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Fierce Tempers



A fifth edition dungeon adventure to take
a party from 8th to 9th level.

Dungeons
ON DEMAND

Fierce Tempers

Tips for the Game Master

- This is *your* dungeon adventure. If you don't like how something works, change it. If you think an item or NPC from your campaign world works better than an item or NPC presented here, make the switch. If a puzzle is too hard or an encounter is too easy, drop some hints or add some monsters - do whatever is best for your game. You're the master of your gaming world, this packet is just a guide to help you. It will present hints and opportunities for you to customize, but ultimately everything is up to *you*. You don't need permission to break the mold.
- The encounters listed within this packet were designed by the book - but by the book isn't always the most practical for every party of adventurers. You may need to give a monster fewer hit points, fudge some dice rolls, or just plain ignore some of the rules if you think an encounter is a risk of killing the entire party.
- This adventure will work best when you take the time to read through the packet first, so you're familiar with everything that's going on. Sometimes the monsters that lie in wait to ambush the party, traps that are hidden from sight, or the clues to a puzzle may be glossed over if you're not prepared.
- The goal of each adventure is to give the party enough experience points to advance one level. This depends on a lot of things however - the party needs to complete most of the encounters and be of the appropriate size and level for that to work out. Ultimately, you might want to go without experience points altogether, and simply allow the players to advance to the next level once they're finished the dungeon. This means a lot less record-keeping on you part!
- The ultimate goal is to have fun! If you're having fun while playing, then you're playing correctly.



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Dungeons On Demand are designed with Game Masters in mind, created to be instant adventure sites a GM can wholly customize to fit his or her campaign. Unlike lengthy, full scale published adventures, *Dungeons On Demand* can often be played in a single gaming session, requires little planning beforehand aside from reading the packet, and gives plenty of options to make the dungeon fit seamlessly within the owner's campaign. Each dungeon has enough encounters and challenges to advance the party playing through it by one level.

Fierce Tempers is designed for a party of 8th-level adventurers, assuming 4 or 5 players in the party. If your game has more or less players, you can adjust the amount of monsters present in each encounter to fit the proper difficulty.

Dungeon Background & Information

Eons ago, when the world was still young, across the Inner Planes blazed a war between the fiery azer and the efreeti. At some point during the conflict, a clan of azer constructed a portal to the Material Plane, pouring forth into the cavernous heart of an enormous mountain. It was here they built their stronghold around the portal, the fabled *Forge of Creation*.

The prized possession of the Forge was an *azeran malleus* (**Appendix B**) – a brass smithing hammer enchanted with the power to *create* new azer. The malleus imbues each newly forged azer with spark of elemental fire, giving it life. Equipped with the malleus, the azer were able to craft arms and armor to serve in the war against the efreeti – as well as new soldiers to wield them.

Before they left to return to battle on the Inner Planes, the azer covered the Forge with a strong abjuration so it could not be found or accessed by their enemies, who would use it against them. They left the malleus sealed within its halls, and closed the portal behind them – leaving the Forge of Creation to fall to the wayside of antiquity.

...and that's how things *may* have stayed, if it wasn't for a duergar mining party inadvertently tunneling into the Forge, discovering its secrets. Their discovery, however, has not gone unnoticed. By activating the portal to the Elemental Plane of Fire, the efreeti sultan *Camus, Eyes of Midnight* has discovered an entrance into the Forge as well.

The events of *Fierce Tempers* pick up shortly after the Forge of Creation's discovery. The PCs enter into the dungeon learning that two factions are vying for control over it, both sides having fought to a terse standstill. The developments are what have happened within the Forge over the past several days, and should be kept secret from the players at this point.

Developments

Hands of Laduguer

The dungeon was discovered by the *Dar'Tor duergar clan* when they accidentally triggered a secret door on the eastern side of the Forge's second floor. The clan is led by three duergar: *Asder, Frega*, and *Silek Dar'Tor* (**Appendix A**). The three duergar have

declared the find to be guided by the hand of Laduguer, the duergars' evil god. They soon deduced the secrets behind activating the Forge, finding the azeran malleus shortly thereafter.

Asder Dar'Tor had taken it upon himself to begin creating new azer with the azeran malleus to serve the Dar'Tor clan. While he envisioned building an army from within the depths of the dungeon, he only managed to create only a small handful of azer before his efforts were interrupted by Camus. The efreeti took his newly created azer servants from him.

A Matter of Status

The azeran malleus cannot create azer by the fires of the Material Plane – the portal to the Elemental Plane of Fire is necessary for its complete powers to take effect. When Asder Dar'Tor opened the portal within the Forge to the inner plane, it was noticed by the efreeti sultan Camus, *Eyes of Midnight*.

The efreeti holds a high position of power in the City of Brass, and knows that such a find is of immeasurable value. He has acted quickly, for fear a rival may also discover the portal to the Forge, and amassed his slaves and servants to secure it for himself.

Camus' plan is to subjugate or slaughter whomever is residing in the dungeon, claim the azeran malleus for himself, and destroy the portal leading back after his return. Having an azeran malleus not only presents an opportunity to create azer slaves for himself, but gives him a major bargaining chip for gaining status within the City of Brass, the home of the efreet.

Tempers Clash

The majority of the monsters within the dungeon belong to one of the two factions described above. When Camus and his forces stormed through the portal into the Forge combat between the two forces broke out immediately.

Asder and his company yielded to the mighty genie's strength, but proved to outwit him in the end. When Camus demanded the azeran malleus, Asder led him in to the hammer's reverent chamber (Area J), but the duergar forces sealed the efreeti inside once he entered.

Without the efreeti to lead them, Camus' remaining forces and the duergar have fought to a standstill, each claiming some territory in the dungeon. The duergar have managed to close the portal leading to the Elemental Plane of Fire from within the Forge, but are still out matched until reinforcements arrive.

Exploration

Magical Weapons

It's assumed the party has access to magical weapons for this adventure. One magical weapon can be found in the dungeon.

Structured Progression

The PCs will enter the Forge of Creation via the duergar's mining route that leads into Area A. Once in the dungeon, the party can explore each encounter areas at their discretion, but won't be able to access Camus, or claim the azeran malleus until they've

returned power to Forge. After completing this task they are able to enter the malleus' holding chamber and complete the dungeon.

Well Lit

The duergar have left torches along their mining path, despite their darkvision. Inside the Forge of Creation, lit braziers provide bright light throughout each area. Red glowing magma illuminates the room of the High Anvil. With the possible exception of the cave in Area E, the players should be able to navigate the dungeon without worrying about light sources.

Nondetection

The entire Forge of Creation is under the effect of a permanent *nondetection* spell, which cannot be dispelled. This prevents anyone from magically discerning its location or scrying upon it. The effect also protects anyone or anything inside the Forge.

Dimensionally Locked

Creatures cannot use spells, magic items, or abilities to magically travel within, into, or out of the Forge of Creation from another location or plane of existence.

This prevents entering or exiting the dungeon with spells such as *teleport*, *dimension door*, *plane shift*, or even *gate*. The ward also prevents creatures inside the Forge from becoming ethereal (and in turn, prevents ethereal creatures inside the forge from entering the Material Plane).

Magma

Magma flow from the Elemental Plane of Fire is necessary to activate the Forge and allow the players to complete the dungeon (See the *Activating the Forge* sidebar for more information). Obviously, it's assumed the players will be avoiding the magma, as it is incredibly lethal to them. However, if a character does make major contact with the magma, they immediately suffer 6d6 fire damage each round they remain in contact with it, unless fully submerged, in which case the character dies unless they have some form of magical resistance to fire damage.

Magic Detection

The permanent *nondetection* spell upon the Forge does not prevent the use of *detect magic* inside of it. The walls, floors, and ceilings of the dungeon are worked steel. *Detect magic* will not reveal magical items or spells from anywhere but the rooms they are in.

Random Patrol

Because there are two different factions at odds with each other within the Forge of Creation, you may wish to use either one of the two possible random patrols, depending upon where the characters are in the dungeon.

Random Encounter: duergar reinforcements ★★★★★

2 duergar (*MM* pg. 122) 400 XP

1 galeb duhr (*MM* pg. 139) 2,300 XP

Random Encounter: salamander reinforcements ★★★★★

6 fire snakes (*MM* pg. 265) 600 XP

1 salamander (*MM* pg. 266) 1,800 XP

⚡ The Forge's Lore ⚡

The Forge of Creation exists somewhere between fable and fact - time has blurred and twist what little knowledge is known about it. Discovering the Forge should be a major shock to characters in the party - particularly if any of the characters are dwarves. It would be on par with a modern day discovery of Noah's Ark!

Character Knowledge

If the players learn about events happening in the mountain, with possible ties to the Forge of Creation, you may wish to ask them to make History checks to determine how much their characters actually know about the site. You can justify giving dwarf characters a bonus or advantage to the roll.

DC 10. *The Forge of Creation, if it exists at all, was said to be buried in the heart of a mountain. It was here the first dwarves created the tools that would bring civilization to the world. It's likely this is more a part of dwarven mythology than an actual place.*

DC 15. *Many scholars agree that at some point in time a great place was created by dwarves or dwarf-kind to serve during a time of need. It's referred to as the Forge of Creation, but the consensus is this place has been lost to the eons of time. If such a place still existed in the world, it would surely house great treasures of a forgotten age.*

DC 20. *While every dwarf clan claims some type of lineage to the first dwarves of the world, history shows that while a supposed Forge of Creation could exist in the realm, it's unlikely dwarves as they are known today could have built it. Rather, it would have to be some force that predates them.*

Legend Lore

If the players gain access to the *legend lore* spell or similar divination regarding the Forge of Creation, you can reveal the following information about the site:

Born of war and entombed in stone, the Forge of Creation's blazing pulse beats once again. In its chambers bronze once gave life to bronze, and now fierce tempers clash between earth and flame. Weal and woe to those that seek its treasure, for danger awaits any smith that has not mastered his craft.

