



REIGN OF IRON

MONSTER HUNT
ONESHOT FOR
LEVELS 3,
9, & 16

HELIANA'S GUIDE TO MONSTER HUNTING
5TH-EDITION ADVENTURE

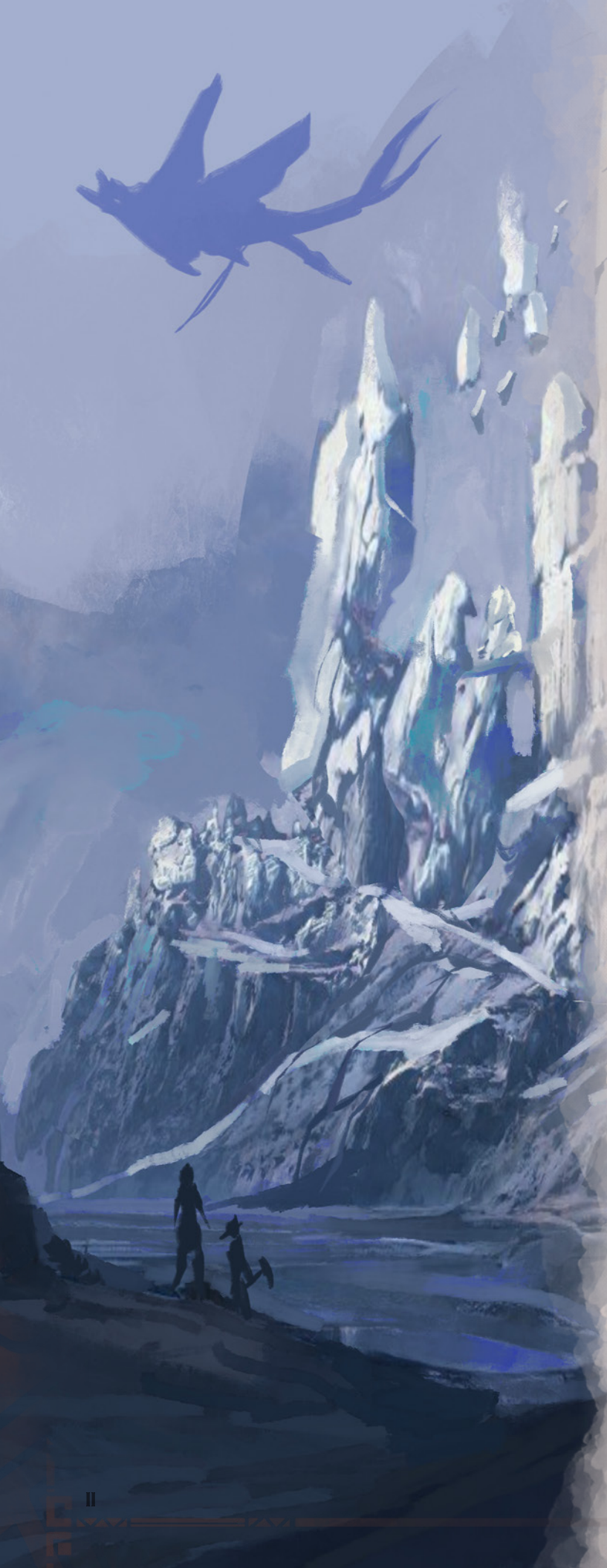


HELIANA'S GUIDE TO MONSTER HUNTING LAUNCHES JUNE 1ST



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CREDITS

This adventure is made for roleplaying games, specifically for the 5th Edition of the world's oldest role-playing game. All art, except for the swamp map, is original and is copyright of Loot Ink Press.

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FOREWORD

Welcome, you adventurous vagabond! What you've got here is standalone taster of *Heliana's Guide to Monster Hunting*. We hope that after you read this freebie, drink in the gorgeous art, laugh at the mediocre puns, and run this adventure for your favourite group of players, you come and check out our Kickstarter.

Click the picture on page i to be taken straight to the kickstarter where you can get the full, in-depth harvesting and crafting systems; over 100 fully-illustrated magic items; 50+ original monsters; 40+ new spells; and a horde of cute familiars.

This document is a totally self-sufficient adventure. However, you might see references to characters like Heliana, and you might want MOAR details on harvesting and crafting. That's all coming down the line. All this content is subject to change as we head down the editing road. Stay tuned!

– Max, Lead Writer

INTRODUCTION

This adventure, *Reign of Iron*, is intended for 3 to 7 characters and is optimised for a party of 4 with an average party level (APL) of 3, 9, or 16. Characters who complete this adventure should earn enough experience to progress halfway to 4th level, one-fifth of the way to 10th level or one-third of the way to 17th level. The adventurers must end the havoc caused by a rare, magnetic dragon that is accused of stealing everything made of iron.

After hunting for clues about this dragon, the adventure culminates in a three-wave boss battle, with a possible non-combat solution. This battle is **deadly** and uses the party's entire daily XP budget. A party well-equipped for an extended fight, as well as means of dealing fire damage and restricting aerial movement, will prove great boons on this monster hunt.





BACKGROUND

Years ago, Haemspire Peak was home to the Order of Haem, a hermitage for holy monks led by the magnetite dragon Lorhaem the Even and her offspring. This monastic order kept to themselves, unconcerned with the world and its wars, land grabs, and greed. Their tenet was a simple one, to maintain the Material Plane's neutrality in the eternal fight between heavens and the hells.

This order was broken when Volrak the Arrogant, an immense red dragon, laid waste to the mountain-top, destroying most of the monastery and slaying Lorhaem, who fought to ensure her offsprings' escape. In the melee, Lorhaem dealt Volrak a crippling injury. After Volrak's maiming, she became lazy, preferring to cultivate a tribe of kobolds to plunder the environs rather than emerge from her lair.

Years later, in the weeks leading up to this quest, Torhaem, one of the offspring Lorhaem sacrificed herself to save, returned to her mountain birthplace, ousting the indolent Volrak. In the battle, Volrak broke Torhaem's horn, causing her magnetic properties to become erratic. As Torhaem flew low over the countryside looking for her missing horn, she was drawn to Redriver, a small mining town. Passing over the settlement, a torrent of tools and weapons shot towards her, attracted by the erratic magnetic fields she generated. With each passing, more and more tools stabbed at her, until she was forced to retreat.

Rumours abound amongst Redriver's townsfolk, but the general consensus is that Torhaem is stealing the tools on purpose in order to stop mining in the mountain and get rid of the settlement. Torhaem, on the other hand, believes that she is being shot at each time she passes over the town out of some enmity towards dragons. If the horn can be returned, Torhaem's control of her magnetic powers are restored, allowing her to release the tools currently stuck on her crown. Torhaem can then be convinced of the misunderstanding, and the tools can be returned to the townsfolk.

SUMMARY

Here's the main info to digest:

- ♦ **Which Monster?** Torhaem the magnetite dragon and her armoury of animated metal objects.
- ♦ **Monster's Motivation.** Torhaem is searching for the broken piece of her horn.
- ♦ **Monster's Previous Actions.** In her search for the horn, Torhaem's magnetic powers have resulted in the weapons and tools from Redriver shooting towards her, where they rest in her crown. She has mistaken this for an attack against her and retaliated, destroying some homes in the process.
- ♦ **Where's the Monster?** Torhaem's realm is a lone, snow-capped mountain: Haemspire Peak. Her lair lies within an old monastery near the mountain's summit.

ADVENTURE HOOKS

Coaxing your party to ascend a mountain can seem like an uphill battle! If the promise of a dragon's hoard doesn't tickle your players' fancy, there's always saving the local populace from the tyranny of dragons. Feel free to use as many of the following hooks as necessary to get the party to bite! Hjelma (LG female dwarven **scout**), acts as the main quest-giving NPC for this adventure.

- ♦ **Curiosity: A Unique Drake.** Hjelma regales a nearby group of patrons with tales of a dragon that carries a crown of swords, never flaps its wings, and that rips pickaxes from the hands of working miners from a hundred paces away. This peaks L'Arsène Upin's* interest who begins hypothesising about all manner of magical artifacts that could be made from superconducting magnets.
- ♦ **Morality: The Tyrant's Toll.** The people of Redriver no longer have the tools to work and their once-affluent economy is now stalling. A tyrannical dragon is stealing their tools and weapons in mocking flybys and the townsfolk have clubbed together to hire a group of adventurers to put an end to it.
- ♦ **Compensation: A Dragon's Hoard.** The party comes across a wanted poster on a noticeboard in an adventurer's guildhall, town square, or on Heliana's job board in the Loot Tavern itself. In addition to monetary rewards (see the table below), tales tell of a huge hoard that once belonged to a red dragon atop Haemspire Peak.

*Not playing in the Loot Tavern? No problem, replace this with another educated, crafting-oriented patron.

Hjelma acts as the party's primary contact for this quest and can give the party directions to the beginning of the mountain path to the monastery. Hjelma has never encountered Torhaem personally, but has developed some insights into the dragon's nature (see Know Thy Enemy, page XX). As the local government's representative, Hjelma offers a reward relative to the party's level. Adjust this to best fit your world's economy.

ADVENTURE REWARDS

Adventure Level	Total Reward (gp)	XP per Player*
3	1,500	900
9	9,200	4,200
16	31,000	10,000

*Includes all keyed monsters

HJELMA

A hunter and trapper, Hjelma (pronounced h-YEL-ma) is a dwarf well-adapted to cold mountain terrain. She has a dry, sarcastic wit and a flare for storytelling. She can be found regaling tavern patrons with tales of beasts from the icy tundra, often in exchange for free drinks "just to warm her toes".

