



REIGN OF IRON

AN ADVENTURE FOR
3RD, 9TH, 16TH LEVEL

"SWORDS FALL, EVERYONE DIES."

HELIANA



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USING THIS BOOK

Get ready to dive into a world of dangerous hunts, challenges, and monsters. This book presents all the tools you will need to run an entertaining adventure.

RULE ZERO

You are encouraged to use whichever pieces of this book you like and change the ones you don't. If there is a DC that seems off, a name that doesn't fit, or a quest hook that seems incongruous, then make it your own. Remember: if you're all having fun, you're doing it right.

RUNNING THE HUNT

The adventure in this book is referred to as a hunt. It is a type of adventure in which you find clues, prepare for the fight ahead, and then have a big battle. This hunt can be run at a variety of different average party levels (APLs), listed in the hunt's introduction. The hunt uses the following structure:

Introduction. The name and level of the hunt, as well as a brief synopsis.

Background. The information the GM needs to know about why a monster needs to be hunted! This includes:

- A summary of the monster
- Three quest hooks: curiosity, morality, and compensation
- Monetary and XP rewards
- Brief biographies of key NPCs

Location. The location where the hunt takes place, sometimes containing descriptions of unique flora and fauna or other rules.

Know Thy Enemy. Clues about the monster that, if discovered by the player characters, help them prepare for the battle.

The Battle Ahead. The creature's lair actions, any environmental effects, composition of each wave, and triggers for moving between waves.

Aftermath. This section wraps up each quest hook of the hunt and suggests ways this story can continue and shape your world. The Loot Tavern's bard, Cacophonics, has the link to the song he writes for the party here.

Treasure. Discoverable loot related to the specific boss monster, as well as information related to the optional Tracking and Crafting rules found in the *Heliana's Guide to Monster Hunting* book.

Beyond Deadly. Death is inevitable. In this book, it is a little *more* inevitable than usual, especially if your party doesn't pick up on the clues and prepare accordingly.

If you have fewer than four player characters or a lower APL than that for which the hunt is balanced, consider lowering the difficulty. This can be achieved by removing some creatures, replacing them with lower CR versions, or using the 'Helping Hand' paragraphs within each hunt to reduce the difficulty. The hunt's boss fight is designed to use a party's entire resources for a day's adventuring, which exceeds the daily XP budget at higher levels.

AVERAGE DAILY XP BUDGET PER HUNT

Level	Daily XP Budget Used per Hunt
1-4	100%
5-10	130%
11-16	160%
17-20	200%

Clues. This hunt contains at least three clues that can be conveyed to the players before combat starts. Understanding the clues is the key to your players preparing for the fight ahead and feeling empowered when their preparations pay off. Every clue has at least one example of how you can convey the information to your players. Note, these are examples! It's still up to you as the GM to make any necessary changes to the story and roleplay interactions to make sure your players understand these clues.

Be obvious when delivering clues. The more you can repeat and illustrate a clue, the more the players will understand it. In addition, prompting the adventurers to summarise what they've learnt by using an NPC to ask questions can engender a much-needed dialogue between players. Furthermore, player characters need time to prepare in a way that allows them to meaningfully act on the clues. It is often both enjoyable and less deadly for players to take a long rest to recover resources, prepare spells, and design a plan that exploits a monster's weaknesses. Be sure to give them the opportunity to prepare!

INTRODUCTION

This hunt, *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 hunt should earn enough experience to progress halfway to 4th level, one-third of the way to 10th level, or two-thirds 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 searching for clues about this dragon, the hunt 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 be imperative 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 the heavens and the hells.

This order was broken when Volrak the Arrogant, an immense red dragon, laid waste to the mountaintop, 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, he became manipulative, cultivating a tribe of kobold followers whom he forced to plunder the environs.

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 remember:

- ♦ **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 and lodging themselves in her crown, where they remain. 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 comprises an old monastery and cave complex 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 hunt.

- ♦ **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 piques 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.

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

- **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.

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 6). 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.

HUNT REWARDS PER PLAYER CHARACTER

Hunt Level	Gold	XP*
3rd	375 gp	900
9th	2,300 gp	5,500
16th	7,750 gp	20,000

*Includes all monsters, traps, and puzzles, averaged for a party of 4.

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 flair 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 Haemspire 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: towards Haemspire. Unbeknownst to Hjelma, the shard always points towards Torhaem.

HJELMA

Humanoid (dwarf), trapper, she/her

Personality. Sarcastic, dry, enjoys storytelling.

Appearance. Long, braided grey hair, weathered face, dressed in leathers and furs.

Desire. Prosperity for Redriver, so that the beer is good and people buy her furs.

Fear. Being recalled by her clan and leaving her life in the wilds.

"I used to be an adventurer like you, then I shot an albino tiger in the knee and sold its flawless pelt for a pretty penny!"

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 divulge the clues through interactions 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:

- 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 necessarily that it is 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 sheaths, and any creature wearing metal armour experiences a minor pulling sensation and they must succeed on 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 out of the box; the shard shimmers with a rainbow iridescence. Immediately, the shard is surrounded by a maelstrom of metallic bric-a-brac as your weapons rattle in their sheaths 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 are practically glued to one such shard, nails and a rusted axle protruding from it at odd angles. A creature that is wearing armour containing iron and either starts its turn within **10 feet** of a shard or moves within **10 feet** of a shard on its turn must succeed on 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 millennia, 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.



Hjelma's 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's flame burned it. Then it seemed to fall for a brief moment... 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, any bits of metal attached to the object fall off; it becomes demagnetised until it cools down again. Alternatively, the party can observe pieces of metal that slowly fall off of shards protruding from the ground as they warm 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. That's when there was an almighty whoosh as the dragon flew right over the village. This thing," she again 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. And... here you are."

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, consisting mostly of 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 the previous pages. 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 rainbow shimmers.
- ♦ 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 tastes 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.

TORHAEM'S LAIR

Upon approaching the entrance to the monastery-turned-lair, you can show the party Map 1. Haemspire Monastery and read the following:

Trudging through the snow, your path turns towards the mountain peak, winding its way up a ravine. The ravine widens to a huge hollow within the mountainside, filled by two colossal statues with blue gems filling the three remaining eye sockets not destroyed. The path falls away on all sides, but ahead, connected by a bridge of icy vines, are a few intact buildings at the foot of a cascade of ruined masonry.

This area (Map 1) is the location for the following three-wave boss-battle. All locations on this map are part of the dragon's lair.

GENERAL FEATURES

The lair has the following features:

Ceilings, Walls & Floors. The entrance to the monastery is open to the sky above. The walls and floor are made of iron-rich rock. The ravine is 500 feet deep.

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 (A and B on Map 1, respectively). 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.

