

# The Lost Mine of Phandelver

## Part 3a – Reign of Iron

Play [Intense Music](#) or [Panicking Crowd Ambiance](#)

- As you make your way out of Tresendar Manor (**fill achievement/failure here**) you start to feel a vibration, a pull, you watch at first as loose tools start flying into the air, then screams can be heard as you see a few redbrands in armor be pulled straight into the sky. The screams get progressively louder as parts of roofs begin to crumble from pots, pans, tools, and weapons being pulled straight through.
  - **DC 13 Strength Save**
    - You watch as your daggers, swords, spears and other equipment gets ripped from your sides and packs, soaring high through the air.
  - **Perception Check**
    - Following the trajectory of your equipment you're able to see it headed directly towards a large grayish shape high in the sky. A loud roar can be heard causing tremors to be felt all around you. It immediately dashes away. And much of the debris that was sent flying into the air comes crashing down.
  - **DC 13 Dex Save**
    - Fail = 2d6 bludgeoning
- You stand at the top of Tresendar manor. Destruction and confusion lies before you, what would you like to do?

Play [Raided Town Ambiance](#)

- **Townmaster's Hall** – As you Pass the Townmaster's Hall you see Harbin Wester clearly in a huff placing something on the notice board outside
  - If they haven't visited yet
    - As you make your way through town you begin to pass the largest building, it has a pitched wooden roof with holes torn through it and a large bell seems to be ripped from its perch and half embedded into the building. You notice a fat, slightly pompous looking old man placing something on a notice board outside
  - It reads Wanted Dead, Grey Dragon Reward 1500gp. Extreme threat to Phandalin, Has stolen many of the towns weapons and supplies during its raids!!! Those of a mind to face this menace should inquire within.
  - **Harbin Wester**
    - This god damn creature has stolen its last pickaxe, I've been able to pool enough funds from the rest of the townsfolk. This should be enough to attract someone brave enough to end this once and for all.
    - I don't know much about the creature myself, but I hear Hjelma might. She's a grey haired dwarf, you could probably find her at Stone Hill Inn

Play [Dreary Tavern Ambiance](#)

- **Stone Hill Inn**

- You enter a familiar, but broken looking building, holes litter the roof, utensils strewn about, but it still stands. The owner is cleaning and fixing what he can. You notice almost immediately an older looking gray haired dwarf. She sits at a table near the wall nursing a mug.

- **Perception Check**

- You notice a large box by her side
- So you're the ones to heed the call! Well, what would you like to know?
- "Now then, brace yourselves. Things could get a little hairy here." says Hjelma as she unclasps the hefty, iron-plated brass box. With a grunt, she lifts a curved shard of gray 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 sheaths and your armor seems to lift you from your feet. "Aye, well, I did warn ya. Anything made of iron or steel just gets whipped right towards it."
- **DC 20 Perception**
  - You notice an odd hooded figure seemingly leaning back trying to listen in on the conversation
- 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 redish green and gray. The dual colored one was so much bigger, but seemed clumsy and—to be frank—fat. Strange thing about the fight was that the gray dragon never flapped its wings once. It just... flew. That is, until the dual colored dragon's flame burned it. Then it seemed to fall for a brief moment... Eventually the gray got the upper hand and the other ran away."
- "It was after the dual colored dragon smashed into the gray one from above that this..." she gestures to the shard "fell at my feet. I took it back to the townmaster. That's when there was an almighty whoosh as the dragon flew right over the town. This thing," she gestures at the shard once more "spun right around, clocking Harbin Wester on the chin, 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 townmaster and citizens weren't keen on keeping it around after that and tasked me with finding a way to rid Phandalin of this beast. And here you are."

