

# Fortress of Ironheart

## Introduction

This small fortress was originally a monastery for warrior-monks of the Forgefather (the dwarven name for Jann'ih). After the demonic invasion (see *BoEM III*), it was turned into a guard post ready to launch counterattacks against demons coming through the gate. It is currently home to several clerics and warrior monks, all ready to lay down their lives to defend their home world.

For this site you need the Ironheart maps from the map section at [www.fantasy.hardpoints.de](http://www.fantasy.hardpoints.de).

## Generic Defences

A high priest of the Forgefather as well as the current Forgemaster have cast several spells to defend the fortress from demonic forces.

**Forbiddance spells** cast at level 17 guard all locations of the castle requiring those who are not lawful neutral to make a will save against DC: 22 or be hedges out taking 3d6 or 6d6 damage depending on alignment. Also, planar travel into these areas is not possible. Note that unlike what is said in the spell description in the PHB, the spell will exclude those who are invited by the clerics of the fortress.

**Glyphs of Warding** (Reflex Save DC 18, search and disable DC 28, read magic DC to identify 13) adorn all doors, dealing 6d8 sonic damage to all within 5 feet of a *demon* intruder. Sonic damage was chosen as demons are usually resistant against most types of elemental damage.

**Hallow spells** (cast by the forgemaster, i.e. caster level 12) affect some rooms of

the fortress. There are several different spells tied into the hallowed rooms:

- **Shield of Faith** (+2 deflection bonus) for all believers in Jann'ih. All tower tops are affected by this spell.
- **Dispel Magic** against all non-believers.

## Modus Operandi

Ironheart's inhabitants are on the lookout for demonic intruders into Inshabiv (the Eastern part of the main continent of Vivine). They know that they are remote and far away from the legendary great nations of the West, gaining support only from the dwarfhold of Blackforge and the city of the elemental mages to the South. However, there are many travellers from the Nexus and due to the large amounts of gold the dwarves constantly 'liberate' from the demons, they often hire mercenaries.

Usually, the Forgemaster will cast *commune* to find out about any impending incursions or new mercenaries. He will then use *scrying* to observe the demon gate, when it seems plausible. According to this intelligence, the warrior monks will be deployed. If the threat is high enough, the forgemaster will join his brothers.

New mercenaries are usually handsomely rewarded but put under a *geas/quest* not to betray the dwarves. *Detect magic* is used to check whether the spell was successful. Also, *discern alignment*, and *zone of truth* are used liberally to ensure the loyalty of the mercenaries.

## Locations

### 1. Main Hall

The main hall is used for eating, preparing the food in the open oven, and making battle plans for the next day. The

hall is plain but cosy, with the emphasis on practicality. Usually, the main hall is quit, even when food is served. When under attack, the tables and chairs are used to reinforce the door. The space near the gate (10 feet) is **hallowed (Shield of Faith)**.

## 2. Storage Room

This room holds the food and other supplies of Ironheart. There is also a magical well that creates enough water for 20 people per day. The well was created by monks of the Forgefather shortly after the demonic incursions started to avoid poison attacks on the water supply.

## 3. Dormitory

The warrior-monks sleep in these rooms. The interior is very functional save for the religious symbols on the walls.

## 4. Forgemaster's Quarters

The Forgemaster Satchgrimm has the best quarters in the fortress. They are equipped with a desk, the records necessary to run the place, and a sturdy bed. The room also contains a tiny **invisible** chest that holds 1200 gp in gems and coins. The chest is **firetrapped** and the room protected by a **glyph of warding** (sonic damage) which works against everybody who does not believe in Jann'ih (i.e. the Forgefather). The middle of the room is **hallowed (Dispel Magic)**.

## 5. Guest Quarters

These are most luxurious beds in Ironheart, reserved for guests such as the Grand Forgemaster. But also other, humbler guests, willing to help in the fight against evil, are allowed to rest here. The room spans two levels, so actually one could talk about two guest quarters.