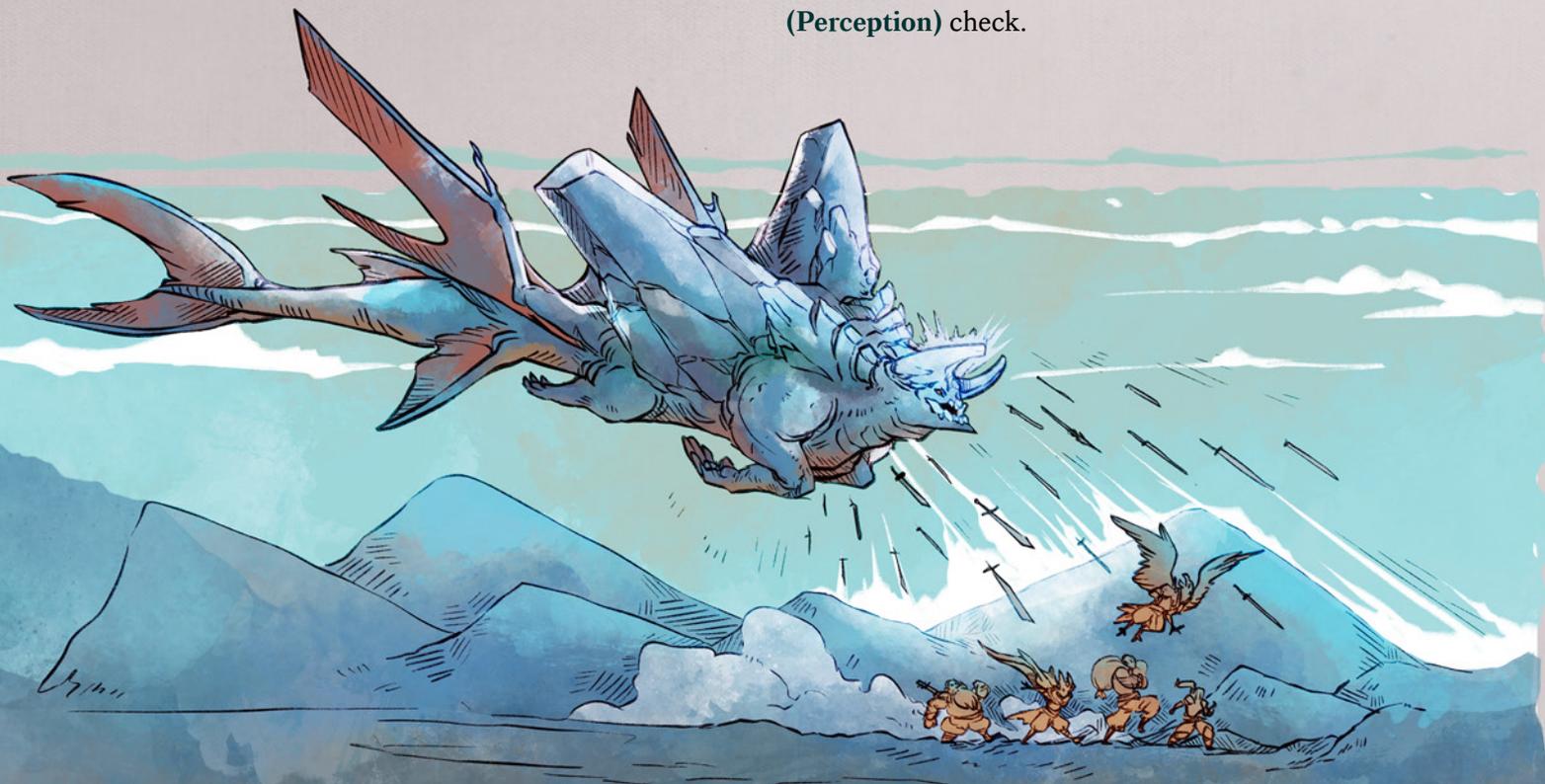
Floor: Statue. The arms and shoulders of the statues are difficult terrain due to their smooth, icy texture. Climbing from the shoulder to the eye or top of the head is a distance of 15 feet and requires a successful **DC 12 Strength (Athletics)** or **Dexterity (Acrobatics)** check. On a failure, a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

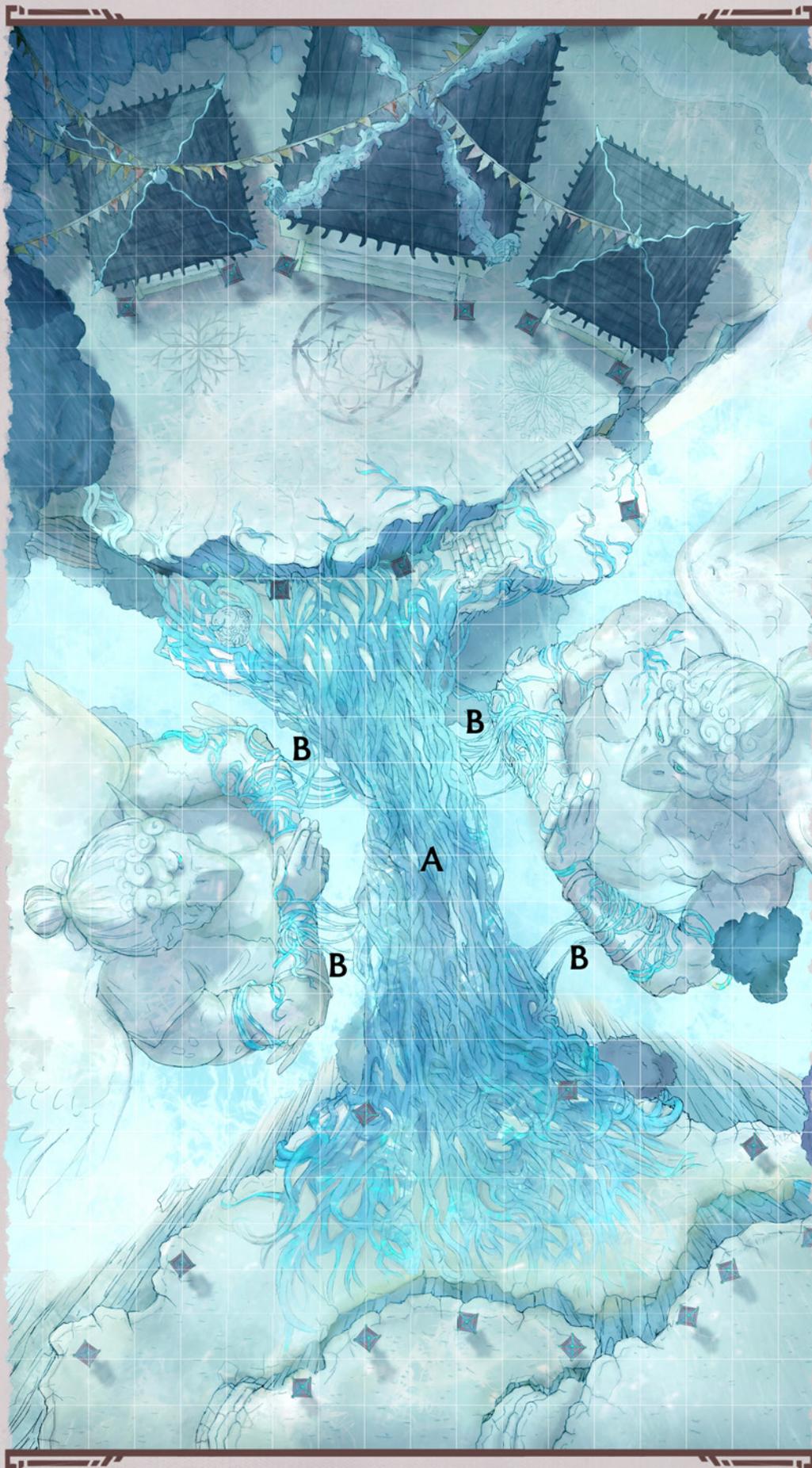
Light. The light depends on the time of day. During the day, clouds frequently form around the lower part of the monastery, partially obscuring the sun. There are no other light sources in the monastery.

