

DWARVEN FORGE®
WILDLANDS



Fifth Edition Encounters
PART 2 OF 3: ERINTHOR MOUNTAINS
Ten Perilous Passages for Level 5 Players

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MAP OF THE WILDLANDS





ERINTHOR MOUNTAINS

BLEAKMYRE SWAMP

INTRODUCTION

Tripping up each step, the wyverstones pulsing and shimmering around you, you break to catch your breath. The howling wind warns you to stay off this next path - an arduous balance across a thin bridge of stone, with a plummet to sharp crags waiting beneath. But it is the only way forward, the only way beyond the grasps of the Crimsonclaw Wyvern that has been on the hunt for the past two days.

Your comrades apparently weren't enough to sate its belly. Steeling your resolve, you press your first foot into the stone, testing its strength. Step..step..step, ever forward you creep blasted by the tumultuous winds, until at its midpoint, a screech rings above the rush of air. There, careening through the clouds above you, its massive black and red form almost a blur, its six burning yellow eyes locked on your position. You remove your spear and your shield...for a final stand is all you have left.

Welcome to the Wildlands! This is Dwarven Forge's third foray into written adventures (following *Dungeon of Doom* and *Caverns Deep*) for the 5th edition of the world's most popular fantasy role playing game. Our past two adventures were sprawling journeys taking you through every encounter in their respective Kickstarters. However, as *Wildlands* was structured differently than the projects that came before it, we thought it only fitting to push into some new territories ourselves. In this book you'll find two separate five-part adventures, helmed by two different designers but utilizing the same setting—the breathtaking *Erinthor Mountains*.

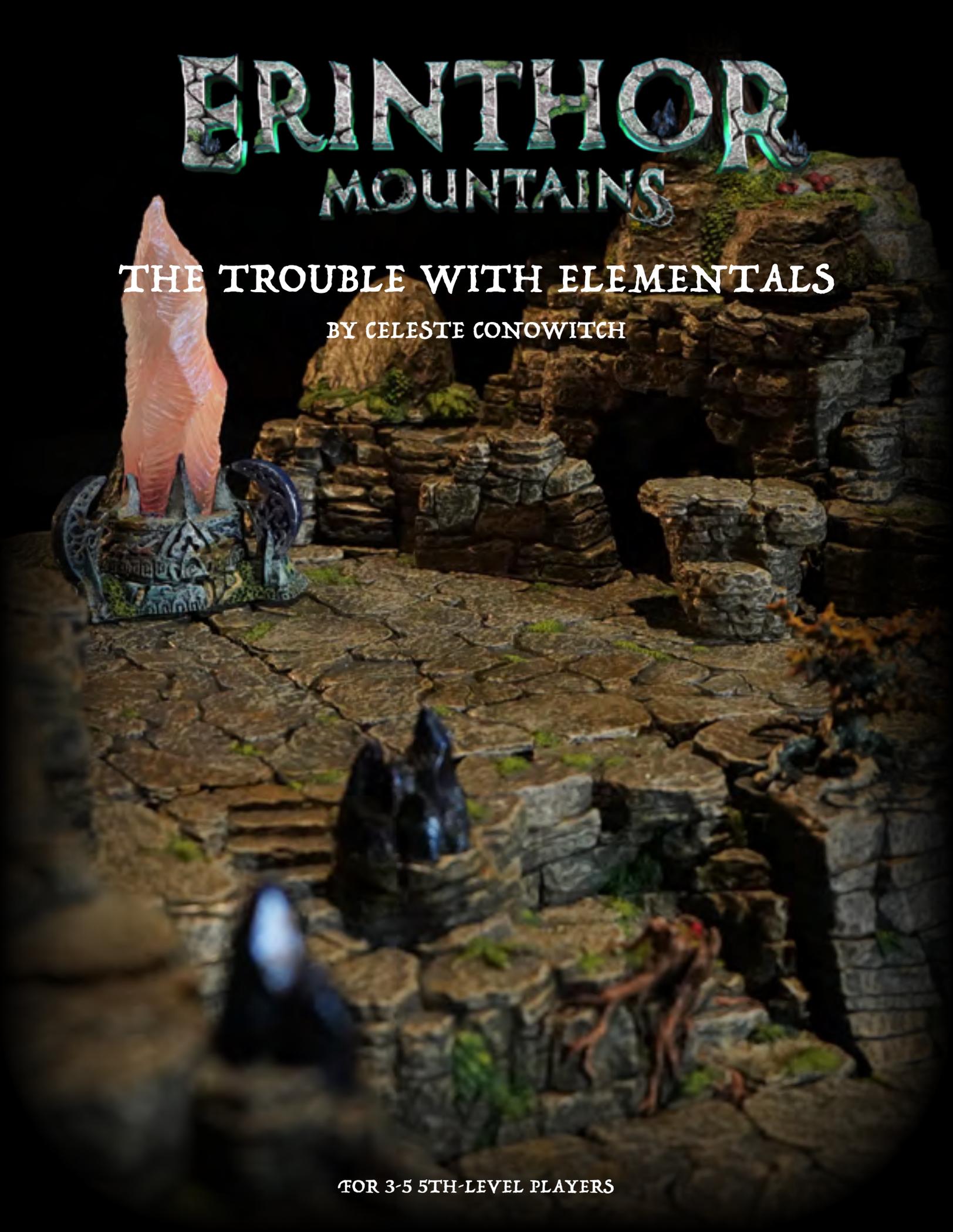
When designing our terrain, one of our key guiding principles is modularity, and that carries over to these adventures as well. Every chapter of these modules is designed to be played either in order or as standalone trials, to be played as a one-shot or dropped into your existing campaign. Although they were designed with our pieces in mind, they can be played on any terrain or graph paper you like, even the *Theater of the Mind*. Ours is not to tell you what to play with, but to help you enhance your tabletop experience.

