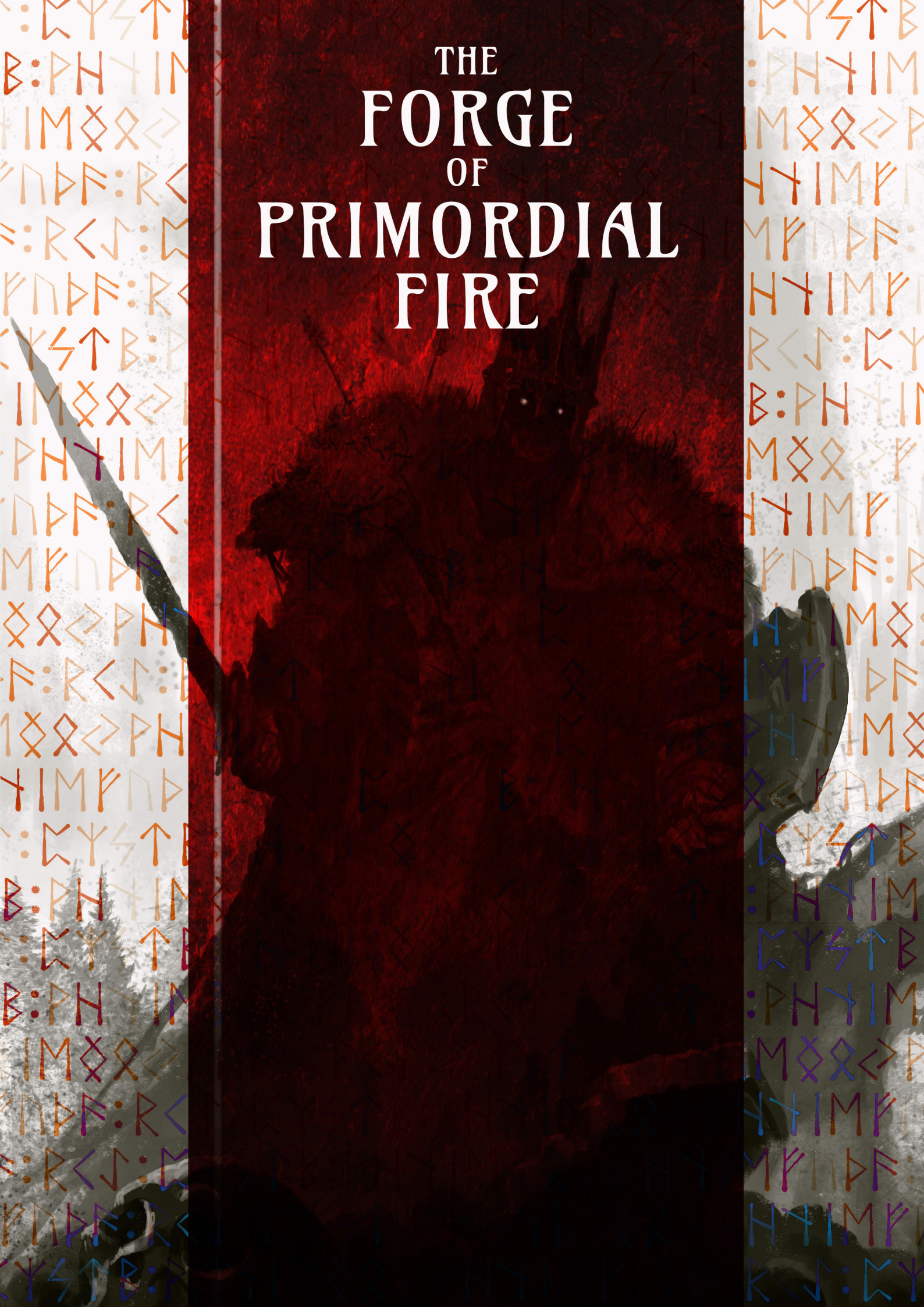


THE
FORGE
OF
PRIMORDIAL
FIRE



Forge of Primordial Fire

The Forge of Primordial Fire is a legend whispered between smiths, tinkers, and those of a magical persuasion. While the stories drip with envy, the few survivors who have seen the workings of the forge are quick to caution others from wandering too close into fire giant territory. The forge's ancient arcane construction allows it to convert the rage of elemental fire into amazing creations of magical and engineering wonder. To use such an intricate relic requires the patience of a smith, the strength of a fire giant, and the eye of an engineer.

