Battle of Hillhome.

The mention of Flint's name drew the wizard's attention, because the axe he was looking for also belonged to a Fireforge. After hearing the story, Rikar postulated that the axes referred to as the "Axe of Brotherhood" and the "Tharkan Axe" were actually the same weapon. Unfortunately, the axe used by Flint had transformed and blown away on the wind.

Rikar came to an agreement with the mayor: in exchange for the mayor keeping the secret that Rikar was in the area, Rikar would buy everything he needed from Holden's store. Rikar built a large log cabin a few miles from Hillhome. He has kept to himself most of the time since.

It has not occurred to the mayor that Rikar is also looking for Flint's Axe. But Mayor Holden remembers the wizard's interest in magical axes, so he plans to tell Rikar of recent developments and the town's hunt for a magical axe in the nearby hills.

After coming to the agreement with the mayor, Rikar set out to find whatever remained of the axe. Rikar has not visited lately because he found the remnants of Flint's Axe and has been studying them. He cast divinations and questioned people, notably derro and gully dwarves. He eventually found the axe's shadow (as he calls the paper-and-foil remnant of the axe) in an abandoned smithy in one of the dwarven ruins in the area. There was the axe's shadow, lying on an anvil, as if waiting for someone to find it.

Rikar took the now-useless axe to his home and has studied it diligently ever since. He has been unable to prove to himself that the Tharkan Axe is also the Axe of Brotherhood, though he feels it must be so.

Getting To Rikar's home

If the PCs heard any rumors about the minotaur, they may wish to make further inquiries. If they go back to Hillhome and mention that they have heard about a minotaur from the gully dwarves, rumors of the minotaur sighting are related to them.

If they pursue these rumors, they should eventually either get to an individual who thinks he saw a minotaur at Holden's store, or they should be directed to Mayor Holden himself. Either route should lead to questioning Mayor Holden.

If the PCs are truly stuck, the mayor hears about the PCs' problem finding a minotaur. If this happens, or if the mayor is questioned by the PCs, the information he has finally clicks. Mayor Holden realizes that perhaps Rikar has been looking for Flint's Axe and may have more information about it. He excitedly babbles this information to the PCs, giving them the location of the minotaur's home—on some land the mayor owns about three miles from town.

The house is built in a secluded glen away from hunting trails, fishing spots, or foraging grounds. The townfolk have little need to visit the area. So far, the minotaur's secret home has gone undetected.

The house is built of sod braced by sturdy logs that Rikar felled himself. Though quite strong, Rikar is not a skilled builder, and the house looks like a cross between a hill and a dilapidated log cabin.

The house has one door and several small window holes and vents. Rods with continua/ light spells cast on them illuminate most of the interior. Rikar is home when the PCs visit. He is annoyed at intruders, particularly if they vandalize his home.

1) Entryway: This area is somewhat messy. Whatever Rikar brings back with him ends up here until he can decide what to do with it.

The room currently holds several animal furs, as well as a barrel of salted meat that never made it to the kitchen. Since he discovered Flint's Axe, Rikar has left his workroom seldom, only to travel to the outhouse, the well, or to this room to grab some meat from the barrel.

2) Closet: This small room holds many of Rikar's clothes, all neatly hung on hooks along the walls. There are several sets of red robes, as well as two large, hooded cloaks. The materials are fairly simple, though some craftsmanship obviously went into their manufacture.

3) Kitchen/Dining Room: Rikar's cooking and dining facilities are crudely furnished with a rough table and a section of log that serves as a chair.

There is a large fire pit in the eastern half of the room; rough braces hold a spit above it.

4) Study: This room, which serves as both study and bedroom, is very neat compared to the rest of the house. A large bed (unmade) rests against the southern wall, while a desk and chair sit against the eastern wall. A large table in the center of the room holds several books and scrolls. Several of the books are quite old and very valuable.

Rikar might possibly be found in this room when the PCs arrive. He has a number of historical tracts that he consults from time to time as he works with the axe.

5) Work Room: This is where Rikar spends most of his time nowadays, as evidenced by the dirty plates and mugs strewn about among scraps of paper upon which notes have been scribbled.

A large bench sits in the southeastern corner of the room. Rikar is probably sitting at the bench, scribbling more notes as he studies the shadow of the axe through his spectacles. He is concentrating and is quite easily surprised.

6) Storage Room: This small closet opens to both the kitchen and the work room. Rikar had been pretty good about keeping this storage area neat, though the last few days have caused him to let things go a bit.

Several empty boxes and barrels sit on shelves in the room; these contained food that Rikar has eaten but not taken the time to replace.

7) Spring: This small, natural spring bubbles up into a small rock basin. Rikar gets his water from here; it is fresh and cold.

8) Garden: Rikar maintains a neat garden just outside his house—or at least he did until he found the axe. The garden has become somewhat overgrown with weeds in the past few days.