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 immediately 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 **VDC Dexterity saving throw**.

Treasure Cave. A cave opening (containing Volrak's hoard, see page 16) can be seen higher up the mountainside with a successful **DC 10 Wisdom (Perception)** check.





1 SQUARE = 5 FEET

MAP 1. HAEMSPIRE
MONASTERY

CARTOGRAPHER:
CZE AND PEKU

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

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 wave 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 from her cave in the mountainside.

Timing. There is a 30-second (5-round) pause after each wave concludes, giving the party a brief respite. This means effects cast during the first wave 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 of 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 below), 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 into 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.

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 hunt.

VARIABLE LAIR ACTION STATISTICS

Hunt Level	VDC	Vmod	Vdam
3rd	12	+4	3 (1d6)
9th	15	+7	10 (3d6)
16th	17	+9	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 monastery'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 **VDC 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 Random Directions table 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 **VDC Dexterity saving throw** or take **Vdam** piercing damage. Until initiative count 20 of the next round, the area is subject to nonmagical effects identical to the *spike growth* spell.

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. Once activated, ribbons of shimmering energy link the statues and vines to a dome of energy around the monastery buildings. 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 run-

ning 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 difficult terrain until the Statues and Writhing Vines are disabled.

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, page 12).

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

Active Elements. The Watchers include two enormous Statues that cast the *ray of frost* cantrip and the Writhing Vines of the vine bridge, which can whip, restrain, and crush creatures. The traps' statistics depend on the hunt level; attack modifiers and saving throws equal the **Vmod** and **VDC**, respectively, while a trap's damage is described in the Complex Trap Statistics table, below.

Statues (Initiative 20). Each of the three remaining gems in the statues' eyes casts the *ray of frost* cantrip at a random creature within **40 feet** of the gem, dealing cold damage on a hit.

Writhing Vines (Initiative 10). The vines make one attack with their Thorny Vines against each creature within **10 feet** of them. In addition to the slashing damage the vines deal on a hit, the target must succeed on a **VDC Strength saving throw** or be pulled up to **10 feet** closer to the centre of the bridge.

COMPLEX TRAP STATISTICS

Hunt Level	Ray of Frost Damage	Thorny Vines Damage
3rd	4 (1d8)	3 (1d6)
9th	13 (3d8)	7 (2d6)
16th	22 (5d8)	10 (3d6)

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

Statues. When an eye's gem is disabled, 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 hunt level, as shown in the Statues' Power Enhancement table.



STATUE

STATUES' POWER ENHANCEMENT

Per Eye-Gem Destroyed

Hunt Level	Attack Modifier Increase	Damage Increase
3rd	+1	+4 (1d8)
9th	+2	+9 (2d8)
16th	+3	+13 (3d8)

Constant Elements. The Writhing Vines make one Thorny Vines 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 any bridge. On a hit, it deals the Thorny Vines slashing damage and a creature must succeed on a **VDC Strength saving throw** or become **restrained** (escape DC equals VDC).

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 hunt's level (see Statues' Countermeasure Statistics below).

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

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

Dispel: **VDC 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' COUNTERMEASURE STATISTICS

Hunt Level	AC	Hit Points	Spell Level
3rd	14	10	3rd
9th	16	20	5th
16th	17	30	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 hunt's level (see Writhing Vines' Countermeasure Statistics table). 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 and automatically fail Dexterity saving throws.

Soothe: **VDC Wisdom (Animal Handling or Nature).** A creature within reach of the vines can attempt to soothe them, making a **Wisdom (Animal Handling or Nature)** check as an action. Each successful check reduces the Thorny Vines' attack modifier by 2. Once the check has been succeeded three times, the bridge no longer attacks creatures and is considered disabled.

WRITHING VINES' COUNTERMEASURE STATISTICS

Hunt Level	AC	Hit Points
3rd	10	30
9th	12	60
16th	14	90

NARRATING SUCCESS—WAVE 1

Your players need to know if their actions have an 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

When wave 2 starts, read or paraphrase the following:

With a metallic rattle and clanging, various weapons, cutlery, and armour burst 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.

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

HEAT SENSITIVE THRESHOLD

Hunt Level	Fire Damage Required
3rd	5
9th	10
16th	15

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

- ♦ 1 **swarm of cutlery*** (CR 2)
- ♦ 1 **animated armor** (CR 1)
- ♦ 3 **flying swords** (CR ¼)

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

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

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

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

*See Appendix C

As an **iron golem, but 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. Torhaem is savvy enough to use the weapons’ and armour’s high Strength modifiers to attempt to shove misplaced characters off the cliff. If a character without many hit points has stayed on the south side of the bridge, the flying weapons can skirt around the statues to safely close the distance. The creatures remain dispersed to prevent them being incapacitated by fiery areas of effect.

Lair Actions. Torhaem begins using lair actions in wave 2. She uses the Magnetic Waves and Arcanomagnetic Interference at opportune moments, causing disarmed weapons to disappear into the ravine and adventurers to fall to their doom.

Easier Tactics. If the players are struggling, you can let the flying creatures position themselves 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.

MAGNETITE
WEAPONS



WAVE 3: TORHAEM

Torhaem descends to attack the adventurers, calling them “Thieves! Trespassers! Vandals!” She repeats this mantra at the start of each of her turns. Initially, she speaks in Draconic. However, when she has fewer than half her hit points, she switches to Common. Read or paraphrase the following:

Noiselessly, the enormous, iridescent grey form of a dragon descends from a cave higher up in the mountain, clawing itself to a stop on the scree slope above the monastery. The howling bite of the icy wind is lost in a cacophony of crashing boulders and falling rocks that tumble into the ravine below. With a mighty roar, the dragon bellows: “Ru’akram! Volli! Dishkalar!”

Wonky Magnetism. When the party meet Torhaem, the character with the highest **passive Perception** notices that the dragon seems to be missing a chunk from one of her horns.

PERSUADING TORHAEM

The party can persuade Torhaem to cease hostilities by making three successful **Charisma (Persuasion)** checks. As the fight wears Torhaem down, she becomes easier to persuade as indicated in the Effect of Hit Points on Persuasion DC table.

