



**Ebook Directory**  
the best source of ebook

The book was found

# The Forge Of Fury (Dungeons & Dragons D20 3.0 Fantasy Roleplaying Adventure)



## Synopsis

What waits in the ruined dwarf stronghold? Two hundred years ago, the great dwarf smith Durgeddin the Black built Khundrukar, a hidden stronghold for his war of vengeance against all orckind. For years Durgeddin labored, until the orcs discovered Khundrukar and stormed the citadel, slaying all within. Legends say that Durgeddin's masterful blades and glittering treasures were never found. The Forge of Fury is the second in a series of eight stand-alone adventures for the Dungeons & Dragons game. It details Khundrukar's five extensive levels of fierce tribes, dangerous obstacles, diabolical traps, and monstrous creatures. To use this adventure, a Dungeon Master also needs the Player's Handbook, the Dungeon Master's Guide, and the Monster Manual.

## Book Information

Paperback: 32 pages

Publisher: Wizards of the Coast; 1st Edition edition (November 1, 2000)

Language: English

ISBN-10: 0786916443

ISBN-13: 978-0786916443

Product Dimensions: 10.8 x 8.5 x 0.2 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 4.1 out of 5 stars 22 customer reviews

Best Sellers Rank: #236,120 in Books (See Top 100 in Books) #80 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

## Customer Reviews

I recently ran this adventure for my group of players, most of whom are new to the D&D game, and we had a good time with it. It is also worth mentioning that although I have been running Basic D&D games for many years, I'm a recent 3.0 convert, and I found the adventure easy to run. The party sneaked in, which saved them a lot of heartache, but a rickety bridge cost the fighter his life. Aside from that poor guy, the only casualty in the entire dungeon was the cleric's dog, who bought the farm in the big fight with the dragon. Playing smart and being stealthy makes all the difference in Forge. Of course, skipping half the dungeon doesn't hurt. After taking an orc prisoner to guide them, the party made a beeline for the door down to the foundry, cirumventing it through clever use of spells. They also used Detect Magic at a point in the adventure where the text actually specifies that the the party detecting magic at that point would be unlikely. This got them into the foundry without the anticipated fight with the duergar. As a result, their unexpected allies gave them the information

they needed to prepare for the dragon. Although my group didn't play the adventure very close to the way it was written, we had fun, and that's the point. I recommend it.

It's good.

This is a very mediocre adventure in many ways. In comparison to the Sunless Citadel, Forge of Fury lacked the fine writing that made Sunless Citadel fun to read as well as to play. There were enough nice things about Forge of Fury that I had to give it four stars. First, I think it continues in the tradition of Sunless Citadel by showcasing the third edition and by helping the DM with its many sidebars and hints. In fact, I believe it does an even better job of helping the DM with new third edition rules. Secondly, it also showcases many of the creatures from third edition and it makes these creatures intelligent and worthy opponents. Third, it gives the players a slight chance to negotiate with one set of opponents and to surrender to a different one. I love when role-playing adventures actually suggest tactics that don't include "kill everything you see" and Forge of Fire does an excellent job with that. Now, onto the problems with the Forge of Fury. This adventure brings first edition AD&D to mind with its large dungeons populated by creatures that seem to have little interaction. Though annoying, it's reasonably well explained. Also, a pet peeve of mine with Forge of Fury was the fact that there were so many coins. True, many of them are silver, but it made me wonder where they got the treasure since the dungeon is explicitly not located near any towns. Lastly, in many places the adventure states that treasure is hidden in the room, but doesn't give you a general search DC to use. This adventure is rather hard, a killer in fact near the end of it. I suggest that a DM give the players many chances to break and rest. Some of the traps and creatures can outright kill players if they don't get chances to stop and get back spells. The cleric's ability to convert spells to healing will come in handy. PCs should be around third level when they begin this adventure. All in all, I recommend this because true to how it's described, it "highlights" third edition D&D.

This is a very mediocre adventure in many ways. In comparison to the Sunless Citadel, Forge of Fury lacked the fine writing that made Sunless Citadel fun to read as well as to play. There were enough nice things about Forge of Fury that I had to give it four stars. First, I think it continues in the tradition of Sunless Citadel by showcasing the third edition and by helping the DM with its many sidebars and hints. In fact, I believe it does an even better job of helping the DM with new third edition rules. Secondly, it also showcases many of the creatures from third edition and it makes

these creatures intelligent and worthy opponents. Third, it gives the players a slight chance to negotiate with one set of opponents and to surrender to a different one. I love when role-playing adventures actually suggest tactics that don't include "kill everything you see" and Forge of Fire does an excellent job with that. Now, onto the problems with the Forge of Fury. This adventure brings first edition AD&D to mind with its large dungeons populated by creatures that seem to have little interaction. Though annoying, it's reasonably well explained. Also, a pet peeve of mine with Forge of Fury was the fact that there were so many coins. True, many of them are silver, but it made me wonder where they got the treasure since the dungeon is explicitly not located near any towns. Lastly, in many places the adventure states that treasure is hidden in the room, but doesn't give you a general search DC to use. This adventure is rather hard, a killer in fact near the end of it. I suggest that a DM give the players many chances to break and rest. Some of the traps and creatures can outright kill players if they don't get chances to stop and get back spells. The cleric's ability to convert spells to healing will come in handy. PCs should be around third level when they begin this adventure. All in all, I recommend this because true to how it's described, it "highlights" third edition D&D.

[Download to continue reading...](#)

The Forge of Fury (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Adventure) Monster Manual II (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Complete Adventurer: A Guide to Skillful Characters of All Classes (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Sharn: City of Towers (Dungeons & Dragons d20 3.5 Fantasy Roleplaying, Eberron Supplement) Eberron Campaign Setting (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Deities and Demigods (Dungeons & Dragons d20 3.0 Fantasy Roleplaying Supplement) Libris Mortis: The Book of the Undead (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Player's Handbook II (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) (Bk. 2) Rules Compendium (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Tome of Battle: The Book of Nine Swords (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Races of Stone (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) Races of the Wild (Dungeons & Dragons d20 3.5 Fantasy Roleplaying Supplement) The Quintessential Fighter II: Advanced Tactics (Dungeons & Dragons d20 3.5 Fantasy Roleplaying) Hollowfaust: City of Necromancers (Dungeons & Dragons d20 3.0 Fantasy Roleplaying) Relics & Rituals (Dungeons & Dragons d20 3.0 Fantasy Roleplaying, Scarred Lands) Grasp of the Emerald Claw (Dungeon & Dragons d20 3.5 Fantasy Roleplaying, Eberron Setting Adventure) Dungeons and Dragons: Dungeons & Dragons - Dungeon Master's Screen (Fifth Edition) How to Play Dungeons and Dragons: Your Step-by-Step Guide to Playing Dungeons and

# Dragons for Beginners Conan the Roleplaying Game (d20 3.0 Fantasy Roleplaying) Epic Level Handbook (Dungeon & Dragons d20 3.0 Fantasy Roleplaying)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)