Play [Raided Town Ambiance](#)

- **Leaving Inn**

- As you make your way outside you notice a hooded figure eyeing you intently, rather small in stature, it goes down the alley on the side of the inn. A small hand pops out and beckons you over.
- The names Anton, Anton Spark. I see you're planning on taking on that creature. How'd you like to get a little something more out of it?
- Well it's quite simple, I'm an inventor of sorts. I can create masterpieces out of creature parts. You acquire the parts I need and for a small fee I craft something that will make your travels that much easier
- Let's see based on my studies of the creature I could probably craft
  - An armor that repels enemies weapons making you far more difficult to hit. Oh wait, if I combine these two pieces I could make it so that the area around you becomes extremely difficult to move around for your enemies. WAIT NO EVEN BETTER I CAN MAKE YOU FLY ([Haemscale armor](#))
    - Claws – 10 (120(240) gp)
    - Shards of magnetite(Iodestone) – DC 15 (180 gp)
  - Now as for a weapon, I could probably create a mace that's magnetically attracted to your enemies face! Oh no, I bet I could make it so that your enemy's face is attracted to the mace and they fly across the battlefield just to smash into it! ([Haemstrike](#))
    - Teeth – 10 (120(240) gp)
    - Bone – 10 (120(240) gp)
  - Oh this is amazing, I've got a great idea, how would you like a helm that can cause your enemies to never be able to hit your vitals with a lucky shot or even better what if I could make you float in the air, now wait what if you could control the very aura of magnetism around you and direct it into a bolt of power that can knock your enemies right on their asses. OH MY GOD what if you could straight up control your enemies. ([Shard Crown](#))
    - Eyes 5ea (60gp(120) ea)
    - Horn - free
- Now the question is, which would you like, because harvesting these parts is no simple task. You'll be able to get a few at best before the remnants of magic fade, especially since it seems you're quite new at this.
- Ok so now it's time to show you how to harvest. Anton pulls out an oddly well preserved Alligator from a bag and starts going over the techniques. "Time is of the utmost importance when harvesting magical components; the more difficult a component is to harvest, the longer it takes, and the greater the probability that the components will lose their magical potency before they can be harvested. Hence, the order in which you choose to harvest components is an important factor. If you want to make that (Item) then you better make damn sure two of those creatures' eyes and a horn are at the top of your list.

- Now don't ever say this to a dragon, but when it comes to internal anatomy, they're not that different from beasts and monstrosities. Although beasts tend to yield the least innately magical components, a dragon is descaled in an almost identical manner to a crocodile.
- Now I want you to give this a shot and try to harvest something from this Alligator
  - **Assessment** – Intelligence + Survival(Beast)
  - **Carving** – Dexterity + Survival(Beast)
  - **Helpers** – Add proficiency bonus if proficient if not half of bonus
- Well with that all taken care of, I'll see you if you get back. He takes a big swig of his flask and runs off to one of the side doors and goes inside, after a moment you think to yourself that door just leads to a storage area.

Play [Snowy Mountain Ambiance](#)

- **Haemspire Peak** (1-1.5 day journey)
  - **Perception Check**
    - On your way up you notice Shards of dark-gray crystal thrust up out of the ground, rippling with rainbow shimmers. Attached to one appears to be the axle of a cart. The clouds in the sky begin to part for a bit and shine on the crystals themselves. You notice after a moment the axle just falls from the crystal.
  - **If they have the horn**
    - As you continue through you can see a grayish creature in the sky above, moving about silently and you feel something begin moving in your bag.
      - The shard that you carry appears to be moving, following the creature itself
  - You watch as an angular beetle flies noiselessly on stationary, outstretched wings, a ball of dung held in its feet.
  - You feel as though someone or something is watching you and that's when you notice an inquisitive herd of goats eyeing all of you from the sheer face of a cliff. Their horns appear warped to create sharp right-angles, almost forming squares atop their heads.
  - You find yourself higher on the mountain than ever before. The water from the streams is an orange hue and the snow further up the mountain has a slight yellow tint to it.
  - 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 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 intact buildings at the foot of a cascade of ruined masonry.

