

Dungeon Master Accessory DMP1

PLANE VIEW - ELEMENTAL FIRE

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The Inner Planes are dangerous places at the best of times, filled with all manner of terrible creatures and natural events meant to destroy unexpected travelers. But there are treasures out there, glorious and powerful, hiding away tucked into the far corners. The Plane of Elemental Fire holds many secrets, from the halls of the City of Brass to the Volcano of the Destroyer and beyond. Find out more in "Plane View - Elemental Fire!"

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Plane View: Elemental Fire

Taking a deeper look into the realm of elemental fire – its treasures, secrets, and dangers

Imagine a realm of fire. Now imagine it is filled with even more fire, because it's hard for someone who hasn't been to the Plane of Elemental Fire to even conceive of it. It is a landscape of crimson consumed primarily by a great sea of heaving conflagration, dotted by islands and continents of scorched rock burnt black. Ash and smoke fill the air, and though no sun hangs in the sky the air is alight as if lit by a slowly burning ember.

But it's not all danger. For travelers who can find their way to this place great treasures and mysteries abound. The fabled City of Brass, home to the greedy efreet, offers shelter within its bazaars and marketplaces from the constant dangers of the air. However, foolish travelers are just as likely to end up with a knife in their back from some scheming merchant in the city's streets as they are to burn to death in the scorching heat of the wilderness. Though ever present, the threats are still not enough to stop the curious and brave from seeking the Eye of Murzak, the Crimson Shield of the Ashen Palm, or plundering the storied depths of the Obsidian Tower, the Everburning Forest, or the Treasure Vaults of the Fire Giant God.

Beyond the material realm occupied by most fantasy campaigns sits a whole universe of possibilities. The idea of these outer planar realms is nearly as old as Greyhawk or Blackmoor and many GMs have adopted parts or all of these ideas into their own campaigns.

A common thread amongst these strange planes is the idea of elemental-based realms, wherein dwell powerful djinn, dangerous efreet, mysterious marid, and cunning dao among other strange creatures. Characters who grow tired of mundane sights and sounds of their own campaign setting can travel to these places, though doing so generally requires powerful magic to get there – and survive.

One of the most engaging to mortals is the Plane of Elemental Fire. It is the most openly inhospitable of the basic elemental planes, but with a little assistance travelers can sail its fiery seas, explore its burnt islands, and plunder the buried treasures of ancient beings. Adventurers of all types can traverse the dangerous streets of the City of Brass, risking the ire of its efreeti masters, and perhaps even dealing with the royal court of the Grand Sultan and its many viziers and advisors.

Basic Characteristics

As the name suggests, the Plane of Elemental Fire is hot – very hot. The air is suffused with fire, so creatures and objects that are not protected against the extreme temperatures are going to suffer. The suffering should be enough to force visitors to take precautions without burning them to a crisp upon arrival – characters still need to visit the plane in order to partake in its treasures, after all.

The nature of the plane has created a realm where the landscape is dominated by a molten sea of burning lava. The fiery waves crash against rocky islands and eventually wear those down to lava as well, and as some waves crest high enough they cool quickly enough to form new islands. This pattern of cooling and melting is common, and wise travelers know not to rely on any given island of burnt rock for too long.

However, larger landmasses do exist. One of the largest contains a vast plain of arid dust where titanic cracks in the earth can appear with a moment's notice to spew lava from the plane's depths onto the surface. This effect is known as a lava geyser, as the result is often spectacular and dangerous for anyone nearby. Upon these landmasses, hills, mountains, and valleys sit on the crimson horizon.

Ash is another problem, and in some areas great billowing clouds – some as large as a city – spread across the burnt landscape. Choking is a real danger for anyone caught in one of these ash clouds, and the sky is filled with slowly moving black masses of them. They can obscure light just like a regular cloud and can reduce visibility from hazy to nearly black.

Surviving

Nonmagical and unprotected paper of any sort catches fire immediately on the Plane of Elemental Fire. Nonmagical and unprotected metal (including armor and weapons) melt in 1d4 rounds, and those unfortunate enough to be caught holding such items suffer 10 (3d6) points of fire damage. Liquids that are nonmagical and unprotected also evaporate in 1d4 rounds. Magical varieties of paper, metal, and liquid are immune to these effects.

Characters and creatures on the Plane of Elemental Fire suffer 22 (4d10) points of fire damage each round unless they are protected from nonmagical fire.

Getting There

Portals to the Plane of Elemental Fire can exist spontaneously in the hottest areas of the Prime Material Plane, with volcanos being the primary source. Characters wishing to transport themselves to this elemental realm must either possess the appropriate magic (which is usually reserved for more powerful or advanced characters) or risk themselves finding one of these open portals. Occasionally a portal will spontaneously appear in the heart of a raging forest fire, though these instances are rare.

