

Ildarinen

The Master of the Forge – The Sky-Forged – The Father of Hammers – The Maker of the Sampo

Ildarinen is the good-aligned god of smithing, craft, invention, endurance, and ordered creation. He is the patron of dwarves and all who shape the world through patient labour. To Ildarinen, a well-made tool is an act of service, a strong home is a promise of protection, and a finely forged weapon is only righteous when used to defend others.

He is lawful not because he demands obedience for its own sake, but because creation requires discipline. Metal must be heated, measured, struck, cooled, and tested. So too must a society be built through skill, responsibility, and care.

Portfolio and Names

Ildarinen's portfolio includes smithing, metalwork, invention, engineering, architecture, dwarves, honest labour, perseverance, and the creation of useful things.

He is known as the Eternal Smith, the Master of the Forge, the Sky-Forged, the Father of Hammers, and the Maker of the Sampo. Dwarves often call him the First Craftsman or the Ancestor Beneath the Mountain.

Ildarinen values craftsmanship over luxury. A beautiful object that fails its purpose is inferior to a plain one that protects a family, feeds a village, or helps a worker endure difficult labour.

Who Prayed

Ildarinen is chiefly prayed to by dwarves, smiths, armourers, engineers, miners, builders, masons, carpenters, inventors, and artisans of every kind. Farmers may honour him when repairing tools, while soldiers pray before receiving newly forged weapons or armour.

He is also respected by anyone who creates something lasting through patience and effort. His faithful believe that honest work is sacred when it improves the lives of others.

When They Prayed

Ildarinen is prayed to before beginning a difficult project, lighting a forge, entering a mine, raising a building, or testing a new invention. His blessing is also sought when repairing something damaged or completing a work that will outlive its maker.

Many smiths offer a brief prayer before the first strike of the hammer and another after the final inspection. The first honours the material; the second acknowledges the responsibility of the craftsman.

Holy Day and Devotion

Ildarinen's chief holy day is the **Day of the First Hammer**, commemorating the beginning of divine smithing. Communities celebrate with public demonstrations, apprenticeships, contests of skill, and the repair of tools belonging to those who cannot afford new ones.

Devotion to Ildarinen is shown through patience, precision, teaching, and maintenance. A worshipper may honour him by repairing a broken tool, sharing a technique, completing unfinished work, or creating something useful without seeking praise.

Tenets

Ildarinen's faithful are expected to work honestly, honour their materials, test what they create, and accept responsibility for the consequences of their craft.

They must not knowingly produce shoddy work that endangers others, claim another person's work as their own, or hoard useful knowledge solely to increase their power. Apprentices must be taught properly, and masters must acknowledge the labour of those who assist them.

Ildarinen does not forbid weapons, engines, or dangerous inventions. He requires that they be made with care and used with judgement. Creating something powerful without considering who may suffer from its misuse is a failure of craftsmanship and conscience.

Ways of Praying

Ildarinen's prayers are spoken over fire, metal, stone, wood, and tools. A craftsman may pray through the rhythm of hammering, the careful measurement of a joint, or the patient correction of a flaw.

Offerings commonly include metalwork, tools, repaired objects, or the first successful product of a new technique. The most meaningful offering is often a useful object given freely to someone who

needs it.

Shrines and Temples

Ildarinen's temples are usually working forges, workshops, mines, foundries, or great halls built into mountains. They contain communal tools, training spaces, storehouses, and places where damaged equipment can be repaired.

A proper shrine includes a forge or hearth, an anvil, and a piece of unfinished work. The unfinished object reminds worshippers that no craft is complete until it has been tested and put to use.

The Sampo

The Sampo is Ildarinen's greatest creation, a divine engine forged from the fundamental substances of creation. Its exact form is disputed, but accounts generally agree that it is something which now sits at the center of the world. It is by all lore and accounts an item or engine which grants immense power over Transmutative magic. It was made by Ildarinen during the beginning of the conflict between Bahamut and the Elder Dragons. He used it to remake the shattered pieces of creation into the world as it would be inhabited by mortals, outstripping the pace of the destruction.

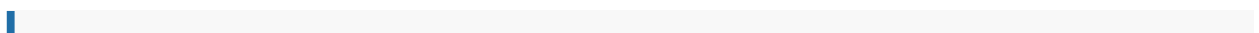
Clergy and Organization

Ildarinen's priests are called **Forgekeepers**, **Anvil-Fathers**, or **Masters of the Hearth**. His clergy include smiths, engineers, architects, miners, and teachers. Authority is usually granted according to skill, reliability, and willingness to train others.

Temples often function as guilds and schools. They preserve designs, certify apprentices, settle disputes over workmanship, and maintain tools for the wider community.

In Summary

Ildarinen is the god of making the world stronger through disciplined craft. He teaches that creation is a moral act and that every tool, building, weapon, or invention carries the character of its maker.



“Forge with care. Build for those who come after. Let what you make be stronger than you are.”

Revision #1

Created 2026-08-18 08:27:39 UTC by Duncan K

Updated 2026-08-18 08:27:39 UTC by Duncan K