- **Dragon's Lair**

- As you make your way forward you feel a cold, cruel wind whip down the mountain, carrying with it a metallic tang reminiscent of old blood. The ground is slippery underfoot.
  - **DC 10 Perception**
    - You notice a hole, a cave of sorts; a bit higher up, beyond the buildings. A slight golden shimmer can be seen when the clouds clear.
- **Small Vine Bridges** (DC 12 Dex to cross)
  - These smaller vine bridges appear traversable, but far more difficult to cross.
  - Intelligence check (You find yourself thinking that if you move across a certain way it would be far safer than simply walking)
  - **DC 10 Acrobatics/Athletics to catch falls**
- **DC 25 Strength** if running to buildings without disabling traps
  - Knocked back 10 feet south and prone
  - Becomes difficult terrain
- **Statue** (DC 12 Acrobatics/Athletics to climb arms) (Difficult terrain)
  - **DC 8 or less**
    - Fall
- Features
  - Walls + Floors
    - Made of Iron-rich rock
  - Ceilings
    - Open Skies above

- **Wave 1**

- **Statues Trap**(HP 10)
  - Ray of Frost(Range 40ft +4 to hit 1d8 cold)
  - Removal of gem – 2x DC 12 checks
    - Smash - Attack
    - Pluck – Thieves tools or Athletics
    - Dispel – instant success
    - Spellcasting ability(arcana) to disable
  - With the crack of the stone eyelid, the gem pivots, half free of its enclosure. You feel as though one more push should do it.
- **Icy Vines** (HP 10(fast) or 50(slow))(DC 12 Strength or pulled)
  - Thorn whip attack( Range on bridge/10ft +4 to hit 1d6/piercing)
  - Removal (vulnerable to fire damage) – 3 successes
    - Fire Damage thaws and increases range by 5 feet push and pull
    - Attack
    - Sooth – DC 12 Nature or Animal handling
      - 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
  - The HP difference is if you would like your players to clear this trap faster or slower

- **Lair Actions** (Initiative 20)
  - **Magnetic Waves.** The monastery's magnetized rock emits a pulse affecting all ferrous metals within the lair. Each creature holding a ferrous weapon or wearing ferrous armor must make a DC 12 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 armor 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.
  - **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. DC 12 Dexterity saving throw or take 1d6 piercing damage.
    - Until initiative count 20 of the next round, the area is subject to non-magical effects identical to the spike growth spell.
      - 2d4(1d6) damage per 5 feet moved
      - Difficult Terrain

Play [Battle Music](#)

- **Wave 2**
  - With a metallic rattle and clanging, you watch as various weapons, cutlery, and armor bursts from the monastery buildings. The wind whips more cruelly as it howls down the ravine, a sense of fear and desire to flee comes from it. All while Rocks cascade down the slope and into the ravine from a looming figure in the cave far above.
    - **1 x swarm of cutlery** (Statblock in [Adventure PDF](#))
    - **1 x animated armor**
      - Will try to shove enemies off cliff
        - Athletics vs Athletics or Acrobatics
    - **4 x flying swords**

Play [Final Boss Music](#)

- **Final Boss**

- Without a noise, the dragon 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.
  - **1 x Magnetite Dragon**
    - StatBlock in [Adventure PDF](#)
  - **Highest Passive perception**
    - You notice something strange about this dragon, well stranger than this being a creature you've never seen before. Its right horn appears to be jagged and half the size of the left.
- She bellows Fures, Serroserg, Vandalorum before taking to the air(Repeats every turn)
  - When less than half HP she starts saying Thieves, Trespassers, Vandals at the start of every turn.
- **Persuasion Check** – reduce dc by 10 if offered horn
  - **Above Half HP** - to animalistic to reason with at beginning
  - **61 + HP** – DC 20
  - **41-60 HP** – DC 15
  - **21-40 HP** – DC 10
    - Why do you attack and vandalize my home
      - If any mention of Phandalin tools and weapons are made she will stop attacking immediately
  - **1-20 HP** – DC 5
    - Begins to flee
    - How much effort are you putting into this plea
      - Advantage if using action
      - Straight roll if using bonus action
      - Just speech disadvantage
- I didn't lay a finger on that town, the moment I even flew near it they would attack, flinging everything they could find at me.
- Torhaem thinks to herself for a moment, linking everything into place.
  - It appears I may have misjudged your intentions.
- I thank you for returning my horn, it has been gone for far too long. The people of Phandalin will have nothing to fear, with my horn in its place I will have full control of my powers once more. Come with me
  - Torhaem leads you to her cave and before you lies a veritable hoard of treasure. Coins, chalices, diamonds, gems and the like. You do notice another pile with worn tools, weapons, crates, arrows, etc.