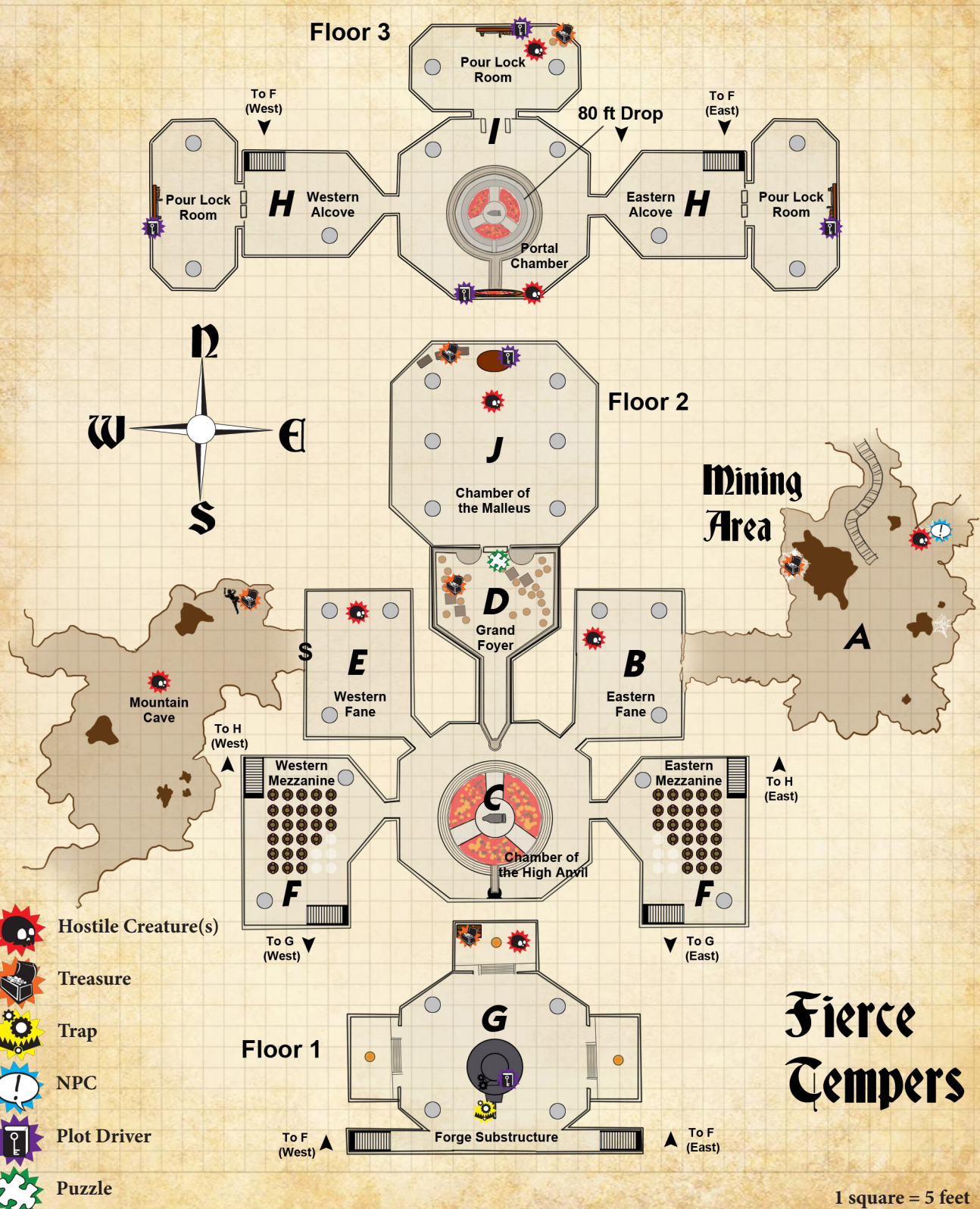
The riddles in the *legend lore* spell are vague, but telling. "Bronze once gave life to bronze" refers to the azers' use of the Forge to create more of their own, and the "clash between earth and flame" alludes to the rival forces now inhabiting its halls. The "treasure" it references is the azeran malleus, and a mixed warning to those that would attempt to use its power.





\$ Indicates the location of a secret door.

- Hostile Creature(s)
- Treasure
- Trap
- NPC
- Plot Driver
- Puzzle



Fierce Tempers

1 square = 5 feet

⚡ Activating the Forge ⚡

The azer that constructed the Forge of Creation did so with the purpose of keeping their enemies at bay. Since the azeran malleus can only operate to its fullest potential in conjunction with heat from the Elemental Plane of Fire, they made the portal to the inner plane to “open and shut.” With the portal “open,” magma flows into the Forge from the plane’s Sea of Fire and gives it life. This unlocks the azeran malleus’ holding chamber, allowing the azer to do their work. When finished, the portal would be “shut,” and the chamber locked with it.

Unaware of this, the efreeti Camus was tricked, trapped in the malleus’ holding chamber. The duergar forces closed the portal to the Elemental Plane of Fire after the genie entered, effectively sealing him away from the rest of the Forge.

In order for the PCs to recover the azeran malleus and complete the dungeon, they will need to confront Camus in Encounter Area J. However, the door leading to it from Area D is sealed until the party activates the Forge, which requires three steps:

1. **Open the portal to the Elemental Plane of Fire.** When the portal is open, magma from the Sea of Fire will flow quickly into the reservoir that over looks the High Anvil from

the second floor in Area I. Opening the portal requires performing a ritual inscribed on the brass ring that encircles it.

2. **Release three *pour locks*,** located in Area I and the east and west segments of Area H. Opening the pour locks allows the magma in the reservoir in Area I to drip down to the molten well beneath the High Anvil in Area C. This creates curtains of magma dripping down from the Forge’s third floor, between the bridges leading to the High Anvil, pooling in the pit beneath it.
3. **Position the turning mechanism** beneath the High Anvil in Area G. This will turn the step dais the High Anvil is located on in Area C 180°, and forces magma to flow through its spout into the trough track that leads into Area D. The magma flows to the wells adjacent to the door leading into Area J, unsealing it.

Each area has more detailed information and clues to give to the players to complete the task. Additionally, the context of some areas change depending upon whether or not Forge is closer to being activated. Read *Return to Area C* carefully so you know what the player’s encounter!

Adding Fierce Tempers to Your Campaign

Hook 1: A Miner Discovery

The PCs are exploring the cavernous reaches under the mountain when they stumble into the abandoned duergar mining route that leads to the gates of the Forge of Creation. It is here where they will meet *Tenkay A’murs* (**Appendix A**) a dwarven veteran investigating the duergars’ activity in the area. Tenkay has been charged by his clan to rid the area of the duergar or report back for reinforcements if necessary, and asks the PCs for assistance in the matter.

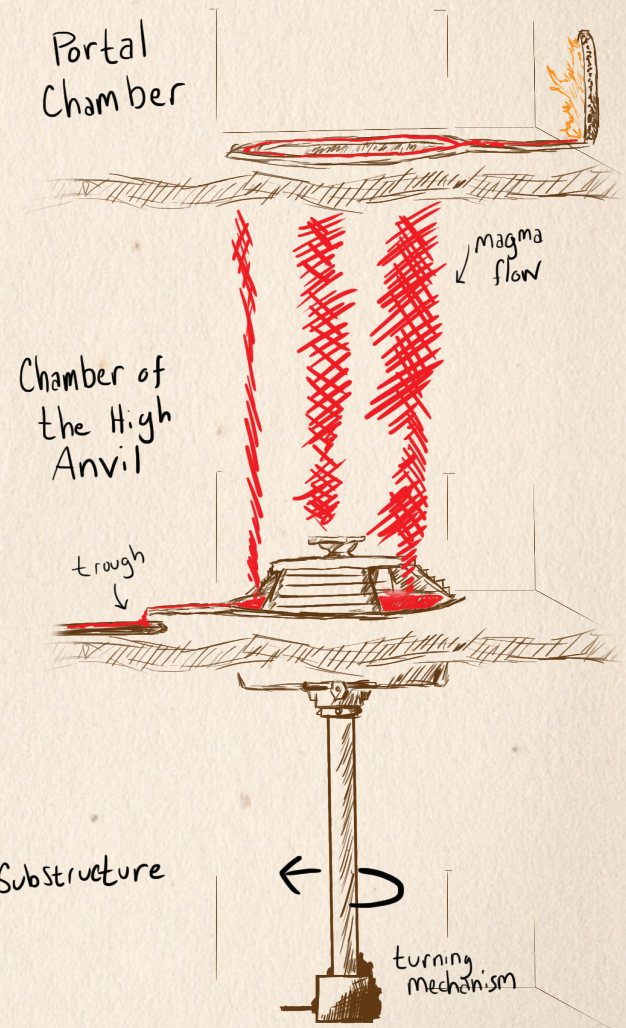
Hook 2: Power None Should Wield

The awakening of the Forge of Creation has sent ripples throughout the multiverse, and none fear the events happening on the Material Plane more than the azer who created it. If either the duergar or the efreeti claim the azeran malleus for themselves, they will wield a terrible power. The PCs are the only heroes strong enough to stop either faction (or perhaps the only ones close enough to do it in time!) The PCs are interrupted by a *sending* spell, directing them to the Forge of Creation, and imploring them to recover the malleus for the azer.

[CUSTOMIZE] – Instead of being contacted by an ominous message from another plane of existence, you may wish to have another NPC the players are familiar with magically contacting them, asking them to investigate the disturbance in the area.

Hook 3: A Way Between Worlds

Instead of reacting to the events presented within this adventure, the PCs are actively looking for a way to travel to the Inner Planes. They receive a lead from an NPC that duergar in the mountain have been acting suspiciously lately, and a rash of fire snakes and salamanders have been seen pouring forth from their mining tunnels within the last day. It’s possible they may have found some portal across the planes.



A cut-away view of the process to activating the Forge of Creation





Prelude: Beginning the Dungeon

You're going to have to decide which adventure hook presents the best reason to get your players to the Forge of Creation's access point in Area A. The first encounter presents an NPC in dwarf veteran *Tenkay A'murs*. Tenkay is currently handling the giant spider stalking the mine shafts, and will be very grateful for any assistance he receives from the party. Whether or not you want to use the dwarf to direct the adventure from there is up to you.

Regardless of how they get there, the party is going to find the mining area the duergar excavated before the encounters in the dungeon begin. As they're traveling you can read the following the aloud to build some atmosphere of their journey:

You've been traveling this mountain's tunnels for some time now, and as you turn into the latest chasm you find the makings of an abandoned mining route. Rails line the ground heading deeper in one direction, and every couple hundred feet you see a discarded hammer or tool propped up against the wall.

If a character asks to investigate the tools or mine rail you can read the following description to them:

Both the tracks and tools are well-made. Perhaps not worth anything more than normal, but impressive nonetheless. Elvish letters mark the handles of the tools you pass, although they're in a different dialect than the ones you're used to reading. The tracks also appear to be new - laid in the last week or so, you'd guess. There's no dust, rust, or wear on them.

Characters can immediately recognize the language inscribed on the tools if they speak Undercommon, which they are written in. They bear the names of their former owners, hard sounding names all ending with "Dar'Tor." The letters are crudely inscribed, counter to most Elvish script.

Once you've built a good prelude to the adventure, you can continue to the first encounter in Area A.

Area A: End of the Line

The Dar'Tor duergars managed to extend the rail through the mining area to this point before excavating, in the process discovering a secret door that led into the Forge of Creation. Since then, they have toiled within the Forge, at odds with Camus, Eyes of Midnight and his forces.

However, their mining expedition has attracted the attention of something else entirely unanticipated - a monstrous dragon spider that lives nearby. The spider has found a new perch here, picking off any duergar that exit the Forge via the secret door.

When the PCs arrive in this area, the spider is currently engaged with dwarf veteran Tenkay A'murs. You can read the following description aloud to the players:

The rail ends abruptly in a large, open shaft. Scattered about is mining equipment, building materials, and piles of excavated earth. In a shaft to the east is a grizzly site - an enormous spider the size of a horse - bearing down on something covered in webbing. Its chitinous hide is pitch black, and caustic acid drips from its mandibles.

Hostile creature: dragon spider ★★★★★
1 half black dragon spider (**Appendix A**) 5,000 XP



Combat

The dragon spider is located on the combat icon on the area map, and is unaware of the party until a character comes within 10 feet of it, thanks to its blindsight. The first character to do so can take a surprise round, but initiative is rolled normally thereafter. If the characters keep their distance, they can all take surprise actions against it.

Tenkay A'murs is represented by the NPC icon. Tenkay automatically goes last in initiative, and begins play affected by the spider's *web* ability. Once aware of the PCs, he screams for assistance as he assails the spider.

If the characters do nothing to assist Tenkay, the spider attacks him until he is dead. Once aware of the players, the spider turns its attention to them, opening with its *acid breath* and then making melee attacks until it can recharge its breath weapon.

The giant spider isn't very intelligent, but it knows when it has been beat. If reduced to 25% or less of its hit points it will retreat deeper into the cave if it can.

COMBAT DEVELOPMENTS

- Whether the party kills the giant spider or forces it to retreat is irrelevant, the spider won't return to this or any area after its encounter with the PCs.
- If Tenkay dies during the encounter because the PCs hesitate, allow him to simply be at 0 hit points to give the players a chance to revive him.



Tenkay A'murs

Tenkay has been sent on patrol with others in his clan to investigate the duergar activity within the mountain. He got separated from his comrades when he discovered the mine rail, following it until he found himself face to face with the dragon spider.

Dwarven Veteran Tenkay A'murs ★★☆☆☆
Tenkay A'murs (Appendix A) 1,800 XP

Tenkay's goal here is get help. He knows he can't contend with a whole clan of duergar by himself, and he's afraid to risk the time it will take to find his comrades deep in the mountain.