As such, we invite you to consider our designing principles as we were creating the *Erinthor Mountains*. Impossible heights, canyon sized gaps, massive wyverns that nest throughout, an innately magical ore called *Wyverstone* peppering its landscape, *Erinthor* is a place to be respected and feared. The *Escarpmnts* provide convenient verticality and dynamic faces to any rocky build, helping evoke the feeling of a deep and treacherous canyon or insurmountable peak. *Driftstones* litter its expanse, creating huge swaths of floating debris to help traverse the mountainside. Such a place could hardly be wandered often, however - too many dangers and landslides lie hidden in its shadows to be predictable.

The team at Dwarven Forge makes terrain because we love to play these games, and this book is an extension of that love. *Celeste* and the *Pendleys* let their creativity flow onto the page, and as long as their ideas are able to fuse with your own and create a memorable night at the table, we consider this a success. We hope to hear tales of your adventures in the *Wildlands*, and above all, we hope you have fun!

- Chris London & Tyler Ankenman

ERINTHOR MOUNTAINS



THE TROUBLE WITH ELEMENTALS

BY CELESTE CONOWITCH

FOR 3-5 5TH-LEVEL PLAYERS



STORY & SETTING

Summary. The elemental alignment of an entire region is suddenly thrown out of balance, as dark magic blocks a portal between the planes. The monks of a nearby monastery ask the heroes to travel into a sacred mountain range to cleanse the artifact responsible for the upset.

Encounter 1 (Starter Set). A sinister artifact sealed in a mountain cave has become active once again and throws the region's elemental harmony into turmoil. The party must find a way into the subterranean cavern and retrieve the staff so they may cleanse it.

Encounter 2 (Wargame Scatter). Two elemental spirits guard a seal that can help end the growing elemental corruption. The party must appease the spirits to obtain the seal.

Encounter 3 (Explore the Forest). A crystal warden protects the entrance to a tomb that leads deep into the heart of the mountain. Entering the tomb requires the execution of a complicated ritual.

Encounter 4 (Heart of the Forest). A crystal warden with vital knowledge has come under attack by elementals driven wild by spreading corruption.

Encounter 5 (Titanstooth Glade). To restore elemental balance to the mountain, its ancient guardian must be summoned and defeated. Only with its blood can the balance between the material and elemental planes be restored.

ENCOUNTER 1: A GRIM DISCOVERY

MOUNTAIN STARTER SET

Hook. Bizarre weather patterns have been wreaking havoc on the region, and a group of monks at the base of the mountains claim to know how to stop the disastrous elemental activity. These monks reveal that the *staff of discord*, sealed away by their predecessors long ago, is responsible for all of the upheaval, and a reward waits for the party should they retrieve the staff, and help them cleanse the evil.

DM NOTES

The monks' history with the object grants the party a direct route to its resting site. Read the following aloud:

After hours of climbing, the monks' directions lead you to the site of the cavern entrance. Deep purple shards of jagged crystal have grown over the opening, completely blocking the passage forward. Etched into the surface of one of the crystals are four geometric symbols.