A few vegetables, including corn and tomatoes, are grown here. Rikar also seems to have quite an interest in flowers; several varieties can be seen in the garden.

9) Outhouse: This building is exactly what its name implies.

Rikar, Minotaur Wizard of The Red Robes

Rikar was born in Mithas. Somewhat sickly as a child, he was rescued from certain death by an old wizard who began to teach him spells. Rikar showed an amazing aptitude for magic. After he studied for a few years, he struck off on his own and traveled to the Tower of High Sorcery to take his test. He passed easily, one of the few minotaurs to do so.

Rather than return to Mithas, where he was al-





ternatively feared and reviled, Rikar chose to remain in the area around the Kharolis Mountains. He still gains little acceptance from others, but he feels he at least has a chance among dwarves, elves, and humans. Rikar himself is quite tolerant of members of other races—except ogres, whom he hates passionately.

Rikar traveled throughout the Kharolis Mountains region, going on occasional adventures with a motley crew of associates. He collected history books and scrolls and became wealthy enough to support himself without too much trouble.

The minotaur wizard stands nearly eight feet tall and is muscular, if a bit skinny. He almost always wears the red robes of his order. His horns are decorated with gold rings. He sometimes wears a large pair of spectacles that enables him to see fine details in his work.

Rikar is very rough and blustery, quite pleased to be able to intimidate folks with his physique. Though generally peaceful, he fights back viciously if the PCs attack him. He starts with a fireball spell if possible, relying on his magical ring to protect him from the backlash.

If the PCs try to negotiate instead, Rikar politely listens for a moment, then happily regales them with stories about history and magical items. He is pleased to take part in any intellectual conversation begun by visitors.

Rikar has always been a scholar, interested in history and in magical items. He is thrilled with the prospect of studying Flint's Axe, though he has made little headway. He has satisfied himself that the paper-and-foil axe he has is the remnant of Flint's wonderful weapon. He has been unable to prove that it was the same axe owned by Reghar Fireforge. Faint remains of runes can still be seen along the blades of the axe's shadow, and they bear the phrase that was known to be inscribed on Flint's weapon.

Rikar: AL N; AC 3; MV 12; M6; hp 18; THAC0 19; #AT 1; Dmg by weapon +1; S 17, D 14, C9, I 16, W 12, Ch 10; quarterstaff, silver dagger, *bracers of defense* AC 3, *ring of fire resistance*, *wand of paralysis* (10 charges)

Rikar's spell book holds the following spells:

1st level: *burning hands*, *change self*, *feather fall*, *grease*, *identify*, *magic missile*, *read magic*, *shield*, *shocking grasp*, *unseen servant*

2nd level: *blindness*, *continual light*, *glitterdust*, *invisibility*, *locate object*, *magic mouth*, *web*

3rd level: *clairvoyance*, *fireball*, *Name arrow*, *haste*, *item*

Negotiating with Rikar

Rikar is thrilled to have the opportunity to study Flint's Axe. He is loathe to give it up for any reason. Though he listens to the PCs' pleas, he politely refuses to part with the axe's shadow.

Threats do not change his mind, nor do bribes. If someone manages to steal the axe's shadow, while Rikar sleeps for instance, the wizard hunts down the item and the robber to exact revenge.

If the PCs insist that they be given the axe, Rikar patiently explains that he needs the axe for scholarly pursuits. He tells the PCs of his theory that the *Tharkan Axe*, more commonly known as Flint's Axe in this neighborhood, is the same item as the Axe of Brotherhood owned by Reghar Fireforge and lost at the time of the Dwarfgate War. Though sure this is the case, he has been unable to prove it.

Rikar is also intrigued by the possible link between the axe and a prophecy regarding an axe, a sword, and a shield. The prophecy holds that if these three items are brought together, Kiri-Jolith will return to the world. Roughly put, the prophecy suggest that a "blacksmith, a talking bull," and one other must unite the items.

Rikar believes the "blacksmith" to be a dwarf and admits that, while it is a racial slur, "talking bull" likely refers to a minotaur. See the next section for information on incorporating the prophecy into a larger adventure.

One thing causes Rikar to consider negotiations with the PCs—mention of the old diary found in the Fireforge home. If the PCs bothered to check thoroughly with the Fireforges, they should remember that Glynnis stated that Flint's Axe was the Axe of Brotherhood that belonged to Reghar Fireforge. Glynnis got the details from the old diary, then put them together with the legend of Flint's Axe. This proved they were the same axe, which seems somehow to be linked to the Fireforge family.

If given this information, Rikar asks to see proof. Further, he negotiates, offering to let the shadow axe go to Hillhome, provided he is allowed to continue studying it.

Ending The adventure

There are four possible endings for the adventure. The PCs might fail miserably; they might bring the glowing battle axe back from the tyin's lair; they might find the minotaur and negotiate the return of the axe's shadow; or they might return the shadow axe to Hillhome but kill Rikar in the process.