You can refer to the *Role-playing Tenkay* sidebar for the dwarf's motives and personality once rescued.

Tenkay is skilled and proud, but he's no fool. If the players challenge him, he runs or begs for his life. If he accompanies the players into the Forge of Creation, he assists them in combat to the best of his ability. If reduced to half or less hp, the dwarf withdraws to a safe vantage point to lick his wounds. Tenkay has 4 *potions of greater healing* to use at his discretion in such instances. Tenkay is generous though, and will use them to heal the players if need be.

COMBAT DEVELOPMENTS

- On the off chance the party is hostile to Tenkay, the dwarf retreats immediately. He's too roughed up after his encounter with the giant spider to take on the PCs in combat, and he's betting his knowledge of the area is superior to theirs. He attempts to lose them in the twisting mine dug out by the duergar and then reunite with his clan as quickly as possible.



Secret Stash

The spider has made several meals of duergar attempting to enter or exit the Forge of Creation, and three carcasses litter one of its webs marked by this area. If searched, the players find 26 gp, 43 ep, and three scrolls in a leather scroll case. Two of the scrolls have the *protection from energy* spell inscribed upon it, and one is a *scroll of protection from elementals*. The duergar had reinforcements return with these items, but never made it back into the forge.

"Secret" Door to Area B

The secret door that leads into the Forge of Creation at Encounter Area B is slightly ajar, light pouring forth from a small gap in an otherwise seemingly earthen wall. You can describe the door as the players approach:

The far side of the mine shaft ends in a seemingly earthen wall, if not for a gap a few inches across, allowing you to peer into a room behind it.

More information about the door and room behind it can be found in the description for Area B.



Role-playing Tenkay

Tenkay is battle hardened, and loyal to a fault. Separated from his comrades, he can only look to the PCs for help. Once rescued, he is incredibly grateful to the players, but also implores them for their assistance. Tenkay knows that duergar are active in the area, and it must have been their machinations that attracted the dragon spider. He'll attempt to convince the PCs to travel with him (or ask if he can tag along if they plan to continue forward), becoming a presence in the dungeon to assist the players. You can use some of the following lines for Tenkay to show his personality:

"Ye haf' me gratitude, lads, by tha Soulforgers' beard, I thought I was a goner. Me name's Tenkay, and I'm yer new best friend, aye?"

"Me company got lost headin' through the mines, right 'for I walked into tha eight-legged freak, I did. We were sent here to route out any duergar - dark dwarves, that is, tha could be doin villainy here."

"I haf' to ask friends - if ye don't mind much, could ye help me out? It's me job to make sure this mountain be safe. I could use a hand, or more."

(Upon entering the chamber of the High Anvil)

"Me mudder always tole' me I'd see great sights one day, but never once by Moradin's axe did I think I'd see a place a' great a' this. We must be respectful here, lads. History be around us."

(Upon opening the portal to the Elemental Plane of Fire)

"That's no place fer a god-fearin' dwarf. Let's keep ourselves on this side 'o it, yes?"

(Upon seeing the duergar)

"Dwarves like ye shame us, but ye won't be fer much longer."



Area B: Welcome Party

Silek Dar'Tor and his duergar have retreated to this area, after squaring off the fire giant currently in Area E. They are anxiously awaiting reinforcements to return from the mining area.

While retreating from the giant, the duergar used their *invisibility* power to escape. The giant was left to roam the Forge in search of them. The invisibility has worn off for all but Silek, who waits invisibly the room.

Hostile creatures: duergar welcome party ★★☆☆

5 - 6 duergar (*MM* pg. 122) 1,000 - 1,200 XP

Silek Dar'Tor (*Appendix A*) 2,300 XP

Approach from Area A

The secret door that leads into this area has been left slightly open. The duergar in the room are expecting their allies to return with reinforcements from the mining area. If the players look through the gap in the door, you can describe the following:

The room behind the door is well lit, showing remarkably worked steel walls and flooring, its ceiling disappearing into darkness. Ever so briefly, dwarven humanoids cross the small gap you peer through. Their skin is stone gray and each has a dour countenance. They appear to be looking nervously to the southwest, and taking an effort to move quietly.

It's immediately apparent to the players that the earthen wall is actually a secret door. A successful DC 17 Investigation check reveals the access switch for the door, disguised as a stone lodged on the adjoining wall. Alternatively, the door can simply be pushed or pulled open wide enough for the players to pass through. Doing so requires a successful DC 14 Strength check. Once pushed open to a certain degree, the door can stay lodged open for continued use.

If the players discover and use the access switch for the door, they can declare surprise attacks against the duergar in the next room if they wish (with the exception of Silek, unless they have a way of detecting him while he is invisible).

The players may choose to enter by pushing the door open instead. This creates a loud grounding noise against the floor, but the duergar are expecting their reinforcements to arrive via this method. If this is the case, neither side is surprised, and initiative is rolled normally.

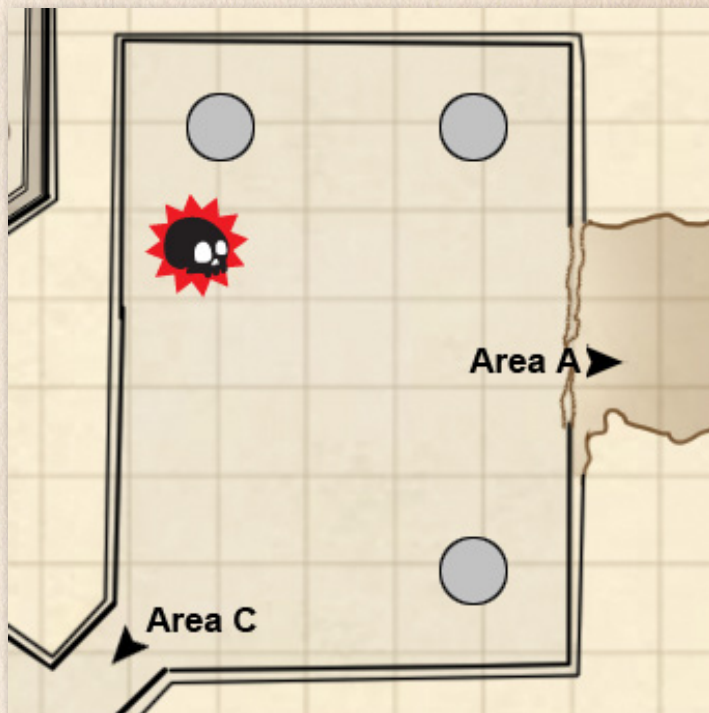
The players may wish to parley with the duergar to learn more about the location or why they are here, but they won't be given the opportunity. Silek assumes any strangers are allied with Camus and his forces, and instructs his men to kill the party as soon as he's aware of them.



Combat

The duergar can be placed anywhere in this room, choose an amount appropriate for the party's number. Silek uses his *enlarge* power on his first turn to break his invisibility, then closes into melee. The rest of the duergar follow his orders during the fight.

The duergar fight until slain if they cannot flee otherwise. The



duergar can be looted for their equipment as well as 128 sp, and 43 gp.

Fleeing Duergar

The duergar like their chances against the players more than they do the fire giant they know is roaming the Forge. If they are pressed to flee, they may attempt to escape through the secret door leading back into the mining area. You can add a little drama to the encounter by reading the following when a duergar may consider fleeing:

The duergar in front of you spits a bloody tooth, grabs his wound, and falters. You've fought enough battles to know he's ready to run. He quickly glances at the hallway to the southwest, and grimaces. His attention is renewed toward you.

COMBAT DEVELOPMENTS

- The noise of combat echoes throughout the room, but doesn't attract any other monsters into the encounter.
- If the party stumbles during the encounter (perhaps weakened after their fight with the dragon spider), Tenkay will attempt to flee through the tunnel. If he manages to do so, you can have the party recover later in the room with Tenkay's assistance - he returned to find the duergar missing and was able to administer his healing potions to the group.

After Combat

You can read the room description after combat:

As you catch your breath, you take in the area around you. Lit by sconces on the wall, this room is crafted from stone and steel. Three gigantic columns run from the ground to the ceiling. An elaborate motif of fire and stone is embossed around the walls and each column.



Area C: Chamber of the High Anvil

The High Anvil used to be the main area of smithing within the Forge, while it was still used by the azer, but it has recently served as a battleground between the Dar'Tor duergar and Camus the efreeti's forces.

As you cross the hallway into a gigantic central chamber, you see a dais elevated on ringed steps in the middle of the room. The dais is suspended from three iron and stone bridges over a great pit. Upon the dais is an anvil, too large for mundane use, yet sparkling majestically. Heat swells around it, blurring its form from clear view. Something hot brews within the pit beneath it.

This room has seen bloodshed recently. Red stains paint the walls and floor, accompanied by scorch marks searing the room at random - the tell tale signs of combat.

When the PCs first enter this room, it is "deactivated," but a few signs hint that it's been used recently. When the players slowly activate the Forge in different areas, this area changes. You can reference the information about the process in the *Activating the Forge* sidebar.

Trough Track

The trough track that runs to into Area D joins at a central part of the floor of this room. If the players investigate, you can read the following:

A metal gutter in the floor splits and runs against both walls of the northern hallway. A hot, stony residue is present within it.

The duergar had recently used the trough to open the chamber in Area J.

The High Anvil

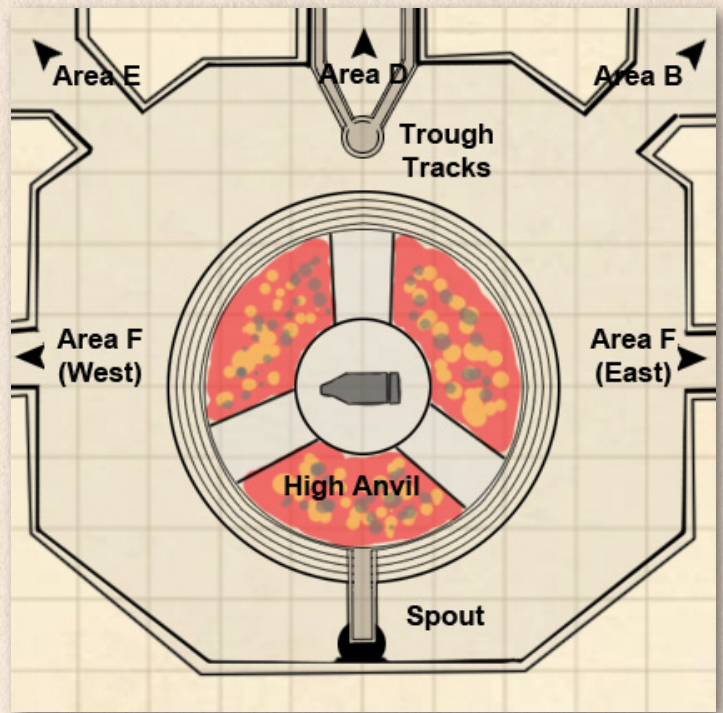
The sparkling jewel of the Forge, the High Anvil is where the works of the azer took place.

The anvil here is magnificent, wrung with bronze and set with precious gems. You see signs of use evident upon its face. Eight feet long and impossibly heavy, it crowns the dais. Beneath it, swelling in pit some twenty feet below, is a cauldron of magma. Above, light shines through a large hole in the ceiling, centered perfectly over the anvil's stepped podium.

The High Anvil is a piece of art itself, although it cannot be looted. It is a magnificent sight to behold, with a deep feeling of history and reverence upon it.

Spout

The spout is level with the top of the steps, currently facing the run-off chute in the south side of the room.



Giant's Watch

The fire giant in Encounter Area E has been moving from one location to another within the Forge, searching for duergar and a way to rescue his master, Camus, Eyes of Midnight, sealed in the room at Area J.

At your discretion, or if the players take too long in this area, you may wish to have the giant wander into the Chamber of the High Anvil to begin an encounter with them. If you do, read the following information aloud, and then refer to the information in Encounter Area E for handling the giant.

