

D3

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Mini-dungeon Module D3

Forge of Shadows

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 3-5



A forge, thought long abandoned by the dwarves, has become active again. It's up to the heroes to find out who or what is hammering away in the mountains high above the village of Northrun.

The Forge of Shadows is third in a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



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Dazegoneby

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Dungeons of Dazegoneby

Mini-Dungeon Module D3

Forge of Shadows

A long abandoned dwarven forge high in the mountains above Northrun has suddenly become active again. Rumors spread concerning time-addled memories of an explosion long past; a violent blast which shook the mountain, silenced the forge, and claimed the lives of the dwarves who worked within. But if they're all dead, who's that hammering now?

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Forge of Shadows is designed for 4-6 adventurers of level 3-5. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

The dwarven forge in the mountains above Northrun is a particularly ancient forge. Being an ancient forge it's accumulated its fair share of forge spirits over the ages; craftsmen so dedicated to the art while living that they have a hard time parting with it after death. In most cases one or two forge spirits are a welcomed addition to a forge, they're a testament to the forge's longevity and add their years of skill and experience to that of their living counterparts. In greater number however they can become a distraction; constantly complaining about the quality of the tools, arguing over the best way to work a particular piece of metal, or bragging about how much better the forge was back in their day.

Forge Masters learn how to create a repository for these spirits, a well created to collect and contain them. Normally offerings are made and rituals preformed to keep the trapped spirits content. At some point in this forge's past the spirits were angered. The spirits became corrupt, and in a burst of chaotic energies that shook the mountain, transformed into shadows. The few dwarves that survived the explosion managed to cap the well and fled the mountain.

Years after the explosion shook the forge in the mountains, a band of dwarves led by a descendant of one of the survivors, returned to claim it. He performed a ritual meant to purify the well but something went wrong. The shadows escaped, attacked, and transformed the dwarves into forge shadows.

One dwarf managed to fight off his possession long enough to seal and lock the room containing the spirit well. He broke up the key, hid the pieces, and escaped the forge. His current whereabouts and condition are unknown.

Set Up

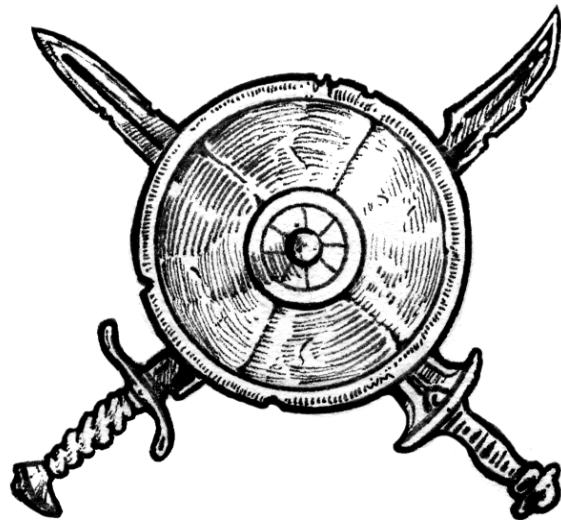
The adventurers happen across the small town of Northrun during their journeys. The townsfolk are on edge from many nights spent listening to the sound of hammering, drifting down from on high, blanketing the town in its ominous echoes.