## 6. The Forge

The forge is a place of work and worship, where the monks repair their equipment and the Forgemaster creates new magical items for the fight against evil. Mercenaries who have provided some extraordinary services for the monastery can be rewarded with custom-made magical items at a vastly reduced price (30% off). The room is **hallowed (Dispel Magic)**.

## 7. Divination Chamber

This room is used for divination spells. The reflective shield of the fallen hero Balim Ironheart, a minor artefact, is used as focus for *scry* spells instead of a holy water font.

## 8. Armoury

The armoury is filled with racks full of weapons and armour. Those dwarves not on duty leave their equipment here.

## 9. Training Hall

This big and almost empty room is used for extensive training sessions or important rituals. Only the Forgemaster and his assistants are allowed into the forge itself.

# Troops & NPCs

## Forgemaster Satchgrimm

Cleric 12

|                    |                         |
|--------------------|-------------------------|
| <b>Hit Dice:</b>   | (12d8)+12               |
| <b>Hit Points:</b> | 79                      |
| <b>Initiative:</b> | +1                      |
| <b>Speed:</b>      | Walk 20'                |
| <b>AC:</b>         | 25                      |
| <b>Attacks:</b>    | +2 Warhammer<br>+13/+8; |
| <b>Damage:</b>     | Warhammer 1d8+3;        |
| <b>Face/Reach:</b> | 5 ft. by 5 ft./5        |
| <b>Special</b>     | +1 to hit               |

**Qualities:** orcs/goblinoids, +2 on Appraise of stone/metal items, +2 on stone/metal Craft check, +4 dodge vs giants, save +2 vs spells, save +2 vs. poison, Spontaneous casting, Stonecunning, Turn Undead 4/day

**Saves:** Fortitude: +11, Reflex: +5, Will: +13

**Abilities:** Str 13 (+1), Dex 12 (+1), Con 13 (+1), Int 11 (+0), Wis 20 (+5), Cha 12 (+1)

**Skills:** Concentration 4; Craft (Armoursmithing) 10; Craft (Blacksmithing) 3; Craft (Weaponsmithing) 4; Knowledge (Religion) 4; Scry 1;

**Feats:** Brew Potion, Craft Magic Arms and Armor, Great Fortitude, *Weapon Focus (Warhammer)*

**Challenge Rating:** 12

**Alignment:** Lawful Neutral

**Possessions:** *Isengrimm* (+2 Full Plate); +2 Warhammer; +2 Large Steel Shield; Necklace of Fireballs I; 2 Scrolls (Cure Moderate Wounds); Scroll (Summon Monster III); Scroll (Summon Monster V); Scroll (Heal); Globe of Kalias (BoEM III).

Deity: Jann'ih (Forgefather) *Domains:* Law (You cast law spells at +1 caster level.), War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon.)

Satchgrimm is an old and wise dwarf with a grey beard and a long history of

creating magical armour. His masterpiece so far was his armour *Isengrimm*, a full plate mail made of a black steel and inlaid with golden runes praising the virtue and martial prowess of the Forgefather.

Satchgrimm has fought many battles and it shows - he has lost an eye to a demonic blade, a wound that could not be healed, leaving him with an empty



eye socket. Also, there are many scars covering his face and arms.

The Forgemaster is the ruler over the fortress of Ironheart and does so with an **iron hand**. He has **little patience** for pranksters or fopish nobles, preferring to adhere to the teachings of his god and maintaining discipline. **Alcohol, song, and feasting are forbidden** within the walls of Ironheart. The only thing that the harsh ruler seems to indulge in, is creating items in the forge.