Using the Forge to Craft

To craft an item with the great forge you must first have access to the corresponding item's blueprint. The crafting process is a tiresome task which takes place over a whole long rest, at the end of which you will make a DC15 crafting check at disadvantage.

If you have proficiency in Smith's Tools or are aided by a fire giant, the crafting check is made without disadvantage. If you have both proficiency and fire giant assistance, the crafting check is made with advantage.

On a success, the item is created, still sizzling hot from the forge. On a failure, you still create something, just not what you wanted...

FAILED CRAFTING RESULTS

A failure on a crafting check represents a failure to regulate the intense heat of the forge, which quickly superheats the item into a molten pool of waste which cools into a porous sub-optimal metal. You acquire a number of this Adamantine Slag equal to the failed crafting check result.

You can use Adamantine Slag with the forge to craft Flash Ammunition over a long rest, at the end of which you automatically obtain a number of this ammunition equal to the same amount of slag provided.

FLASH AMMUNITION

This ammunition shatters on impact showering the target in bright fiery sparks. A creature hit by the ammunition must succeed on a DC 10 Constitution saving throw or become blinded for 1 round. Additionally, successful attacks with this ammunition deal an extra 1d6 fire damage.

Creations of the Forge

The following list of items are some of those that feature within the legends of the forge, be it due to sightings, rumours or scholarly accounts of great designs specifically birthed from the forge. There still may be more creations out there that have yet to surface, and once they do, they will fuel fire-lit storytelling for years to come.

D8	ITEM
1	Blazing Warhorn
2	Harness of the Hellhound
3	Fists of Fire Manipulation
4	Armour of the Molten Maiden
5	Scabbard of Surtur
6	Serf of Surtur
7	Mask of the Fire Giant
8	Dragonbane Cannon

1. BLAZING WARHORN

This heavy adamantine musical instrument is emblazoned with intricate flames that describe a war within a raging forest fire. The three-decade Hunt of the Great Green took many lives before more drastic tactics delivered a victory. Although it is a warhorn, its oversized nature likens it more so to a tuba that wraps around a human-sized wielder.

As an action, you can blow into the horn to cast Burning Hands at 5th Level, with a DC 15 spell save. This ability recharges after a long rest.

When a bard uses this horn as a spellcasting focus all fire spells gain a 1d6 bonus to damage.



2. HARNESS OF THE HELLHOUND

A mount is ready for the heavy cavalry charge when it dons this black iron harness of jagged metal, spikes, and system of oil-fed pipes. A jaw of scraping metal attaches to both the bit and oil-dripping nozzle to resemble a hellhound bearing down on its prey. If the sight and sound weren't shocking enough, the maw's grease-fire would surely cause a rout.

When a mount wears this harness, it gains the following properties: +2 to its AC, resistance to fire, and Charisma (Intimidation) checks are made with advantage. Additionally, it gains the Spew Flames ability.