Thunderous footsteps shake the foundation of the room. Entering from the northwest hallway is a giant - armed from head to foot in black plate armor and hefting a broadsword some twenty feet in length over his shoulder. He gives you a look and points the weapon at you, speaking something in his tongue.

CAUTION: The giant by himself can do quite a lot of damage in one round, thanks to his *multiattack* ability. You might wish to spread his targets around to mitigate some damage against the players.

Some Like it Hot!

From this point forward, a majority of monsters and characters in the dungeon are capable of dealing fire damage to the players, and many of them resist (or are immune to) fire damage as well.

Savvy players may pick up on this by finding the protective scrolls stashed in Encounter Area A. Having some kind of resistance to fire damage isn't imperative for their survival, but goes a long way in the Forge of Creation.



Area D: Grand Foyer

This room is the entryway to the Chamber of the Malleus, Area J, but is currently sealed. The trough from Area C runs in the floor against the walls, ending in large wells adjacent to the sealed door. Inside the room is an array of metal work strewn about - the duergar were cataloguing their finds before Camus arrived and chaos erupted.

The troughs from the southern chamber run the length of the hallway leading into this room, set where the floor meets the wall and converging towards a massive black steel door, where they end in brass bowls set into the floor. The door is almost twenty feet high, inscribed with strange markings. Inside the room are metal chests and bottles in disarray.

Magic Detection

Detecting players can perceive a very strong aura of abjuration magic covering the door. Smaller, weaker auras of divination and conjuration emanate from a group of chests and bottles present in the room.

Trough Track

The trough track from Area C runs here, necessary to convey magma adjacent to the door to allow access to Area J. The track is set about 8 inches into the floor at its deepest. The wells adjacent to the door are ridged, and extend a foot at most into the ground.



Sealed Door

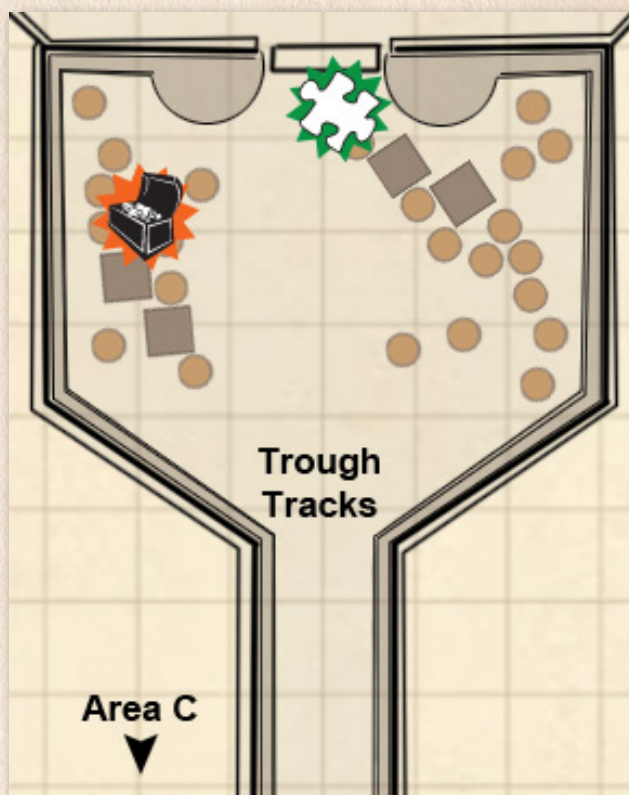
A gargantuan sealed door keeps the players out of the next room. It is created of steel and obsidian, and is magically fortified. The magic sealing the door cannot be dispelled.

The door is covered in strange glyphs. On a DC 15 Wisdom check a character can deduce the marking is a language, but is unable to decipher its meaning. The words are in Ignan, the language of fire elementals, and will likely be unknown to the players without the aid of *comprehend languages* or similar abilities.

Fortunately for the players, the duergar that first encountered these doors couldn't decipher the language either. Among the treasure in the room (see **Abandoned Riches**) is a scroll of *comprehend languages*, which they can use to read the following:

HERE RESTS THE MALLEUS OF FIRE AND STONE.
CHAMBER DOOR SHUT TO FLESH AND BONE.
LEST THE PORTAL OPEN, LEST THE FULLERS FLOOD,
LEST THE WELLS FILLED WITH FIERY BLOOD.

The riddle is hint as to how to gain access to the room - by filling the wells adjacent to the door with "fiery blood," magma from the Elemental Plane of Fire. You can reference the information about the process in the *Activating the Forge* sidebar. This may not be evident to the PCs just yet, but things become clear as they progress further.



Abandoned Riches

Before the efreeti's forces assaulted the duergar, the dark dwarves were assessing some of the treasures they had found in the dungeon in this foyer. When the attack came, they took what they could and abandoned the rest, leaving many chests of coins and treasure here, scattered about.

When searching the room, the characters can find three chests of riches, containing 1,925 sp, 207 gp, and 4 gems worth 50 gp each (**DMG pg. 134**). The room also contains a scroll of *comprehend languages* (as well as a few blank, curled pieces of parchment). One of the metal bottles in the room is an *eversmoking bottle*, which the duergar have sealed and engraved upon the stopper, in Undercommon, "DO NOT OPEN."

Area E: Giant Problems

This arm of the Forge's second floor represents two separate encounters, depending upon whether or not the players discover the secret door on the room's western wall.

It's also the current location of *Baron Erdstok*, a fire giant noble in the employ of the Camus, Eyes of Midnight. The fire giant was present when the duergar sealed his efreeti master in the chamber at Area J, and immediately turned his ire against the dark dwarves. The duergar fought him off, but used their *invisibility* powers to retreat to safety.

The fire giant is the single biggest threat in this room, but it's possible he sighted the party in Area C (see **Giant's Watch** for that area) and engaged them there. If that's the case, you can skip to the Combat portion of this encounter. If the PCs enter this area with Erdstock still inside, you can read the following aloud:

This room looks like a reflection of the one you entered this place from, with the same flame and stone motif inscribed upon the walls and enormous columns running floor to ceiling. Clad in dark plate mail, with a colossal broadsword in his hand, a giant fills the space behind two columns in the back of the room, standing nearly twenty feet tall. He notices you as you look in, smiling as if finding something he's been looking for. He says something strange to you in a deep voice, pointing his weapon at you.

Hostile creature: Baron Erdstock ★★★★★
1 fire giant* (MM pg. 154) 5,000 XP

Note: Limit the fire giant to two *rock* attacks during the encounter.



Combat

The baron speaks Giant, and any player able to understand the language hears him to say "*Kneel, and you may keep your pathetic lives.*"

Erdstock is haughty, angry, and over-confident. If Tenkay A'murs or dwarf characters are in the party, he immediately distrusts the PCs. He is keen on slaughtering them, but his noble code insists upon him offering them a chance to surrender.

If a player responds to him in Giant, he will parlay with them, insisting they throw down their weapons, at which point he would claim them as slaves for his ore mines in the Elemental Plane of Fire. He keeps a keen eye on the party though, mistrustful of them and reacting violently to any aggressive actions.

If the players kneel upon his command, he will shackle them and, true to his word, take them back to the Elemental Plane of Fire for servitude. The players will likely not let things get that far, however.

If the players do nothing in response to the baron, he hefts a rock at them and initiates combat (if the players are ready for a combat encounter, roll initiative normally, otherwise, he gets a surprise round).



CAUTION: The giant by himself can do quite a lot of damage in one round, thanks to his *multiattack* ability. You might wish to spread his targets around to mitigate some damage against the players.

COMBAT DEVELOPMENTS

- Baron Erdstock has the veneer of a tested warrior and strategist, but is a coward at heart. If reduced to within 20 hit points or less, he will attempt to flee or beg for his life.
- If the fire giant yields to the players in combat, he is willing to exchange his knowledge for his life. However, the baron only speaks Giant, and may be unable to communicate otherwise. If this is the case, he will pantomime actions "asking" to show the party something, which a character can deduce on a DC 14 Insight check.
- If allowed, Baron Erdstock will lead the party through the western hall of Area F to Area H. If the players run into the combat with Frega Dar'Tor there, he'll assist the salamanders and attack the party in the confusion, or attempt to flee outright. Otherwise, he plans to retreat back to his home plane if the PCs manage to open the dormant portal to the Elemental Plane of Fire.
- If slain, Baron Erdstock is carrying with him a pouch containing 87 ep, 45 gp, and a signet ring bearing his house's sigil - a sword set ablaze in a ring of fire.



\$ Secret Door

Much like the similar room in Encounter Area B, there's a false wall on the western side of this room that leads back into the cavernous mountain the Forge is built within.

The secret door is marked as a 10 foot section on the wall of the area map. It is disguised to be part of the elaborate steel wall.

A successful DC 20 Perception check allows a player to spot the seam in the secret door, revealing its nature.

The secret door is opened from this side by pressing a pressure plate in combination with pushing it inward. An Investigation check of DC 16 allows a player to find the pressure plate to activate the secret door. Upon opening the door, you can read the following aloud:

The wall creaks inward, and then pivots on a hinge, revealing another way back into the mountain's heart. Light seeps from the room into a cave beyond, revealing a stone cavern that stretches westward as far as you can see. The sound of dripping water echoes down the hall, ever so softly.

These caves usually aren't inhabited, but the heat of the Forge brought to life has attracted a nest of gricks, led by an alpha, to the area. They are aware of players when they open the secret door, and blend in with the stone walls around them. Roll Stealth checks for each, remembering their *stone camouflage* ability. The gricks are spread out within the cave.

Hostile creatures: grick nest ★★★★★

1 grick alpha (*MM* pg. 173) 2,900 XP

4 gricks (*MM* pg. 173) 1,800 XP



Combat

Compare the Stealth checks against the PCs' passive Perception, or ask them to make Perception checks against them if they are looking for foes or standing alert. Once the party is surrounded, the gricks attack during a surprise round.

The gricks fight viciously, but mindlessly. They will flee if they feel threatened. The grick alpha will not flee, however, and fights until slain.



Precious Remains

Located by the treasure icon on the area map is the rotting and molded remains of an adventurer, long dead. Their bones have been broken and feasted upon by the gricks that run these caves, but the monsters have no interest in the other treasures they carried. Their armor is rusted and decayed, but around their boney throat is silver amulet studded with rubies worth 250 gp. Lodged under one of their arms, covered in sediment, is a *vicious morningstar*. If the players look about the area, they find 23 gp scattered about the corpse.



Area F (East or West): Grand Mezzanine

Two areas of the map are marked as Area F, but the room is encountered the same regardless of whether the PCs enter the east or west location first.

Each area is a grandiose hall, housing bronze, life-sized statues of azer. The statues are the empty shells of azer to be, drawn from this area and forged into life upon the High Anvil.

Each mezzanine also connects to the higher and lower level of the Forge of Creation, accessed by an elaborate brass staircase in opposite corners of the room.

The mezzanine is relatively safe - and strategic placing of lookouts can identify threats coming from any of the areas' access points. If the players wish to rest, this could be an ideal place. If the party has already defeated all the threats on the first floor at this point, then the level is secure long enough for at least a short rest.

Upon first entering one of these rooms, you can read the following to the players:

The room you've entered is vast, and you're greeted by an army of bronze dwarves. Lined up in rows, twenty-five bronze statues are arranged in the center of this room. Two immense columns rise up to the darkness of the ceiling. Opposite each, and in opposite corners of the room, are two brass staircases - one heading up, the other heading down.

Azer Statues

A player can attempt a DC 15 Arcana check to distinguish the statues as *azer*, not dwarves. Each is cast in bronze, master-crafted, and weighs over 400 lbs.

Players that succeed a DC 11 Investigation check can notice areas on the floor marked by transparent statue icons on the area map. These areas have a noticeable spot upon the floor that is oddly colored. More statues once stood here, and have been moved (a result of Asder Dar'Tor moving them to be forged into azer servants when he first found the azeran malleus).