EFFECT OF HIT POINTS ON PERSUASION DC

Hunt Level 3		Hunt Level 9		Hunt Level 16	
Hit Points	DC	Hit Points	DC	Hit Points	DC
63+	20	129+	24	275+	28
42-62	15	86-128	18	183-274	21
21-41	10	43-85	12	91-182	14
1-20	5	1-42	6	1-90	7

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

Action Economy. The more effort a character makes to persuade Torhaem, the more likely she is to listen. Explain this 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**.

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 14)

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

- 1 **ancient magnetite dragon*** (CR 22)

*See Appendix C. Torhaem’s Arcanomagnetic Repulsion trait does not function while her horn is broken.

TACTICS

Torhaem is not quick to judge, nor is she evil. Accordingly, she takes it easier on the adventurers while she has more than three-quarters of her hit point maximum, particularly in the 3rd-level hunt. If it’s clear the party are not pursuing a peaceful resolution by the time she hits this threshold, she ramps up her lethality and tactical awareness. She is an intelligent and combat-savvy tactician and targets creatures likely to fail their saving throws against her various abilities. For example:

- Torhaem prefers to keep to the skies, exploiting the Arcanomagnetic Grounding effect of her lair. She barrages creatures from a distance with her Sword Shot and Storm of Swords breath weapon.
- Torhaem descends to grapple creatures, returning to the skies to bite and claw them or, if they manage to escape, to drop them into the ravine.
- Torhaem uses the Magnetite Shards lair action to force creatures into unfavourable locations. If creatures stand near the Magnetite Shards or near a cliff, she uses Repulsion Breath or Blood Bend to shove them either through the *spike growth* effect or off of the cliff.

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 she attempts to flee only if reduced to one-tenth of her hit points or fewer.

AFTERMATH

After the hunt concludes, you can take the story in a variety of directions. The options below list some possibilities.

- If Torhaem is killed, Volrak (a **young, adult**, or **ancient red dragon**, depending on if this hunt was run at level 3, 9, or 16, respectively) returns, seeking to claim his domain with renewed ambition. He 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 Koboldzilla* hunt.

CACOPHONICS

When the party returns to the Loot Tavern (or wherever you decide they should meet Cacophonics the bard), he immediately questions them for details of their adventure. As usual, he picks the best bits and makes up some stuff using his 'poetic license'. A short time later he has a song written with the following lyrics, the final verse of which differs depending on whether the party killed Torhaem, or pursued a more diplomatic option:



A wingéd tyrant from the skies
Unseen to any human eyes
All metal she would magnetise
She called this place her home.

Her lineage she would defend
So Haemspire she would ascend
And fight her battle 'till the end
And try and claim her throne.

This problem laid down at their feet
Our travellers chose to brave the heat
And work out how to best proceed
So would they try to fight?

[Peaceful Resolution]

They took their questions to the peak
Resolved the issues with their speech
The dragon lived in harmony
With the town down far below.

[Combat Resolution]

They took their weapons to the peak
Engaged in battle, slayed the beast
And now the town may live in peace
Or so the story goes.



PEACEFUL



COMBAT

YOU CAN PLAY THE SONG BY SCANNING OR
CLICKING ON THE QR CODE, OR BY TYPING
IN THE URL BELOW.

HELIANA.LT/MAGNETITEPEACE
HELIANA.LT/MAGNETITWAR

TREASURE

Within the hoard (found within the cave above the monastery) gathered by Volrak are the following treasures, including a *wyrm's breath grenade* and a *snow wolf cowl*.

DRAGON'S TREASURE HOARD

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



WYRM'S BREATH GRENADE

HARVESTING

Whether Torhaem is killed or not, there is a corpse the players can harvest. You can use the optional Harvesting rules available in *Heliana's Guide to Monster Hunting*. 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. 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.

Torhaem 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.

Harvest: Magnetite Dragon. Magnetite dragons have the following unique components in addition to ones normal for a dragon. The food component for the unique recipe is *dragon (magnetite) flesh*.

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

MAGNETITE DRAGON'S HARVEST TABLE

Component DC	Components
5	Flesh ^E (∞)
10	Bone (10)
15	Pouch of scales (10)
20	Horn (2*)

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

^E Indicates component is edible.



MAGNETITE HORN

CRAFTING

The following unique items can be crafted from the magnetite dragon's unique monster components. You can use the optional Crafting rules available in *Heliana's Guide to Monster Hunting*.

MAGNETITE DRAGON'S CRAFTABLE ITEMS

Item Name	Item Type	Rarity	Attunement	Components	Essence	Value**
<i>Haemscale</i>	Armour (medium or heavy)	Uncommon	Required	<i>Pouch of dragon (magnetite) scales</i>	<i>Frail</i>	1,200 gp
		Rare			<i>Robust</i>	4,000 gp
		Legendary			<i>Mythic</i>	13,000 gp
<i>Haemstrike</i>	Weapon (any hammer*)	Uncommon	Optional	<i>Dragon (magnetite) bone</i>	<i>Frail</i>	1,000 gp
		Rare			<i>Robust</i>	3,500 gp
		Very rare			<i>Potent</i>	11,000 gp
<i>Shard Crown</i>	Wondrous item	Rare	Required	<i>Dragon (magnetite) horn</i>	<i>Robust</i>	2,800 gp
		Very rare			<i>Potent</i>	10,000 gp
		Legendary			<i>Mythic</i>	41,600 gp

*Includes club, greatclub, light hammer, mace, maul, and warhammer.

**This is the 'off the shelf' purchase cost and can vary significantly from the crafting cost.



APPENDIX A — MAGIC ITEMS

HAEMSCALE

Armour (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 **7 charges** and regains **1d4 + 3** 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.
- ♦ **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.

Rare variant: While you wear this armour, you have **resistance** to cold damage. Increase Arcanomagnetic Repulsion's Aura to a **30-foot radius**. The item gains the Superconductor property.

Superconductor. Whenever you take cold damage while you wear this armour, you gain a flying speed of **30 feet** until the end of your next turn.

Legendary variant: While you wear this armour, you have **resistance** to cold damage. Increase Arcanomagnetic Repulsion's Aura to a **40-foot radius**, and Superconductor's flying speed to **40 feet**. The item gains the Superconductor and Swordstorm properties.

Swordstorm. As an action, you can cast the *blade barrier* spell (**save DC 17**), 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.

HAEMSCALE



HAEMSTRIKE

Weapon (any hammer), uncommon (optional attunement)

This weapon is naturally 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 gain a **+2 bonus** to attack and damage rolls made with this magic weapon against targets made of ferrous metal or 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.

OA: Attraction. As a bonus 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 pounds, 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 the saving throw. Large or larger creatures automatically succeed on this saving throw.

Rare variant: The weapon has a **+1 bonus** to attack and damage rolls made with it. If the target is made of ferrous metal or is wearing ferrous armour, increase the bonus to **+3**. Increase the **DC** to **15**, the maximum weight of a target object to 600 pounds, and the size at which a target creature automatically succeeds on its check to Huge or larger. The weapon gains the Magnetic Shockwave optional attunement property.