There are more stable portals that lead to the few civilized areas in the Plane of Elemental Fire. These are usually policed and guarded by the efreet as the portals are how powerful efreeti merchants and lords come to the Prime Material Plane for treasures, trade, or slaves. These portals are nearly always marked with brass of some sort, which would include a brass knocker on a secret door, a brass arch over a gateway, or a brass lining around a window or door. Woe be to the uninvited traveler who stumbles by accident upon one of these efreeti portals unprepared!

Traveling Around

Much of the Plane of Elemental Fire is hardened, black earth covered with a fine layer of ash, so creatures capable of walking are not impeded much by the land itself. Wheeled slave caravans driven by cruel efreet travel from outpost to outpost, selling their "goods" to buyers willing to pay their high prices. Mountain ranges are tall and rife with volcanos of all sizes, and in the valleys between the peaks fierce salamanders – half-snake, half-humanoid intelligent denizens of the plane – have formed tribes.

The most dominant feature of the plane is the Great Burning Sea, which is not filled with water but molten magma. The temperatures of the plane are so extreme that the lava that fills this sea is as liquid as water, roiling and boiling, creating huge waves that crash down upon the islands that form the solid ground. Special designed ships have been developed by travelers that can withstand the extreme heat of this sea – distilled essence of wood from the mythical Everburning Forest is required to make these boats float, which is a rare ingredient indeed.

The air is ash and dust filled, so breathing is a problem for any creature wishing to take to the skies. Clouds of ash pose serious problems to everyone and can be created in the blink of an eye. Great fire rocs are known to hide in these ash clouds, waiting for the right moment to strike at easy prey.

Rulers of the Realm

The Plane of Elemental Fire is dominated by the Elemental Lords of Fire. These are near-deity level entities that possess great power, though their exact nature and history are mysterious. Some planar scholars say that they are simply the most advanced form of the native elementals, simply having survived longer than others of their kind and thus attained greater power and sentience. Others sages persist that these Elemental Lords are guardians of the plane's true nature and maintain stewardship over the fabric of fire and flame across the multiverse. The truth may even be unknown to the lords themselves.

There are at least four Elemental Lords of Fire – Imix, Luzzur, Zaraan, and Kra. These are the most active in the affairs of the plane, each with a large "kingdom" carved out for their own personal territory. Imix and Zaraan are the two most powerful and each see itself as the rightful ruler of Elemental Fire. Their castles are formidable structures of black and crimson where they hold court over hundreds of lesser creatures. Neither are truly evil or good by nature though they certainly care very little for the lives of anyone but themselves.

Dealing with one of the Elemental Lords of Fire is a risky business but few would argue that they are the most knowledgeable and oldest beings on the plane. But they each have their own unique agendas towards reaching their goals; mortals should be very cautious when dealing with them.

Creatures & Denizens

Even on a plane where the very environment is hostile dangerous creatures lurk. The Plane of Elemental Fire plays host to a great many denizens, some intelligent, and some not. New monsters or variations on existing monsters include statistic blocks.

CINDERBONES

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 37 (5d8+15)

Speed 30 ft.

STR 14 (+2), **DEX** 14 (+2), **CON** 16 (+3)

INT 6 (-2), **WIS** 8 (-1), **CHA** 5 (-3)

Damage Vulnerabilities bludgeoning, cold

Damage Immunities fire, poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Ignan

Challenge 2 (450 XP)

Fiery Aura. Any creature that starts its turn within 5 feet of a cinderbones must make a DC 11 Dexterity saving

throw, suffering 7 (2d6) fire damage on a failure.

ACTIONS

Flaming Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage and 7 (2d6) fire damage.

Travelers and creatures who die on the Plane of Elemental Fire sometimes can return to stalk the land as undead abominations known as **cinderbones**. Suffused with hatred for living and given strength from the plane itself, these monsters crave the souls of those who have not fallen to the fiery realm's embrace. They are easily identified by their blackened bones, though some more intelligent variants have taken to luring living beings away under disguises, their true nature becoming evident only when it's too late. They can breathe a cloud of burning ash and are immune to fire of all kinds.

EFREETI, KHEDIVE

Large elemental, lawful evil

Armor Class 19 (natural armor)

Hit Points 250 (20d10+140)

Speed 40 ft., fly 60 ft.

STR 24 (+7), **DEX** 12 (+1), **CON** 24 (+7)

INT 16 (+3), **WIS** 15 (+2), **CHA** 20 (+5)

Saving Throws Int +7, Wis +6, Cha +9

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 13 (10,000 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic, enlarge/reduce, tongues*
3/day each: *conjure elemental* (fire elemental only), *gaseous form, invisibility, major image, plane shift, wall of fire*
1/day each: *disintegrate, fireball* (as a 5th-level spell), *hold monster, modify memory, true seeing*

ACTIONS

Multiattack. The efreeti khedive makes two scimitar attacks or uses its Hurl Flame twice.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7

(2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage.

EFREETI, BEY

Large elemental, lawful evil

Armor Class 20 (natural armor)

Hit Points 274 (22d10+154)

Speed 40 ft., fly 60 ft.