If the PCs fail miserably, they are still welcomed back into town. The townsfolk are terribly disappointed and go into a period of near mourning. After a few days, Basalt and Hildy's child arrives safely. After making sure his wife and child are okay, Basalt leads a small expedition that finds the glowing axe in the tyin's lair, as well as the actual remnant.

If the PCs bring back the axe from the tyin's lair, the townsfolk are mildly excited. Most realize the item is not Flint's Axe, but aside from a few grumblings, no objections are made when the glowing axe is placed in a glass-faced wooden case and left in the town hall as a memorial to all who died in the Battle of Hillhome.

If the PCs successfully negotiate with Rikar, the minotaur gladly accompanies the PCs to the Fireforge home to see the diary. He is elated to read the diary itself, because of the history it holds, but especially because it confirms that the Axe of Brotherhood held the same inscription that was later seen on the Tharkan Axe. Rikar is also intrigued by the item's apparent link to the Fireforge family.

Should Rikar be killed, the mayor is very upset. He banishes the murderers from Hillhome for the rest of their lives.

If the DM prefers to continue with adventures along the same line as this one, Rikar can expand his explanation of the prophecy, encouraging the PCs to find the other items so they might be brought together, helping Kiri-Jolith's symbolic return to Krynn.

If any of the PCs in *Flint's Axe* also participated in *Knight's Sword*, and mention the events of that adventure, Rikar becomes very excited. Because Fate has involved the PCs with the axe of the prophecy, Fate must also have involved them with the sword of the prophecy, the *Stormblade*. As for the shield, Rikar believes it to be Huma's shield.

Together, the three items represent unity between the groups most important to Kiri-Jolith: minotaurs, dwarves, and the Solamnic Knights. If these groups allow the items to be brought together, unity between the three groups would be almost assured. Even if the unification is accomplished only by representatives, such as a single dwarf, a minotaur, and a Knight, it would be a great symbolic gesture.

Other adventures include retrieving the sword, either by convincing the Solamnic Knights to loan

it to the PCs, or taking the other items to the sword. In either case, good standings with the Knights are very important.

Also, finding the shield would be a good part of an epic, as would a quest to restore the axe to some semblance of its former glory.

This latter might be accomplished through a long series of small adventures as the PCs search for the components of the restoration. Since the axe was used by a dwarf to shed dwarven blood, contrary to the purpose given to it by Reorx, the quest to restore it will undoubtedly be very difficult.

Other experiments could be conducted with the shadow axe, such as efforts to bond it to another axe, magical or nonmagical. A try could be made to reduce the shadow axe to a pendant. This could be worn on a neck chain and would still grant certain benefits to the wearer. Or the remnant of the axe could be added to a forge fire in the hopes that fumes from its burning would cause the next weapon forged there to become a godwork as well. The possible uses for the axe are almost endless.

Finally, the axe's remnants could be placed in a glass case and displayed as a lasting symbol of peace between the dwarven nations. Of course, getting the mountain dwarves and hill dwarves to agree to honor the axe would be another adventure in itself.

There are other adventure possibilities not related directly to the axe. If any of the derro, particularly the leader, were allowed to escape, they could come back for retribution. If the tyin escaped, or its eggs were not destroyed, the hills could be overrun by young tyins in a few short weeks. This could cause a number of problems, including a migration of gully dwarf refugees into Hillhome.

In any case, the DM has a number of options for continuing the adventure. Whatever is done, the DM should remember the elements that comprise a good DRAGONLANCE® saga adventure: romance and sacrifice, triumph and tragedy, the battle of good against evil, recurring villains, and a link between events to provide the feel of an epic and a legend.



FLINT fireforge

The second oldest of 14 children, Flint was raised in the village of Hillhome in the foothills of the Kharolis Mountains. His father died when he was relatively young, succumbing to a heart attack (heart problems run in the male line of the Fireforge family). Flint learned metalsmithing from his father and picked up woodworking mostly on his own, having a natural aptitude for it.

Before his father's death, Flint went adventuring with his older brother Aylmar, cleaning out hobgoblin lairs and bringing home small amounts of treasure. On one adventure, the young harnns discovered a magical battle axe in the treasure room of a hobgoblin lair. Aylmar claimed the axe.

As soon after his father's death as he was able, Flint left Hillhome so his mother would have one fewer mouth to feed. Aylmar gifted Flint with the magical axe, retiring from adventuring to help support the family.



Flint used his metalsmithing skills to make a living on the road. He also continued to go on occasional adventures, "just to keep his hand in!" Flint eventually settled in Solace, leaving on regular selling trips throughout the area.

Some of Flint's work came to the attention of the Speaker of the Sun in Qualinost, who had Flint invited to the elven nation. Flint was one of the few non-elves ever invited into Qualinost. He became quite well-known to the people of the nation. He worked on commission while there and spent much of his free time carving wooden toys for the children.