Hjelma suspects that the iridescent grey shard she carries is connected to Torhaem, but not that it is actually Torhaem's horn. For this reason, she refers to it as a 'shard', a term her people use for the pieces of similar-looking metal that protrude from the ground around Haemsprie Peak and Redriver. In Redriver, the shard seemed to rotate of its own accord. However, the further Hjelma has travelled from Redriver, the more it has remained stationary, always pointing in the same direction. Unbeknownst to Hjelma, the shard always points towards Torhaem.

HJELMA



KNOW THY ENEMY

Hjelma has some of her own insights into how the dragon operates. Whether in the Loot Tavern, or encountered as the party passes through Redriver, Hjelma is more than willing to share these insights. Alternatively, you can use the rules for researching monsters within Heliana's archives (page XX), or divulge the clues through encounters with the strange environment en-route to the dragon's lair. Each of the following clues lists ways in which you can hint at the dragon's traits. The clues are that:

- The dragon is magnetic; it can attract or repulse iron and steel.
- Heating up the dragon causes it to lose its power of flight.
- The dragon has been damaged and is missing its horn. The horn always points in the same direction: towards Torhaem.

CLUE 1: MAGNETISM

The dragon can manipulate magnetic fields to control iron and steel. Weapons made of such metals are less effective against the dragon and anyone wearing ferrous armour has difficulty moving in the dragon's vicinity.

HJELMA

Hjelma has the shard stored within a hefty chest plated in an iron mesh. She suspects it's a part of the dragon, but not that it is necessarily a horn. With a degree of difficulty, she pulls the horn out of the chest. Immediately, any unsecured ferrous metal shoots towards the horn; swords rattle in sheathes, and any creature wearing metal armour experiences a minor pulling sensation as they must succeed a **DC 10 Strength saving throw** or be pulled 5 feet towards the horn. You can read the following:

"Now then, brace yourselves. Things could get a little hairy in here." says Hjelma as she unclasps the hefty, iron-plated brass box. With a grunt, she lifts a curved shard of grey metal that shimmers with a rainbow iridescence out of the box. Immediately, the shard is surrounded by a maelstrom of metallic bric-a-brac as your weapons rattle in their sheathes and your armour seems to lift you from your feet. "Aye, well, I did warn yae. Anything made of iron or steel just gets whipped right towards it."

EN ROUTE

As the party nears the base of the mountain, dull grey, metallic shards that shimmer with a rainbow iridescence protrude from the ground. The ferrous remnants of the decades-old wreckage of a cart is practically glued to one such shard: nails and a rusted axle protruding from it at odd angles. A creature who starts its turn within **10 feet** of such a shard or moves within **10 feet** of a shard on a turn and that is wearing armour containing iron must succeed a **DC 10 Strength saving throw** or be pulled **10 feet** towards the shard.

CLUE 2: SUPERCONDUCTOR

The magnetite that coats the dragon and protrudes from the mountainside as shards has, over the course of millenia, been exposed to arcanomagnetism causing it to behave like a superconductor. At low temperatures (e.g., when the dragon takes cold damage), its magnetic properties become enhanced. At high temperatures (e.g., when the dragon takes fire damage), these magnetic properties wane. As it relies on this arcanomagnetism for flight, dealing sufficient fire damage to the dragon causes it to lose its flying speed (and causes its minions to fall prone).

HJLEMA

Hjelma remembers seeing the far-off battle between the grey and red dragons. She recalls that the grey one never flapped its wings and that whenever the red dragon struck it with its fiery breath, the grey dragon rapidly lost altitude. She thinks there might be a link; the rocks of the mountain are known to be less mischievous in the warmer, summer months.



“I remembered the fight alright,” she says as her eyes take on a wistful, far-away look. “I was in the foothills near Haemspire as the battling dragons drifted in my direction. The roars grew louder and louder until the two drakes were directly overhead; a whirlwind of red and grey. The red one was so much bigger but seemed clumsy and—to be frank—fat. Strange thing about the fight was that the grey dragon never flapped its wings once. It just... flew. That is, until the red dragon struck it with its flame. Then it seemed to fall for a brief moment... Anyway, eventually the grey got the upper hand and the red ran away.”

EN ROUTE

If the party exposes the dragon’s horn or a shard to heat, or places it near an open fire, any bits of metal attached to the object fall off; it becomes demagnetised until it cools down again. Alternatively, the party could observe pieces of metal slowly fall down a shard that protrudes from the ground as it warms up while in direct sunlight.

CLUE 3: COMPASS

If laid on a flat surface, the horn always rotates to point towards Torhaem. Regardless of how you deliver this clue, the party should always know that the horn likes to point in a particular direction.

HJELMA

After the dragon’s shard fell at her feet, Hjelma carried it back to her village. There she made an offering of it to her elders. That was when the dragon flew overhead, and the shard rotated wildly.

“It was after the red dragon smashed into the grey one from above that this,” she gestures to the shard “fell at my feet. I took it back to the village elders. They don’t get out much ya know, always nice to bring them something interesting. Anyway, that’s when there was an almighty whoosh as the dragon flew right over the village. This thing,” she gestures at the shard “spun right around, clocking Elder Fjoll on the chin and knocking him clean out. It was only later that I learned that all our tools—our picks, nails, arrows, shovels; the lot—had been pinched by that bloody dragon! The elders weren’t keen on keeping it around after that and tasked me with finding a way to rid Redriver of this beast.”

EN-ROUTE

While still some distance from the mountain, the party can observe Torhaem flying. Whoever is holding the horn feels it twist slightly as Torhaem changes direction. If it is in a bag, the bag’s bearer hears something moving in their pack as Torhaem flies to and fro.

HAEMSPIRE PEAK

Haemspire peak is a mineral-rich mountain famed for the quality of its iron ore. Until recently, it was the domain of Volrak, a lazy, greedy red dragon content to let its kobold underlings fetch tithes from the surrounding lands. Inhabitants of the peak’s surrounds were largely content with their lot; lazy dragons are much less of a nuisance than ambitious ones, and kobolds are easy enough to deal with. This new dragon, however, keeps stealing their tools.

Redriver. The settlement of Redriver is the largest of the local mining towns, with a population of a little over 2,000, mostly dwarves and humans. Though far from other major settlements, the town is prosperous. From a bird’s eye view, it appears like a grey-black spread of refineries, smithies, and craftspeople, ringed by mining works and piles of waste material known as tailings.

The path up to the Order of Haem’s dilapidated monastery starts a short distance outside the town, an offshoot from a well-travelled route around the mountain. When the party is here, this is a good place to introduce the ‘en-route’ clues on pages XX - XX. The environment is unique; you can use the following examples to illustrate this:

- Shards of dark-grey crystal thrust up out of the ground, rippling with a rainbow shimmer in the sun.
- An angular beetle flies noiselessly on stationary, outstretched wings, a ball of goat dung held in its feet.
- An inquisitive herd of goats eye the party from the sheer face of a cliff. Their horns appear warped to create sharp right-angles, almost forming squares atop their heads.
- The water from streams in the area taste of blood. There is no blood; it’s just the orange-tinted, iron-rich water that flows from the mountain. Even the snow further up the mountain has a slight yellow tint to it.

MAGNETITE DRAGON'S LAIR

Upon approaching the entrance to the monastery-turned-lair, you can show the party the map and read the following:

Trudging through the snow, you turn towards the mountain peak and find yourself travelling up a ravine. The ravine widens to a huge hollow within the mountainside, filled by two huge statues with blue gems filling the three remaining eye sockets they share. The path falls away on all sides but ahead, connected by a bridge of icy vines, are a few in-tact buildings at the foot of a cascade of ruined masonry.

This area (map XX) is the location for the following three-wave boss-battle. All locations on this map are part of the dragon's lair.

KEY FEATURES

The lair has the following features:

Ceiling. The entrance to the monastery is open to the sky above.

Walls & Floor. The walls and floor are made of iron-rich rock.

Floor: Vines. There are two types of vine bridges on this map, the larger, main bridge, and the four smaller vine bridges that connect the main bridge to the statues (XX on map XX). A creature that attempts to cross a smaller vine bridge must succeed on a **DC 12 Dexterity (Acrobatics)** check to keep its balance. If the creature crawls,

it doesn't need to make the check and can cross without incident. A creature knows that these smaller bridges look difficult to cross; make it clear that doing so slowly can help prevent a fall.