STR 24 (+7), **DEX** 12 (+1), **CON** 24 (+7)

INT 16 (+3), **WIS** 15 (+2), **CHA** 22 (+6)

Saving Throws Int +7, Wis +6, Cha +10

Damage Immunities fire

Senses darkvision 120 ft., passive Perception 12

Languages Ignan

Challenge 14 (11,500 XP)

Elemental Demise. If the efreeti dies, its body disintegrates in a flash of fire and puff of smoke, leaving behind only equipment the efreeti was wearing or carrying.

Innate Spellcasting. The efreeti's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). It can innately cast the following spells, requiring no material components.

At will: *detect magic, enlarge/reduce, gaseous form, invisibility, plane shift, tongues, wall of fire*
3/day each: *conjure elemental* (fire elemental only), *disintegrate, fireball* (as a 5th-level spell), *hold monster, major image, true seeing*
1/day each: *delayed blast fireball, power word stun, reverse gravity*

ACTIONS

Multiattack. The efreeti bey makes three scimitar attacks or uses its Hurl Flame three times.

Scimitar. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) slashing damage plus 7 (2d6) fire damage.

Hurl Flame. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 24 (7d6) fire damage.

Few beings that live on the Plane of Elemental Fire command as much respect across the multiverse as the powerful efreet. They are native creatures of the plane, most towering above twelve feet tall, with black, purple, or crimson skin. They are skilled swordsmen and accomplished arcane magic-users, though priests are virtually unheard of. The primary worship of an efreeti is power and the things that bring power, including treasure and dominion over other creatures. Slavery is not only accepted within efreet

society it is highly valued – an efreeti lord's social status is partially derived from how many slaves they possess. It is also derived from how far removed the efreeti is from the Grand Sultan, an immensely powerful and rich creature that dwells in the most magnificent Charcoal Palace within the City of Brass.

Efreet are often regarded as the most dangerous of the true geniekind (the others being the dao of the Plane of Elemental Earth, marid of the Plane of Elemental Water, and djinn of the Plane of Elemental Air). Male and female efreet exist, though all are muscular, and they typically dress in loose fitting, specially-treated silk clothing. They have an innate sense of superiority to all other creatures, though the djinn of Elemental Air are especially despised.

As a race, efreet have a rigid lawful society and most are evil. They delight in bureaucracy and are skilled at negotiating contracts that are notorious for being one-sided (weighed towards their side). In efreeti society titles are a form of power that they use over one another to gain prominence in the court of the Grand Sultan. In descending order the following are the notable ranks of the efreet: Grand Sultan (of which there is only one), sultan, grand vizier, vizier, nazir, bey, and khedive. The higher ranking the efreeti is the more influence and power he wields. This power manifests as greater command over innate magic, which some planar scholars say is a manifestation of the plane's natural energy.

FIRE ELEMENTAL

The most common inhabitant is the very manifestation of the plane itself. Fire elementals of all shapes and sizes live all over the plane, usually appearing in herds. They are animalistic as a rule, though a few understand (or can be taught) the language of the efreeti.

FIRE FLY

Small elemental, unaligned

Armor Class 14

Hit Points 13 (3d6+3)

Speed 10 ft., fly 40 ft. (hover)

STR 8 (-2), **DEX** 18 (+4), **CON** 12 (+1)

INT 5 (-3), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Ignan

Challenge 1 (200 XP)

Burst. When a fire fly is reduced to 0 hit points, the fiery energy inside of it bursts out. Every non-elemental creature within 5 feet of the burst fire fly must make a DC 12 Dexterity saving throw, suffering 5 (2d4) points of fire damage on a failure.

Glow. A fire fly sheds dim light in a 30 foot radius around itself at all times.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.

Not all of the bright lights in the air on the Plane of Elemental Fire are burning remnants falling to the scorched ground. Some of them are large beetle-like creatures called **fire flies**, barely identifiable by the sound of their wings beating together which resembles the sound of burning paper. They are each about a foot long, with six legs tucked in close for flight, dark red carapace that protects them, two large mandibles for grasping food, and a thorax that glows with the same black and orange light as flaming debris. They are voracious hunters but subsist mostly on burnt carcasses, and great swarms of fire flies can often be found near packs of wandering cinderbones.

FIRE HOUND

Large elemental, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (7d10+14)

Speed 50 ft.

STR 18 (+4), **DEX** 15 (+2), **CON** 15 (+2)

INT 3 (-4), **WIS** 12 (+1), **CHA** 7 (-2)

Skills Perception +4, Stealth +5

Senses passive Perception 14

Languages --

Challenge 2 (450 XP)

Keen Hearing and Smell. The fire hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The fire hound has advantage on attack rolls against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 3 (1d6) fire damage. If the target is a creature, the fire hound locks its jaws onto the victim.

Flaming Jaws. If the fire hound has its jaws locked onto a victim, it automatically deals 7 (1d6+4) piercing damage and 7 (2d6) fire damage each round. The fire damage increases by 1d6 for each additional round the fire hound keeps its jaws locked. A locked fire hound can be removed with a DC 14 Strength check.