OA: Magnetic Shockwave. Once per turn when you hit a target with *haemstrike*, you can 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**, taking **1d6** cold damage and **1d6** piercing damage on a failed save, or half as much damage on a success. Creatures made of ferrous metal or wearing ferrous armour have **disadvantage** on this saving throw.



HAEMSTRIKE

Very rare variant: The weapon has a +2 **bonus** to attack and damage rolls made with it. If the target is made of ferrous metal or is wearing ferrous armour, increase the bonus to +3. Increase the **DC** to **16**, the maximum weight of a target object to 1000 pounds, and the size at which a target creature automatically succeeds on its check to Gargantuan or larger. The weapon gains the Dragon's Roar and Magnetic Shockwave optional attunement properties.

OA: Dragon's Roar. While holding *haemstrike*, you can use a bonus action to make it release an intimidating roar. 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.

MAGNETITE HORN

Wondrous item, uncommon (socketable)

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 and 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.

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 allow 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, you know the *magnetobolt* cantrip (page 25; +7 to hit or your spellcasting attack modifier, whichever is higher) and, in extreme cold, you can cast the *levitate* spell on yourself at will.

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 within **30 feet** of you and speak a one-word command. If the target has blood, it must succeed on a



MAGNETITE
HORN



DC 15 Wisdom saving throw or instantly use its reaction to follow the command (GM's discretion). If the creature has no reaction remaining, it must use its reaction to follow the command the next time it regains it. 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 the attack modifier to +8, the number of charges to 8, the recharge to **1d4 + 4**, and the **DC** to 16. 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 10 minutes. This vision is blocked by a thin sheet of lead.

Legendary variant: Increase the attack modifier to +9, the number of charges to 12, the recharge to **1d8 + 4**, and the **DC** to 17. 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.

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 4d6 piercing damage on a hit. This shard can bend around corners and ignores half and three-quarters cover.

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.



SHARD CROWN





SNOW WOLF
COWL

Wolf Form. As an action, you can cast the *polymorph* spell on yourself. When cast in this manner, the spell doesn't require concentration, and you can only transform into a winter wolf, ignoring the spell's normal restrictions on CR and creature type, with the following changes:

- You can speak Common, Giant, and Winter Wolf in your wolf form.
- The attack modifier for your attacks in wolf form is +7, and the **save DC** for your Cold Breath and Bite actions is **15**.

You can end this spell early as a bonus action. Once this property of the cowl has been used, it can't be used again until the next dawn.

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

Very rare variant: Increase the attack modifier for your attacks in wolf form to +9, the **DC** of your Cold Breath and Bite actions to **16**, and your hit points in wolf form to **100**. You have **resistance** to cold damage while you wear the cowl.

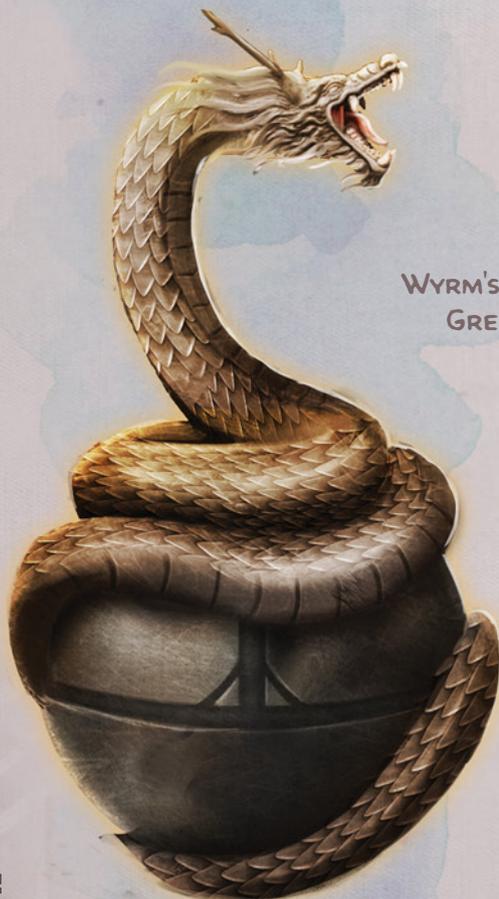
WYRM'S BREATH GRENADE

Wondrous item, rarity 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 of this grenade-like contraption 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 its 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** or until a strong wind (at least 20 miles per hour) disperses it.

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



WYRM'S BREATH
GRENADE

MAGNETITE CURRY



Brass, Sleep; Very rare. A creature must succeed on a **DC 16 Constitution saving throw** or be affected by a heavy drowsiness that causes it to fall **unconscious** until the start of its next turn. A creature with 80 or more hit points is **immune** to this effect. This effect ends for a creature if the creature takes damage, or if another creature uses an action to wake it. Diamond dust: 600 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; Rare. A creature must succeed on a **DC 15 Constitution saving throw** or suffer the effects of the *slow* spell until the start of its next turn. Diamond dust: 300 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 also deal half damage with Strength-based attacks 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. Diamond dust: 2400 gp.

MAGICAL MEALS

A monster's components can be cooked into magical food. After spending 1 hour cooking the required components, you can succeed on a **Constitution (cook's utensils)** check against the meal's **DC** to craft the meal. *Heliana's Guide to Monster Hunting* presents more detailed rules on cooking.

When you consume a magic meal, which takes **10 minutes**, you gain its effects, which last for **8 hours** or until dispelled by the *dispel magic* spell or similar magic.

MAGNETITE CURRY

Dragon (magnetite) flesh, plus liver and spice; DC 20

When you are hit by a nonmagical, ferrous weapon, the damage you take is reduced. The value of the reduction increases with rarity, as determined by your party's average level. This damage reduction occurs before resistance is calculated.

Level	Rarity	Damage Reduced
1-4	Uncommon	1d6
5-10	Rare	1d8
11-16	Very rare	1d10
17-20	Legendary	1d12

APPENDIX B — SPELLS

This appendix lists the spells that can be found throughout this hunt, arranged alphabetically.

ARCANOMAGNETIC REPULSION

2nd-level abjuration

Casting Time: 1 action

Range: Self (20-foot-radius sphere)

Components: V, S

Duration: Concentration, up to 1 minute

Class: Cleric, Druid, Sorcerer, Warlock, Wizard

You emit waves of arcanomagnetic energy, distorting the trajectories of ferrous items. For the duration, attacks using ferrous weapons or ammunition made against you have **disadvantage**. In addition, the area within **20 feet** of you is difficult terrain for creatures 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 takes **1d6** force damage and is knocked **prone**.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the difficult terrain increases by **5 feet** and the damage increases by **1d6** for each slot level above 2nd.

