



*Patreon Adventure Supplement  
March 2023*

*Maps: Temple of the Forge Father  
The Astral Temple  
The Dark Forge of the Duergar*

# Temple of the Forge Father

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Patreon *Map of the Month* GM's supplement

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# TEMPLE OF THE FORGE FATHER

## Story Starter – Temple of the Forge Father map

The Temple of the Forge Father was once a place of great industry, a holy forge operating under the Master Bladesmith, a half-dwarf, half-giant of unrivalled skill. Yet one fateful day, when Confusion briefly rose from the magma, the forge rituals were completed incorrectly, the Blessed Anvil struck falsely, and the dwarven workers were cursed by the angered Gods. The unfortunate smiths of the Forge Temple were turned into monstrous magma dwarves with nothing good of their former selves remaining. The once admired Master Bladesmith was rendered an immense, volcanic monstrosity who wields his huge, runic hammer with fury where once it was skill.

The Temple officials believe that this hammer is the key to ending the curse. If it can be obtained, then a Master Forgesmith can use it to break the Blessed Anvil. They plead you to enter the Temple – offering a forge smith and shaman to take with you – deal with the magma dwarves and retrieve the hammer that the Forge might be returned to its former glories.

## NPCs

- Valka Flintbjorga, a Master Forgesmith**  
She was appointed under the Master Bladesmith and was away from the Forge at the time of the accident, busy completing her journey to mastery by training at famous forges. She can wield the hammer to strike the Blessed Anvil and is highly devoted to the Temple, distraught to have seen its body of smiths destroyed.
- Digrald Ravenhallr, a Dwarven Shaman**  
Bearing the magic of the Geisnrikt Mountains, the Temple officials have brought him here that his ice magic might help deal with the magma dwarves. Very old, he is slow, sullen and serious, but highly adept in his magic.

## Magma Dwarves and their attributes

- Njoddi**, a raging, rippling body of magma, brandishes a sledgehammer.
- Branda**, blazing with yellow light, snaps with a pair of hot tongs at anything that moves.
- Smidr**, whose shifting form spits bright stars of hot rock, wields a half-forged sword.
- Hraun**, their body bubbling with molten rock, swings a bucket of magma.
- Hyrokkin**, howling in rage and pain, wields two sharp, glinting chisels.
- Tandri**, their body engulfed in a mass of flame, brandishes two hand hammers.
- Eldi**, a furious ball of orange light, throws hot coals with precision and anger.
- Svidr**, their melting form hard to focus upon, smashes at the ground with a large hammer.



## –Set dressing and hazards (see image)

- A blast of incredible heat washes over the base of the steps. It is shocking for those not used to such heat.
- The ground is red hot to the touch here as just below the surface are runnels of white hot molten metal.
- From the top of the steps it is possible to fully appreciate the symbol of the divine hammer, which glows with the liquid metal that courses through its form.
- The intricate floor patterns are prayer-paths for initiates.
- A jet of lava frequently spouts here, splashing small blobs of cooling lava up to 8 squares away.
- To approach the Blessed Anvil one must pause at this spot and pray to the statues of the Smith Gods that guard the anvil. The statues can be activated to hammer upon the anvil, striking it repeatedly in turn.
- The Blessed Anvil has glowing runes etched on its sides that protect it from use by anyone other than the Smiths Gods or a master forgesmith.
- These cogs are part of the mechanism by which the two Smith God statues operate their swinging motion.