Great packs of **fire hounds** roam the blasted landscape,

posing a constant danger to the unprepared (or slow). These creatures resemble crimson mastiffs of larger than normal size with flames licking at their fur and tails and burning embers for eyes. Their teeth are capable of tearing flesh from bone, and once they've clamped down on a victim death is usually their only release. It is not uncommon for efreet lords to tame large numbers of fire hounds and take them on great hunts of slaves who have done them wrong in some fashion.

LAVA ZOMBIE

Medium undead, chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8+12)

Speed 20 ft., swim 20 ft.

STR 14 (+2), **DEX** 10 (+0), **CON** 16 (+3)

INT 3 (-4), **WIS** 6 (-2), **CHA** 5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Ignan (cannot speak)

Challenge 1 (200 XP)

Undead Fortitude. If damage reduces the lava zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is cold or from a critical hit. On a success, the lava zombie drops to 1 hit point instead.

ACTIONS

Lava Vomit (Recharge 5-6). The lava zombie belches forth lava in a 20-foot line. Each creature in the line must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

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

Unfortunate souls who perish in the great flaming sea can occasionally find themselves transformed into undead monsters known as **lava zombies**. These creatures float and swim through the burning sea, seeking to consume the living to whet their appetite for vengeance. The skin of a lava zombie is black and cracked, oozing with flaming blood, and they can spew forth a vomit that burns even the most protected opponent. They can be found also in lava geysers that burst up from the ground, though this is a rare and deadly encounter.

MAGMA OOZE

Large ooze, unaligned

Armor Class 10

Hit Points 45 (6d10+12)

Speed 10 ft., swim 40 ft.

STR 15 (+2), **DEX** 10 (+0), **CON** 14 (+2)

INT 2 (-4), **WIS** 6 (-2), **CHA** 1 (-5)

Damage Resistances piercing

Damage Immunities fire, slashing

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages --

Challenge 2 (450 XP)

Amorphous. The ooze can move through a space as narrow as 1 inch wide without squeezing.

Amphibious. The ooze can breathe air, water, and lava.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft. one target. *Hit:* 9 (2d6+2) bludgeoning damage plus 7 (2d6) fire damage.

Engulf. The magma ooze moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the jelly enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the jelly. On a failed save, the magma ooze enters the creature's space, and the creature takes 10 (3d6) fire damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) fire damage at the start of each of the ooze's turns. When the ooze moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the ooze.

Dwelling within the molten sea, **magma oozes** are not intelligent in the strictest sense. Much like the fire elementals they are more animalistic in nature, though few scholars of planar lore claim to understand what sustenance they draw. They can travel swiftly in the lava sea but slowly on land where they slither and burn all that they touch.

NATIVE CREATURES

There are a great many native creatures of the Plane of Elemental Fire that behave and function very similarly to their Prime Plane counterparts, including fire tigers, fire squid, and fire lizards. These creatures are immune to fire and are considered to be of a challenge level one higher than normal.

SALAMANDER, FLAMELICKER

Medium elemental, neutral evil

Armor Class 14 (natural armor)

Hit Points 44 (8d8+8)

Speed 30 ft.

STR 14 (+2), **DEX** 14 (+2), **CON** 12 (+1)

INT 9 (-1), **WIS** 10 (+0), **CHA** 10 (+0)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 10

Languages understands Ignan but can't speak

Challenge 3 (700 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 3 (1d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The flamelicker salamander makes two attacks: one with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 5 (1d6+2) piercing damage, or 6 (1d8+2) piercing damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Tail. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) bludgeoning damage plus 3 (1d6) fire damage, and the target is grappled (escape DC 12). Until this grapple ends, the target is restrained, the flamelicker salamander can automatically hit the target with its tail, and the flamelicker salamander can't make tail attacks against other targets.

SALAMANDER, FLAMESPITTER

Large elemental, neutral evil

Armor Class 15 (natural armor)

Hit Points 127 (15d10+45)

Speed 30 ft.

STR 20 (+5), **DEX** 14 (+2), **CON** 17 (+3)

INT 13 (+1), **WIS** 10 (+0), **CHA** 14 (+2)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages understands Ignan but can't speak

Challenge 7 (2,900 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 7 (2d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The flamespitter salamander makes three attacks: two with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 12 (2d6+5) piercing damage, or 14 (2d8+5) piercing damage if used with two hands to make a melee attack, plus 7 (2d6) fire damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 10 (3d6) fire damage, and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, the flamespitter salamander can automatically hit the target with its tail, and the flamespitter salamander can't make tail attacks against other targets.

SALAMANDER, FLAMEKEEPER

Huge elemental, neutral evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12+90)

Speed 30 ft.

STR 24 (+7), **DEX** 14 (+2), **CON** 20 (+5)

INT 15 (+2), **WIS** 10 (+0), **CHA** 16 (+3)

Damage Vulnerabilities cold

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages understands Ignan but can't speak

Challenge 10 (5,900 XP)

Heated Body. A creature that touches the salamander or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

Heated Weapons. Any metal melee weapon the salamander wields deals an extra 10 (3d6) fire damage on a hit (included in the attack).