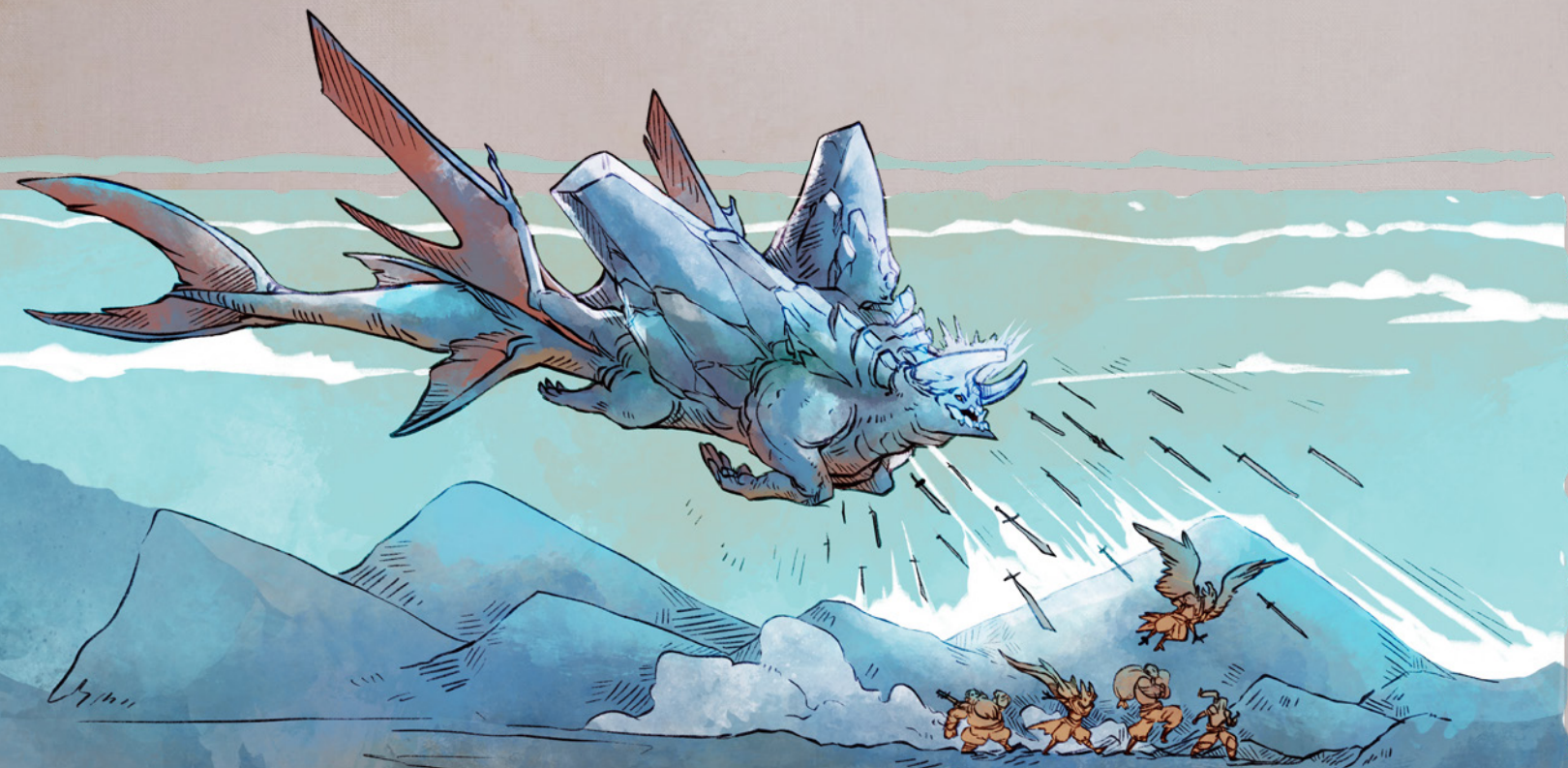
Floor: Statue. The arms and shoulders of the statues are difficult terrain due to their smooth, icy texture. Climbing from the shoulder to the eye or top of the head is a distance of 15 feet and requires a successful **DC 12 Strength (Athletics)** or **Dexterity (Acrobatics)** check. On a failure, a creature uses all its movement but makes no progress. If a creature fails by 5 or more (**DC 8**), it falls.

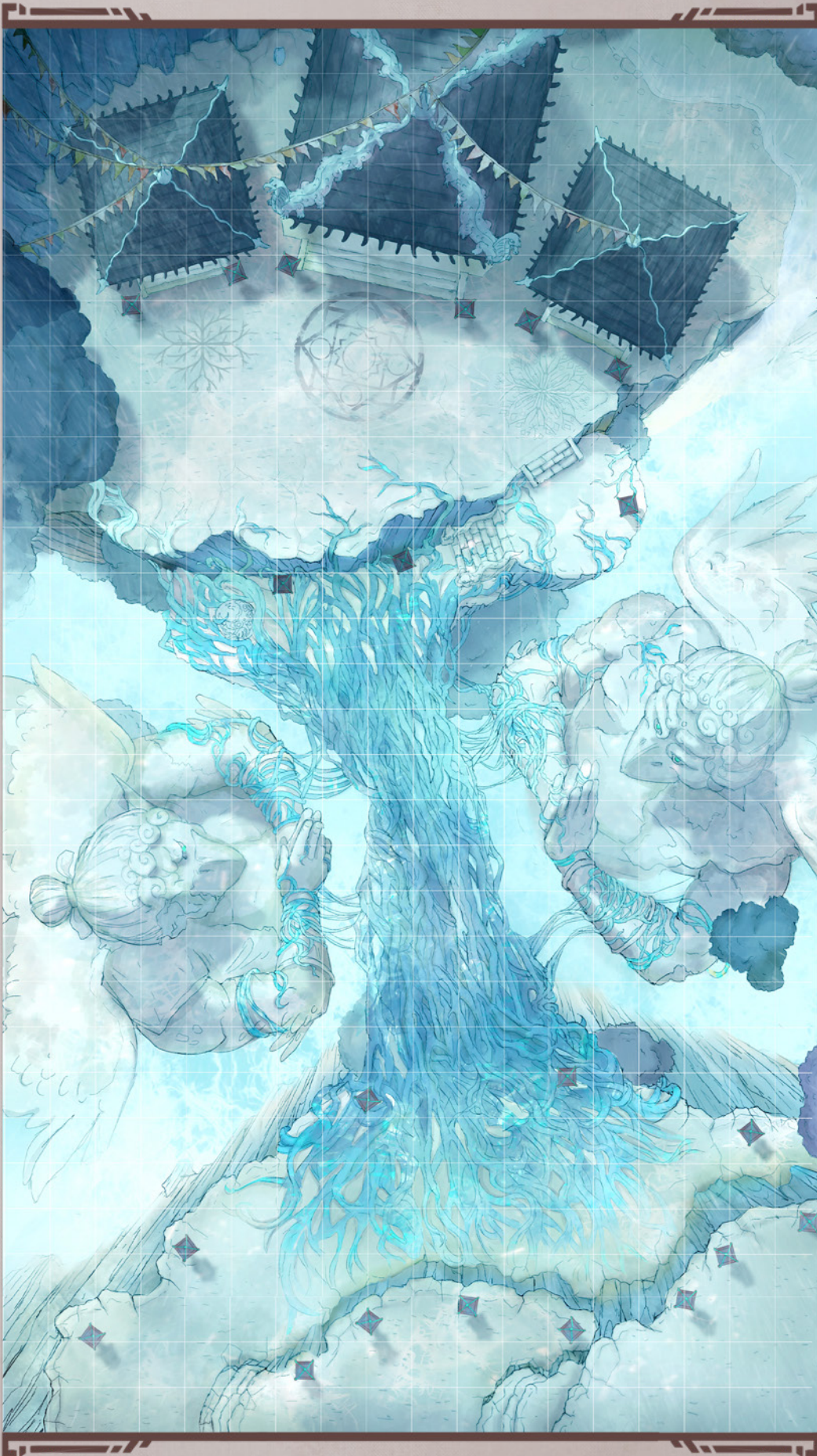
Light. The light depends on the time of day. During the day, clouds frequently form around the lower part of the monastery, partially obscuring the sun. There are no other light sources in the monastery.

Atmosphere. The air is cold, and a cruel wind whips down the mountain, carrying with it a metallic tang reminiscent of old blood. The ground is slippery underfoot.

Hazard: Arcanomagnetic Grounding. Any creature that tries to magically fly within a mile of the monastery by any means other than by magnetic manipulation (like the magnetite dragon) is shunted back towards the ground by a wave of magical force at a rate of **120 feet** per round. A creature that hits the ground in this way can avoid landing **prone** by succeeding on a **DC 15 Dexterity saving throw**.

A cave opening (containing Volrak's hoard, see page XX) can be seen higher up the mountainside with a successful **DC 10 Wisdom (Perception)** check.





FOR MORE
MAP VARIANTS
CHECK OUT:

PATREON | CZEPEKU

1 SQUARE = 5 FEET
MAP A. HAEMSPIRE
MONASTERY

OPTIONAL RULE: CATCHING FALLS

A creature that falls can make a DC 10 Dexterity saving throw, catching itself on an edge and arresting its fall on a success.



ANIMATED MAGNETITE
ARMOUR

LAIR ACTIONS

So long as Torhaem is alive and within her lair, she can evoke the ambient magic to take lair actions during waves 2 and 3. The DCs and damage of the lair actions and environmental hazards depend on the level at which you run the adventure.

LEVEL-BASED SAVING THROW DC AND DAMAGE

Adventure Level	Saving Throw DC	Damage
3	12	3 (1d6)
9	15	10 (3d6)
16	17	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), Torhaem takes a lair action to cause one of the following effects; the same effect can't be used two rounds in a row:

- ♦ **Magnetic Waves.** The monestary's magnetised rock emits a pulse affecting all ferrous metals within the lair. Each creature holding a ferrous weapon or wearing ferrous armour must make a **Strength saving throw**. On a failure, a creature holding a ferrous weapon is disarmed of its weapon which flies **10 feet** in a random direction, and a creature wearing ferrous armour is knocked prone. Roll a **d8** and consult the table below to determine the direction; if it flies into the ravine, finding the item again is very difficult.