- Take what you like, I have no need for these trinkets, I only desire balance for the world, the strangest of auras surrounds you all and something tells me you'll need all the help you can get. She raises her claw and touches it to the wall as you watch it shimmer and begin to vanish. Whatever your journey may come to be, may this prove ever useful. You see an even larger Magnetite Dragon, perfectly preserved. Know that once you begin, the magic that preserves Lorhaem will vanish and you will only have a short time to harvest what you can. When you are finished, get me and I will help you return that which belongs to the people of Phandalin.
  - **Treasure**
    - 1d6 x 500sp
    - 3d6 x 50 gp
    - 1d4 Diamonds (25gp each)
    - 1d4 Gems (25gp each)
    - [Wryms Breath Grenade](#) and [Snow Wolf Cowl](#)
- **Harvesting** (Dragon) (30min) (large=4 players max help)
  - **Check**
    - **Assessment** – Intelligence + Prof Bonus (If Prof in Survival)
    - **Carving** – Dexterity + Prof Bonus (If Prof in Survival)
    - **Helpers** – Add proficiency bonus if proficient if not half of bonus
  - **Robust Essence** – 560gp (Anton will provide the essence...for now)

Play [Phandalin Theme](#)

- **Phandalin**
  - You make your way back to Phandalin atop Torhaem. Crates, weapons, arrows surrounding you. As you get near, you hear a bell ringing. It appears the townspeople are in a panic at your arrival. Torhaem lands in the middle of the town square. You have nothing to fear, for I had though you sought my death,
    - You watch as the townmaster rips down the sign on the notice board and hides it behind his back.
  - My horn, that which keeps my powers in check, was damaged. One of you had found it after my fight with Volrak. I had seeked it out; however I did not realize the extent of damage to my powers that it caused. For that I am sorry. I have brought back all which was taken and know I will watch over this village. Torhaem levitates silently and dashes away, back to her home.
  - The crowd goes ballistic, cheers are heard throughout, offers for drinks and lodging are thrown left and right. Sildar comes up to you with a wide smile.
    - Seems you're all heroes to more than just me now. You deserve this, he says as he kicks over a chest to you. If you're up for it, there's plenty more to do, but enjoy the festivity, get some rest and then come find me in the Townmasters hall when you're ready.
      - [Chest has the 1500gp](#)

- Let the Party enjoy the festivities! (Drink, relax, party, etc.)
  - Play [Festive Music](#)
- **Anton Spark**
  - As you drink and enjoy your well-deserved rest you notice a familiar looking cloaked, tiny figure peeking down from the stairs, he reaches his paw out and waves you upstairs.
  - **DC 20 Dex Save**
    - As you walk up the stairs you trip over a wire and a bucket filled with water pours over you. You see Anton on the ground cackling up a storm.
  - That's what you get for failing miserably. A living dragon means no monster parts which means no cool shit. I'm disappointed.
  - Is that so, well color me impressed, Hey big guy I bet it was all thanks to you([dumbest party member](#)). He reaches out his hand for a shake
    - 1d6 thunder damage
  - Ok enough foreplay, so what were you able to get and what would you like crafted?
  - He takes a huge swig of his flask, grabs all of the parts and runs off into one of the rooms, after a moment you think to yourself, that that's a broom closet not a room.

Congratulations on completing The Reign of Iron! I hope this helped! If you have any advice on how I can improve this further please leave a comment! If you'd like to support me, get exclusive content, shape future releases, and receive content early, feel free to check out my [Patreon!](#)

### [Click Here for The Reign of Iron Additional resources including:](#)

- A word document with all my notes including links to music tracks for ambiance and fights
- Special PDFs for all the encounters. This includes all the enemies stat blocks organized neatly along with an initiative tracker and a spot to mark HP.

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## Other One Shots, Adventures, and Campaigns:

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