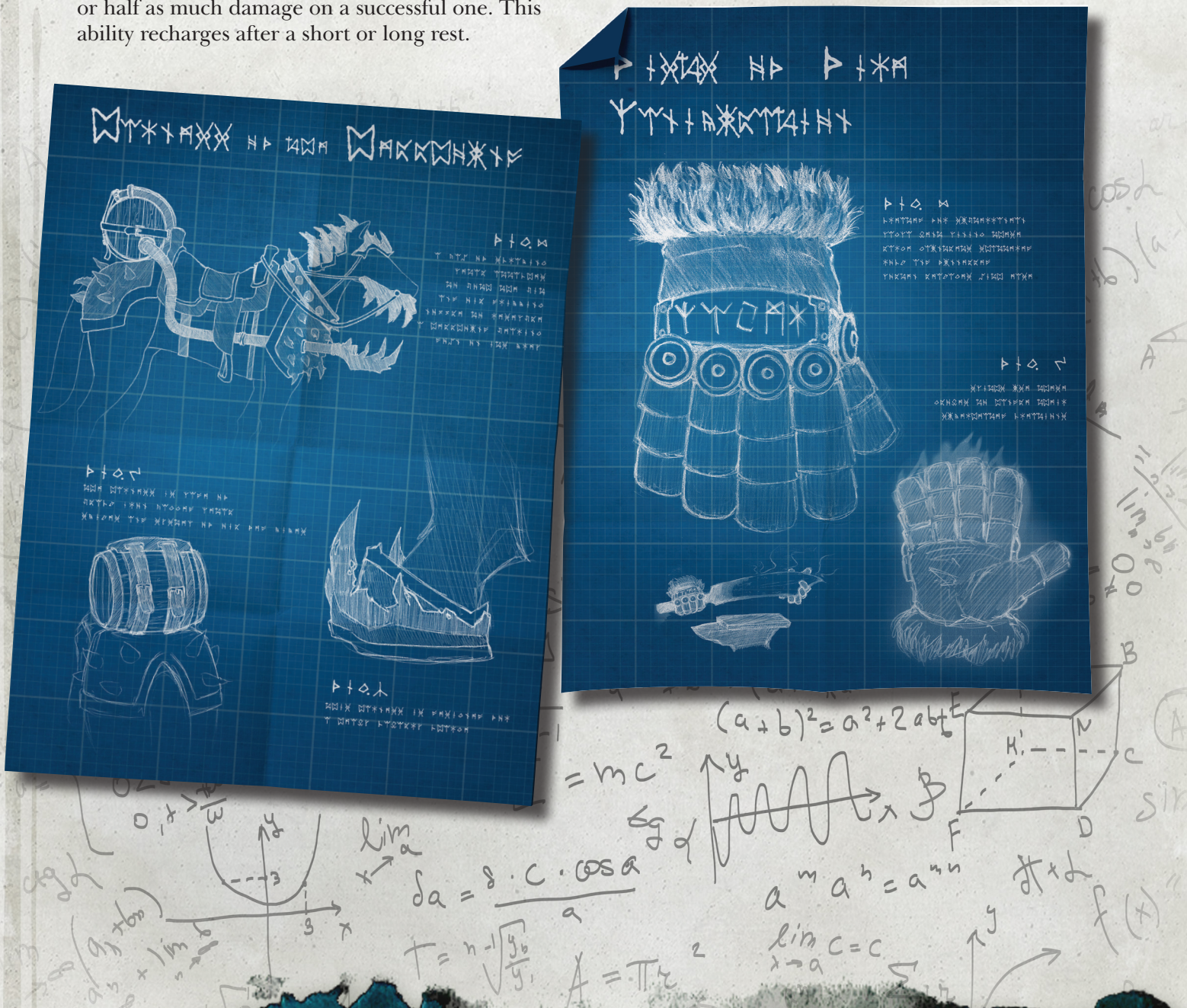
Spew Flames. A rider can replace one of their attacks, as part of the attack action, to spew a 15 foot cone of fire from the harness. Each creature in the cone must make a DC 15 Dexterity saving throw. A creature takes 4d6 fire damage on a failed save, or half as much damage on a successful one. This ability recharges after a short or long rest.

3. FISTS OF FIRE MANIPULATION

Originally created for subterranean magma vent mining, these large gauntlets were used to shatter rock and funnel molten leakages away with ease. Nowadays, smiths use them to handle their superheated creations and create the personal touch they desire. With fingers the size of bricks and hot shield bosses for knuckles, any connecting punch with these gauntlets intends to leave a lingering reminder—how's that for a personal touch.