Flint became acquainted with the Speaker's ward, Tanis Half-Elven, during his stays in Qualinost. Eventually, Tanis returned to Solace with Flint. There, the pair met the other people who would eventually fight by their sides in the War of the Lance: Tasslehoff Burrfoot, Sturm Stormblade, the brothers Majere, and others. Several of them went on adventuring excursions together.

Sometime in his early adventuring days, after he had visited Qualinost, well before the War of the Lance, Flint used the magical axe against a wraith that wrenched the axe from his grip.

When the companions split for a time before the war, Flint returned to Hillhome and visited Thorbardin, where an ancient gully dwarf prophecy demanded that he become their king. The same prophecy called for Perian to become queen.

The two worked hard to bring a better life to their gully dwarf charges, looking at it almost as a babysitting job. In the process, Flint and Perian fell in love. Perian found the magical battle axe in a rubbish pile in the gully dwarf warrens. She made a gift of it to Flint.

Flint soon used the axe to defend his town of Hillhome against a derro assault. Perian was killed in the Battle of Hillhome. Flint used the axe to kill Pitrick, the derro who had slain her. The axe transformed into a paper-and-foil replica and blew away after being used by a dwarf to shed dwarven blood.

The Companions of the Lance reunited not long after, and they became heroes of the war. Flint was a sort of curmudgeonly father figure to the companions.

Flint eventually died of a heart attack during the war, and the companions grieved greatly. He had become a part of them, as well as a part of the legends of Krynn.

The Tharkan axe

This axe has had many names during its long history. "Tharkan Axe" is its most proper name, though it has been called the "Axe of Brotherhood" as well. More recently, of course, it has become known as "Flint's Axe."

Forged by Reorx himself during the glory days of Pax Tharkas, this magical axe was meant to symbolize dwarven unity. Reorx hoped to see the dwarves always live in harmony; he created the axe to remind them that they were all of the same blood.

The axe bore an inscription in ancient runes: "The Axe of Tharkas, crafted by the god Reorx in honor of the great peace among dwarves. Its magnificence shall last until it is used by a dwarf to shed a dwarf's blood!" It is unknown whether the god also forged the link between the axe and the Fireforge family, but a link certainly did exist.

How the axe was used in Pax Tharkas is unknown, as is its exact date of origin. The first time it is mentioned in the histories is during the time of the Dwarfgate War. In that time, Caramon Majere led an army against the gates of Thorbardin, trying to gain entry for humans and hill dwarves into the kingdom of the mountain dwarves.

To unite the human and dwarven forces under his command, Caramon arranged a contest. He placed two items, the Axe of Brotherhood (the Tharkan Axe) and the Sword of Unity upon a tall post within a mud pit, arranging things so the humans had to cooperate with the dwarves to reach the items.

The leader of the humans boosted Reghar Fireforge (Flint's grandfather) to the items. Reghar picked up the axe, saying that such a fine weapon must surely have been forged by Reorx himself. He handed the sword to the human leader, uniting the two forces for the coming battle.

Later, Reghar brought one of the hill dwarf scholars to read the runes inscribed on the axe. One must suspect that Reorx predicted the conflict between hill and mountain dwarves, planting the axe at a convenient point where it would remind the dwarves of their common blood and stop them from fighting.

Unfortunately, the axe arrived in Reghar's hands too late to turn him from his course. The stubborn dwarf had set his mind on getting into Thorbardin and could not be swayed from his unfortunate path. Once the inscription was read, however, Reghar's sense of honor and his reverence for Reorx prevented him from using the fine axe against other dwarves, even though the magical weapon would have greatly improved his chances for survival.

Reghar instructed a trusted aide to take some personal effects of his back to Hillhome. These included the diary discovered by Glynnis just before the events of this adventure.

Because of its resistance to magic, the axe escaped the magical obliteration that destroyed the warring dwarves. It was lost, however; again, exactly what happened is unknown.

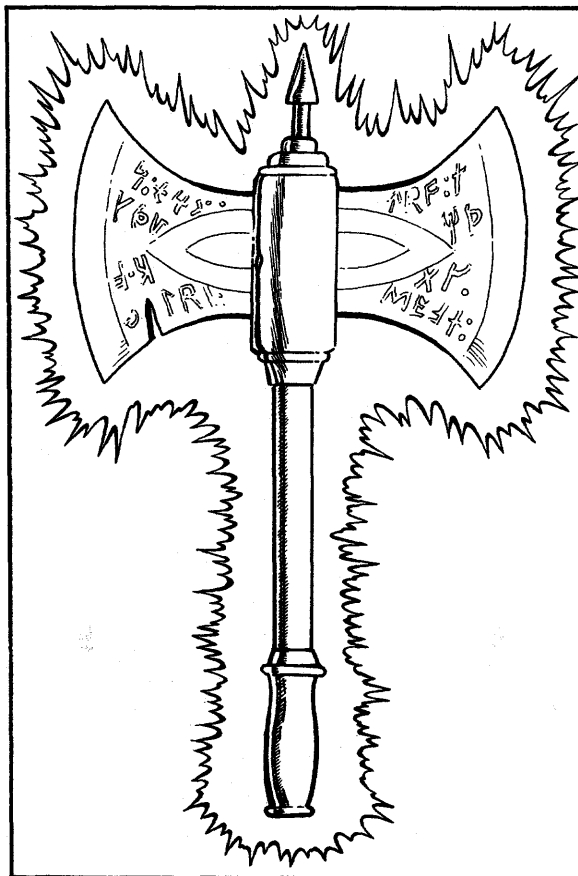
The axe was lost for years until discovered by Aylmar and Flint Fireforge. As mentioned in other parts of this book, the axe served Flint well during several adventures, but it was eventually destroyed at the Battle of Hillhome when used by Flint to shed dwarven blood.