# THE ASTRAL FORGE

## Story Starter – The Astral Forge map

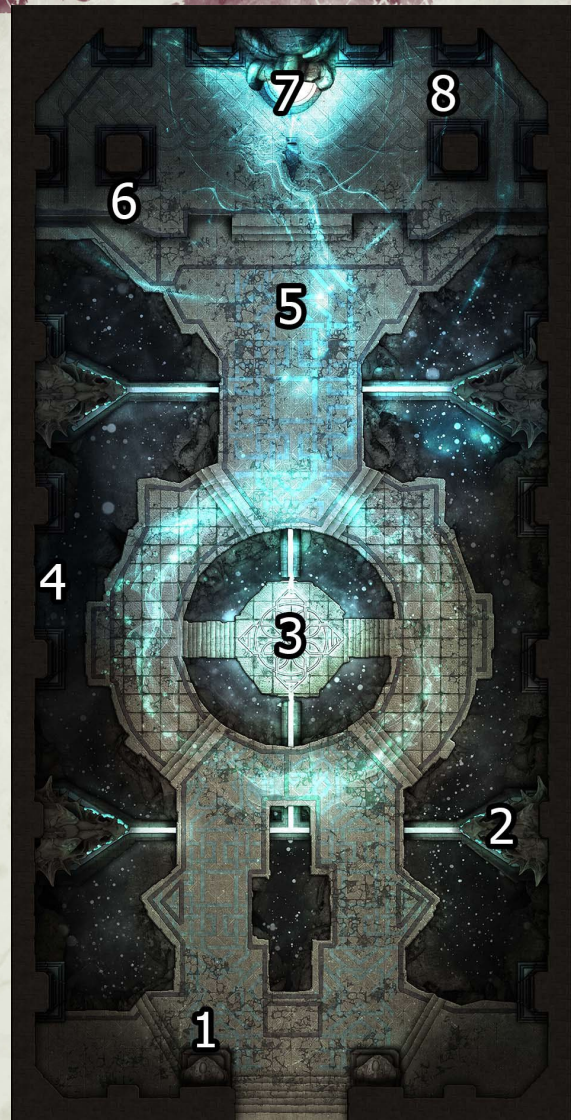
Help us, plead the priests of the Astral Forge. Their attendant recounts the troubles of the Forge. That in recent times the meditations of the priests have been interrupted. That strange things have been happening to time and space in the Forge. Oh and that a behemoth astral serpent has been attacking the Forge, weaving around the building and in and out of the fabric of time. The priests predict the consequences for wider reality will be dire if their Forge is destroyed and humbly request assistance. For the successful, they will lend the benefit of their skills to a problem of any sufficient gravity.

## NPCs

- Loft Talisrunr, the Time Priest**, deedless, as his actions consist only of prayers, and endless, as he lives for eternity.
- Notta Murkelcharm, the Star Priest**, sightless, as his eyes watch only the Other Worlds, and fearless, as he has seen all things.
- Aegir Spiralstoniff, the Dream Priest**, wordless, as she speaks only in dreams, and doubtless, as she trusts fully in the gods.
- Hagustald Spanhammur, the Temple Attendant**, is a devoted servant but does speak somewhat knowingly about the idiosyncrasies of the priests he serves. Juggling many responsibilities, Hagustald has paper and pencils tucked everywhere possible, scrawled with memoranda, prayers, records and observations. A ball of wild, red hair and raging anxieties, he is very concerned about the troubles at the Astral Forge and for his priests: while they quietly meditate, the serpent threatens them and damages the Forge.

## Weird effects that may happen in the Astral Forge (roll d8)

- Randomly, time jumps back by six seconds.
- Gravity increases (for 3 rounds), making everything heavy – arrows drop, weapons are hard to lift, it is not possible to fly etc.
- Characters suddenly teleport elsewhere in the room.
- Combatants who have fought here long ago, appear in the midst of their battles, fighting their enemies but liable to be drawn into other events. They stay for 5 rounds.
- Characters perceive others in the room as monstrous forms and find it hard to know what is real (3 rounds).
- Memories of the time of their greatest fear beset characters and they act as if dealing with that situation.
- For six seconds, space curves, allowing characters to attack distant enemies as if they were adjacent.
- A character briefly drops out of linear time, allowing them to move and act twice outside of their initiative.



## Set dressing and hazards (see image)

- The plinth of this statue is engraved in an unknown language, but looking at it brings calm and removes fear.
- Tendrils in bursts of blue energy spark from the mouth of this colossal stone dragon head.
- A character standing in the centre of this symbol if filled with visions of unknown places and times.
- The wall is painted with a vast map of the astral plane, with the Astral Forge clearly marked with a blue gem.
- This area experiences sudden bursts of astral energy, with hot plasma arcing from the forge to the central symbol.
- This column is engraved with thousands of names recording astral priests going back millenia.
- The forge burns with the cold heat of a thousand stars. To touch it is to be obliterated.
- A tiny crack in reality has appeared between two stone blocks in this column. The crack is growing...

# THE DARK FORGE OF THE DUERGAR

## Story Starter – Dark Forge of the Duergar map

The rumours have reached the surface. The Duergar have revived their Dark Smithy, left in ruins after the War of the Ancients, and they are forging a great war axe. The Smithy is abuzz with industry – Duergar blacksmiths of all skill working hard to produce their magical weapon. The rumours claim that the axe will be imbued with the spirit of a dark-eyed god, that it will be the vessel through which she will launch a war upon the world.