Warrior Monk of Ironheart

Cleric 3 Fighter 3

**Hit Dice:** (3d8)+(3d10)+18  
**Hit Points:** 52  
**Initiative:** +1  
**Speed:** Walk 20'  
**AC:** 18 (20 w/ *shield of faith*)  
**Attacks:** +1 Warhammer  
+10(+12)\*;  
**Damage:** Warhammer 1d8+4  
(1d8+6)\*;  
**Face/Reach:** 5 ft. by 5 ft./5  
**Special**  
**Qualities:** +1 to hit  
orcs/goblinoids, +2 on Appraise of

stone/metal items, +2 on stone/metal Craft check, +4 dodge vs giants, save +2 vs spells, save +2 vs poison, Spontaneous casting, Stonecunning, Turn Undead 2/day  
**Saves:** Fortitude: +10, Reflex: +4, Will: +6  
**Abilities:** Str 17/20 (+3/+5)\*, Dex 12 (+1), Con 16 (+3), Int 10 (+0), Wis 12 (+1), Cha 8 (-1)  
**Skills:** Concentration 12; Craft (Weapon-smithing) 4; Ride 3; Spellcraft 3;  
**Feats:** Cleave, Combat Casting, Power Attack, Spell Focus (Enchantment), Sunder, *Weapon Focus (Warhammer)*  
**Challenge Rating:** 6  
**Alignment:** Lawful Neutral

\*: use second value if under the effect of *bull's strength*

**Possessions:** Half-Plate; Large Steel Shield; +1 Warhammer; 5 Scrolls (Cure Moderate Wounds); Cloak of Resistance +1; Potion (Endurance); Potion (Expedious Retreat); Potion (Wisdom);

Deity: Jann'ih (Forgefather) *Domains:* War (Free Martial Weapon Proficiency and Weapon Focus with the deity's favored weapon.), Protection (You can generate a protective ward, a spell-like ability to grant someone you touch a resistance bonus on their next saving throw equal to your level. It's an abjuration effect that lasts one hour, once per day.)

Spells memorised when on duty (pattern A) (4/3+1/1+1):  
 0 - Detect Magic, Light, Read Magic, Resistance  
 1 - Command (DC: 14), Shield of Faith, Random Action (DC: 14), Sanctuary (D)  
 2 - Bull's Strength, Spiritual Weapon (D)  
 Tactics: After activating *shield of faith*, *sanctuary*, and *bull's strength*, the monk charges, using other spells if combat gets tight.

Spells memorised when on duty (pattern B) (4/3+1/1+1):  
 0 - Detect Magic, Light, Read Magic, Resistance  
 1 - Command (DC: 14) \*2, Random Action (DC: 14), Sanctuary (D)  
 2 - Hold Person (DC: 15), Shield Other (D)  
 Tactics: These monks stay in the back while their brethren attack, using *shield other* to absorb some of the damage. After casting all spells they want to use on the enemy, they activate *sanctuary* and serve as hit point pools.

The warrior monks of Ironheart are easily recognisable by their red robes with protective runes worn over half-plate armour. They are a grim and dedicated lot, knowing that the safety of the world depends on them.

In combat the monks will usually have a group that attacks and one that stays in the back to cast spells and heal the others. Only when the first group seems to need help will the second one join melee combat.

Here are some example monks (from a total of 10 to 20), the players might encounter:

- **Brother Ishmain** is a young and modest warrior monk. He is a little bit chubby and is very interested into the history of dwarvenkind as well as all its subraces. He will certainly attach himself to any new dwarf

arriving at Ironheart becoming a nosy pest.

- **Brother Zelorn** is fanatically devoted to his fight against evil. He had a vision that foretold his glorious but painful death as a martyr and he is eager to get there. The Forgemaster is very proud of Zelorn and the other monks look up to him.
- **Brother Apothecarius** (Profession Apothecary instead of craft) is a bit of an outsider, less martial than his brothers (though he does not lack skill) and more studious. He is responsible for treating those wounded who cannot be healed magically. The others do not really like this monk and he is usually a bit apart from the others. Apothecary is really called Whehath.
- **Brother Clovish**, the big-bellied greybeard, is well-liked by everybody. Being one of the oldest monks save for the Forgemaster, he has a moral tale for everything. He is fatherly and more approachable than the head of the fortress and monks with problems usually come to him. Satchgrimm relies on him to handle most social problems.