At the time when it was used at Hillhome, it struck an amulet forged by Takhisis. According to many witnesses, both she and Reorx manifested in some manner and joined in a brief battle.

After its misuse, and its use against the amulet of Takhisis, the axe shriveled away to paper and foil and blew away on the winds.

The weapon was a *battle axe +2*. It would cast a *light* spell when raised to lead a charge, and it provided its wielder with immunity to all spells. To warn its wielder of its inscription, the axe became hot when touched by dwarven blood.

Though relatively useless as a weapon now that it has shriveled to a paper-and-foil shadow of its former self, the axe still provides 25% magic resistance to anyone who carries it.



	Adult	Larva
CLIMATE/TERRAIN:	Underground	Underground
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Pack
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Blood
INTELLIGENCE:	Semi (2-4)	Animal (1)
TREASURE:	A	Nil
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-2	5-10
ARMOR CLASS:	5	
MOVEMENT:	15, Cl 12	9, Cl 9
HIT DICE:	4 + 4	1
THACO:	15	19
NO. OF ATTACKS:	4	5
DAMAGE/ATTACK:	1-4/1-4/1-8/1-6	1/1/1/1/1-4
SPECIAL ATTACKS:	Acid globs, possible disease	Blood drain
SPECIAL DEFENSES:	Slime	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (9' tall)	S (2' long)
MORALE:	Champion (15-16)	Champion (15-16)
XP VALUE:	1,400	65

The tyin is a grotesque creature that may be related to the disir. The tyin is found only on Ansalon, while the disir lives exclusively on the continent of Taladas.

The tyin is basically humanoid, though it is misshapen and bent. Its grayish skin is constantly shedding; loose flaps of flesh hang from its body. The creature oozes a slime that covers most of its body. The slime produces an unpleasant odor that is apparent to anyone who gets close.

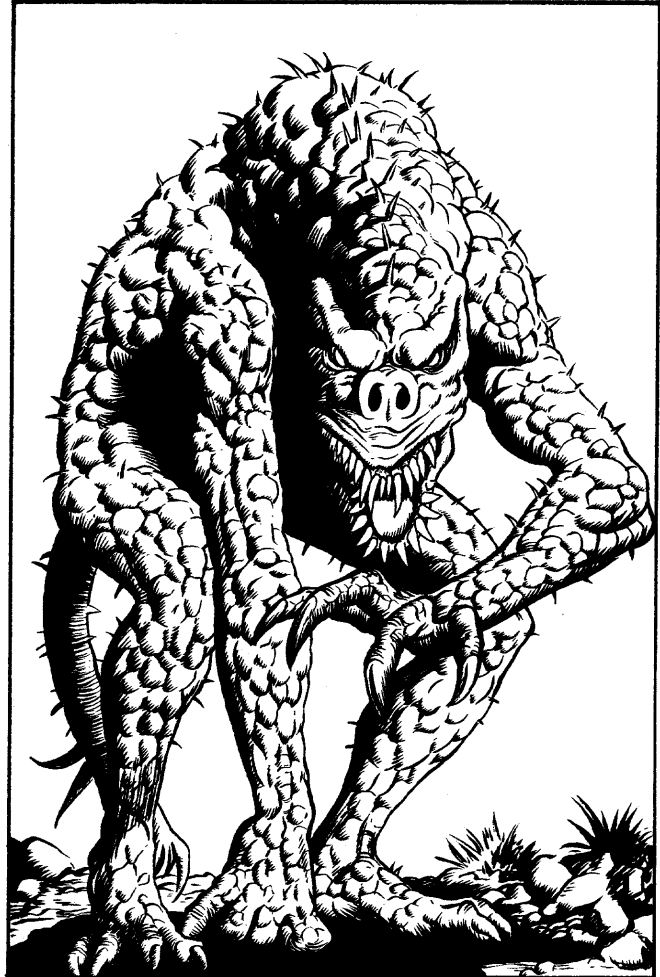
Combat: The tyin prefers to ambush its prey when possible, leaping from shadowed nooks to bite and claw. It is an excellent climber. With claws that can grip solid stone, it often hides along the ceiling of its lair.