RANDOM DIRECTIONS

d8	Direction	d8	Direction
1	North	5	South
2	North-east	6	South-west
3	East	7	West
4	South-east	8	North-west

- ♦ **Arcanomagnetic Interference.** The lair becomes ensconced in an antimagic field until initiative count 20 of the next round. Each spellcaster in the lair immediately makes a **DC 10 Perception** check using its spellcasting ability. On a success, it detects the absence of magic in the lair.
- ♦ **Magnetite Shards.** Razor-sharp shards erupt from the ground in a **20-foot-radius** centred on a point within the lair. Each creature in the area must succeed on a **Dexterity saving throw** or take piercing damage. Until initiative count 20 of the next round, the area is subject to non-magical effects identical to the spike growth spell.

THE BATTLE AHEAD

The upcoming encounter consists of three waves. The first is a complex trap in which the players battle the protective statues and the large vine bridge that have been reactivated by Torhaem's return. The second is against Torhaem's animated paraphernalia. The third sees Torhaem herself emerge and represents the chance to end the conflict peacefully. The more wounded she becomes, the easier it is to persuade her. Between waves, perceptive characters might spot Torhaem peering down at them as her defences dissuade the player characters from travelling further.

Timing. There is a 30-second (5-round) pause after each wave concludes, giving the party a brief respite. This means effects with a duration of 1 minute or less expire by the start of the third wave. If it looks like the characters will move off the edge of the map towards Torhaem's cave, then you can start the next wave early.

Wave 1 ends once the statues and vines are disabled, or once the statues are disabled and all the players are on the north side of the vine bridge. Because of arcanomagnetic repulsion (see Wave 1, page xx), characters shouldn't be able to progress further north than the front of the monastery buildings. Wave 2 ends when all the animated objects are dispatched or have fallen in the ravine.

IRON & MAGIC

Even magic weapons and armour still likely contain iron! Unless explicitly stated otherwise (such as with mithral armour, fishfolk scalemail, or a bone weapon), assume that all weapons other than blowguns, bows, slings, quarterstaves, and whips and all armour except padded, leather, and hide contain iron.

WAVE 1: TRAPS AND TRIBULATIONS

The vines and statues that watch the entrance to the monastery are primed to activate as soon as trespassers are detected. An ancient defence against ground attack, The Watchers ultimately proved useless against the fiery assault of Volrak. This wave is a complex trap composed of two elements: statues and vines. Each of the elements can be foiled in multiple ways.

Arcanomagnetic Repulsion. Any character that seeks to escape the trap to the north by running

between the monastery buildings is hit by a wave of force energy. It must succeed a **DC 25 Strength saving throw** or be pushed **10 feet** south and knocked **prone**. The area to the north of the monasteries is very difficult terrain until the Statues and Writhing Vines are disabled; a character must spend 2 feet of movement for each 1 foot it moves.

COMPLEX TRAP: THE WATCHERS

Trigger. This trap activates as soon as a creature moves within **40 feet** of one of the statues. It remains active until Torhaem uses a bonus action to stop the trap, or the trap's elements are disabled (see Countermeasures, below).

Initiative. The trap acts on initiative count **20** and initiative count **10**.

Active Elements. The Watchers include two gargantuan Statues that cast ray of frost and the Writhing Vines of the vine bridge, which can whip, restrain, and crush creatures. The trap's statistics depend on the adventure's level; consult the table below for attack modifiers, save DCs, and damage dice.

Statues (Initiative 20). Each of the three remaining gems in the statues casts ray of frost at a random creature within **40 feet** of it using the attack modifier and damage below.

Writhing Vines (Initiative 10). The vines make one attack with their thorny vines against each creature within **10 feet** of them using the attack modifier below. On a hit, the creature must succeed on a **Strength saving throw** or be pulled up to **10 feet** closer to the bridge.

COMPLEX TRAP STATISTICS

Adventure Level	Attack Modifier	Saving Throw DC	Damage per Ray of Frost	Damage per Thorny Vine
3	+4	12	4 (1d8)	3 (1d6)
9	+7	15	13 (3d8)	7 (2d6)
16	+9	17	22 (5d8)	10 (3d6)

Dynamic Elements. The Statues and Writhing Vines become more dangerous when damaged in certain ways.

Statues. When an eye's gem is destroyed or removed, the trap's power gets rerouted to the remaining gems. The attack modifier and damage of the remaining gems increases according to the adventure level.



STATUE

STATUES' POWER ENHANCEMENT

Adventure Level	Saving Throw DC	Damage
3	12	3 (1d6)
9	15	10 (3d6)
16	17	21 (6d6)

Writhing Vines. Fire damage causes the vines to thaw. For each **10** fire damage the Writhing Vines take, the reach of their Thorny Vines, and the distance the Thorny Vines can pull a creature, increases by **5 feet**, up to a maximum of **25 feet**. When the reach is 25 feet, the Thorny Vines can target a creature adjacent to a statue's eye gem.

Constant Elements. The Writhing Vines make one Thorny Vine attack against each creature that ends its turn on the vine bridge.

Writhing Vines. The vines make one attack against each creature that ends its turn on the bridge. On a hit, it deals the thornwhip damage, and a creature must succeed on a Strength saving throw or become restrained (escape DC equals saving throw DC, above).

Countermeasures. There are a few ways that the trap can be disabled.

Disable the Statues. Characters can smash the eye gems, pluck them out, or dispel their magic. The AC, hit points, and DC of any ability checks depends on the adventure's level (see Countermeasure Statistics below).

Attack: A creature can damage the gems with spells or attacks.

Removal: *Dexterity (thieves' tools) or Strength (Athletics).* A creature in the area of the gems can try to pry a gem free as an action. Two successful checks are required to remove each gem.

Dispel: *Spellcasting Ability (Arcana).* As an action, a creature with a spellcasting feature can make an **Arcana** check using its **spellcasting ability modifier** to attempt to disable a gem's arcane programming. After two successful checks, the gem is disabled. If the *dispel magic* spell is cast to disable the gems, consult the Spell Level column in the table below to determine whether the spell automatically succeeds or requires an ability check, as per dispel magic's description.

STATUES' COUNTERMEASURES STATISTICS

Adventure Level	AC	Hit Points	Check DC	Spell Level
3	14	10	12	3rd
9	16	20	15	5th
16	17	30	17	7th

Disable the Writhing Vines. Characters can attack the vines or attempt to calm them. The AC, hit points, and DC of any ability checks depends on the adventure's level. If the vines are reduced to **0** hit points, the bridge falls into the ravine.

Attack. A creature can damage the vines with spells or attacks. The vines have vulnerability to fire damage. The vines automatically fail **Dexterity saving throws**.

Sooth: *Wisdom (Animal Handling or Nature).* A creature held by the vines can attempt to soothe them, making a **Wisdom (Animal Handling or Nature)** check as an action. Each successful check reduces the Vines' attack modifier by **2**. Once the check has been succeeded three times, the bridge no longer attacks creatures and is considered disabled. A creature that can communicate with plants can make a **Charisma (Persuasion)** check instead of a **Wisdom (Animal Handling or Nature)** check, and has **advantage** on the check.

GM TIP - NARRATING SUCCESS

Your players need to know if their actions have any effect, especially when a complex trap requires multiple successes to disable an element. You might describe prying a gem free like so: “With the crack of the stone eyelid, the gem pivots, half free of its enclosure. One more push should do it.” For the vines you could say: “As you accompany your gentle words with soothing gestures, the vines writhe less fiercely. They still attempt to grasp you, but with less ferocity than before.”

WAVE 2: THE ANIMATED

With a metallic rattle and clanging, various weapons, cutlery, and armour bursts from the monastery buildings. The wind whips more cruelly as it howls down the ravine, urging the interlopers to flee. Rocks cascade down the slope and into the ravine from a looming figure in the cave far above.

ENEMIES

This wave involves a swarm of magnetically-animated weapons, cutlery, and armour. Monsters with an ^s can be found in the SRD (basic 5e rules) while all other monsters can be found in Appendix XX.

Heat Sensitive Magnetism. If any of the enemy creatures in this wave take a certain amount of fire damage or more in a single instance (see table below), the creature becomes **incapacitated**, falls **prone**, and has its speed reduced to **0** until the end of its next turn.



HEAT SENSITIVE THRESHOLD

Adventure Level	Fire Damage Required
3	5
9	10
16	15

Level 3. At 3rd-level, the wave 2 combatants are:

- 1 swarm of cutlery (CR 2)
- 1 animated armour^s (CR 1)
- 4 flying swords^s (CR 1/4)

Level 9. At 9th-level, the wave 2 combatants are:

- 1 magnified magnetite armour (CR 6)
- 2 flying magnetite weapons (CR 3)
- 3 swarms of cutlery (CR 2)

Level 16. At 16th-level, the wave 2 combatants are:

- 1 magnetite golem* (CR 15)
- 2 flying magnetite weapons (CR 3)
- 3 swarms of cutlery (CR 2)

*As an iron golem; ^sbut with Cold Absorption instead of Fire Absorption.

TACTICS

All combatants fight with no sense of self-preservation; they are mindless puppets of Torhaem and the latent magic of the monastery. As all these creatures fly through magnetism, they are unhindered by the area's Arcanomagnetic Grounding.

The dragon is savvy enough to use the weapons' and armour's high Strength modifier to attempt to shove misplaced characters off of the cliff. If a spell-caster without many hit points has stayed on the South side of the bridge, the flying weapons can skirt around the statues to get at them. The creatures don't gather together for fear of being incapacitated by areas of effect that deal fire damage.