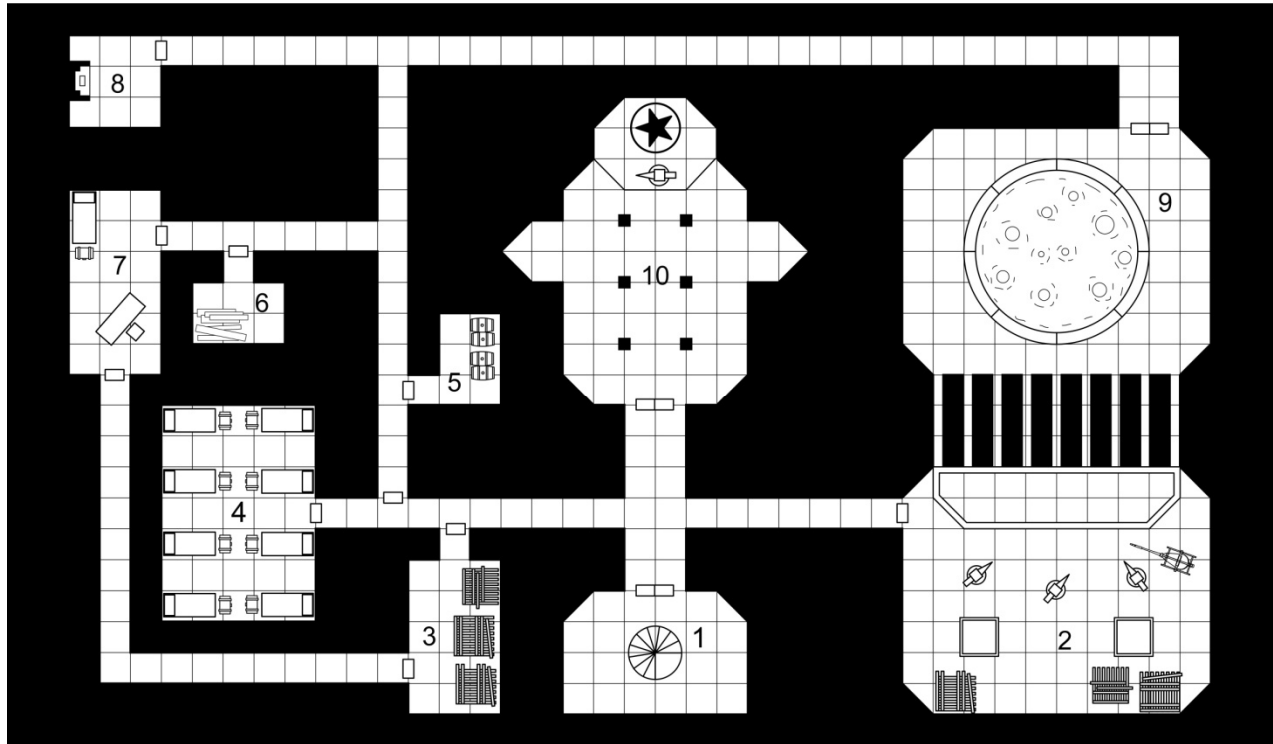
The mayor of Northrun offers a reward of 2,000gp to the party if they agree to investigate the forge and put an end to the hammering.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

If there's a dwarf in the party perhaps they've heard of the attempt to reclaim the forge and journey to Northrun to help. Or possibly they encounter the escaped dwarf, now completely transformed into a forge shadow with a map to the forge in its possession.





DWARVEN FORGE

Key to the Dwarven Forge

At night the party can track the sound of hammering to its source with relative ease. Locating the forge in the daytime may require the use of skills, spells and/or attributes to diskover its location.

The party eventually diskovers the faces of two large dwarves carved into the mountainside, almost completely obscured by moss and other vegetation. The mouths of the dwarves are open and both lead into small caves.

The floor of the cave to the left is a 10' x 10' sealed trapdoor. The door is of solid stone and impossible to open from this side.

The cave to the right contains a 10' x 10' room with a circular stone staircase leading down to **Room 1**.

1. ENTRANCE HALL

A wide set of circular stone stairs descends into a once ornate entrance hall. At one time scenes from important events in the forge's history were chiseled into the southern wall. Now the stone which lines this room is worn and charred. Rows of wooden pegs to the left and right of the double doors to the north once held the cloaks and packs of visitors. The floor here is coated in a thin layer of ash and soot.

One of the first obstacles the dwarves had to deal with when they arrived to reclaim the forge was a colony of yellow mold. The mold had almost completely overrun the entrance to the forge. They managed to burn it away which resulted in the room's current condition.

Unfortunately some of the mold survived. There's a 5' x 10' patch of it in the southeast corner of the room. Anyone moving to examine the south wall runs the risk of disturbing it.

If the party investigates the wall they'll discover one of the few remaining intact images is of a group of dwarves worshipping what looks like a stone well with a pillar of light rising out of it. If there's a dwarf in the party they may recognize it as a spirit well (see New Magic.)



Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.



A dwarven cloak clasp, consisting of 2 silver hammers and a length of gold chain is hidden in a pile of burnt cloth below the row of wooden pegs to the left of the door. The clasp is worth 120GP.

2. Main Forge

A blast of heat hits you as you enter this room. This is the main forge. A large trough along the northern edge of the room holds a series of molds waiting to accept molten metal from nine spouts set in the wall above them. Three large anvils dot the room. Two square stone wells hold water used to cool the metal. Three cooling racks sit along the south wall and a small cart holds an assortment of weapons, shields and tools.