ARCANOMAGNETIC STORM

7th-level evocation

Casting Time: 1 action

Range: 150 feet (ten 10-foot cubes)

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

Duration: Concentration, up to 1 minute

Class: Druid, Sorcerer, Warlock, Wizard

A storm made of crackling lightning and arcanomagnetic winds appears in a location you choose within range. The area of the storm consists of up to ten **10-foot cubes**, which you can arrange as you wish and last until the spell ends. Each cube must have at least one face adjacent to the face of another cube. As a bonus action at the start of each of your turns, you can remove one 10-foot cube, and place another 10-foot-cube adjacent to the face of another cube.

Each creature that starts its turn in the area or enters the area for the first time on its turn must make a **Dexterity saving throw**, taking **4d8** lightning damage on a failure, or half as much damage on a success. Each creature that ends its turn in the area must make a **Strength saving throw**, taking **4d8** force damage and being knocked **prone** on a failure, or taking half as much damage and not being knocked prone on a success. A creature made of ferrous metal or wearing ferrous armour has **disadvantage** on this Strength saving throw.

The area is difficult terrain for any creatures made of ferrous metal or wearing ferrous armour.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the lightning and force damage both increase by **1d8** for each slot level above 7th.

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

Class: Druid, Sorcerer, Warlock, Wizard

You fling a supercooled piece of magnetite at a point you can see within 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** for each slot level above 3rd.

MAGNETOBOLT

Evocation cantrip

Casting Time: 1 action

Range: 90 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Warlock, Wizard

A near-invisible pulse of arcanomagnetic energy shoots towards 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**).



APPENDIX C — CREATURES

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 off its feet.

FLYING MAGNETITE WEAPON

Small construct, unaligned

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, paralysed, petrified, poisoned

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

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Arcanomagnetic Repulsion. Attacks against the weapon made with ferrous weapons or ammunition 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 instance, it falls **prone** and, until the end of its next turn, it is **incapacitated** and its flying speed is reduced to **0 feet**.

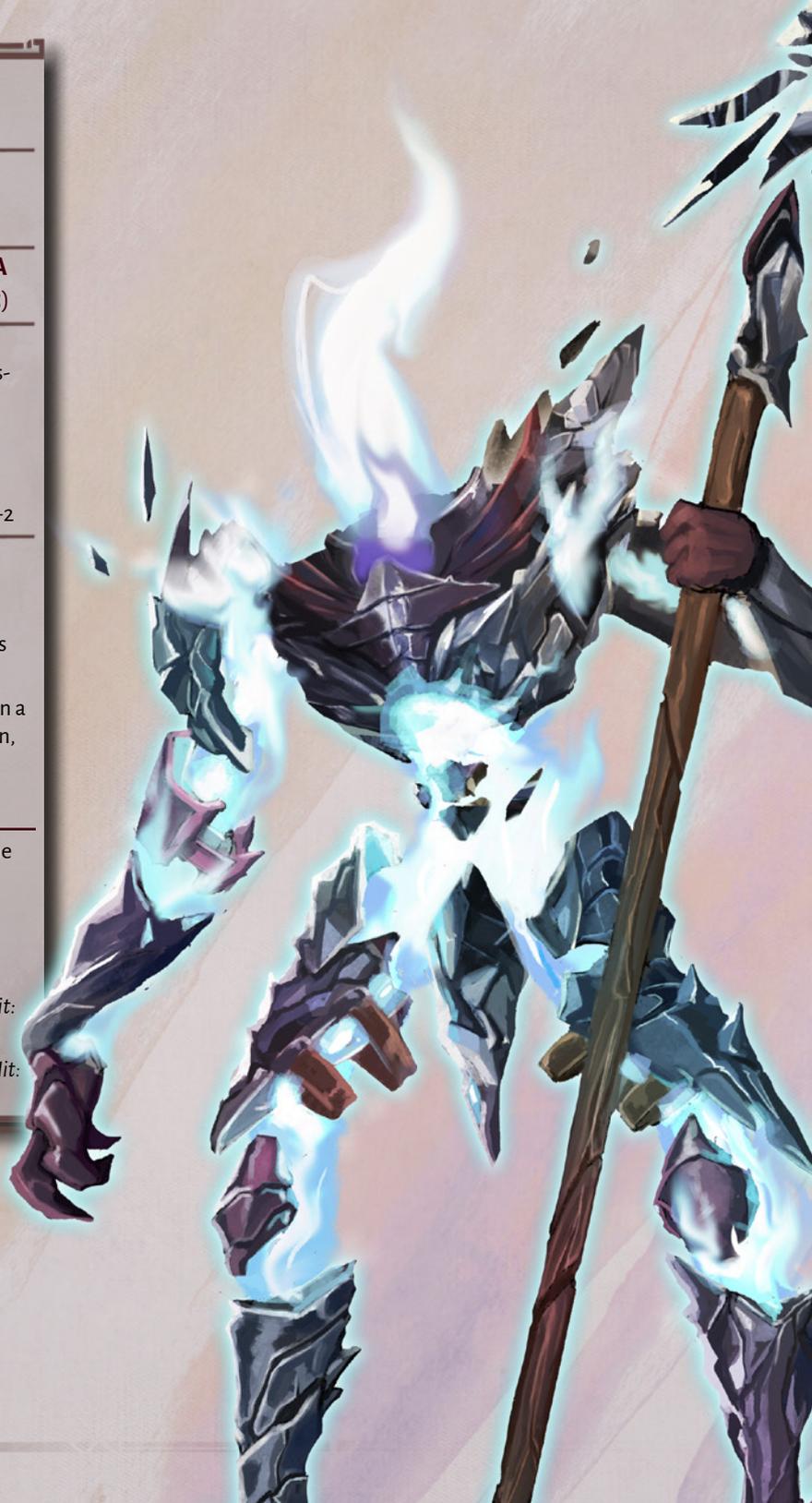
ACTIONS

Multiattack. The 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

MAGNETITE ARMOUR

Medium construct, unaligned

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, paralysed, petrified, poisoned

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

Languages —

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Arcanomagnetic Repulsion. Attacks against the armour made with ferrous weapons or ammunition 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 instance, 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**.

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 MAGNETITE CUTLERY

Large swarm of Tiny constructs, unaligned

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 Resistances bludgeoning, piercing, slashing

Damage Immunities poison, psychic

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

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

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

Arcanomagnetic Repulsion. Attacks against the swarm made with ferrous weapons or ammunition are made at **disadvantage**.

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

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 utensil. 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.