Easier Tactics. If the players are having a hard time of it, you can make your tactics less effective by positioning the flying creatures over the ravine. When these creatures next take fire damage (assuming your players have caught on to that clue), they fall into the ravine and leave the encounter.

WAVE 3: THE MAGNETITE DRAGON

Without a noise, Torhaem descends from her cave higher up the mountain. Clawing to a stop on the scree slope, she sends boulders crashing into the ravine below before launching herself onto the roof of the central monastery. In Draconic, she bellows “Thieves! Trespassers! Vandals!” before taking to air. She repeats this mantra, switching to Common when she has fewer than half her hit points.

Wonky Magnetism. When the party meet Torhaem (in wave 3, page XX), let the player whose character has the highest passive Perception know that it seems to be missing a chunk from one of its horns. Handing over the horn is the key to the non-lethal solution.

PERSUADING TORHAEM

Torhaem isn’t evil and therefore it is possible that the party may wish to come to a more peaceful solution. This can be achieved by making three successful Charisma (Persuasion) checks. At the beginning of the fight, she is almost too incensed to listen to what they say. However, as the fight wears her down, she becomes easier to persuade as indicated in the Effect of Damage on DC to Persuade Torhaem table, below.

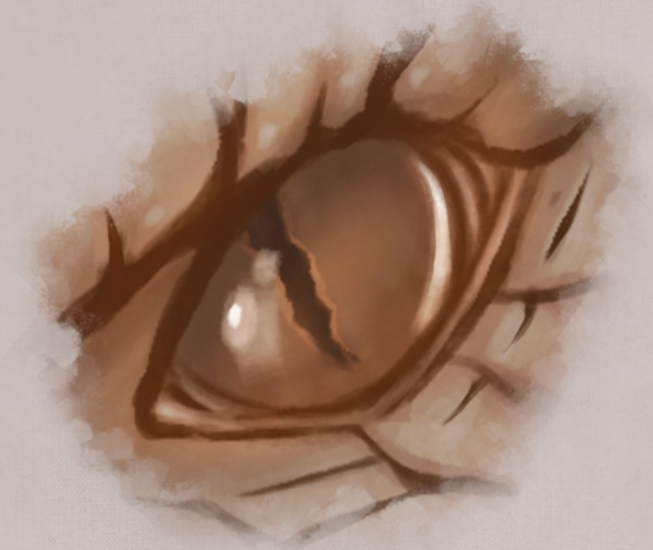
The Horn. If the party offers to return her horn, the DC decreases by 10.

Action Economy. The more effort a character makes to persuade Torhaem, the more likely she is to listen. Explain this advantage system to your players so they can weigh the risks and rewards themselves.

- If a creature uses its action to try to parlay with Torhaem, it has advantage on its check.
- If a creature uses a bonus action, the check is made normally.
- If a creature uses just its speech and no action, the check is made with disadvantage.

EFFECT OF DAMAGE ON PERSUASION DC

Adventure Level 3		Adventure Level 9		Adventure Level 16	
Hit Points	DC	Hit Points	DC	Hit Points	DC
61-80	20	129-172	24	275-367	28
41-60	15	86-128	18	182-274	21
21-40	10	43-85	12	91-181	14
1-20	5	1-42	6	1-90	7



ENEMIES

Torhaem descends to fight for her home and teach the trespassers a lesson for vandalising her statues.

Level 3. At 3rd-level, the wave 3 combatant is:

- 1 **young magnetite dragon** (CR 5)

Level 9. At 9th-level, the wave 3 combatant is:

- 1 **adult magnetite dragon** (CR 13)

Level 16. At 16th-level, the wave 3 combatant is:

- 1 **ancient magnetite dragon** (CR 21)

TACTICS

Torhaem is fairly intelligent and combat-savvy, and is able to react to changing player tactics. You should play her with a high degree of tactical awareness (see page XX). For example:

- Torhaem prefers to keep to the skies and take advantage of her Sword Shot, skewering players from a distance.
- If a creature is close to the edge of the cliff; she uses her Blood Bend ability to shunt them off.
- If a low AC creature is alone, she uses her chains and bite, flying to the top of a statue with her grappled quarry to chew the poor creature unhindered.

Prompting Peace. To encourage your players towards a non-combat solution, you can have her ask them why they’re vandalising her home once she has a quarter of her hit points or fewer. At this point, if any mention is made of her stealing Redriver’s tools in response to these questions, she stops attacking immediately. Otherwise, Torhaem has nowhere else to go so attempts to flee only if reduced to 10% of her hit points or fewer.

AFTERMATH

- If Torhaem is killed, Volrak (a **young, adult, ancient red dragon**, depending on if this adventure was run at level 3, 9, or 16, respectively) returns seeking to claim its domain with renewed ambition. It becomes the tyrannical overlord of Redriver, whose economy struggles to recover.
- If Torhaem lives, Redriver's economy flourishes once more.
- If Torhaem lives, the Order of Haem is restored as Torhaem sends out messengers to satellite monasteries. Monks of Haem can help the party at an opportune moment, whenever they're in dire straits.
- Success or failure, kobolds ousted by Torhaem plague the nearby area. This can lead smoothly into the mecha-kobold monster hunt (page XX).

TREASURE

Within the hoard gathered by Volrak are the following treasures, including a *wyrm's breath grenade* and a *snow wolf cowl*.

MONASTERY'S TREASURE HOARD

Adventure Level	Coinage	Gems	Wyrm's breath grenade	Snow wolf cowl
3	1d6 x 500s sp 3d6 x 50 gp	1d4 diamonds (25 gp each) 1d4 gems (25 gp each)	Rare	Uncommon
9	4d6 x 200 gp 1d6 x 10 pp	1d6 diamonds (50 gp each) 3d6 gems (50 gp each)	Very rare	Rare
16	6d6 x 300 gp 1d6 x 20 pp	1d6 diamonds (100 gp each) 6d6 gems (50 gp each)	Legendary	Very rare

HARVEST

Whether Torhaem is killed or not, there is a corpse the players can harvest. If the players opt for the peaceful solution, Torhaem shows them to the treasure hoard and to a secret sanctum that contains the magically preserved body of her mother, Lorhaem, an Adult (level 3 or 9) or Ancient (level 16) Magnetite Dragon. She has no need for the gold, nor the corpse, and offers it freely to the party so that her body may sustain the fight to keep balance within the Material Plane.

Once the party begins harvesting the body, the preserving magics are dispelled. The sanctum is magically warded and can't be found by any means short of a wish spell unless Torhaem guides the players to it.

Harvest: Magnetite Dragon. Magnetite dragons have the following unique components. Regardless of the harvest success, the party always receives a magnetite horn.

- If Torhaem is killed, the party already has the magnetite horn which is a common, socketable magic item.
- If Torhaem lives, then you can reveal that Lorhaem's horn was also broken during the fight that killed her and can thus be harvested with a DC of 0.

MAGNETITE DRAGON'S HARVEST TABLE

Adventure Level	Components
5	<i>Magnetite eye</i> (up to 2), <i>phial of magnetite blood</i> (∞)
10	<i>Magnetite bone</i> (up to 10), <i>pouch of magnetite claws</i> (up to 2), <i>pouch of magnetite teeth</i> (up to 2)
15	<i>Pouch of magnetite shards</i> (up to 10)
20	<i>Magnetite horn</i> (up to 2*), <i>heart</i>
25	<i>Magnogland</i> ^v

*Torhaem and Lorhaem both have a broken magnetite horn so have only 1 available for harvest.

MAGNETITE HORN



CRAFT

While the full crafting system will be unveiled in *Heliana's Guide to Monster Hunting*, what follows is a simplified snippet. Using harvested components, players can have unique items crafted for them by a relevant craftsman. In the Loot Tavern, L'Arsène Upin, infamous gadgeteer, specialises in creating bespoke magical trinkets from the components of rare monsters.

Rarity and Upgrades. Each hunt's target has three unique items that can be crafted from its components. Each of these items can be crafted at one of three rarities, and upgraded to a higher rarity later on. Items that are rare, very rare, or legendary require specific *essence* to craft or upgrade.

Components and Cash. For the sake of simplicity, L'Arsène (or a craftsman you choose) has a stock of *aberration essence* that the party can purchase to craft the higher level versions of the broodmother items. Thus, L'Arsène charges both for his crafting time and for the rare ingredients. These two costs are combined in the table below.

Heliana's Guide will unveil the rules for harvesting and crafting, as well as providing individual prices of all components and magic items. The items from the 5e SRD rules will also have suggested rarity adjustments to bring them in line with the unique, mathematically-balanced items presented in the book. Let's face it; *flame tongue* is ridiculously overpowered for a rare item.

MAGNETITE DRAGON'S CRAFTABLE ITEMS

Item	Rarity	Components	Crafting cost (gp)
Haemscale	Uncommon	Pouch of magnetite claws, pouch of magnetite shards	600
	Rare		2,500
	Very rare		4,000
Haemstrike	Uncommon	Magnetite bone, pouch of magnetite teeth	2,500
	Rare		4,000
	Very rare		10,000
Shard Crown	Rare	2 Magnetite eyes, magnetite horn	600
	Very rare		2,500
	Legendary		4,000

SOCKETING

One of the familiar gaming concepts *Heliana's Guide* introduces to 5e is socketing. Charms, runes, and other socketable wondrous items enhance weapons, armour, and items that you wear. A creature with proficiency in any of the following tools can take 1 hour to attach a socketable item to a weapon or worn item in such a way as to confer its benefits to the bearer of that item:

- Carpenter's tools;
- Cobbler's tools;
- Glassblower's tools;
- Leatherworker's tools;
- Smith's tools;
- Tinker's tools;
- Weaver's tools;
- Woodcarver's tools.