Each of the spouts set into the wall are controlled by a pull chain located at the front of the trough, even with the spout it

controls. Pulling a chain causes a quantity of molten metal to flow from the smelter in **Room 9**, out the spout, and into a mold. The molds can be swapped out with others and moved to the cooling racks in the south by operating an elaborate system of ropes and pulleys. There are molds for a variety of weapons and shields as well as sections of armor.

There are 6 forge shadows here (see New Monsters.) Through the day they will wander listlessly throughout the room; looking at tools and molds as though they were unfamiliar objects, trying to figure out their function. At night they'll be toiling away at the forge, filling molds, and hammering away on the anvils.

The forge shadows attack anyone who enters the room.



Forge Shadows (3HD) (5): HD 3; HP 19,18,17,15,9; AC 8[11] or with shield 7[12]; Atk 1 weapon (1d6) or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons. Gear: Miscellaneous forge tools (Hammers, tongs, etc.)

Forge Shadow (4HD): HD 4; HP 22 AC 7[12] or with shield 6[13]; Atk 1 weapon or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 5/240; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons, animate weapon. Gear: Hand axe.



A section of the copper disk key is hidden in the cart containing weapons, shields, and tools.

A number of weapons and shields can be found throughout the room (roll to determine quantity found): Axe, battle (1d4), Axe, hand (2d6),

Dagger (1d4), Hammer, war (1d6), Mace, heavy (1d4), Sword, bastard (1d4), Sword, long (1d4), Sword, short (2d6), Shield (1d4+1).

The molds themselves could be valuable to another smith however they are very heavy. They would be difficult to remove them from the forge without damage.



3. Iron Storage

There are three stacks of 8' long iron bars stored in this room. The bars have accumulated a considerable amount of dust.

This room holds a shipment of iron bars meant for a castle dungeon. The bars are 8' in length. There are 180 pieces total. Each bar weighs around 15 pounds. The contract for this order can be found within the Forge Master's trunk in **Room 7**. It's a very old contract, however there's still a chance that the castle's lord will honor it, provided the players can figure out where to go and how to get the bars there.

There's an elevator shaft here that leads to the surface, emerging through the stone trapdoor in the cave to the left

of the entrance cave. A wooden crank set into the wall works a 10' x 10' iron grate platform, causing it to descend and ascend the shaft. The same crank opens the stone doors as the platform reaches it. It takes a character with a strength of 18 or characters with the combined strength of 18 to work the crank.

4. Smiths Bunks

This rectangular room is lined with two rows of two-tiered bunks, four along the west wall and four along the east; making sixteen beds in total. A large wooden trunk sits at the foot of each bunk. Two grey skinned dwarves, clad in grey armor, sit on the ground to the north. They've spilled the contents of two of the trunks out onto the floor and are sifting through the odds and ends they contained. Both dwarves wear looks of profound sadness.

The dwarves are forge shadows. They were searching for a piece to the copper disk key when they became engrossed in the contents of the trunks and fleeting memories of happier times. The forge shadows will not attack if left alone, however if they or any of the trunks are disturbed they will attack.



Forge Shadows (3HD) (2): HD 3; HP 18,18; Atk 1 weapon (1d6) or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons. Gear: Hand axe



A section of the copper disk key is mixed in with the items the forge shadows were sifting through.

If searched, the trunks are found to contain the personal effects of the dwarves who once worked the forge,

possessing no real value other to those who owned them (clothes, books, mementos, etc.) however there is a chance that each trunk may contain one of the following (roll once on the chart bellow for each of the six remaining trunks):

Roll 1d12	Object found
1	Nothing of value
2	A few loose coins. (5gp)
3	A sack of gold coins. (20gp)
4	A leather necklace with a gold hammer charm (50gp)
5	1d4+1 gems. (Worth 25gp each)
6	An old book of dwarven poetry. Valuable to a collector. (120gp)
7	A silver beard grooming kit (125gp)
8	A gold dragon ring (130gp)
9	1d4+1 gems. (Worth 50gp each)
10	A painting of a female dwarf in a silver frame. (150gp)
11	A small statuette of an ancient dwaven god of the forge. (200gp)
12	Roll twice on the table, ignoring results of '1' or '12'.

5. Pantry

This room held food stores for the forge. The walls are lined with shelves of moldy cheese, stale bread, and rotted fruit. Four large kegs of ale sit against the east wall. Two grey skinned dwarves are here. They seem to be guarding the ale.