ACTIONS

Multiattack. The flamekeeper salamander makes three attacks: two with its spear and one with its tail.

Spear. *Melee or Ranged Weapon Attack:* +12 to hit, reach 5 ft. or range 20 ft./60 ft., one target. *Hit:* 21 (4d6+7) piercing damage, or 25 (4d8+7) piercing damage if used with two hands to make a melee attack, plus 10 (3d6) fire damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (4d6+7) bludgeoning damage plus 14 (4d6) fire damage, and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, the flamekeeper salamander can automatically hit the target with its tail, and the flamekeeper salamander can't make tail attacks against other targets.

Salamanders are an evil and cruel race native to the Plane of Elemental Fire. They are humanoid from the waist up, with arms, a torso, and a head, but from the waist down they are all snake. They are covered in red and black scales and can move quite quickly by slithering their lower bodies forward. Salamanders are intelligent and asexual, with size indicating greater intelligence and strength. Cities and villages dot the landscape and they abhor efreet, though they often find themselves enslaved by their more powerful foes. Salamanders are skilled metal smiths and know intricate ways to work steel and iron into incredibly strong weapons and armor.

The older a salamander gets the larger and more intelligent it becomes. The smallest and most common

type (above a fire snake) is called a **flamelicker**, and these creatures range from 5 to 7 feet long. Salamanders that survive past adulthood grow into **flamespitters** and they can get up to 15 feet long. The largest and leaders of salamander colonies are the **flamekeepers**. Their impressive size can reach up to 40 feet long.

Hazards & Phenomena

Traveling on the Plane of Elemental Fire is a harrowing experience in and of itself. The realm is full of dangers that can cook unprepared visitors with barely a moment's notice.

Ash Cloud

Great billowing black clouds of ash dot the ember-lit sky and they can suddenly bear down on a location without a moment's notice, threatening everyone in a large area. Those caught inside an ash cloud must survive choking in near-blackout conditions that lasts 3d10 minutes. Magically produced wind can move an ash cloud out of (or into) an area.

Lava Geyser

This can either be an eruption from the cracked ground or a sudden uprising in the ocean of fire, but in either situation it can be deadly. Those caught in the blast suffer extreme fire damage (20d6) and are hurled away 1d6 x 10 feet from the blast. A lava geyser can last up to an hour, reaching heights of one hundred feet into the air. Rumors persist of some lava geysers reaching hundreds of feet across and thousands of feet into the air, though thankfully these are rare occurrences.

Inferno Wave

The great flaming sea hosts its own share of natural phenomena, and one of the most dangerous is an inferno wave. These rolling waves of lava can rise hundreds of feet in the air, cresting and falling with tremendous force and power onto unsuspecting vessels. Damage to anyone caught in an inferno wave is 10d6, which can encompass an area 1d10 x 100 feet wide.

Hot Zone

Pockets of hotter than normal temperature frequently appear all across the Plane of Elemental Fire. These hot zones produce more heat and damage than the normal air and can spread across miles of terrain. They are often the harbingers of a future lava geyser, but occasionally they can be the result of some titanic battle between native forces.

Rain of Fire

Ash clouds are not the only threat from the sky. Sometimes the sky rains fiery debris onto the ground, the result of a particularly large lava geyser or other natural occurrence. This rain of fire hurls flaming

boulders and rocks which can crush the strongest of opponents, which have the effect of a 10d6 *fireball*. Victims gain saves for half damage (DC 14).

Blackout

Periods of deep black can stretch across the Plane of Elemental Fire, miles across, the result of the natural light dying out as would an ember in a fire pit. These blackouts normally do not last more than several hours, during which superstitious salamanders and other intelligent natives know to stay inside lest they risk the wrath of some unknown being. Legends say blackouts are caused by the elemental lords gathering power, sucking the energy out of the air.

Mysterious Sites & Treasures

Why would non-natives visit the Plane of Elemental Fire? To plunder its treasures and secrets of course! Countless millennia of inhabitants and civilizations have created many legends of lost magic to lure the greedy or foolish to an early grave.

Charcoal Palace

The home of the most powerful efreeti on the Plane of Elemental Fire is the fabled Charcoal Palace. It sits at the center of the City of Brass, an imposing edifice of gray and black marble. The Grand Sultan rules here, though rarely does he have to engage in any sort of day-to-day activity. He spends his time languishing with a harem of exotic slaves or attending to his spymasters. Below the Charcoal Palace it is rumored the Grand Sultan keeps his treasure chamber, which is said to contain the greatest wealth of any of the geniekind across the elemental planes. Golems, giants, and other magical creatures guard the palace and the life of the Grand Sultan.

City of Brass

Perhaps the most hospitable location on the plane, the City of Brass is the greatest of the efreet outposts. It is home to the Grand Sultan in the Charcoal Palace (see below) who is attended by numerous squabbling noble efreet of increasing importance and power. The city itself sits on a great disc of molten brass roughly forty miles in diameter, on top of which squats towers and citadels to house the numerous efreet and their slaves. Great markets welcome merchants and travelers from numerous planes, with the exception of the djinn of the plane of elemental air – they are never welcome except bound by a brass slave collar, the traditional mark of an efreeti-owned slave.