Sockets. Items have a number of slots based on their rarity. Common, uncommon, and artifact level items have no slots:

- **Rare:** 1 slot;
- **Very rare:** 2 slots;
- **Legendary:** 3 slots.

Attunement. Socketable items specify whether the items they're slotted on must be attunable or not. If a socketable item that requires attunement is slotted onto a magic item that doesn't require attunement, the item gains the 'Optional Attunement' property (see "New Attunement Options", below). The benefits of the slotted item are gained only while attuned to that item.

Removal. A creature can make a DC 10 Dexterity or Intelligence check using proficiency in any of the above tools to try and safely remove a socketable item. On a success, the item is removed and can be reused. On a failure, the item is broken during removal and can no longer be used.

NEW ATTUNEMENT OPTIONS

Some items in *Heliana's Guide* have two new types of attunement: optional and enhanced.

Optional. Properties described as being 'Optional Attunement' grant their benefits only when a character attunes to the item. Any other properties the item has are granted to the item's user even if they aren't attuned.

Enhanced. Enhanced items require the completion of a task, a semi-permanent investment, or have a downside. Upon completing the prerequisites, an attuned creature gains access to the enhanced properties of the item. Working the pre-requisite into your campaign can add depth to your world and offset the significant power increase enhancement affords.

APPENDIX A - MAGIC ITEMS

HAEMSCALE

Armour (any medium or heavy), uncommon (requires attunement)

Fashioned from the claws and shard-scales of a magnetite dragon, this protective armour can become temporarily weightless when exposed to extreme cold. The wearer of this armour can exert minor control over ferrous metals within a close proximity.

This armour has **6 charges** and regains **1d4 + 2** expended charges daily at dawn.

Arcanomagnetic Repulsion. You can expend **1 charge** to create one of the following effects while you wear this armour.

- ♦ **Repulse.** When you are targeted by a weapon attack using a ferrous weapon or ammunition, you can use your reaction to cause a pulse of arcanomagnetism to throw the weapon or ammunition off course, imposing **disadvantage** on the attack roll. You must choose to use this property before the attack roll is made.
- ♦ **Aura.** As a bonus action, you can create an arcanomagnetic aura with a **20-foot radius** centred on you that moves with you and that lasts until the start of your next turn. This area is difficult terrain for creatures of your choice that are made of ferrous metal or wearing ferrous armour.

Superconductor. Whenever you take cold damage while you wear this armour, you gain a flying speed of **20 feet** until the end of your next turn.

Rare variant: While you wear this armour, you have **resistance** to cold damage. Increase the number of charges to **9**, the recharge to **1d6 + 3**, Arcanomagnetic Repulsion's aura to a **30-foot radius**, and Superconductor's flying speed to **30 feet**.

Very rare variant: While you wear this armour, you have **resistance** to cold damage. Increase the number of charges to **12**, the recharge to **1d8 + 4**, Arcanomagnetic Repulsion's Aura to a **40-foot radius**, and Superconductor's flying speed to **40 feet**. The item gains the Swordstorm property:

Swordstorm. As an action, you can cast the blade barrier spell (**save DC 16**), adding any ferrous objects in the vicinity to the barrier. At the GM's discretion, if there are many ferrous objects in the area, increase the barrier's damage by **2d10**. Once you activate this property, you can't do so again until the following dawn.



HAEMSTRIKE

Weapon (mace, warhammer, or maul), uncommon (optional attunement)

This weapon is naturally more attracted to foes bearing ferrous metals, allowing it to strike them with more force. Those who align themselves more closely with the weapon are granted the ability to manipulate gravity, telekinetically pulling creatures and objects into range of its jagged-faced swings.

You have a **+1 bonus** to attack and damage rolls made with this magic weapon. This bonus is increased to **+2** if your target is made of ferrous metal or is wearing ferrous armour.

Optional Attunement. If you choose to attune to this weapon, it gains the Attraction property. When you activate a property granted by this optional attunement, roll a **d4**. On a **1**, haemstrike's optional attunement properties can't be activated until the next dawn.

Attraction. As an action, you can point haemstrike at a target you can see within **30 feet** of you. If the target is an object that weighs less than **300 lbs**, the object is pulled up to **15 feet** towards you. If

the target is a creature, it must succeed on a **DC 13 Strength saving throw** or be pulled up to **15 feet** straight towards you. If the creature is made of ferrous metal or is wearing ferrous armour, it has **disadvantage** on this check. A target creature that is Large or larger automatically succeeds on this saving throw.

Rare variant: Increase the attack and damage bonus to **+2** (or **+3** if the target is made of ferrous metal or is wearing ferrous armour). Increase the **DC** to **15**, the maximum weight of a target object to **600 lbs**, and the size at which a target creature automatically succeeds on its check to Huge or larger. Increase Optional Attunement's d4 to a **d6**. The weapon gains the Magnetic Shockwave optional attunement property.

Magnetic Shockwave. When you hit a target with haemstrike, you can use a bonus action to cause an eruption of supercooled magnetite shards. Each creature other than you within 5 feet of the target must succeed on a **DC 15 Dexterity saving throw** or take **2d6** cold damage and **2d6** piercing damage. Creatures made of ferrous metal or wearing ferrous armour have disadvantage on this saving throw.



HAEMSTRIKE
(UNCOMMON)

HAEMSTRIKE
(RARE)

Very rare variant: Increase the attack and damage bonus to +3 (or +4 if the target is made of ferrous metal or is wearing ferrous armour). Increase the **DC** to **16**, the maximum weight of a target object to **1000 lbs**, and the size at which a target creature automatically succeeds on its check to Gargantuan. Increase Optional Attunement's d4 to a **d8**, and the **DC** of Magnetic Shockwave to **16**. The weapon gains the Magnetic Shockwave and Dragon's Roar optional attunement properties.

Dragon's Roar. When you make a weapon attack with haemstrike, you can use a bonus action to cause the hammer to roar before you make the attack roll. Each creature other than you within **15 feet** of you must succeed on a **DC 16 Wisdom saving throw** or become frightened of you until the end of your next turn. If the target of your attack fails this saving throw, your attack has advantage.

MAGNETITE HORN

Wondrous item (socketable), uncommon (requires attunement)

Fashioned from the harvested horn of a magnetite dragon, this charm can be socketed on a ferrous weapon, or on a worn item that contains iron, conferring different benefits to each.

Ferrous Weapon. While you hold the socketed weapon, when you are hit by a weapon attack made with a ferrous weapon or ammunition that you can see, you can use your reaction to activate the magnetic properties of the horn. When you do so, the attack's weapon or ammunition is pulled towards your own, giving you a **+1 bonus** to your AC against the attack as you attempt to parry it, possibly turning the hit into a miss.

Ferrous Worn Item. While you wear the socketed item, when a creature within **5 feet** of you is targeted by a weapon attack made with a ferrous weapon or ammunition, you can use your reaction to activate the magnetic properties of the horn. When you do so, roll a **d20**. On an 11 or higher, you become the target of the attack instead of the creature.



HAEMSTRIKE
(VERY RARE)



MAGNETITE HORN



SHARD CROWN
(RARE)



SHARD CROWN
(VERY RARE)

SHARD CROWN

Wondrous item, rare (requires attunement)

From the horn and eyes of a magnetite dragon is crafted this crown of magnetite. The creature's commanding presence and power over the blood of others allows the wearer of this object to bend its foes to its will.

Critical hits against you made with ferrous weapons or ammunition become normal hits while you wear this crown. In addition, while wearing this crown in extreme cold, you can cast the levitate spell on yourself at will and you know the magnetobolt cantrip (+7 to hit or your spellcasting attack modifier, whichever is higher).

The crown has **5 charges** and regains **1d4 + 1** expended charges daily at dawn.

Bloodbend. As an action, you can expend **1 charge** as you gesture to a creature you can see without **30 feet** of you and speak a simple command (GM's discretion). The target must succeed on a **DC 15 Wisdom saving throw** or instantly use its reaction to follow the command. If the creature has no reaction remaining or can't take reactions, it must follow the command at the start of its next turn instead. The property has no effect on a target that doesn't have blood. Commands include:

- **Throw.** The creature throws an object it is holding in a direction you choose with all its might.
- **Sit.** The creature sits, falling **prone** and not moving until the end of its next turn
- **Attack.** The creature makes one weapon attack against a creature of your choice within its reach/range.

Very rare variant: Increase Bloodbend's **DC** to **16** and *magnetobolt's* attack modifier to **+8**. While you wear this crown in extreme cold, you can cast the fly spell on yourself at will. The item gains the Magnetovision property:

Magnetovision. As a bonus action, you can expend **1 charge** allowing you to sense the locations of all ferrous metals within **60 feet** of you for the next minute. This vision is blocked by a thin sheet of lead.

Legendary variant: Increase the number of charges to **8**, the recharge to **1d4 + 4**, Bloodbend's **DC** to **17** and magnetobolt's attack modifier to **+9**. While you wear this crown in extreme cold, you can cast the *fly* spell on yourself at will. The item gains the Magnetovision and Crown of Shards properties.



SHARD CROWN
(LEGENDARY)

Crown of Shards. As a bonus action, you can expend 1 charge to shoot a shard of magnetite at a target within 90 feet of you. Make a ranged spell attack (+9 to hit), which deals 3d6 piercing damage on a hit. This shard can bend around corners and ignores half and three-quarters cover.