The forge shadows here were attempting to tap one of the kegs of ale when their tap broke. One holds a broken tap in one hand and a copper disk key piece in the other. They're uncertain as to what to do next. If left alone they'll eventually take one of their hand axes to the keg, causing the lid to crack, resulting in ale spraying everywhere. If presented with a new tap from **Room 6** the forge

shadows will gleefully accept, handing over the broken tap and key piece to free up their hands. If attacked they will fight back.



Forge Shadows (3HD) (2): HD 3; HP 16,12; AC 8[11]; Atk 1 weapon (1d6) or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons. Gear: Hand axe



As noted above, one of the forge shadows holds a section of the copper disk key.

6. Storage

This room contains supplies for the forge. One of the wooden shelves that lined the walls has collapsed; its contents now lie scattered across the floor.

Shelves here hold extra rope and pulleys for the forge area along with various sundries necessary for day to day operation (like extra mugs and taps for the kegs in **Room 5**.)

7. Forge Master's Room

This was the Forge Master's living quarters. An ornate stone desk and chair sits at an angle to the southern wall. A trunk sits at the foot of a wide bed against the north wall. A grey dwarf sits at the desk, his face buried in his hands. A half starved wolf limps out from behind the desk, growling menacingly. It's quickly joined by two more.

The forge shadow seated at the desk is Norrik Hammerhand, the leader of the group of dwarves that attempted to reclaim the mine. The wolves were his pets, rescued from a band of goblins as pups. They remain loyal to him even after his transformation into his current state. The shadow that possessed Norrik was a former forge master, which is why he's currently in these quarters, although he's not sure what he's supposed to be doing.

The wolf's growl snaps him out of his stupor.



Forge Shadow (4HD): HD 4; HP 23; AC 6[13]; Atk 1 weapon or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 5/240; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons, animate weapon. Gear: +1 Battle axe, shield.

Wolves (3): HD 2+2; HP 12,11,9; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None. Gear: Each wears a collar with a tag that bears its name in common 'Lux', 'Fang', and 'Argus'.



Norrik has in his possession a burn book, a locked journal containing pages extremely susceptible to flame. The catch on the journal is fastened to a copper cylinder which is divided into four sections. Each section bears runes from the dwarven alphabet. These segments can be spun around the cylinder, creating a sort of combination lock that will only open if the rings spell out the right word. If the release on the end of the cylinder is pressed before the correct four letter word is displayed it will work a flint and steel which will spark and ignite the pages. Burn books are designed to keep secrets safe from all but their owners.

This particular burn book contains information outlining the rituals and offerings that must be made to appease the spirits contained in a spirit well. It also contains information as to how to uncorrupt a corrupted well, however those pages are blurry. It looks like something may have gotten spilt on them.

The code word used to open the burn book safely is 'F.A.N.G.'



A drawer in the Forge Master's desk contains the contract for the iron bars stored in **Room 3**. The contract pays 540gp upon delivery.

Among the personal effects in the trunk is a chest containing 4,000sp and 2 gems worth 100gp each.

The trunk also contains a ledger tracking the forge's expenses, a logbook listing goods moving in and out of the forge, and a journal describing the events leading up to the corruption of the spirit fountain in **Room 10** (basically the original forge master was unhappy with the infrequency in which the spirits were blessing his work so he started making 'offerings' of stale ale and moldy cheese.) All this is written in dwarven.

8. Kitchen

The door to this room springs inward as soon as its catch is worked. The room within is almost completely obscured by a network of webs, some anchored to the door. A giant spider crouches in the web near the center of the room. It rushes towards the open door.

The players can either attack the spider or immediately close the door. If they attack, the spider attacks first since it was alerted to the adventurers' presence through the movement of its web. Shutting the door allows the players time to strategize. Most likely they'll decide to deal with the spider by setting the webs on fire, or possibly chose to not deal with the spider at all and simply walk away. The problem is of course that a section of the copper disk key is in the room.

This was once the kitchen for the forge. The giant spider uses the cooking hearth's chimney to gain access to the outside, to build webs and hunt prey each night.

Setting the webs on fire will cause the spider to quickly flee up the chimney. The adventurers can enter the room almost immediately afterwards since the webs burn away quickly. There is nothing really of value in the kitchen other than the key piece. Players that linger in the room run the risk of being surprise by the spider, scrambling back down the chimney, eager to reclaim its layer. Of course building a fire in the hearth could delay its efforts.



Giant Spider (6ft diameter): HD 4+2; HP 21; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13; CL/XP 7/600; Special: lethal poison, webs.



A section of the copper disk key is half buried in the ash of the hearth, below the chimney that may or may not contain an angry giant spider.