The tyin can attack from a distance by spitting acidic globules from its mouth. The tyin must roll a successful attack roll for a globule to hit. A victim struck by the acid suffers 1d8 points of damage, with a successful saving throw vs. breath weapon indicating the victim receives only half damage.

The acid globules are very sticky and continue to cause damage at a rate of 1d4 points per round (successful saving throw for half damage) until washed off or until three rounds have passed.

In melee combat, which the tyin prefers, it rips into its prey with claws, bites, and slaps from its spiked tail. A victim hit by the tyin's bite must roll a successful saving throw vs. poison or contract a degenerative disease.

The disease manifests itself 2d4 days after the victim is bitten. The affected individual experiences coughing, chills, and congestion. The disease prevents normal activity. Unless treated, the disease may be fatal; at the end of its three-week course, the victim is allowed another saving throw vs. poison. Failure indicates death, while success indicates the victim has thrown off the disease.



The slime on the tyin's body is quite slippery, enabling it to slide easily through surprisingly small passages. The slime also carries the tyin's disease germs; anyone touching it has a 5% chance of catching the disease (saving throws apply as normal).

Habitat/Society: The tyin is a solitary creature. The different genders come together once every two years or so for mating. Afterward, the female seeks a new lair, laying clutches of 1d6 +4 eggs about every two months for the next year.

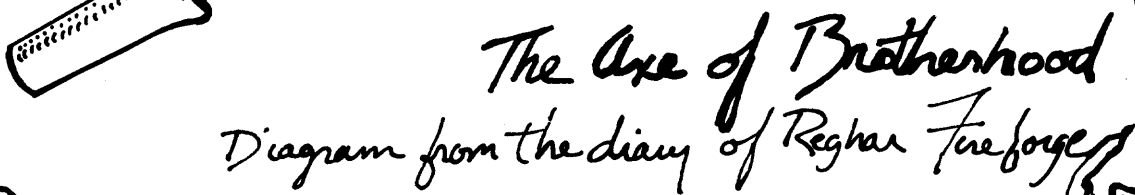
Most of the creature's offspring are slain by other offspring or adults before maturing.

Ecology: The tyin is generally the dominant predator in any underground area it inhabits. A tyin produces nothing of value, though its acid and slime may prove useful to alchemists in preparing certain potions.

Larva

When a tyin's egg hatches, a crab-like larva emerges. This creature scabbles along on all four claws, searching for food. When it finds prey, it attempts to attach itself and sink its proboscis into the victim, draining 1d4 points of blood per round until removed (which requires a simple Strength check). The larva molts and matures in about six months.

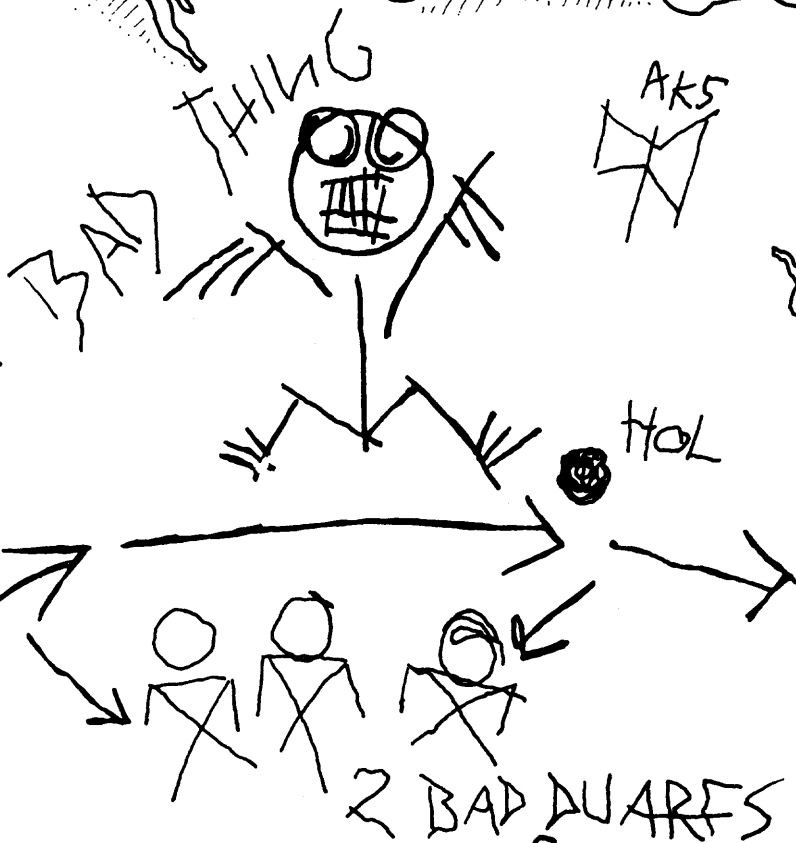
I do not yet know
what the runes
mean, but they are in
an ancient script.