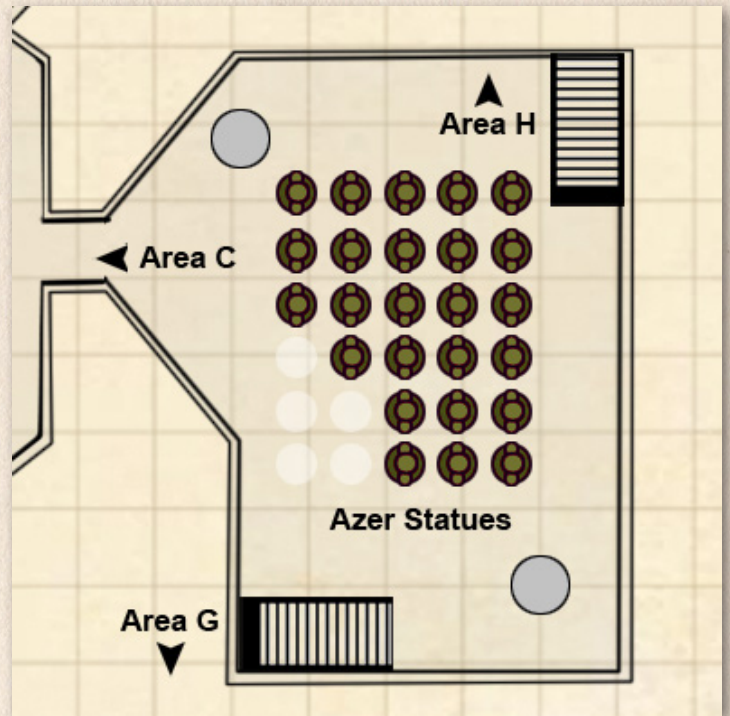
A character could appraise a single statue to be worth upwards of 750 gp, but is virtually impossible to transport without the effort of multiple people.

Staircases

The staircases are an elaborate work of art in their own right - each step is gilded in brass, with a motif of flames dancing over stone etched along the rail that runs the entire length of it.

The steps before you extend out into the darkness, making you wonder how big this place actually is.

Both the steps leading upward and leading downward are long, coiling masses. A total of eighty feet separates each floor.



⚡ Going Up or Down? ⚡

The players will need to make a decision to explore the bottom or top level of the Forge of Creation at this point.

If they go down to Area G, they'll immediately encounter *Asder Dar'Tor* and his forces in the aftermath of the battle against a squad of Camus' salamanders.

If they go up to Area H, they will eventually encounter *Frega Dar'Tor* fighting against more salamanders, trying to prevent them from reopening the portal to the Elemental Plane of Fire.

Both encounters represent an opportunity for the players to learn more about what is going on in the dungeon, or potentially assist the duergar. It's recommended you're familiar with each encounter area before you continue!



Area G: Brawl in the Basement

The bottom section of the Forge houses the immense turning mechanism, which rotates the dais of the High Anvil. When the players arrive, *Asder Dar'Tor* is engaged in a melee with some of Camus' salamanders.

Sounds of the combat become audible as the players approach 30 feet of the bottom floor.

Shouts and sharp hisses, accompanied by the clangs of metal, echo up the stairs as you descend. A brawl is happening down there.

When the PCs exit the steps and get their first glimpse of the room, you can describe the combat between the duergar and the salamanders.

This chamber is mostly open, if not a sprawling column nearly twenty feet in diameter that rises from the ground to the ceiling above. A clockwork mechanism adorns its south face, complete with a strapped pole jutting towards you. Behind it, a melee has broken out. Frighteningly large snakes, with the torsos and arms of men, fight against a squad of duergar and a hulking monster of earth and stone.

Duergar Forces: Asder Dar'Tor and company ★★★★★

Asder Dar'Tor (Appendix A) 2,300 XP
 1 earth elemental* (*MM* pg. 124) 1,200 XP
 5 duergar (*MM* pg. 122) 1,000 XP

Elemental Forces: The efreeti's salamanders ★★★★★

3 salamanders* (*MM* pg. 266) 3,300 XP
 7 fire snakes* (*MM* pg. 265) 700

Note: Forces marked with an asterisk start at half normal hit points when the PCs arrive, a result of their combat. This is reflected in their XP values.

Waiting It Out

The players may choose to hide or wait to see how things play out. If that's the case, no need for dice rolls. Describe to them, over the course of the next couple minutes, the duergar slowly overcoming their foes. If the party engages in combat with the duergar afterwards, use the monsters listed for *Asder Dar'Tor and company* with their noted hit points.

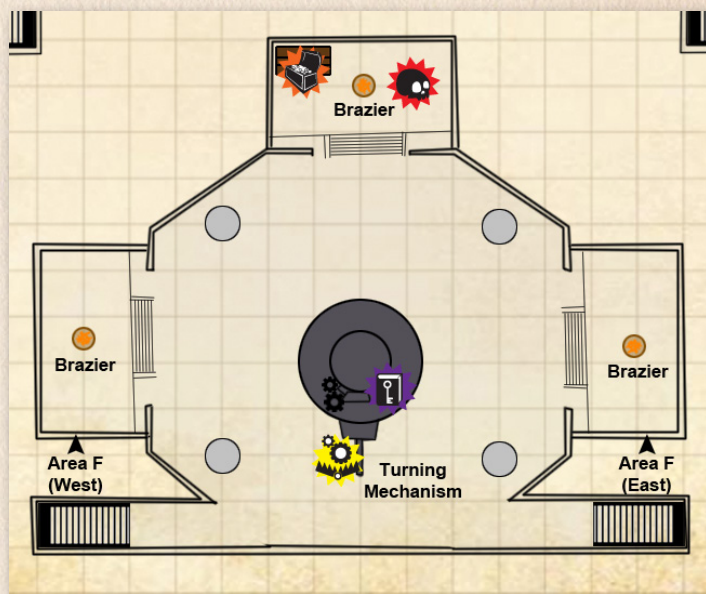
Braziers

Three decorative braziers illuminate this massive chamber, each located on a slightly elevated balcony on the north, east, and west sides of the room. Making contact with a brazier deals 1d10 fire damage and the character must make a successful DC 11 Dexterity saving throw or be lit on fire. Characters on fire suffer 1d10 points of fire damage at the start of their turn until they make a saving throw or use an action to extinguish themselves.



Combat

When the party arrives during the middle of the melee, they can see the duergar are having difficulty overcoming the salamanders' resistances. However, they have an edge with the assistance of their earth elemental.



Asder Dar'Tor is in the far corner of the room, indicated by the combat icon on the area map. The rest of the forces are spread throughout the room in melee combat. Asder has used his *invisibility* for the day, but not his *enlarge* ability. He prefers to stay out of melee and attack at range with spells. Additionally, he is concentrating on the earth elemental he's summoned from the *stone of controlling earth elementals* that he's activated (see *Azeran Cache*).

COMBAT DEVELOPMENTS

- If Tenkay, or a dwarf player, is in the party, Asder screams for aid in Dwarvish, ready to put aside racial tensions to fight a common foe. Tenkay is in no mind to assist the duergar, but is visibly intimidated by the sight of the salamanders as well, and will defer to the actions of the party.
- If the party approaches while the melee ensues, both sides assume the PCs are allied with the other, and target them with their attacks.
- If the players wish to parlay with the duergar, or assist him, refer to the *Role-playing Asder* sidebar for information there.
- If the party attacks both forces, the combat becomes a three-way fight. Both the duergar and the salamanders defend themselves if they can, but if they feel overwhelmed they'll retreat. Ultimately, Asder is more concerned with saving his own skin than he is keeping the genie confined.





Turning Mechanism

The column apparatus in this room is a clockwork mechanism that rotates the dais holding the High Anvil aloft in Area C (as well as the magma reservoir in Area I). This is accomplished by pushing against the lever that extends from it, although doing such requires no small feat of strength. The duergar have taken precautions against the salamanders moving the column, as well (see **Poisoned Lever**).

A DC 25 Strength check is necessary to move the lever a one-sixth turn. Up to four creatures can combine their efforts in pushing it, each creature contributing reduces the DC by 2 (to a minimum of 17). The group averages their Strength scores and makes one check per attempt. There's no penalty for a failure but lack of progress, but each attempt takes 1 minute. On a success, you can read the following:

The great column spins as you push with all your might. The sound of grinding earth echoes throughout this chamber, and a shower of small rocks fall upon you. You make it a few paces before you're forced to stop to catch your breath.

It takes three successful checks to move the dais in Area C in position to point the spout towards the trough in the room, which is necessary to unlocking the doors in Area D leading to the Chamber of the Malleus. You can reference the information about the process in the *Activating the Forge* sidebar.



Poisoned Lever

Once sealing Camus, Eyes of Midnight in the Chamber of the Malleus, the duergar took precautions against his minions pushing the column in this room back in to position to free him. They've smeared *oil of taggit* (**DMG pg. 258**) over the handle, knowing their poison immunity protects them from its dangerous effect.

Detecting the trap

The poison can be detected with a successful DC 18 Perception check, but only upon inspection (no passive Perception permitted). Players can overcome the trap by simply wiping the poison off, or protecting their bare skin from exposure to it.

Triggering the trap

Any player placing bare skin in contact with the lever (by pushing against it, etc) is required to make the saving throw.



Azeran Cache

There's an open chest to the left of the brazier on the north balcony here. It's made of brass and lined with silk and velvet. Inside is 419 gp, 2, 553 sp, and two rubies each worth 100 gp. Next to the chest, propped aside a velvet pillow, is a *stone of controlling earth elementals*, but its power is dormant until the next dawn.

[CUSTOMIZE] - You may not like the idea of handing your players a *stone of controlling earth elementals* at this level of their experience. If that's the case, another rare magic item of your choice is appropriate for the level of the players.

Role-playing Asder

The players may choose to resolve things peaceably with the Dar'Tor clan, despite their misdeeds. This will mean talking to their leader, Asder Dar'Tor.

If the players choose to wait and see how things go between the duergar and elementals, Asder and his forces overcome the salamanders. However, he's well aware of the threat that remains within the Forge, and won't let his guard down.

Asder will assign a couple duergar to guard the stairs leading to the eastern and western wings of Area F. He chooses to leave his earth elemental summoned for its duration (another 50 minutes, give or take, he figures). If the PCs avoid detection for longer than 10 minutes, he'll send two duergar to scout the dungeon for reinforcements.

After combat, Asder thanks the party for coming to his aid and offers them respite... before coming up with a plan to kill them. Asder knows the value of the relic hidden within the Forge, and he sees Camus' intrusion as only a setback. Even wounded, he would not risk the power of the azeran malleus falling into another's hands.

You can allow the players to make Insight checks when interacting with him. Asder is short with them, careful not to reveal too much, and insists they leave before they get hurt. He won't risk them resting or healing before betraying them, and instructs his surviving men to attack at the best possible moment.

You can use the following lines while role-playing Asder:

"I thank ye for yer aid. Gods know what hells these bastards came from, but I'm more than grateful for any help sending 'em back."

"We was minin' down 'ere when we came upon this place. No laws 'gainst minin' now is there?"

"I want me men standin' guard by the steps thar. Once we catch our breath we'll be scoutin up. Me brothers be taking the fight to more of these slitherin' fiends, and I aim to help 'em good."

"Ye must be tired if ye fought all the way down here, aye? Take a breather, rest your eyes. We'll keep the area secured."

"No idea where these snakes came from, must be a nest of 'em somewhere and they found their way in. This place has a couple hidden walls here and there, afterall."

"Ha ha ha! Ye should have ran when ye had the chance! Men, batter them to pieces! Let none escape!"



Area H (East or West): Pour Planning

Two areas of the map are marked as Area H, and each area is encountered the same. Each area consists of an **alcove** and a **pour lock room**.