The City of Brass is also protected from the extreme temperatures of the plane by ancient efreet magic so even those without elemental protection can visit and mingle with the residents. While ostensibly in charge, the Grand Sultan does little to actually control the city – there are no city guards, though only the foolish would be without bodyguard protection. Intrigue and

murder go hand-in-hand in the back alleys of the City of Brass.

There are dozens upon dozens of ministers in the City of Brass, all efreet, who use bureaucracy, lies, and subterfuge to manipulate everyone they can. It's a great game for most of them, with the ultimate prize being the position of Grand Sultan on the Charcoal Throne. Powerful grand viziers trade favors with nazirs who command beys to perform duties that are then contracted out with a third party. No one takes responsibility for anything, for the City of Brass is a city of lies and deceit within a complicated legal system.

Crimson Shield of the Ashen Palm

The Knights of the Ashen Palm were a large group of genie-descended humans dedicated to the faith of the Elemental Lords. Generations of living on the Plane of Elemental Fire had given these men and women red-tinged skin and a tolerance for heat along with a fanatic devotion to what they saw as the rightful rulers. They rarely if ever had any direct contact with the Elemental Lords who likely never noticed their adoration, but these knights were at one point a military power in certain regions of the plane.

Citadels and strongholds were built to house the knights as they went on crusades against those who would defy the will of the Elemental Lords, or at least the will as interpreted by the holy members of the order. They used an ash palm as their symbol and wielded shields made of a curious crimson metal forged somewhere in secret. These crimson shields became noteworthy for their defensive and offensive properties – scholars say that ordained Knights of the Ashen Palm could summon forth blasts of fire from the shields and create large domes of protection.

The knights eventually faded into obscurity, though few could say exactly why. Perhaps they got too devoted to the Elemental Lords and overstepped their boundaries, or perhaps they simply provoked a more powerful opponent. In markets across the plane, a Crimson Shield of the Ashen Palm still fetches a high price and is a sought-after item for warriors willing to carry a symbol of a dead order in exchange for great protection and power.

Everburning Forest

Trees and wood are not native to the Plane of Elemental Fire, and yet the Everburning Forest exists. It is a forest hundreds of miles across where the trees crackle and burn constantly and yet never become fully consumed. Upon closer examination travelers discover that the blaze produces no ash or waste and further investigation shows that the flames function as leaves on a normal tree. The bark of these trees is blackened and hard, and it is prized for its toughness in shields and other wooden materials.

Strange creatures dwell in the Everburning Forest, including dryads who are immune to the plane's normal heat levels. The flames on the trees give off no heat but otherwise seem to function as regular fire, including reacting to water – the only way to fell one of the trees is to completely douse it in water of sufficient volume to not evaporate immediately on the plane. Only a handful of trees have been cut down so the bark is highly sought after.

Eye of Murzak

Murzak is a legendary figure among the native salamanders of the Plane of Elemental Fire. He was a great military leader who was originally enslaved by a powerful efreeti in the City of Brass. Forced to fight in the slave arenas, Murzak grew strong as he won battle after battle using his innate cunning and ferocity. His successes bought him a greater range of freedom though still he was bound by the brass collar of his master. Over the years this powerful salamander amassed a ring of informants and spies, and when the time was right he and his forces struck at the City of Brass. It was a fevered fight but it bought Murzak his freedom when he killed his efreeti master in single combat.

He fled with less than a tenth of his force from the city and into the burning wastelands. There he gathered the tribes of salamanders, proclaiming himself Murzak the Flameserpent, and promised to end the tyranny of the efreet over the Plane of Elemental Fire. Thousands upon thousands of salamanders converged on the City of Brass, but the Grand Sultan of the Charcoal Throne was not caught unprepared. The battle that was fought in the streets of the city is still remembered as the Flameserpent's Uprising.

Murzak was defeated, however, and as punishment the Grand Sultan had the salamander beheaded and his two eyes cut from his head. Arcane magic was used to transform the eyes into shining yellow crystals, each the size of a large man's fist, and with one or both of them the possessor could control nearly any creature on the Plane of Elemental Fire. One of these gems was known to be destroyed by the Grand Sultan, but the whereabouts of the other are currently unknown.

Fireheart's Legion

While not actually a site or treasure, the mercenary company known as Fireheart's Legion still deserves a special mention. They are known across many planes as an effective and ruthless military organization that sells its services to the highest bidder, though they never break contract first. They are led by an enigmatic and powerful efreeti named Fireheart. Evil to the core and ruthless as any of his kind, Fireheart is also a skilled negotiator and can be flamboyant at times – he's known to dress in outlandish yet expensive clothing and has a fine appetite for splendid hats

and rare cigars. The mercenary legion is made up of warriors from across the planes, though a fair number of efreet also count among their numbers. Utter devotion to Fireheart is all that is required to join, and this utter devotion comes with an iron contract that none so far have been able to get out of with their lives – and some have even had to stay in undeath!