BLOODBEND – ADJUDICATING COMMANDS

The Bloodbend command given by the wielder of the shard crown should disadvantage the creature and its allies in some way. If a creature has already used its reaction, you can have the command use other resources: sitting or moving uses movement, throwing something is an object interaction, attacking uses one of the creature's attacks from its multiattack action (if it has one).

SNOW WOLF COWL

Wondrous item, rare (requires attunement)

Few warriors can claim to have single-handedly bested a full grown snow wolf. Those that do can have the head of such a monster enchanted by a clan shaman, granting them the power to transform into the beast. Such cowls are prized trophies amongst the frozen norse clans, symbols of might and status.

Wolf Form. As an action you can cast *polymorph* on yourself with a duration of 1 hour, no concentration required. When you do so, you ignore the spell's limitations to beasts and become a **winter wolf** (your GM has the stat block). You can end this spell early as a bonus action. Once you use this property, you can't do so again until the following dawn.

Uncommon version: When you use the Wolf Form property, you turn into a **dire wolf** instead of a winter wolf.

Very rare version: You can use the Wolf Form property once per short rest and you have **resistance** to cold damage while you wear the cowl.



SNOW WOLF COWL

WYRM'S BREATH GRENADE

Wondrous item, varies

Within the beautifully sculpted exterior is housed a dragon's biomantically-sustained toxin gland, pungent incense, and crushed diamond. Available in a variety of hues, the metal from which this grenade-like contraption is fashioned always matches the dragon from which the organ was harvested.

As an action, you can throw this magical device onto a surface you can see within **60 feet**. Upon impact, the incense ignites, billowing out in a pungent, **15-foot-radius sphere**, carrying with it the dragon's magic. A creature that starts its turn in the area or enters the area for the first time on a turn must make the associated saving throw, suffering the associated effects on a failure. Creatures are affected even if they hold their breath or don't need to breathe.

The cloud lasts for **1 minute** if the air is calm. A moderate wind (at least 10 miles per hour) disperses the cloud after **4 rounds**. A strong wind (at least 20 miles per hour) disperses it after **1 round**.

Once a grenade has been used, it can't be used again until the following dawn, when it must be refilled with 100 gp of good-quality incense as well as a specified value of diamond dust.

Brass, Sleep; Rare. A creature must succeed on a **DC 15 Constitution saving throw** or fall **unconscious** for the duration of the gas' presence. A creature with 100 or more hit points is immune to this effect. This effect ends for a creature if the creature takes damage or a creature uses an action to wake it. Diamond dust: 300 gp.

Bronze, Repulsion, Rare. A creature must succeed on a **DC 15 Strength saving throw** or be flung up to **60 feet** from the centre of the sphere, landing prone and taking **2d6** bludgeoning damage. If a creature collides with another creature, both creatures take an additional **2d6** bludgeoning damage. If a creature collides with a solid object, it takes **4d6** bludgeoning damage instead. Diamond dust: 400 gp.

Copper, Slow; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or suffer the following effects until the end of its next turn:

- ♦ it can't take reactions,
- ♦ its speed is halved,
- ♦ it can't make more than one attack on its turn,
- ♦ it can use either an action or a bonus action on its turn, but not both. If it has already used an action

or bonus action after it fails this saving throw, it can't take a further action or bonus action that turn.

Diamond dust: 700 gp.

Gold, Weakening; Very Rare. A creature must succeed on a **DC 16 Constitution saving throw** or have **disadvantage** on all ability checks, attack rolls, and saving throws and deal half damage with strength-based weapons until the end of its next turn. Diamond dust: 1200 gp.

Silver, Paralysing; Legendary. A creature must succeed on a **DC 17 Constitution saving throw** or be **paralysed** until the start of its next turn (when it must repeat the saving throw, ending the effect on a success). Diamond dust: 2400 gp.



WYRM'S BREATH
GRENADE

APPENDIX B - SPELLS

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Mechanism: Damage & Utility; RSA & **Str save**

Classes: Artificer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots toward a creature within range. Make a ranged spell attack against the target. On a hit, the target takes **1d6** force damage and must succeed on a **Strength saving throw** or be knocked **prone**. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this saving throw.

This spell's damage increases by 1d6 when you reach 5th level (**2d6**), 11th level (**3d6**), and 17th level (**4d6**).

ARCANOMAGNETIC REPULSION

2nd-level evocation

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Mechanism: Utility; Str save

Classes: Artificer, Cleric, Druid, Sorcerer, Warlock, Wizard

You emit waves of arcanomagnetic energy, distorting the trajectories of ferrous items. For the duration, attacks made with ferrous weapons or ammunition have disadvantage to hit you. In addition, the area within **20 feet** of you is difficult terrain for creatures of your choice that you can see that are made of ferrous metal or are wearing ferrous armour.

Magnetic Pulse. When you cast this spell and as a bonus action on your subsequent turns, you can force one Huge or smaller creature that is experiencing this difficult terrain to make a **Strength saving throw**. On a failure it is knocked **prone**.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the radius of the area of difficult terrain increases by **10 feet** for each slot level above 2nd.

GRAVITY SMASH

5th-level evocation

Casting Time: 1 action

Range: 120 feet (20-foot-radius, 100-foot-high cylinder)

Components: V, S

Duration: Concentration, up to 1 round

Mechanism: Damage; Str save

Classes: Sorcerer, Warlock, Wizard

You strike the ground, choosing a point you can see within range to begin accumulating gravity. The area becomes difficult terrain until the start of your next turn. When the spell ends, the gravity reaches a critical magnitude, smashing all creatures in the cylinder downwards; each creature in the area must make a Strength saving throw. On a failure, a creature takes **6d10** force damage and is knocked prone. On a success, a creature takes half as much damage and isn't knocked prone.

If the spell ends before the start of your next turn, the damage it deals on a failed saving throw is **3d10** instead.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by **1d10** for each slot level above 5th.

MAGNETITE SHARD

3rd-level evocation

Casting Time: 1 action

Range: 90 feet (20-foot-radius sphere)

Components: V, S, M (a piece of magnetite)

Duration: Instantaneous

Mechanism: Damage; Dex save

Classes: Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see with range, where it detonates in an explosion of icy, metallic shards. Each creature in a **20-foot-radius sphere** centred on that point must make a **Dexterity saving throw**, taking **4d6** cold damage and **3d6** piercing damage on a failure, or half as much damage on a success. Creatures made of a ferrous material or wearing ferrous armour have disadvantage on this saving throw.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the cold damage increases by **1d6** per slot level above 3rd.

APPENDIX C - CREATURES

MAGNETITE DRAGONS

Matter-of-fact and down-to-earth, magnetite dragons are distant relatives of the metallic dragons. They lack the ability to shape change

A magnetite dragon has a bestial slant to its appearance; its short maw, narrow eyes, and stocky hind legs give it the proud and powerful cast of a rearing bull. Two, wide horns — the source of its magnetic control — sweep forwards from its brow, often sporting an assortment of ferrous paraphernalia. Its

wyrmings scales are a dull grey, but quickly take on a iridescent red-blue sheen as it ages and is exposed to sources of magic.

Of particular note are its hexofuga: the blocky shards that protrude from its back. These arcanomagnetic organs are the source of its ability to fly, its true wings being small, vestigial structures with little musculature.

ADULT MAGNETITE DRAGON

Huge dragon, neutral

LIP

Armour Class 18 (natural armour)

Hit Points 172 (15d12 + 75)

Speed 40 ft., climb 40 ft. fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8

Skills Perception +12, Religion, +7, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, draconic.

Challenge 13 (10,000 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **20 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws, or three with its sword shot.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) force damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Sword Shot. *Ranged Weapon Attack:* +11 to hit, range 50/150 ft., one target. *Hit:* 12 (1d12 + 6) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature in that area must make a **DC 18 Dexterity saving throw**, taking 45 (13d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 18 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **10 feet** of the dragon must succeed on a **DC 18 Strength saving throw** or be moved up to **10 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

ANCIENT MAGNETITE DRAGON

Gargantuan dragon, neutral

LIP

Armour Class 22 (natural armour)

Hit Points 367 (21d20 + 147)

Speed 40 ft., climb 40 ft. fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11

Skills Perception +17, Religion, +10, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, draconic.

