

St. Joseph's Furnace

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A crazy locale for arcane action

Embedded in a tall, rocky spire, St. Joseph's Furnace is an unused forge in which the iconic religious wizard, Joseph Caliga, created many mysterious artifacts. In old days, the spire was only accessible by way of a thin staircase spiraling up to the entrance. After Joseph disappeared, the forge was guarded by a small sect of faithful followers but remains abandoned.

St. Joseph was unique in that he believed his magickal skills were gifts from some great deity known as the Guider. Though his faith never caught on among the populace of Anhelm, his views were respected. A number of wizards used his teachings and wisdom as a guide to their own development. Joseph's idea of combining his skills to do compassionate works was revelatory at the time.

Since the Breaking, the furnace is abandoned, although some wizards come by to snoop around from time to time for lost artifacts or clues to Joseph's disappearance.

The furnace is one large room, with pits and chimneys along the edges. A handful of stone tables also dot the room. St. Joseph's marks, simple symbols of the Guider's presence, are carved into the walls. Beyond this, there is nothing special or unique about the place. It is beginning to fall into disrepair, and signs of looting are present.

Hooks:

- 1 – While the wizards are searching for artifacts, they decide to visit the furnace. There, they are ambushed by two or three wizards who claim allegiance to St. Joseph and despise fools who meddle on the sacred ground.
- 2 – The furnace might be the key for the creation of some powerful artifact. The heroes will have to restoke the fires and forge their weapon of choice there.
- 3 – Perhaps there is something hidden in the furnace. Perhaps one of the chimneys leads to some underground complex or hidden room. The mystery of St. Joseph could spawn a whole series of adventures.