The wearer of these two gloves has immunity to fire damage only from things it touches with its hands. The wearer's Unarmed Attacks deal an extra 1d6 fire damage.

Additionally, when a monk wears these gloves, the Deflect Missile feature can be triggered by single-target ranged magical attacks that deal fire damage.



4. ARMOUR OF THE MOLTEN MAIDEN

Radiating with constant heat, the black unpolished armour evershifts in hues of blues, oranges, and purples. Large angular pauldrons, reminiscent of smokestacks, tower over the bearded helm covered in heat vents. When scraped or dented, the rough armour reacts violently, spraying white hot sparks into the face of any untrained handler or would-be attacker.

While wearing this armour, you gain a +1 bonus to AC, you gain resistance to fire and cold damage, and you do not suffer the effects of extreme hot and cold weather conditions. In addition, successful melee attacks against you cause the attacker to take 1d6 fire damage from the hot sparks.



5. SCABBARD OF SURTUR

The scabbard's dragon scale coating barely traps the manifestation of a giant's fiery devotion to Surtur. When a weapon is sheathed, the flames within begin to quietly chant, in giant-tongue, a story of growing fervour. When drawn and fully blessed, the weapon roars with flame, ready to lead the first charge.

At the start of a short or long rest you can store one sword or dagger within the scabbard. This weapon can be mundane or magical. At the end of the rest and upon first drawing the weapon from the scabbard, it erupts into flames. This fire provides bright light in a 20 foot radius and dim light for an additional 20 feet. Additionally, the weapon has a +2 bonus to attack rolls and deals an extra 1d6 fire damage to any target it hits.

This effect has a duration of 1 hour after the weapon was first drawn and can be ended prematurely by sheathing the weapon, stowing it away, or dropping it. Only one weapon can benefit from the scabbard's effects at a time.