FLYING MAGNETITE
SWORD

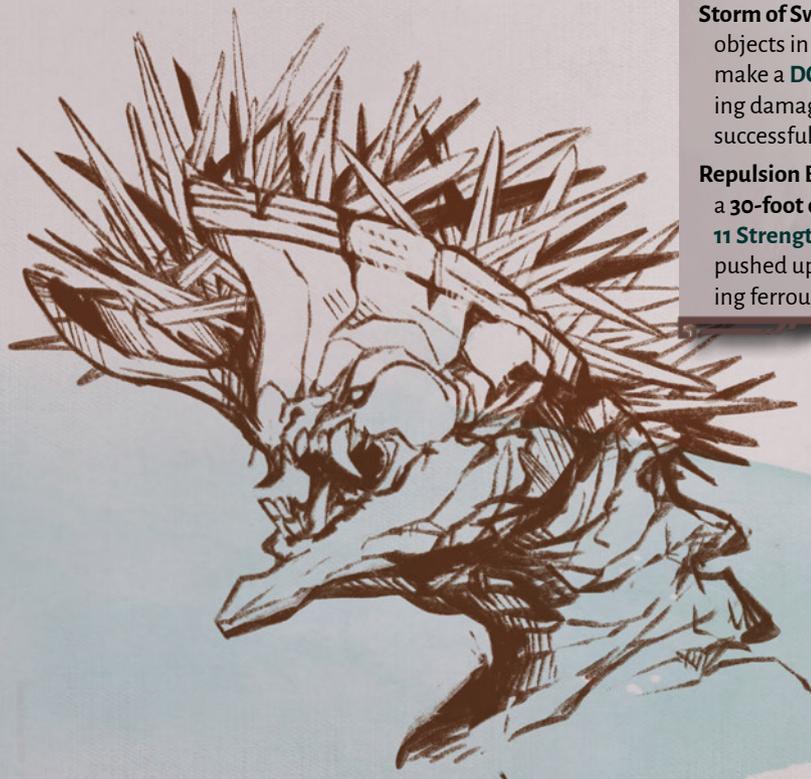
SWARM OF
CUTLERY

MAGNETITE DRAGONS

Matter-of-fact and down-to-earth, magnetite dragons are distant relatives of the metallic dragons, though they lack the ability to shapechange. 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 array of ferrous paraphernalia. Wyrmlings' scales are a dull grey, but quickly take on an iridescent red-blue sheen as they age and are exposed to sources of magic.

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

Treasure & Power. Made of a keratin-magnetite composite, a magnetite wyrmling's back scales can only develop into hexofuga upon prolonged exposure to 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.



MAGNETITE WYRMLING

Medium dragon, neutral

Armour Class 15 (natural armour)

Hit Points 16 (3d8 + 3)

Speed 30 ft., climb 30 ft., fly 30 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 Draconic

Challenge 1 (200 XP)

Proficiency Bonus +2

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.

Superconductor. If the dragon takes **1** or more fire damage in a single instance, its flying speed is reduced by **20 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, it immediately falls 100 feet, and falls a further 100 feet at the start of its next turn.

ACTIONS

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.

YOUNG MAGNETITE DRAGON

Large dragon, neutral

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)

Proficiency Bonus +3

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.

Superconductor. If the dragon takes **5** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, 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.

Claws. *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 choice 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.

Neutral Motives. Magnetite dragons are incensed by the proliferation of order or chaos, and feel a compulsion to maintain the natural, chaotic order of the world. Persuading such a dragon to fight for good or evil is a futile affair, but the mere mention of the Plane of Fey's uncontrolled chaos, or the Clockwork Arcadia'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.

A MAGNETITE DRAGON'S LAIR

Magnetite dragons make their homes in rocky, iron-rich terrain suffused with ambient magic. An abandoned arcane laboratory in a haematite-filled cavern is a lair all magnetite dragons dream of.

REGIONAL EFFECTS

The region containing a legendary magnetite dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- ♦ Shards of dark-grey crystal thrust up out of the ground, rippling with rainbow shimmers.
- ♦ Insects' carapaces are oddly angular, and those that fly do so noiselessly, on stationary, outstretched wings.
- ♦ Horns and antlers of local fauna appear warped to create sharp right-angles, almost forming squares atop their heads.

ADULT MAGNETITE DRAGON

Huge dragon, neutral

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 14 (11,500 XP)

Proficiency Bonus +5

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.

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

Superconductor. If the dragon takes **10** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, 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.

Claws. *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 choice 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

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 22 (41,000 XP)

Proficiency Bonus +7

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.

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

Superconductor. If the dragon takes **15** or more fire damage in a single instance, its flying speed is reduced by **30 feet** until the end of its next turn. If its flying speed is reduced to 0 feet, 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.

Claws. *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 **90-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 choice 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.



LAIR ACTIONS

So long as the dragon is alive and within its lair, it can evoke the ambient magic to take lair actions. The DCs and damage of the lair actions and environmental hazards depend on the age of the dragon the party encounters.

AGE-BASED SAVING THROW DC AND DAMAGE

Dragon	VDC	Vdam
Young	12	3 (1d6)
Adult	15	10 (3d6)
Ancient	17	21 (6d6)

Lair Actions. On initiative count 20 (losing initiative ties), the dragon takes one of the following lair actions; the dragon can't take the same lair action two rounds in a row. See the table above for the damage and save DC.

- ♦ **Magnetic Waves.** The lair'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 **VDC 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 Random Directions table to determine the direction.



- ♦ **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 **VDC Dexterity saving throw** or take **Vdam** piercing damage. Until initiative count 20 of the next round, the area is subject to nonmagical effects identical to the *spike growth* spell.

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



APPENDIX D — FAMILIARS

If you are using the optional Tamer class in *Heliana's Guide to Monster Hunting*, this familiar can be crafted from the remains of unique monsters. The GM may also allow a character that is not a tamer to take this familiar as a companion, replacing all mentions of “tamer” with “character”.

DRAGONLING

Type: dragon

Creature Component: any dragon

Bonus Tamer Improvement: Growth I and +2 Hit Dice

Like a dragon, but a little less greedy and a little more pliant, dragonlings are Humberdink's attempt at retaining a dragon's useful characteristics and limiting the more... tyrannical ones. Able to shift its makeup depending on the metals to which it is exposed, the dragonling is an adaptable, if distractible, companion.

If any of the dragonling's traits or actions require a saving throw, it is always against the dragonling's **save DC**, as calculated below.

Save DC = 8 + the tamer's proficiency bonus + the dragonling's Constitution modifier



TAMER LEVEL

		TAMER LEVEL
	GROWTH I PREREQUISITE: BECOME COMPANION <i>"Who's a big dragon! Who's a big dragon?..."</i>	1
	HARDEN I PREREQUISITE: — <i>"What shiny scales you have!..."</i>	3
MULTIATTACK PREREQUISITE: — <i>"Sic 'em!"</i>	GROWTH II PREREQUISITE: GROWTH I <i>"...Wow! What have you been eating?"</i>	5
	BREATH WEAPON I PREREQUISITE: — <i>"Stand back!..."</i>	5
	BLINDSIGHT PREREQUISITE: — <i>"Hide and seek is no fun anymore."</i>	9
	HARDEN II PREREQUISITE: HARDEN I <i>"...They're actually quite abrasive."</i>	9
	GROWTH III PREREQUISITE: GROWTH II <i>"...Feeding this thing is bankrupting."</i>	13
	BREATH WEAPON II PREREQUISITE: BREATH WEAPON I <i>"...Further back!"</i>	13
WING ATTACK PREREQUISITE: — <i>"You don't even always have wings..."</i>		17

MONSTER TRAINER

If you are a tamer, you can grant the dragonling the following improvements using your Monster Trainer feature in addition to those normally available for your companions.