Great Burning Sea

Much of the Plane of Elemental Fire is a rolling sea of molten rock and magma, constantly moving and crashing against the islands of rock that are created when a large enough wave slams down and cools. Foolish travelers can charter or purchase boats capable of sailing the Great Burning Sea to travel to remote islands, though the journey is far more perilous than a typical sea voyage. Inferno waves are a constant threat as are a myriad of dangerous denizens – fire whales are mean-tempered and prone to striking out at anything they deem as food (i.e., anything smaller than they are!).

Because of their rare nature, if a vessel is lost at sea it becomes a valuable prize for any willing to take the risk of finding it. What lies at the bottom of the Great Burning Sea is anyone's guess. Perhaps simply nothing, or perhaps the molten core of the plane itself hides itself beneath the flowing lava.

Obsidian Tower

Somewhere in the lonely blasted landscape stands a tall tower made of reflective black obsidian. Legends of this Obsidian Tower say that it has no doors or windows but that its insides hold the magical secrets of a sorcerer-king from some prime material world. Greedy treasure hunters and zealous explorers have searched for the site across the plane but few claim to have actually seen it. The mystery of its contents continues to drive fantastic stories. Does a phylactery of a powerful lich sit inside? Perhaps the arcane formulae to unlocking the Plane of Elemental Fire's deepest and most powerful energies? Or maybe gold and jewels to make the Grand Sultan blush? No one knows for sure.

Treasure Vaults of the Fire Giant God

Fire giants roam the plane and often settle in the craggy peaks that dot the blackened landscape. Their chief god is an imposing and powerful creature called Surtur, but he does not dwell on the Plane of Elemental Fire – few deities do as the true powers are the Elemental Lords of Fire. He did at one point, however, and his castle was an impregnable stronghold of fire-hardened basalt high in the peaks of some unknown mountain range. Long ago, rumors say, Surtur waged war with the Elemental Lords, sending wave upon wave of fire giant legions to beat back the forces of Imix. Titanic battles were fought on the crimson plains, but in the end Surtur's fire giants were defeated.

Harried by Imix, Surtur was forced to flee so quickly that he could not take the bulk of his accumulated wealth with him. The fire giant god had his castle demolished and his treasure buried beneath it in the mountains. Gold and magic of the highest caliber were said to rest in Surtur's treasure vaults now lost to the ages. This fabled site has brought many adventurers into the Plane of Elemental Fire but so far none have returned with any of the treasure.

Volcano of the Destroyer

The impressively gigantic Volcano of the Destroyer is an imposing sight on the horizon for hundreds of miles in any direction. It sits in the center of a rugged mountain range where the lava flowing from its wide opening creates rivers and lakes in the surrounding valleys. Long ago this was the home of Imix, one of the most powerful of the Elemental Lords of Fire, and some scholars say it was where the great being was born (or created, depending on the philosophical viewpoint). The details of why Imix departed the site are unknown.

Titanic forces of a planar nature continually spew lava from the volcano's top, making this a dangerous site for visitors. The heart of the Volcano of the Destroyer may be the hottest point on the Plane of Elemental Fire – the heat is capable of harming creatures who are normally immune to fire. It is rumored that only an Elemental Lord can withstand the dangerous temperatures, though special high-level magic may be of use for characters wishing to get to the center.

Adventure Hooks

The Plane of Elemental Fire is rife with adventure opportunities for all types of characters of all levels. Below are some examples that can be expanded upon by an enterprising Dungeon Master.

Low Level (1-5)

Because of the inherent danger in traveling to the Plane of Elemental Fire, low-level characters may have to stay bound to their Prime Plane for a while. But that doesn't mean influence and dangers from the fiery plane can't come spilling out, pulling characters into adventures that have their root in an outerplanar source.

- On their Prime Plane a group of low-level characters can chase a mysterious thief through a gateway that leads to the City of Brass. Thrust into a city with vastly more powerful foes, the characters must tread carefully to find the stolen object. Returning then from the City of Brass can become an adventure in and of itself!
- Flamelicker salamanders can make tough opponents for inexperienced characters.

A single one, transported from the Plane of Elemental Fire to the characters' Prime Plane, can still cause quite a few problems if it can rally humanoids behind its cause. What cause would drive a salamander from its home plane?

- A cult dedicated to one of the Elemental Lords of Fire can prove a dangerous foe in an urban setting. Characters investigating a series of arson fires may discover the culprits to be followers of Imix intent on bringing glory to their elemental master from the Prime Plane.

Mid Level (6-10)

By the time characters get a little experience under their belts the possibility of outerplanar travel becomes more of a reality. Preparing for a journey into the wilds of the Plane of Elemental Fire offers trials and tribulations all on its own, not to mention the schemes of greedy efreet and other nefarious creatures.