Alcove

Upon first entering the alcove from the stairs, you can read the following to the players:

As you emerge from the top of the stair, catching your breath from your climb, you find yourself in an open room, bearing the same flame and stone motifs common throughout this place. In front of you the room narrows and leads to a hallway, behind you is a set of steel doors.

The top level of the Forge was built around the portal the azer traveled through from the Elemental Plane of Fire. The portal is positioned within the Sea of Fire, so when it opens magma from the inner plane flows into a magma reservoir, a ringed trough above the High Anvil.

The reservoir has three closed slits in it. When opened this forces the magma to slowly fall down in curtains through the open areas between the bridges suspending the High Anvil (the reservoir is also connected to the turning mechanism in Area G, so magma does not errantly fall on the Forge's floor). The slits open only when all three *pour locks* on this level of the Forge are released. Two of the locks reside in both the east and west wings of Area H, the last in Area I.

Having magma flow from the second floor in Area I to the first floor in Area C is necessary to open the Chamber of the Malleus, and the pour locks are necessary steps in achieving that.

The doors leading to the rooms housing the pour locks are heavy, but they're not locked or trapped. The duergar have only recently reset them in their bid to keep Camus, Eyes of Midnight trapped.

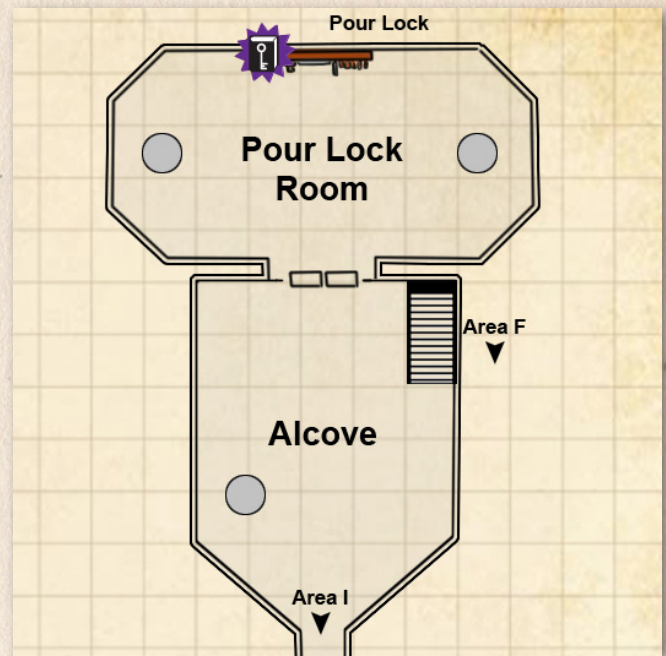
Inspecting the Door to the Pour Lock Room

The players may wish to inspect the door prior to opening them. Although they hear nothing from behind the doors, you can allow each character to succeed a DC 13 Perception check. On a success, the character notices a smeared bloody handprint or footprint around the door. It's apparent someone tried to wipe it away in a hurry.

Pour Lock Room

Upon entering the pour lock room for the first time, you can read the following description aloud:

A wide room extends past the door, studded by a pair of columns, one on either side, and an impressive geared device protruding from the back wall.



Pour Locks

Each pour lock is controlled by a lever, and all three must be released before the three slits in the magma reservoir open.

Releasing and setting the lever on the pour lock is relatively simple, and no roll is required. However, evidence of what the lever operates isn't apparent to the players in this area, unless they've managed to strong arm the information from one of the duergar or other monsters in the dungeon by now.

If the party activates the switch more than once, intent on looking for what it does, you can ask for each party member to attempt to succeed a DC 22 Perception check.

On a failure, you can describe the following:

The lever sets into position. You can feel the tug of machinery behind it, and you're confident a work of such craftsmanship is operational. As to what the lever does, you couldn't say.

On the off chance a character succeeds the Perception check, you can give them this information:

When the lever sets, you hear a short, distinct sound behind you - as if a metal moving across metal - but only very briefly and muffled by distance.



Area I: View From Above

This portion of the Forge of Creation is the location of the portal to the Elemental Plane of Fire. The magma trough in this area runs in a large metal ring around a hole in the floor. The Chamber of the High Anvil is visible through it, on the floor below. Another **pour lock room** is present here as well, opposite the **portal chamber**.

Area I has combat encounters play out in two conditions. The first is when the players arrive, and the second is when they open the portal. The encounters are broken down for each scenario.

Upon Arrival

When the players arrive, Camus' salamanders are fighting *Frega Dar'Tor*. The salamanders are trying to open the portal to free Camus, but Frega is determined to stop them. They are located in the pour lock room with the combat icon.

The hallway ends in another massive chamber. Against the southern wall is hoop of brass and obsidian, protruding from the metalwork of the chamber and bearing occult glyphs. Another trough runs through the floor of this area, out from under the hoop on the south side and forming a ring in the middle of the room. Through its center, at the depths below, you can see the magnificent anvil on the level beneath you. The north side of the wall has a set of double doors, flung open, with shadows dancing in the light pouring out of it. You hear the sounds of battle echo from the room. A distinctly female voice yells, "Ha! Is that the best ye can do, ye overgrown earthworms? Once I'm done wit ya, I'll spit yer innards ova' a fire and see how they taste!"

Duergar Forces: Frega Dar'Tor ★★☆☆☆

*Frega Dar'Tor** (Appendix A) 1,800 XP

Elemental Forces: The efreeti's salamanders ★★★★★

3 salamanders* (MM pg. 266) 4,500 XP

Note: Forces marked with an asterisk start at three-quarters normal hit points when the PCs arrive, a result of their combat. This is reflected in their XP values.

Magic Detection

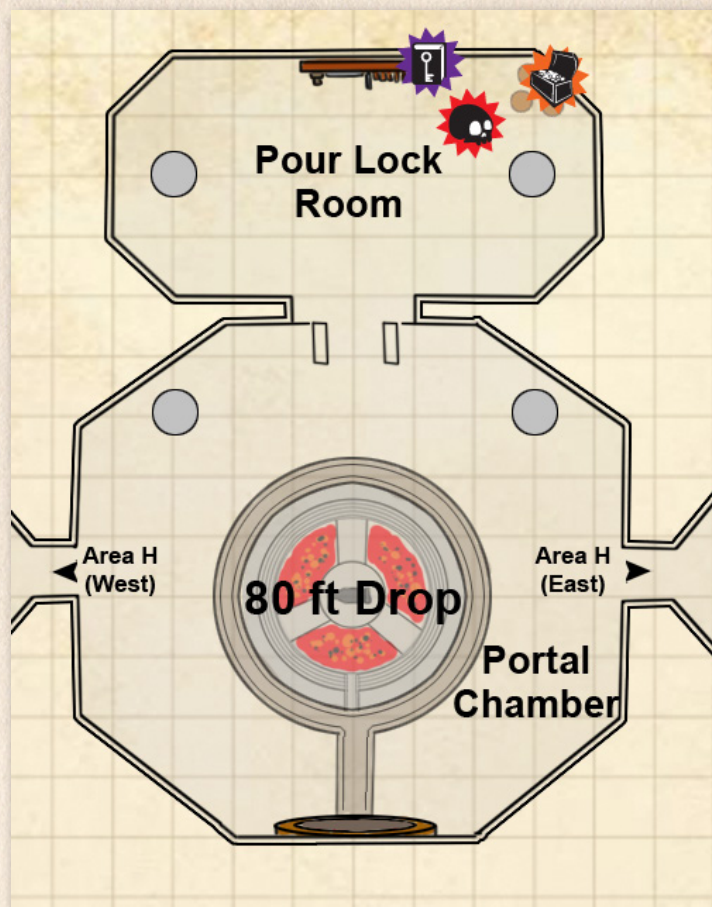
Detecting players can perceive a very strong aura of conjuration magic covering the portal.



Combat

Frega is in the center of the room, marked by the combat icon. She has used her *enlarge* ability two rounds ago. Each salamander is adjacent to her.

Much like the encounter with Asder, the players have the chance to wait the fight out and gauge their situation from there. However, Frega is less inclined to see the party as potential allies, and certainly not willing to outright ask for help. If Frega sees the party, she tries to trick the salamanders into believing the PCs are her allies:

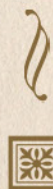


An enlarged female duergar fends off three fiery salamanders in this room. When she catches sight of you, a malicious grin splits her face. "Aye, ye arrived!" she shouts and points at you between blows, "just in time to cut da head off a snake!" Two of the salamanders turn in your direction, hissing violently and moving towards you.

Frega goads the salamanders into attacking the players, and uses it as a possible diversion to escape. Her intention is find Asder and Silek as soon as possible and leave the Forge.

COMBAT DEVELOPMENTS

- If Frega gets a chance to escape, she heads directly to the Forge's substructure in Area G to find Asder. If the party hasn't ventured to that area yet, add her to the duergar forces for that encounter. If he is dead or gone, she'll either confront the party in a rage or flee the dungeon, depending upon her condition after her fight with the salamanders.
- If the party doesn't allow Frega to escape, she attacks them. She's in no mood to mix words with the party, even though she knows they're not associated with the elementals invading the Forge.





Gift of the Forge

Frega had stashed some of her loot in this room, as well as some of her personal belongings. In a traveling bag, in the corner of the room marked by the treasure icon, is 225 gp, and 3 platinum ingots each worth 100 gp, as well as a jar of *keoghtom's ointment* with three doses remaining.



Pour Lock

The last of the three pour locks is in this location, the other two in each the east and west wings of Encounter Area H.



Portal to the Elemental Plane of Fire

The portal is dormant when the PCs first enter the room. The process of opening it requires a ritual that is inscribed on the hooped frame of the portal. When the party inspects it for the first time, you can read them the following description:

A polished black and bronze ring extends from the wall here, more than twenty feet in diameter. The markings inscribed on its face isn't the unfamiliar tongue you've seen elsewhere throughout the forge, but in Common. It doesn't seem to be describing any one thing, but many things.

The words are in Common, but are unfamiliar to anyone that cannot perform a ritual. Such a player can take ten minutes to perform the ritual to open the portal.

If no player in the party has the *ritual casting* feature, simply substitute this for a DC 15 Arcana check, without a penalty for failure with the exception of the ten minutes it takes to perform.

Read the following aloud when the portal is opened:

A spark flares from the middle of the hoop, and grows in ripples to fill its area. You find yourselves looking into a fiery realm and a sea of magma. Magma flows into the trough, illuminating this chamber bright red.

After Opening the Portal

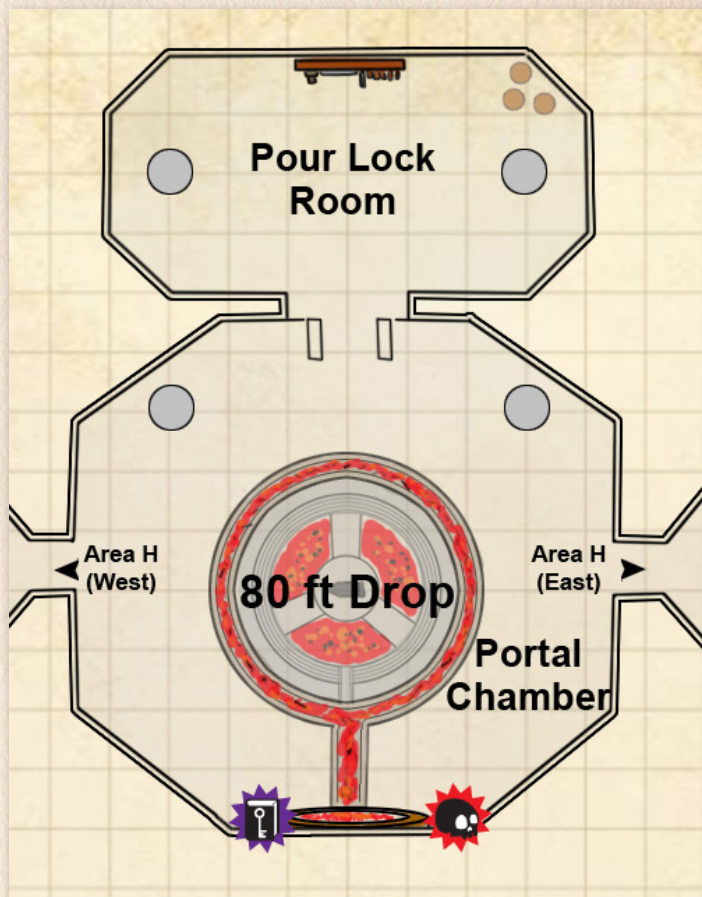
Opening the portal brings with it small horde of creatures native to the Elemental Plane of Fire into the Forge. When the decide to PCs leave, you can read the following:

Just as you start to exit, clumps of magma rise from the trough, taking the form of small, goblin-like monsters. Flying in through the portal, in clouds of ash, are winged wretches. They laugh in shrill voices.