GROWTH I

Prerequisite: become a tamer's companion

Type: Passive (companion)

The dragonling's size increases to Small and its Hit Die size increases to a **d6** (its hit point maximum consequently increases by 1 for each of its Hit Dice). The damage die of its Bite attack increases to a **d8**. The dragonling gains this improvement when it becomes a companion; it doesn't cost an improvement.

DRAGONLING

Tiny dragon, lawful good

Armour Class 14 (natural armour)

Hit Points 3 (1d4 + 1)

Speed 25 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	12 (+1)	9 (-1)	11 (+0)	13 (+1)

Skills Perception +2

Damage Resistances see Metallic Character trait

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Greedy. Whenever the dragonling first detects treasure worth 100 gp or more that isn't being worn or carried, it must succeed on a **DC 11 Wisdom saving throw** or get distracted. While distracted, it spends its movement and actions trying to get close to, and frolic in, the treasure. A distracted dragonling repeats the saving throw at the end of each of its turns, ending the effect on a success and becoming **immune** to the allure of that treasure for the next **24 hours**.

Metallic Character. When the dragonling's tamer finishes a long rest, the dragonling gains an affinity for the element associated with the first precious metal it touches. This affinity grants the dragonling **resistance** to that damage type and lasts until its tamer next finishes a long rest. Copper gives acid affinity, gold gives fire, and magnetite & silver give cold.

ACTIONS

Bite. *Melee Weapon Attack:* **+4** to hit, reach 5 ft., one target. *Hit:* 5 (**1d6 + 2**) piercing damage.

HARDEN I

Prerequisite: 3rd-level tamer

Type: Passive (companion)

The dragonling gains a **+2 bonus** to its AC while it isn't wearing armour.

BREATH WEAPON I

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the dragonling can unleash a torrent of elemental energy. Each creature in an area must make a saving throw, taking 17 (**5d6**) damage on a failed save, or half as much damage on a successful one. The area, damage type, and saving throw depend on the dragonling's affinity (see its Metallic Character trait):

- ♦ **Copper.** A **5-foot-wide, 30-foot-long line** that requires a **Dexterity saving throw** and deals acid damage.
- ♦ **Gold.** A **20-foot cone** that requires a **Dexterity saving throw** and deals fire damage.
- ♦ **Magnetite.** A **20-foot cone** that requires a **Dexterity saving throw** and deals piercing damage.
- ♦ **Silver.** A **20-foot cone** that requires a **Constitution saving throw** and deals cold damage.

After the dragonling uses this action, it can't do so again until its tamer finishes a short or long rest.

When the dragonling's tamer reaches 9th level in the tamer class, this action's damage increases to 24 (**7d6**).

MULTIATTACK

Prerequisite: 5th-level tamer

Type: Active (action)

As an action, the dragonling can make two Bite attacks.

GROWTH II

Prerequisite: 5th-level tamer, Growth I

Type: Passive (companion)

The dragonling's size increases to Medium and its Hit Die size increases to a **d8** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases from a d8 to a **d10**.

BLINDSIGHT

Prerequisite: 9th-level tamer

Type: Passive (companion)

The dragonling gains blindsight to a range of **15 feet**.

HARDEN II

Prerequisite: 9th-level tamer, Harden I

Type: Passive (companion)

The dragonling gains a **+2 bonus** to its AC while it isn't wearing armour. This improvement is in addition to the bonus from Harden I.

BREATH WEAPON II

Prerequisite: 13th-level tamer, Breath Weapon I

Type: Active (action)

The damage of the dragonling's Breath Weapon action increases to 31 (**9d6**), the area of the cones increases to **30 feet**, and the length of the line increases to **90 feet**. The dragonling gains a **+1 bonus** to the **save DC** of this action.

When the dragonling's tamer reaches 17th level in the tamer class, the Breath Weapon's damage increases to 42 (**12d6**).

GROWTH III

Prerequisite: 13th-level tamer, Growth II

Type: Passive (companion)

The dragonling's size increases to Large and its Hit Die size increases to a **d10** (its hit point maximum consequently increases by **1** for each of its Hit Dice). The damage die of its Bite attack increases from a d10 to **2d6**.

WING ATTACK

Prerequisite: 17th-level tamer

Type: Active (action)

As an action, the dragonling can beat its wings. Each creature within **10 feet** of the dragonling must succeed on a **Strength saving throw** (DC = 8 + the tamer's proficiency bonus + the dragonling's Strength modifier) or take bludgeoning damage and be knocked **prone**. The damage equals **4d6** plus the dragonling's Strength modifier. Creatures larger than the dragonling automatically succeed on this saving throw. The dragonling can then fly up to half its flying speed.

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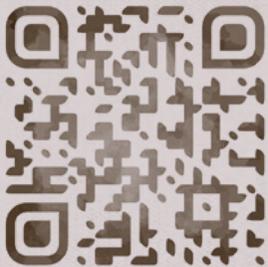


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APPENDIX E — SOUNDS

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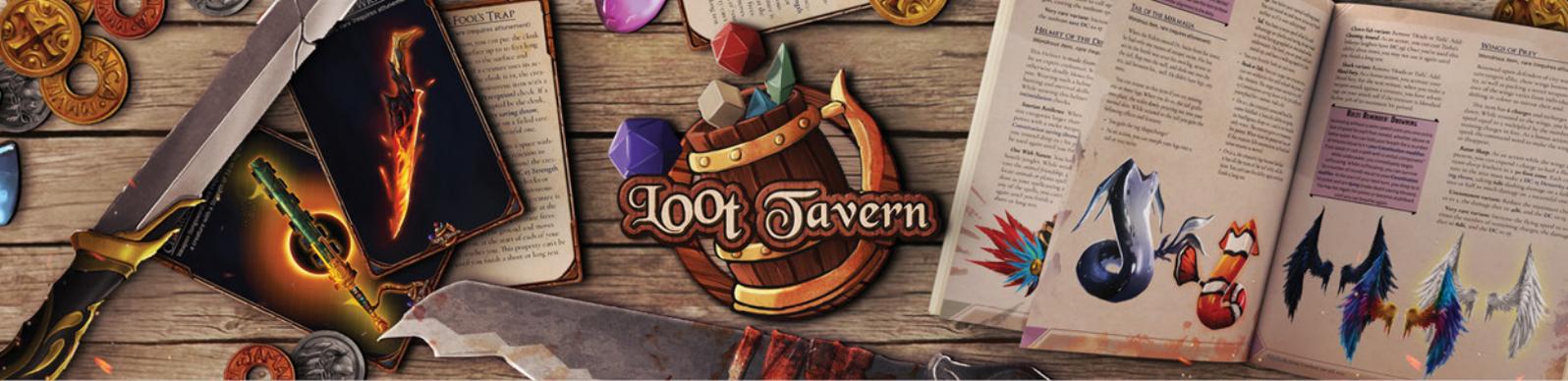
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