

Design and writing: Ryan Schoon

**Scenario Goals**

The scenario is complete when the Blacksmith is dead. At the end of that round, read **179.4**.

**Introduction**

You slide the key into the mural on the rock, and the ground beneath you begins to rumble. The rock moves away from you to reveal a winding staircase spiraling down into the earth. You descend and marvel at the paintings drawn on the stone walls. They depict a wide variety of people throughout time, each of them holding up a glowing key—the same key you are looking to forge.

You can hear the forge before you see it: it is a massive construction of iron and stone surrounded by demons. At the head of the forge you see a blacksmith—a massive figure that looks vaguely human, but something is off. He growls and points at you as you enter the forge, snarling something. You can't quite make it out, but there is no mistaking his intent. These creatures don't want you here, and if you want to reach the forge, you'll have to fight your way to it.

The demons disperse and a massive iron gate slams down over the entrance to the forge. You look around and see other alcoves to explore. You can only hope they hold the key to getting inside.

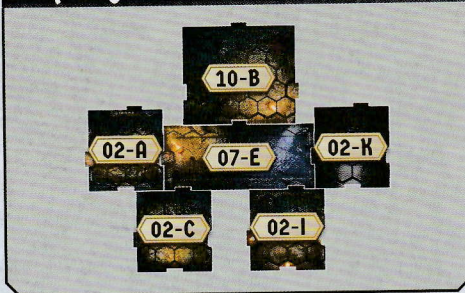
**Special Rules**

Each altar in the scenario has  $(L+2) \times C/2$  hit points (rounded down). They are enemies to you and allies to all monsters.

Door **5** is locked and will unlock when all four altars have been destroyed.

**Section Links**

When door **1** is opened, read **8.1**.  
 When door **2** is opened, read **184.4**.  
 When door **3** is opened, read **189.2**.  
 When door **4** is opened, read **183.1**.  
 When door **5** is opened, read **29.2**.

**Map Layout****Scenario Key**

City Guard	
Earth Demon	
Flame Demon	
Frost Demon	
Wind Demon	
Dungeon Door	
Star and Trap	
Lava	
Snowdrift	
Tree	
Altar	
Treasure	

**Loot**

x7  
 x2  
 x4  
 x2  
 x2  
 x1