Hostile creatures: fiery welcome ★★☆☆

10 *magmin* (*MM* pg. 212) 1,000 XP

10 *smoke mephits* (*MM* pg. 217) 500 XP



What the area looks like once the portal is activated.



Combat

The magmin and mephits may be a surprise to the party, but they shouldn't be a threat. The monsters are brash and not particularly intelligent - they're more excited than they are tacticians. They fight until they are slain, or retreat back through the portal, if able.



Areas C Revisited: Blood of the Forge

The process of unlocking the Chamber of the Malleus changes the condition and description of the Chamber of the High Anvil. Since the players must travel from one floor to another as part of this process, the changes are apparent as soon as they enter Area C for the second and third time. Depending upon the order the party progresses through the dungeon, you can read the following descriptions aloud upon their return to the Chamber of the High Anvil.

If the party completes activating the turning mechanism on the bottom floor in Area G first, read this description:

As you return to the expansive room where the anvil sits, you notice things have changed. The anvil itself now points in the opposite direction, the bridges suspending its platform rotated a half turn. Additionally, the grand spout that once faced a grated tunnel on the southern wall now points northward, aligning itself with the trough that runs into the northern hallway.

If the party completes opening the portal and releasing the pour locks on the top floor in Areas H & I first, read this description:

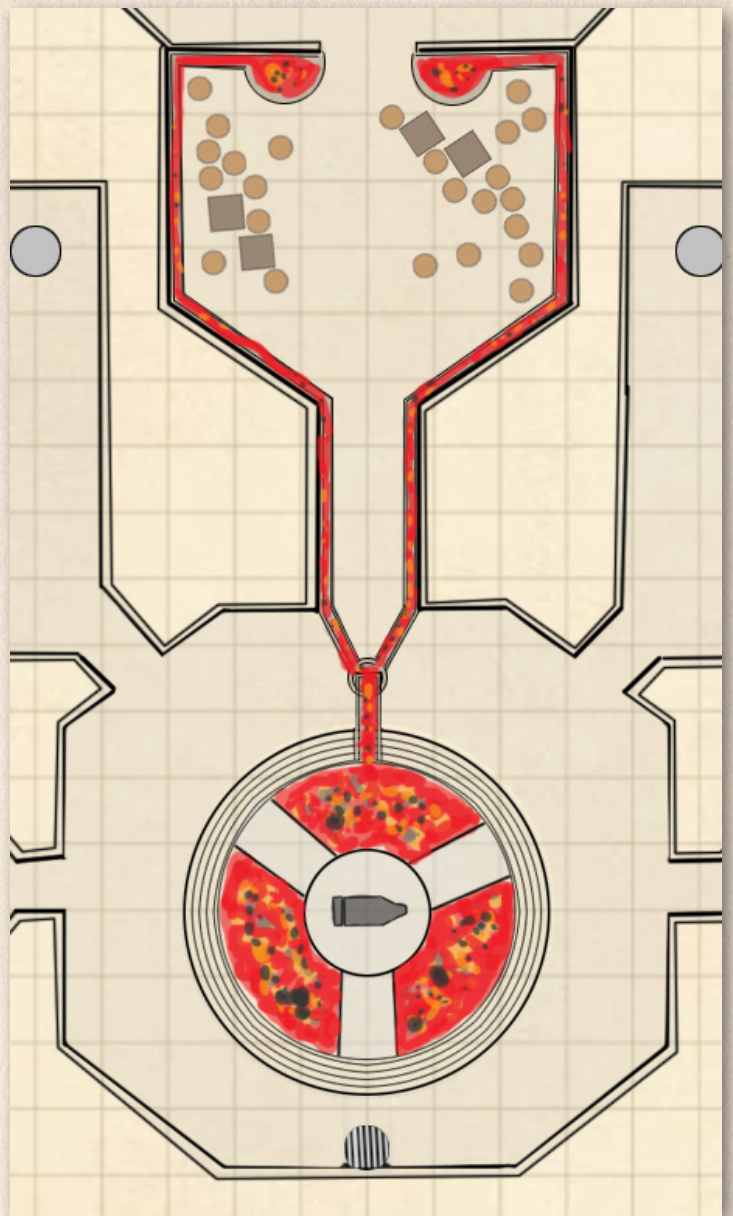
Three viscous sheets of magma, siphoned through holes in the ceiling, rain down in the center of this chamber. Each sheet lands between the bridges that suspend the magnificent anvil atop the chasm beneath it, creating beautiful (if not dangerous) decorum about the stepped podium. The magma that once pooled in the trench beneath the anvil now comes to the brim, overflowing through a long spout and into a runoff tunnel on the room's south side.

When the party has completed each step necessary, you can describe the room as the following:

As you re-enter this area, the entire room is now aglow a deep crimson hue. Magma flows slowly through the spout into the trough, running into the northern hallway. The door in the room it leads to has an arcane glow fading from it as you approach. When the glow recedes entirely, the door opens inward with the loud, jarring report of stone and metal moving across each other. From within the depths of the room beyond, a dark laugh echoes out. "FINALLY!" a forboding voice says, "50 LASHES UPON YOU EACH FOR MAKING YOUR SULTAN WAIT!"

CAUTION: Make sure you're familiar with the next area, and the encounter with the efreeti, Camus, Eyes of Midnight. This encounter can be deadly if you underestimate it, or if you're unprepared!

By himself, the efreeti will likely represent the biggest challenge the PCs have faced in their careers. He has a high armor class and hundreds of hit points, is capable of putting out a lot of damage each round, he can conjure a fire elemental to assist him if necessary, and has an arsenal of spells to use against the PCs. That's not to mention the small army of azer he commands after claiming the azeran malleus. Even if the party was able to rest in the dungeon, and has most of their resources available, this will be a difficult encounter!



A depiction of Areas C and D once the forge is activated.



Areas J: Chamber of the Malleus

Opening the doors that access the Chamber of the Malleus leads to the dungeon's final showdown with the efreeti sultan, Camus, Eyes of Midnight.

The efreeti has been biding his time in this chamber after being sealed inside it, expecting his minions to free him post-haste. Unable to *plane shift* thanks to the Forge's dimensional lock, Camus has attempted everything from using his *gaseous form* power to blasting away at the door with his *hurl flame* ability to escape. With no success, he's grown impatient and belligerent. When Camus sees the party arrive instead of his salamanders, he assumes they are either allied with the duergar or there to reclaim the malleus.

This chamber is fifty feet long, studded by six ornate columns, and an altar of brass and bronze on the far side of the north wall. In front of it, floating ten feet in the air is a hairless, red humanoid... from the waist up, at least. His bottom half is a swirling column of smoke and embers... this is truly an efreeti before you. He grips a scimitar in one hand and a lavish smith's hammer in the other. In front of him are six stout men, dwarf-like in appearance, if not for their bronze skin and hair and beards of fire.

The efreeti seems confused at first to see you, but his expression soon turns to disdain. "YOU FOOLS!" he roars at you, his voice a volcano, "YOU ARE FLEAS BENEATH ME, TRIFLING IN MATTERS ALREADY ANCIENT WHEN THIS VERY WORLD WAS YOUNG! I AM CAMUS! EYES OF MIDNIGHT! WRATH OF THE SOUTHERN WIND! SULTAN OF THE OBSIDIAN PALACE! I AM THE HEAT OF A MILLION SONS! I AM THE SIEGE UPON THE FORGE OF CREATION! YOU. WILL. BURRRRRRRN FOR YOUR INSOLENCENCE!"

Hostile creatures: Camus and his azer slaves ★★★★★

1 efreeti (MM pg. 145) 7,200 XP
6 azer (MM pg. 22) 1,200 XP



Combat

No side here can be surprised. Camus begins by pointing the azeran malleus he wields at the party, prompting the azer in the room to engage the PCs. The efreeti has already used his *gaseous form* and *invisibility* powers for the day, and since *plane shift* won't work in the Forge he knows a retreat isn't likely. However, Camus views the players as trivial opponents, and assumes an easy victory.

The efreeti flies up twenty feet in the air at first, letting his azer slaves engage the PCs in melee. His first concern is using his *wall of fire* ability to cut off their exit, then blast them with his *hurl flame* attack. If the players hurt or kill an azer he taunts them, saying "YOU THINK YOU'RE WINNING? I WILL ONLY MAKE MORE, HAHAAH!"

Camus first takes damage

Once initially damaged, Camus lands on his next turn and attacks whomever damaged him with his scimitar in a blind rage. Doing so forces him to drop the azeran malleus from his off hand, which causes any surviving azer to stop combat, standing in a fugue state. The players realize this immediately, but the efreeti is too



focused to notice. Camus assumes the azer will follow his orders until he relinquishes his control over them, and doesn't know he needs to be wielding the malleus for the azer to obey him.

As an action, a player make pick up the malleus from a square adjacent to the efreeti. If they do, you should read the following aloud:

This smithy's hammer throbs with power when you grab it. Even amid the fray, you notice the fiery bronze warriors in the room are intently looking at you, as if awaiting instruction.

The azer become charmed by the player, taking actions on their initiative count to the best of the directions given to them.

If the azer attack Camus at the command of a PC, the efreeti realizes his mistake. He addresses the player wielding the malleus at that point:

The efreeti's eyes go wide as it dawns on him he's lost control of his bronze slaves. "I SEE!" he hisses as his attention turns towards you "DO NOT FANCY YOURSELF CLEVER, MORTAL. I SHALL REWARD YOUR MISCHIEF ONLY WITH A SWIFT DEATH!"

At this point in the encounter, the efreeti tries to focus his attacks on whomever is wielding the malleus, ignoring the rest. Clever players that figure this out can use it to their advantage to move Camus into position for their attacks - or even playing "hot potato" with the azeran malleus to divide his attacks. Feel free to roleplay the genie becoming more and more visibly agitated the longer the malleus is kept out of reach.

Camus reduced to half hit points

When brought to half or less hit points, Camus starts to take matters more seriously. On his next turn, he will use his *conjure elemental* ability to summon a fire elemental to assist him (this dis-



pels the *wall of fire*, if it managed to still be in effect at this point). When Camus summons his elemental, he'll taunt the party:

"YOU ONLY PROLONG YOUR DEMISE! I COMMAND FIRE ITSELF."

Camus reduced to twenty or less hit points

When brought to twenty or less hit points, Camus will yield to the party, offering a "bargain" for his life. On his next turn, read the following:

Covered in blood as black as pitch, the efreeti falls to one knee. "I... I YIELD. SPARE ME, AND ALL THE TREASURES OF THE OBSIDIAN PALACE ARE YOURS!" He waves his hand, and a shower of gold, gems, and treasures land before you, scattering on the floor. It's the most riches you've ever seen before. "THAT IS BUT A TASTE OF THE WEALTH YOU WILL HAVE. SHOW MERCY NOW, AND YOU WILL NEVER WANT AGAIN."

The "treasure" is an illusion, the result of the efreeti's *major image* ability. His hope is to distract the players so he can fly out of the chamber unharmed, retreating back to the Elemental Plane of Fire, through the portal on the second level, to plot his revenge.