- A magic-user associate of the characters requires some exotic items from the Plane of Elemental Fire in order to complete a new powerful potion. The objects can send the characters all across the plane searching for such rare objects as wood from the Everburning Forest, a few dozen fire fly carapaces intact, burnberries from the slopes of the Volcano of the Destroyer, and other exotic elements.
- Efreeti slave caravans pass into the Prime Plane on a regular basis, and on their last trip an up and coming efreeti managed to kidnap someone of importance to the characters. Bound by a slave collar and hauled off to the City of Brass the characters must follow and negotiate for their friend's safety, likely without violence – the efreeti is well positioned in the city's society but needs a favor or two completed before it can be willing to release one of its new slaves.
- The characters are approached by a stranger who has managed to get a map showing a secret island in the Great Burning Sea that holds the wreck of a treasure-bearing vessel of the Grand Sultan. The stranger needs brave heroes to accompany him to the Plane of Elemental Fire to find a boat, and then to assist him in sailing the sea to recover the treasure. Such an adventure would be filled with all manner of dangerous encounters and creatures, including the rightful owner of the wreckage.

High Level (11+)

The resources and options available to high level characters can raise the stakes on any adventure. No longer are they dealing with the plots and machinations of small-time villains and organizations. More dangerous and intractable foes present themselves here with grand designs of how things should work.

- The Grand Sultan of the efreet may seem ignorant and lazy, but this is just a façade to hide his multiplanar schemes. Currently he has his eye set on a fabulous prize – achieving Elemental Lord of Fire status. Towards that end he has been seeking out citadels of the defunct Ashen Palm knighthood through proxies, and the characters find themselves answering a distress call from the Plane of Elemental Fire. One of the citadels is still occupied by a handful of Ashen Palm knights and they are besieged by mercenary forces. The characters must break the siege and then rescue the good-aligned knights, but this is but the first step into a widespread move of the Grand Sultan.
- Artifacts are dangerous business, and sometimes they need to be destroyed for good. The characters have put their hands on a particularly dangerous item sought by many parties, and the only way to get rid of it is to hurl it into the Volcano of the Destroyer. Finding the legendary site is difficult enough without agents of the Grand Sultan and other powerful foes trying to get the artifact first.
- On the Prime Plane a mysterious forest fire rages out of control despite rain and magical attempts to stop it. The source at the heart of the blaze is a fire elemental of immense proportions driven to consume the entire Prime Plane at the behest of one of the Elemental Lords of Fire. Stopping the titanic fire elemental takes an intervention from the Elemental Lord whose alien intelligence is difficult to comprehend and work with. What does such a being want?

Random Encounter Tables

The below table can be used by the Dungeon Master as a source for inspiration when a party of characters is traveling around the Plane of Elemental Fire. Three separate tables are provided – one for urban encounters, one for wilderness encounters, and one for the Great Burning Sea. Creatures marked with an asterisk (*) are modified versions of the regular variety adapted to elemental fire.

Urban (City of Brass or any reasonably-sized efreet outpost)

<i>d100</i>	<i>Encounter</i>
01-05	Efreeti and entourage
06-10	Drow matron and house guards
11-15	Lich and skeleton warriors
16-20	High-level adventurer (level 10+1d10)
21-25	Group of mid-level adventurer (1d4+1, each level 5+1d6)
26-30	Skilled pickpocket
31-35	Group of beggars and former slaves
36-40	Efreeti slave driver with slaves
41-45	Dao noble with earth elemental escort
46-50	Cultists of an Elemental Lord of Fire
51-55	Fire giant prince or princess
56-60	Red dragon polymorphed into a wealthy human
61-65	Ogre mercenaries
66-70	Salamander flamekeeper
71-75	Evil Prime Plane noble
76-80	Group of demons (choose randomly)
81-85	Group of devils (choose randomly)
86-90	Pair of efreeti khedives
91-95	Fire elemental minions of the Grand Sultan
96-00	Roll again twice

Wilderness

d100	Encounter
01-05	Efreet slave caravan
06-10	Salamander raiding party
11-15	Pack of cinderbones
16-20	Ash cloud
21-25	Fire roc*
26-30	Rain of fire
31-35	Magma ooze
36-40	Lava geyser
41-45	Cloud of fire flies (4d10)
46-50	Hot zone
51-55	Fire hounds on the hunt (2d8)
56-60	Blackout
61-65	Wild fire elementals (2d8)
66-70	Salamander village
71-75	Fire griffons* (2d6)
76-80	River of lava (1d100x10 feet wide)
81-85	Fire giant pilgrims (2d4)
86-90	Efreet outpost
91-95	Double-sized lava geyser
96-00	Roll again twice

Great Burning Sea

d100	Encounter
01-10	Inferno wave
11-20	Fire roc*
21-30	Fire griffons* (1d8)
31-40	Lava geyser
41-50	Fire whale*
51-60	Lava zombies (2d10)
61-70	Rain of fire
71-80	Hot zone
81-90	Ash cloud
91-99	Magma oozes (2d4)
00	The wreckage of a seaworthy vessel

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