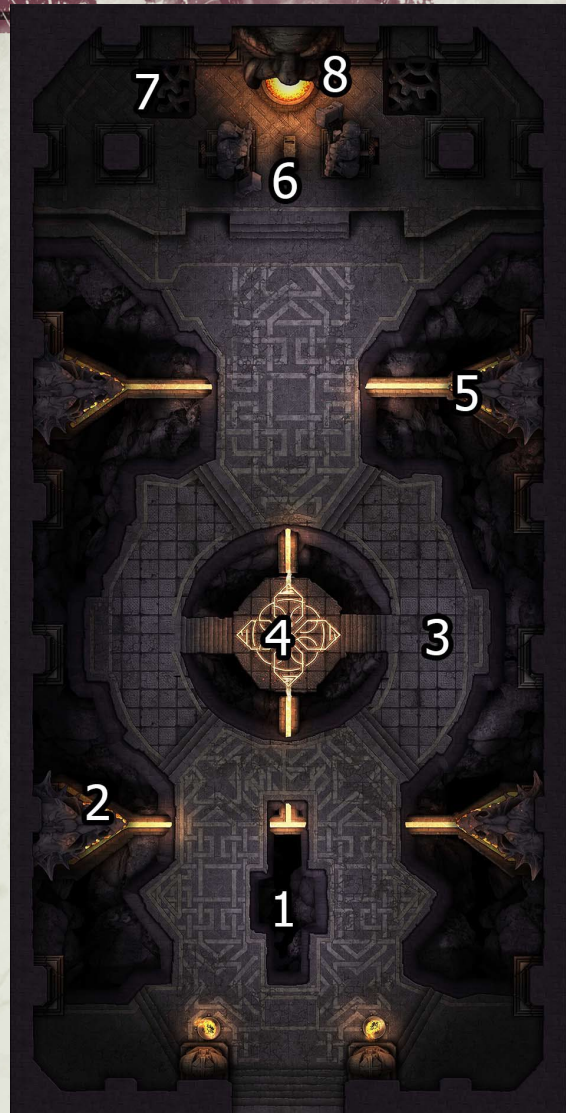
What evildoer is behind this heinous plan? Who leads the Duergar in this malevolence? The rumours are vague. But they are clear that, should the plan come to fruition, the world is in great danger. The Duergar blacksmiths are strong and they are devoted to their task. It seems unlikely they will stand aside.

## Who might be directing the Duergar?

- 1 **An Elder Brain** has re-established dominance over this community of Duergar and has ordered them to create the war axe. They have taken possession of the great barbarian warrior Gom Tiltan, who will wield the god-filled weapon and bring its destruction to the world. The Elder Brain delights in its vision of itself, triumphant in the ruins it now rules over.
- 2 **Luxwycahn, a beholder**, is beside themselves with glee at their plan. The Duergar will forge this incredible weapon. The rumours will spread of its astonishing and dreadful power – the perfect bait. Other beholders will not be able to resist the chance to own the war axe for themselves. They will come to the forge to take it and they will be trapped and destroyed.

## Area effects caused whenever the Duergar Forgemaster strikes the anvil (affects the whole chamber)

- 1 Deafening Blow – All non-Duergar must make a Constitution save (DC14) or be **deafened** for 2 rounds.
- 2 Thunderbellow – All characters within line of sight of the anvil must make a Strength save (DC12) or be knocked **prone**.
- 3 Tempered Steel – All non-Duergar must make a Charisma save (DC 10) or become **charmed** for 3 rounds.
- 4 Forge Fury – All non-Duergar must make a Wisdom save (DC12) or become **frightened** for 3 rounds.
- 5 Smith's Vice – All non-Duergar must make a Strength save or be **grappled** for 2 rounds.
- 6 Hollow Cast – All Duergar become invisible for 3 rounds, or until they make an attack.



## Set dressing and hazards (see image)

- 1 A cold wind rushes up from the immeasurable depths. It smells of rotten eggs.
- 2 The dragon heads are made from real skulls which have been coated in iron. In places, the bone peeks through.
- 3 The slabs here are cracked and unstable and one of them is fully unsupported beneath.
- 4 The molten steel fills the mould of the war axe. It will take many weeks to cool.
- 5 As it pours into the runnels, the molten steel splatters when it lands, scattering white-hot globules several feet.
- 6 The surface of the anvil is battered and scored from the numerous weapons created on it.
- 7 Huge gears grind slowly beneath the surface of the forge, sounding like the gnashing of giant teeth.
- 8 The glare of the vast stone face is intimidating. Malevolence and anger radiates from its stare.