COMBAT DEVELOPMENTS

- It's likely the party will simply slay Camus during the encounter. As soon as the genie is slain, any remaining elemental forces retreat back through the portal.
- Camus fights until reduced to 20 or less hit points, at which point he'll beg for his life or attempt to retreat. If the party refuses his "bribe" of illusory treasure, he'll instead offer to grant them *wishes* if they spare his life. Camus cannot actually do this - but he hopes another lie buys him the time he needs.
- If allowed to escape back to the Elemental Plane of Fire, Camus plots against the party. He'll scry on them and send his agents to harass them in attempts to recover the malleus.



Coffers

Three coffer adorn the altar in this room. In them is 125 gp, 349 gp, and three bronze crowns, each worth 250 gp.



The Azeran Malleus

If the players successfully defeat Camus, Eyes of Midnight, then they are able to claim the azeran malleus. While an effective weapon in its own right, the malleus' power of crafting azer is only usable while in the Forge of Creation.

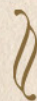
Unscrupulous players may wish to amass an army of azer to serve them going forward. It's up to you how you want to handle this. You can easily justify the players not being able to, or simply not knowing how to, give life to the bronze statues dormant in the Forge. Or, alternatively, you can let them roleplay the process and amass their army. The choice is yours.

You can also use the azeran malleus as a plot driver. If Tenkay A'murs has survived this far, he offers the following advice to the players:

"I dun know much about magic, never did, lads. But this here is worse than magic - its responsibility. Ya can't go round with the weight o' that thing on yer shoulders. Somethin' like that is better to be slag at the bottom o' a pit than the awful thing it is now."

Tenkay is suggesting the players toss the malleus into the magma present in the dungeon, which will release any charmed azer, and put an end to the threat of another raid here for its use.

This is the end of the narrative arc for *Fierce Tempers*, but the players are still welcome to explore any areas they may have missed.



Wrapping Up the Dungeon

As things are drawing to an end, refer to this information for anything left to wrap up in the dungeon:

Adventure Hooks

- By defeating Camus, Eyes of Midnight and claiming the azeran malleus, the players should be able to complete whichever adventure hook brought them to the Forge of Creation.
- If you're using the *Power None Should Wield* adventure hook, the players are contacted at this point by another *sending* spell, instructing them to head to the portal on the second floor. It's there they are met by *Er'gotz*, an azer commander, coming from the Elemental Plane of Fire. He profusely thanks the party for their assistance. In exchange for their help, he offers them each an uncommon magic item of azer make.
- If the players were searching for a portal to the Inner Planes, the portal to the Elemental Plane of Fire remains open until the ritual is performed again to close it. Doing so only takes a minute.

CAUTION: The Elemental Plane of Fire is a very dangerous place. Do not let the party enter the portal unless you're very, very, very sure they're properly prepared to (as well as yourself!)

Remaining Monsters

- In the event monsters survive, it retreats back to whichever faction it belonged to - back in to the mountain for the duergar, or through the portal to the Elemental Plane of Fire if possible for the elemental forces.
- If Camus, Eyes of Midnight managed to escape back to the Elemental Plane of Fire, he immediately begins plotting his revenge against the players. You might want to use this as your next adventure, or have the efreeti waylay the party at an unforeseen time in the future.

Experience Points

- You can reward each player 2,500 XP for successfully completing the dungeon and finishing their adventure hooks. This includes XP for solving the puzzle of how to activate the Forge of Creation and access the Chamber of the Malleus.
- If Tenkay A'murs survives the dungeon, award each player 1,200 XP. The dwarf may become an ally and a contact in the future to aid the players if you wish.
- You can reward each player 900 XP if they identify the trap and take precaution against it in Encounter Area G.
- You can reward each player 900 XP if they discover the secret door and the dead adventurer in Encounter Area E. This might catalyze a new adventure, as it's evident someone long ago found their way very close to the Forge of Creation.

Appendix A: New Monsters & NPCs

ASDER DAR'TOR - DEVOTEE OF LADUGUER

Medium humanoid (dwarf), lawful evil

Armor Class: 16 (scale mail, shield)

Hit Points: 89 (12d8 + 36), *death ward*

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	11 (+0)	16 (+3)	9 (-1)

Saving Throws: Str +4, Wis +5, Cha +2

Skills: Deception +2, Persuasion +2, Religion +3

Damage Resistance: poison

Senses: darkvision 120 ft., passive Perception 14

Languages: Dwarvish, Undercommon, Common

Challenge: 6 (2,300 XP)

Duergar Resilience. Asder has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, Asder has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. Asder is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Haedirn has the following cleric spells prepared:

Cantrips (at will): *light*, *sacred flame*, *thaumaturgy*,
 1st level (4 slots): *command*, *divine favor*, *inflict wounds*, *shield of faith*
 2nd level (3 slots): *blindness/deafness*, *hold person*, *spiritual weapon*
 3rd level (3 slots): *dispel magic*, *spirit guardians*
 4th level (0 slots): *death ward**

* Indicates an instance of this spell is already in effect (included in the statistics block above).

Actions

Multiattack. Asder makes two war pick attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Asder magically increases in size, along with anything he is wearing or carrying. While enlarged, Asder is Large, doubles his weapon dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Asder lacks the room to become Large, he attains the maximum size possible in the space available.

War Pick. *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, or 11 (2d8 + 2) piercing damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). Asder magically turns invisible until he attacks, casts a spell, or uses his Enlarge, or until his concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Asder wears or carries is invisible with him. (*Used for the day*)



FREGA DAR'TOR

Medium humanoid (dwarf), lawful evil

Armor Class: 17 (chain shirt, shield)

Hit Points: 112 (15d8 + 45)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	11 (+0)	11 (+0)	11 (+0)

Saving Throws: Str +7, Dex +5, Con +6

Skills: Athletics +9, Intimidation +5

Damage Resistance: poison

Senses: darkvision 120 ft., passive Perception 11

Languages: Dwarvish, Undercommon, Common

Challenge: 6 (2,300 XP)

Duergar Resilience. Frega has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, Frega has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Brave. Frega has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Frega hits with it (included in the attack).

Actions

Multiattack. Frega makes two war pick attacks, or one war pick attack and one shield bash.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Frega magically increases in size, along with anything she is wearing or carrying. While enlarged, Frega is Large, doubles her weapon dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Frega lacks the room to become Large, she attains the maximum size possible in the space available.

War Pick. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage, or 17 (3d8 + 3) piercing damage while enlarged.

Shield Bash. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage, or 11 (3d4 + 3) bludgeoning damage while enlarged. If the target is a Medium (or Large, while Frega is enlarged) or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Invisibility (Recharges after a Short or Long Rest). Frega magically turns invisible until she attacks, casts a spell, or uses her Enlarge, or until her concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Frega wears or carries is invisible with her.

Reactions

Parry. Frega adds 3 to her AC against one melee attack that would hit her. To do so, Frega must see the attacker and be wielding a melee weapon.

HALF BLACK DRAGON GIANT SPIDER

Large beast, unaligned

Armor Class: 16 (natural armor)

Hit Points: 136 (13d10 + 65)

Speed: 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	2 (-4)	11 (+0)	4 (-2)

Skills: Stealth +9

Damage Resistances: acid, bludgeoning, piercing, and slashing damage from nonmagical weapons

Senses: blindsight 10 ft., darkvision 60 ft., passive Perception 10

Languages: -

Challenge: 9 (5,000 XP)

Magic Resistance. The spider has advantage on saving throws against spells and other magical effects

Spider Climb. The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

Web Walker. The spider ignores movement restrictions caused by webbing.

Actions

Multiattack. The spider makes three attacks, one with its bite and two with its legs, or it makes a web or acid breath attack and two attacks with its legs.

Bite. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Legs. Melee Weapon Attack. +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Web (Recharge 5-6). Ranged Weapon Attack. +6 to hit, range 30/60 ft., one target. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Acid Breath (Recharge 5-6). The spider exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.



SILEK DAR'TOR

Medium humanoid (dwarf), lawful evil

Armor Class: 15 (chain shirt)

Hit Points: 94 (11d10 + 33)

Speed: 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	8 (-2)	11 (+0)	10 (+0)

Saving Throws: Str +7, Con +5, Wis +3

Skills: Acrobatics +8, Athletics +10

Damage Resistance: poison

Senses: darkvision 120 ft., passive Perception 11

Languages: Dwarvish, Undercommon, Common

Challenge: 6 (2,300 XP)

Duergar Resilience. Silek has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Sunlight Sensitivity. While in sunlight, Silek had disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Reckless. At the start of his turn, Silek can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

Actions

Multiattack. Silek makes two maul attacks.

Enlarge (Recharges after a Short or Long Rest). For 1 minute, Silek magically increases in size, along with anything he is wearing or carrying. While enlarged, Silek is Large, doubles his weapon dice on Strength-based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If Silek lacks the room to become Large, he attains the maximum size possible in the space available.

Maul. Melee Weapon Attack. +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage, or 18 (4d6 + 4) bludgeoning damage while enlarged.

Invisibility (Recharges after a Short or Long Rest). Silek magically turns invisible until he attacks, casts a spell, or uses his Enlarge, or until his concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment Silek wears or carries is invisible with him.

TENKAY A'MURS

Medium humanoid (dwarf), lawful good

Armor Class: 17 (splint)

Hit Points: 68 (11d8 + 18)

Speed: 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	14 (+2)

Saving Throws: Str +6, Con +5

Skills: Athletics +6, Perception +3

Damage Resistance: poison

Senses: darkvision 60 ft., passive Perception 13

Languages: Dwarvish, Common

Challenge: 5 (1,800 XP)

Dwarven Resilience. Tenkay has advantage on saving throws against poison.

Commander's Strike (2/day). Tenkay can choose to forgo one of his attacks during his turn to use a bonus action to direct an ally to strike. When he does so, choose an ally who can see and hear him, that creature can immediately use its reaction to make one weapon attack. Tenkay regains all uses of this ability after finishing a short or long rest.

Rally (2/day). Tenkay can use a bonus action to bolster the resolve of one of his allies. When he does so, choose an ally who can see and hear him, that creature gains 1d8 + 2 temporary hit points. Tenkay regains all uses of this ability after finishing a short or long rest.

Actions

Multiattack. Tenkay makes two warhammer attacks.

Warhammer. Melee Weapon Attack. +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage, or 9 (1d10 + 3) bludgeoning damage if held in two hands.

Heavy Crossbow. Ranged Weapon Attack. +4 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Appendix B: New Magical Items

Azeran Malleus

Weapon (warhammer), rare (requires attunement)

This oversized smithing hammer is cast in bronze, riveted with steel, and made of the highest craftsmanship. The head of the hammer is shaped to resemble a magnificent flame. Despite its size and bulk, the hammer is relatively light and easy to handle.

Each azeran malleus is crafted with the purpose of forging new azer. A skilled smith with the available resources can use the malleus to create the body out of no less than 2,000 gp worth of bronze, over the course of 5 hours. Upon completion, the malleus ignites a spark of elemental fire within the crafted body, giving life to the azer. However, only the presence of the heat of elemental fire will allow for this to take effect - meaning the malleus will not give life to new azer on anywhere but the Elemental Plane of Fire or places connected to it.

Azer crafted in this manner are charmed by the malleus' wielder. Most azer smiths that use these tools dismiss this effect immediately, allowing the newly forged azer a free will of their own.

The malleus may be wielded as a magic warhammer. You gain a +1 bonus to attack and damage rolls made with it. The malleus deals an extra 3 (1d6) fire damage when it hits a target in combat. In addition, while wielding the malleus, you can speak and understand Ignan.

The azeran malleus has 7 charges. While holding it, you can use an action to expend 4 charges to cast *conjure minor elementals*, to summon an azer only. You may also use an action to expend 2 charges to cast *heat metal*.





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