Challenge 21 (33,000 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **30 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws, or three with its sword shot.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) force damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Sword Shot. *Ranged Weapon Attack:* +15 to hit, range 60/180 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **60-foot cone**. Each creature in that area must make a **DC 22 Dexterity saving throw**, taking 70 (20d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 22 Strength saving throw**. On a failed save, the creature is pushed up to **60 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

LEGENDARY ACTIONS

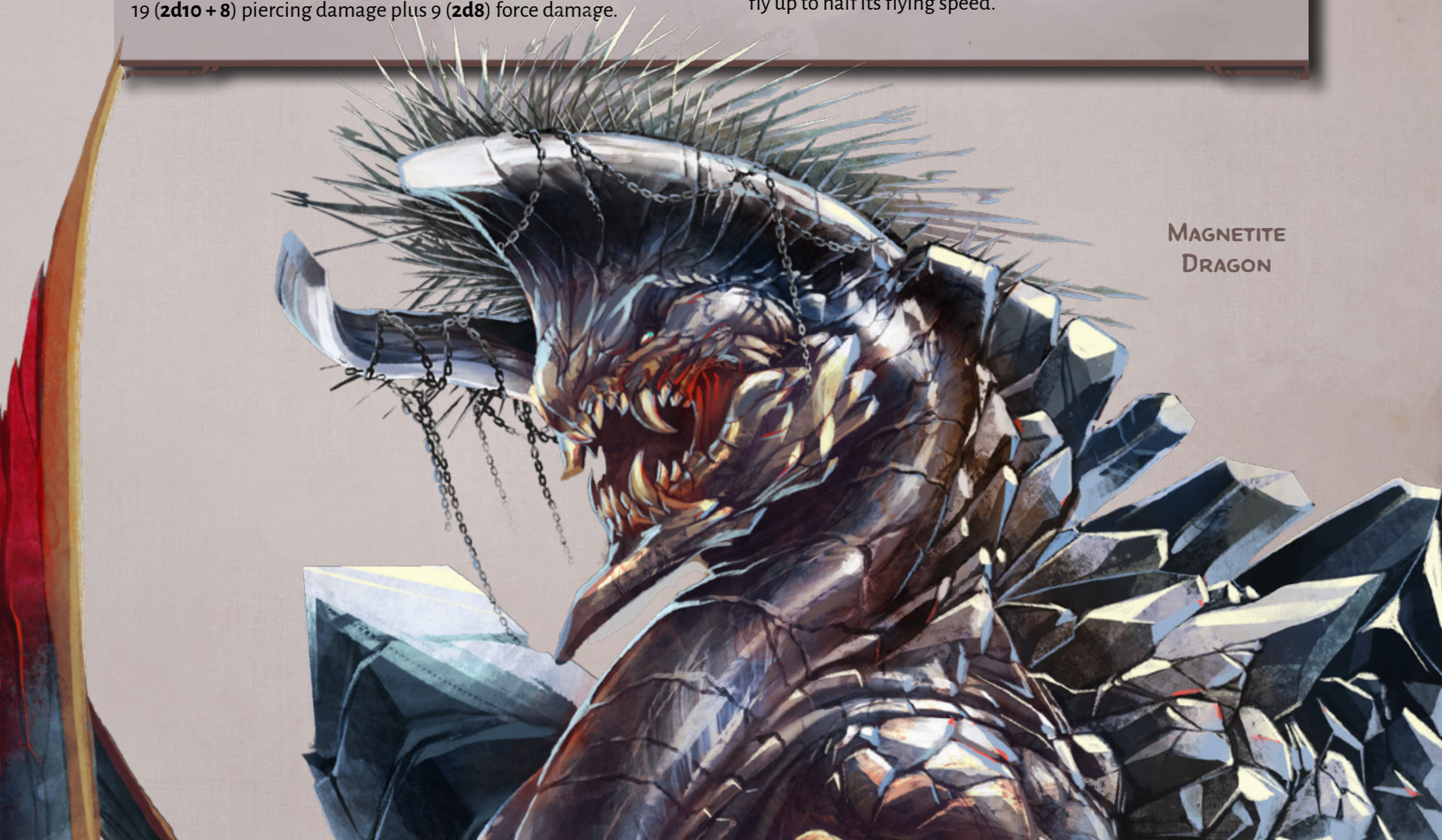
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **15 feet** of the dragon must succeed on a **DC 22 Strength saving throw** or be moved up to **15 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

MAGNETITE
DRAGON



Treasure & Power. Made of a keratin-magnetite composite, a magnetite wyrmling's back scales can only develop into hexofuga upon prolonged exposure to such arcane fields. In fact, a magnetite dragon's growth and power is intrinsically linked to the duration and magnitude to which it has been exposed to magic. Though a magnetite wyrmling is among the weakest of all dragon wyrmlings, a fully grown individual can rival even a black dragon in power. For this reason, a magnetite dragon has no care for gold and gems; it covets only magical items and sources of arcane power, the stronger the better.

Neutral Motives. Magnetite dragons are incensed by the proliferation of order or chaos, and feel a compulsion to maintain the natural order of the world.

Persuading such a dragon to fight for good or evil is a futile affair, but the mere mention of the fey lands' uncontrolled chaos, or the clockwork nirvana's orderly machinations, is enough to motivate even the most slovenly individual.

Magical Magnetite. It is an established arcano-magical fact that magnetite's properties change on exposure to strong magical fields. The usually brittle substance hardens and exhibits much stronger magnetic fields. However, the material's superconducting properties are nullified on exposure to heat. For these reasons, a magnetite dragon typically makes its home in subzero conditions and near strong sources of magic.

YOUNG MAGNETITE DRAGON

Large dragon, neutral

LIP

Armour Class 16 (natural armour)

Hit Points 85 (10d10 + 30)

Speed 40 ft., climb 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	13 (+1)	10 (+0)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **15 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its claws, or two with its sword shot.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Sword Shot. *Ranged Weapon Attack:* +6 to hit, range 40/120 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **30-foot cone**. Each creature in that area must make a **DC 14 Dexterity saving throw**, taking 21 (6d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 14 Strength saving throw**. On a failed save, the creature is pushed up to **40 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

LEGENDARY ACTIONS

The dragon can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a **Wisdom (Perception)** check.

Sword Shot. The dragon makes a sword shot attack.

Blood Bend (Costs 2 Actions). The dragon exerts its magnetic control over the iron in creatures' blood. Each creature of the dragon's choice that contains blood and is within **5 feet** of the dragon must succeed on a **DC 14 Strength saving throw** or be moved up to **5 feet** in a direction of the dragon's choosing and knocked **prone**. A creature wearing ferrous armour has **disadvantage** on this saving throw. The dragon can then fly up to half its flying speed.

MAGNETITE WYRMLING

Medium dragon, neutral

LIP

Armour Class 15 (natural armour)

Hit Points 16 (3d8 + 3)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3

Skills Perception +5, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, draconic.

Challenge 1 (200 XP)

Arcanomagnetic Repulsion. Attacks against the dragon made with ferrous weapons or ammunition have **disadvantage**. The area within **10 feet** of the dragon is difficult terrain for creatures wearing ferrous armour. This trait is only active while the dragon has both horns intact.

Superconductor. If the dragon takes 5 or more fire damage at a time, its flying speed is reduced by 30 feet until the end of its next turn. If its flying speed is reduced to 0, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

Multiattack. The dragon makes two attacks: one with its bite and one with its claws, or two with its sword shot.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sword Shot. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Storm of Swords. The dragon fires a torrent of sharp metal objects in a **15-foot cone**. Each creature in that area must make a **DC 11 Dexterity saving throw**, taking 14 (4d6) piercing damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a **30-foot cone**. Each creature in that area must make a **DC 11 Strength saving throw**. On a failed save, the creature is pushed up to **30 feet** away from the dragon. A creature wearing ferrous armour has **disadvantage** on this saving throw.

SWARM OF CUTLERY

From the depths of the monastery dining rooms flies a swarm of steel knives, forks, spoons, and — most lethally — sporks. Such creatures can be animated by protective magics, or be under the direct control of a creature capable of manipulating the arcanomagnetic spectrum, such as a magnetite dragon!

SWARM OF CUTLERY

Large swarm of Tiny constructs, unaligned

HW4

Armour Class 12

Hit Points 52 (7d10 + 14)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	15 (+2)	1 (-5)	1 (-5)	1 (-5)

Damage Vulnerabilities acid

Damage Immunities bludgeoning, piercing, poison, psychic, and slashing

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 5

Languages —

Challenge 2 (450 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny tool. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Jabs. *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



SWARM OF CUTLERY

ANIMATED MAGNETITE

Crafted from highly magnetic magnetite, these animated armours and weapons share the common property of being immobilised by heat. The animated suit of plate armour is capable of conjuring bolts of arcanomagnetic force that can knock a creature from its feet.

MAGNETITE ARMOUR

Medium construct, unaligned

HW4

Armour Class 18 (natural armour)

Hit Points 127 (15d8 + 60)

Speed 40 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	18 (+4)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 6 (2,300 XP)

Arcanomagnetic Repulsion. Attacks against the armour made with weapons or ammunition that contain iron are made at **disadvantage**.

False Appearance. While the armour remains motionless, it is indistinguishable from a pile of armour plates.

Superconductor. If the armour takes **10** or more fire damage in a single hit, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to 0 feet.

ACTIONS

Multiattack. The armour makes two melee attacks or casts magnetobolt twice.

Greatsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 4 (1d8) force damage.

Magnetobolt. *Ranged Spell Attack:* +7 to hit, range 90 ft., one target. *Hit:* 10 (3d6) force damage and the target must succeed on a **DC 15 Strength saving throw** or be knocked prone. A creature wearing ferrous armour makes this saving throw with **disadvantage**.

FLYING MAGNETITE WEAPON

Small construct, unaligned

HW4

Armour Class 18 (natural armour)

Hit Points 44 (8d6 + 16)

Speed fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	14 (+2)	1 (-5)	10 (+0)	1 (-5)

Damage Immunities cold, poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 3 (700 XP)

Arcanomagnetic Repulsion. Attacks against the weapon made with weapons or ammunition that contain iron are made at **disadvantage**.

False Appearance. While the weapon remains motionless, it is indistinguishable from a normal weapon.

Superconductor. If the weapon takes **10** or more fire damage in a single hit, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its fly speed is reduced to 0 feet.

ACTIONS

Multiattack. The weapon makes two melee attacks. It has one of the following attack options, depending on its anatomy.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 3 (1d6) force damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage plus 3 (1d6) force damage.

Pike. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) force damage.

MAGNETITE
ARMOUR

LEGAL

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