The Axe of Brotherhood
Diagram from the diary of Reghar Fireforge

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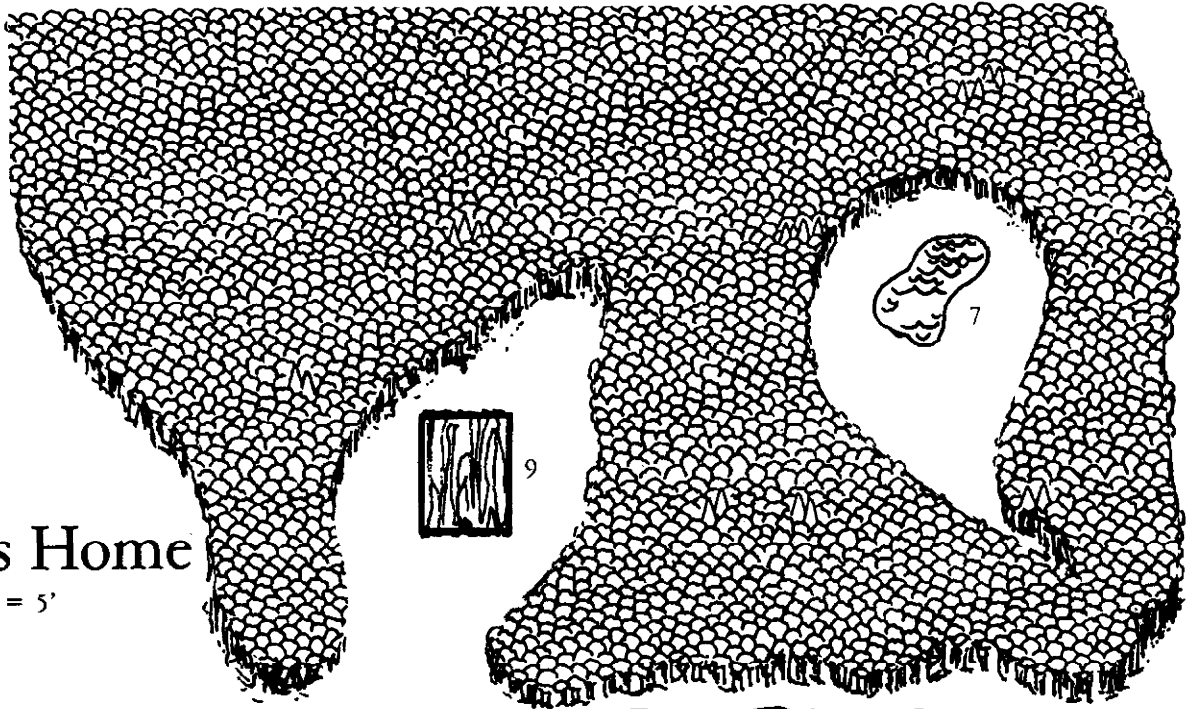
Mudface's
Map





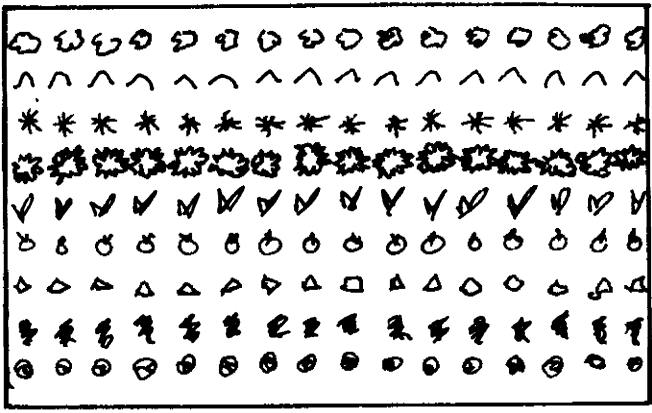
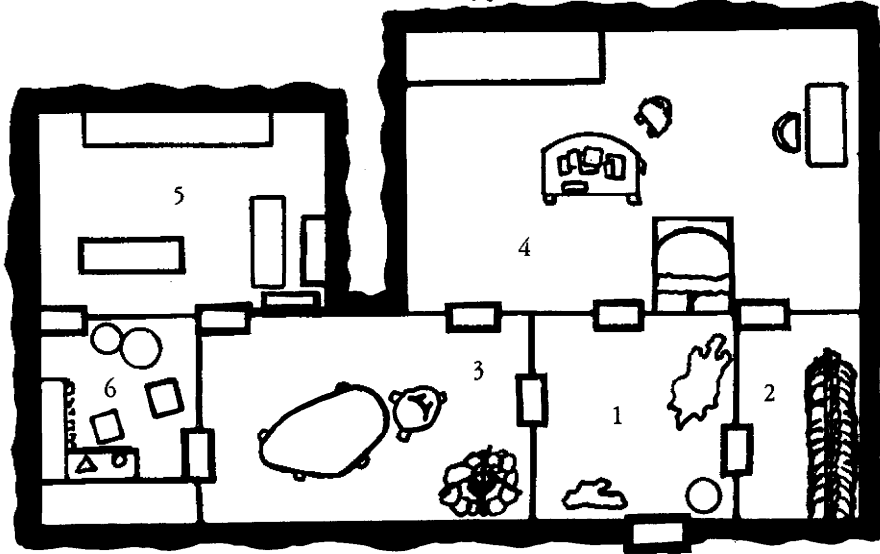
The Minotaur's Home