9. The Crucible

An almost unbearable heat hits you as you enter this chamber. An enormous circular crucible filled with molten metal takes up the majority of this room. The crucible sits atop a stone furnace filled with roaring flames.

The fire in the furnace is unintentionally tended by a young red dragon.

Once the dwarves were transformed into forge shadows they immediately set out to re-ignite the furnace. The dragon was attracted here by the heat of the reactivated furnace, entering the chamber through a ceiling vent it had widened. The vent opens into a series of caverns that exit the other side of the mountain.

The dragon made its lair here in the crucible room. It usually naps on the southern side of the crucible beneath the pipes that lead to **Room 2**.

It tolerates the occasional intrusion from the forge shadows, since their goal seem to be similar; keeping the forge lit.



Fighting any dragon is of course a dangerous proposition. Within this room it becomes exceptionally deadly. If the battle turns against it, the dragon may attempt to use the crucible and furnace to its advantage; burning opponents upon its sides or worse attempting to knock a foe into the molten metal.



Young Red Dragon (9HD): HD 9; HP 18 (2 per HD); AC 2[17]; Atk 2 claws (1d8), 1 bite (3d10); Move 9 (Fly 24); Save 6; CL/XP 6/400; Special: Breathes fire (18 points damage)



Beneath the pipes to the south the dragon has amassed a treasure pile containing 10,000cp, 5,000sp, 500gp, and 8 gems worth 50gp each. The coins and gems will be quite hot (some coins may even be melted together.) It's possible that the party may have to figure out some way of either extinguishing the forge or cooling the treasure before it can be moved.

10. Temple of Spirits

The large stone doors to this room are magically sealed and cannot be opened without the key. The key in this case is a foot wide copper disk that has been disassembled into its four component sections and scattered throughout the complex (a quarter of the disk in **Room 2**, a quarter in **Room 4**, a quarter in **Room 5**, and the last piece in **Room 8**.) Once the pieces have been reassembled the disk must be fitted into a circular recess at the center of the doors and turned to allow access.

Once the players gain access to the room, read the following description out loud:

Two rows of six granite pillars, carved to resemble dwarves support the room's ceiling. At the far end of the room two stone steps lead up to a wide octagonal shaped dais. A large rune covered anvil sits atop the dais. Behind it a ten foot wide spout of dark energy spews forth from the ground. The spout dissipates twenty feet in the air where elongated shadowy forms constantly circle. Three grey colored dwarves stand near the dais transfixed by the circling specters.

The dark spout is shadow energy spewing from a corrupted spirit well.

The party can advance 20' into the room before being noticed, provided they take no action against the three forge shadows. The shadows circling above the spirit well will notice the party first. One shadow +1 for each dwarf in the party will break off from the group, and attack. The shadows will focus their attacks on dwarves first, attempting to create more forge shadows.

One round after the shadows attack the forge shadows will join the fight.

As long as the spirit well remains uncapped, each time a shadow is defeated another shadow will break from the circling throng and attack in 1d3+1 rounds.

The characters can attempt to seal the spirit well by sliding a large circular capstone over its opening. A character with a strength score of at least 17 or characters with a combined strength score of at least 17 must spend 3 rounds taking no action other than moving the capstone to seal the spirit well. If a combined strength of 34 or more is applied to the stone it will speed up the act of sealing the well by 1 round.



Forge Shadows (4HD) (3): HD 4; HP 23,21,17; AC 7[12]; Atk 1 weapon or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 5/240; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons, animate weapon.

Weapon, animated: HD 1; AC 7[12]; Atk 1 weapon (1d6); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Shadow: HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.



None. However once the well has been cleansed its energy can be used to enchant weapons (see New Magic.)



Wrapping Up

The party meets up with the mayor at the tavern where he hands over the 2000gp reward and promptly creates a victory celebration by declaring that drinks are on the house.

Continuing the Adventure

Here are some suggestions for further adventures:

✕ After the party clears out the forge they may want to attempt to work the place themselves. However, there was a dwarf present in the tavern during the victory celebration, a dwarf that returns in a month's time with a war party, intent on retaking the forge for themselves.

✕ The party's defeat of the dragon attracts the attention of its mother...

✕ In order to completely eliminate the threat presented by the spirit well the party may want to purify the corrupt well. If they successfully opened Norrik's burn book they may be able to use the information contained within to do so. Otherwise the group will have to seek the means to purify the well elsewhere.