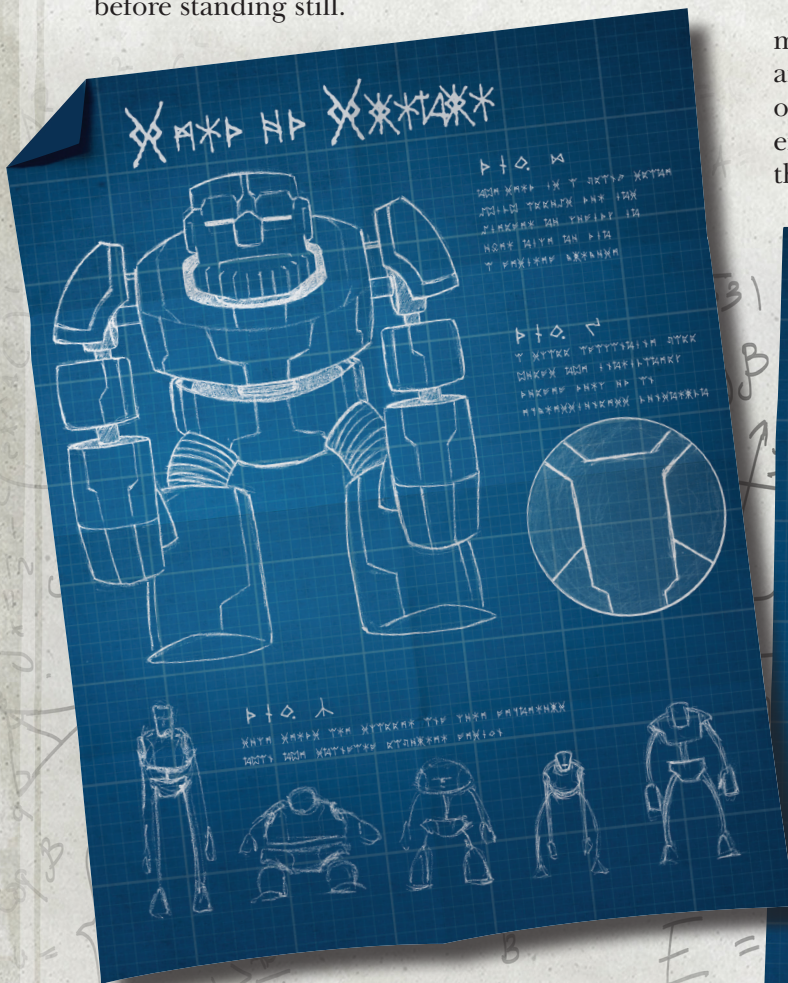


6. SERF OF SURTUR

A small adamantine ball holds the intricately folded form of an expressionless construct, which resembles a miniature fire giant. Its blank slate allows for its wielder to modify it over time to fit a desired purpose. Some serfs are smaller and more dexterous than the standard labourer design.

As an action, you can activate the ball, which expands into a metal Construct Servant in an unoccupied space on the ground within your reach. This construct will perform simple tasks at your command for 1 hour before collapsing back into a ball. It has AC 16, 1 hit point, immunity to fire, a Strength of 16, its size is large, and it can't attack. If it drops to 0 hit points, the construct breaks and collapses back into a malformed ball and must be repaired with a DC15 Tinker or Smith's Tools check during a short rest.

Once on each of your turns as a bonus action, you can verbally command the construct to move up to 25 feet and interact with an object. Once you have given a command, the construct will perform the task to the best of its ability until it completes it, and then waits for your next command. If the construct moves more than 90 feet away from you, it cannot receive any new command, performing its last task before standing still.



7. MASK OF THE FIRE GIANT

This masked helm depicts a victim in furious anguish, screaming. The gold and blood red crown of fiery hair denotes royalty, and demands respect of its enemies. Black smoke constantly drifts from its nostrils and oil drips from the mouth grate, hinting at the mechanism that hides beneath the layered plate neckguard.

As an action, you can activate one of the mask's abilities. Afterwards, the mask must be recharged during a short or long rest before either ability can be used again. The save DC of both abilities is 15.

Oppressive Aura. You open the gas valves and exhale a putrid ash from the mask's nostrils that spreads outward around you. This ash has the effects of the Stinking Cloud spell with you being the centre of the cloud. You do not need to concentrate to sustain the effect and it lasts for 1 minute. You are not affected by the choking or vision obscuring effects when you wear the mask.

Boiling Rage. You violently eject burning oil from the mask's mouth vent. You must choose the oil shape: a 10 foot square centred on a point that is within 60 feet from you, or a 25 foot line that begins from you. The area is considered difficult terrain that lasts for 1 minute.

When the oil appears, each creature standing in it must succeed a Dexterity saving throw or fall prone and suffer 4d6 fire damage, taking only half damage on a success. Any creature that enters the area or ends its turn in the oil must also succeed the saving throw or fall prone and suffer damage.



8. DRAGONBANE CANNON

Two thick metal wheels support the central mass of this elongated cannon that aims for the sky. The barrel of the dragonbane cannon is fashioned to depict the pained face of a dragon, promising the same end for any of its kin that sees this weapon. When fired, the immense recoil would push the entire cannon back 5 feet if it weren't for its sturdy anchoring leg.

The cannon has an Armour Class of 17, 100 Hit Points and is immune to poison and psychic damage.

Before it can be fired, the cannon must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. When an action is used to load the weapon, the loader must choose what type of ammunition to use: chain shot or weighted shot.

Chain Shot. Ranged Weapon Attack: +6 to hit, range 600/1,200 ft., one target. Hit: 28 (5d10) bludgeoning damage and the target must make a DC 16 Strength Saving Throw or become restrained and prone. The creature can attempt this same saving throw at the start of its turn to break free and end the conditions.

Weighted Shot. Ranged Weapon Attack: +6 to hit, range 600/2,400 ft., one target. Hit: 28 (5d10) bludgeoning damage and the target must make a DC 16 Constitution Saving Throw. On a failed save the target is stunned until the end of their next turn.

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