- 1 Entryway
- 2 Closet
- 3 Kitchen/Dining Room
- 4 Study
- 5 Work Room
- 6 Storage Room
- 7 Spring
- 8 Garden
- 9 Outhouse

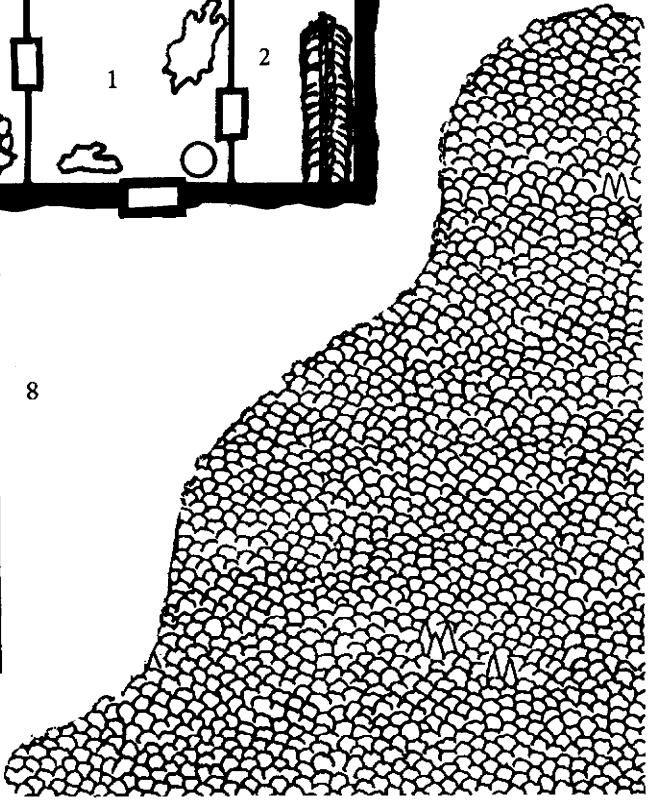
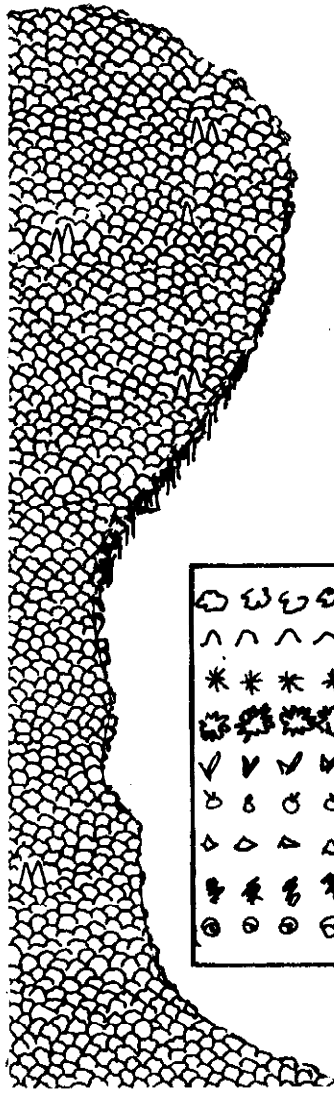


Minotaur's Home

One Square = 5'



8



Advanced Dungeons & Dragons®

DragonLance®

Official Game Adventure

FLINT'S AXE

BY TIM BEACH

Before the War of the Lance, Flint Fireforge returned to his place of birth, the dwarven town of Hillhome. There, he uncovered a fiendish plot and used his magical battle axe to stop evil dwarves from destroying his home. The axe was destroyed in Flint's final battle with the leader of the evil forces.

Or was it?

Now, rumors are circulating that Flint's axe has been seen around Hillhome. It is up to the player characters to solve the mystery and find the legendary battle axe of one of the Heroes of the Lance.

This adventure, for characters of level 2-4, serves to introduce players and dungeon masters alike to the world of Krynn. Pregenerated player characters are included, so preparation time can be reduced.

Magic, monsters, and mystery await all who accept the quest for one of the legendary items of the world of Krynn!



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Printed in the U.S.A.



ISBN 1-56076-422-8