✕ If the statuette of the god of the forge was found in one of the trunks in **Room 4** the player who found it may suffer from visions of other corrupt spirit wells and be compelled to purify them.

✕ The dwarf who sealed up the room containing the well and fled shows up at the town's forge, still fighting off his possession yet compelled to work. The party will have to find a way of exorcising the spirit that's trying to possess him.

NEW MAGIC

Spirit Well

Some dwarves are so dedicated to the task of crafting metals that not even death can slow them. These dwarves return to haunt the forges they worked while living. Certain ancient forges collected these restless spirits into a device known as a spirit well and, through rituals and offerings, paid respect to them daily. In return the spirits of the well bless the forge, resulting in weapons and armor of extraordinary craftsmanship, in some cases even imbuing them with magical properties.

It's up to the Gamemaster to determine what exactly the ritual, offering, and result will be. As a suggestion 'offerings' in increments of 500gp in value dumped down the well have a cumulative 10% chance of resulting in a presented weapon or piece of armor being 'blessed' by the spirits within. Thus a 2000gp offering gives a 40% chance of the item being granted a magical bonus. Roll 1D20 to determine the result.

Roll 1d20	Resulting Enchantment
1-10	Armor or weapon gains +1 bonus.
11-16	Armor or weapon gains +1 bonus, +2 vs undead.
17-19	Armor or weapon gains +2 bonus.
20	Armor or weapon gains +2 bonus, +3 vs undead.

Of course the item presented must be of dwarven origin and there's no guarantee that the enchantment's permanent...

Not paying the spirits proper respect or abusing the well's power can result in the spirits contained within becoming corrupt. When this occurs the spirits become

shadows. The shadows will attempt to escape the well and attack any nearby dwarves with their strength draining ability. If a shadow manages to reduce a dwarf's strength to zero it will merge with the dwarf bringing with it memories of its former life, transforming the dwarf into a forge shadow.

It is possible to purify a corrupt spirit well; however it's rumored that only the highest level dwarven clerics could even attempt such a task. Of course there could be an ancient tome within quest's reach that can walk a lesser cleric through the process step by step...

NEW MONSTER

Forge Shadow



Forge shadows are dwarves, transformed by the spirits of a corrupt spirit well into tireless craftsmen.

They appear as standard dwarfs only all their color has been 'grayed out'.

A forge shadow possesses memories of its past life and a love for metalworking. By day their memories and compulsions to work their craft are weak. They become easily confused and frustrated. At night their memories come flooding back and their need to create becomes almost overwhelming.

A forge shadow is rarely capable of speech relying on gestures to convey its thoughts.

Although it is a form of undead it is difficult to 'turn' a forge shadow while they're in their home forge, and almost impossible to do so at night.

In combat a forge shadow will rely on its weapons first, resorting to its strength draining touch only as a last resort (or if it's somehow disarmed)

If a forge shadow manages to reduce another dwarf to zero strength it will flee its current body and attempt to possess them. It may attempt this as a means of self preservation if it's in danger of being destroyed. A creature of any other race reduced to zero strength becomes a shadow instead.

A forge shadow can only be hit by magic or dwarven forged weapons (they have too much respect for dwarven craftsmanship to not take damage from it.)

More powerful forge shadows have the ability to animate weapons. They can grant a weapon in their possession or a nearby unattended weapon some semblance of life. When they animate a weapon roll 1d8 and subtract the amount from their HP. This amount becomes the HP of the weapon animated. Forge shadows can only animate dwarven weapons.

Forge Shadow (3HD): HD 3; AC 8[11] or with shield 7[12]; Atk 1 weapon or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons.

Forge Shadow (4HD): HD 4; AC 7[12] or with shield 6[13]; Atk 1 weapon or touch (1d4 + strength drain); Move 12; Save 14; CL/XP 5/240; Special: Drain 1 point str with hit, hit only by magic or dwarven forged weapons, animate weapon.

Weapon, animated: HD 1; AC 7[12]; Atk 1 weapon (1d6); Move N/A (Fly 18); Save 17; CL/XP 1/15; Special: Immune to sleep and charm spells.

Art Credits

We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the Forge for our cover and inside cover as well as our Forge Shadows on pages 5 and 11.

The Monster, Treasure, and Obstacle icons were made by Lorc. Available on <http://game-icons.net>

The Shield on page 2 and Round of Drinks on page 10 are from Outland Arts, © William McAusland, used with permission.

The Dragon on page 8 came from Gary Dupuis courtesy of Purple Duck Games.

The map for our "old school" forge was provided by Oone Games.

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