The party has found the entrance to the subterranean cavern, which holds the *staff of discord*, but they must deal with the crystalline material blocking the way before they can move forward. The crystalline barrier is a magical protective measure created to seal away the staff and cannot be damaged by brute force.

Elemental Door Puzzle. The four symbols etched into the crystal were left there by the monks who sealed the cavern as a way to tell future generations how to bypass it. A character who speaks **Druidic** immediately recognizes the symbols as representations of the four elements: earth, air, fire, and water. A successful **DC 12 Intelligence (Arcana) ability check** can also reveal that information. Bypassing the door requires all four elements to be represented at the same time. This representation could be a simultaneous effort to hold a candle flame while tossing earth, water, and blowing on the crystal, or any other creative combination of elemental representation (be generous with what you consider an acceptable solution).

Once the elements have all been presented, read the following aloud:

The barrier shimmers then dissolves into a pile of sand at your feet. A tall natural cavern opens before you. Jagged rocks stand tall throughout the area, covered in sparking shelves of crystal. High above, a chunk of rock floats in midair with an iron staff driven into its surface like a spike. As you take this in, the staff begins to pulse with a nauseating green glow.

The staff driven into the floating rock is the *staff of discord* which has awoken from its dormant state as the magic seals binding it have faded. The staff reacts to the presence of the heroes as soon as the crystalline barrier is broken, and it intends to stop them from absconding with it. Roll initiative!

Crystal Guardians. When initiative is rolled, secretly add two creatures to the order. The staff has corrupted the two crystal guardians left by the monks to guard the chamber. The first guardian attacks on initiative count 10, and the second guardian attacks on initiative count 5. The crystal guardians use their *crystal phase* ability to try and knock foes off the tall rocks to prevent them from reaching the staff.

Reaching the Staff. The rocky platform with the staff is floating in midair 120 feet above the cavern floor. Characters who cannot fly can reach the staff by climbing and jumping the other tall rocks in the cavern. Characters can climb or jump using their movement as normal on their turns, or they can choose to use their Action to attempt a **DC 14 Strength (Athletics) ability check** to jump to the next tallest rock. On a failed check the character falls to the cavern floor. Consider allowing a character or an ally standing on the platform to use their reaction to repeat the ability check to catch them.

Final Platform. To take the staff, the rocky platform it's wedged into must be destroyed. The rocky platform is a Medium object with AC 17, 45 hit points, and immunity to poison and psychic attacks. Any creature who attempts to land, jump, or attack the platform that holds the staff must immediately succeed on a **DC 14 Strength** or **Dexterity saving throw** (the target's choice) or be pushed 5 feet and fall prone.

WRAPPING UP

Once the adventurers have destroyed its rocky platform, they have defeated the staff and can grab hold of it without further harm. If the crystal guardians are still alive, they immediately stop attacking and are confused about who the party is and what is happening (they can't remember anything after the staff took control of them). Regardless of the conversation, the guardians are happy to let them leave with the staff, so they don't have to look after it anymore. The staff remains dormant for the remainder of the adventure unless a creature chooses to attune to it.

TREASURE

After retrieving the *staff of discord* (see *Appendix B - Handouts*, pg. 41) from the cave, any creature is welcome to attune to it, but the properties of the staff are likely to be a hindrance if they are following the connected story path. If the party spends at least an hour harvesting crystals from the cavern, they can retrieve enough quality materials to sell for 250 gp.

SETUP

Forming the doorway that blocks the cavern is a wall of massive crystals (1) Wyverstone Spires. At the center of the 'cavern,' we see (1) Archaean Mana Stave is plugged into the (1) Mountain Jumpy Stone, which rests on top of the suspended (1) Small Driftstone. Surrounding it in a spiral pattern are the other platform pieces forming a logical path to jump to reach the staff. The (1) Stepped Stone Teardrop Insert is first, then the (1) Rock Cluster, then the (1) Oblong Crag. Connect the extra (1) Suspended Perch to the (1) Small Driftstone where the Archaean Mana Stave rests. Use the (2) Small Wyverstone crystals to represent the crystal guardians.

CREATURE STATISTICS

The **crystal guardians** use the typical statistics of earth elementals (see *Monster Manual*, pg. 124) with the following additional ability:

Crystal Phase. As a bonus action, the elemental can choose to magically teleport and erupt from a crystal it can see within 120 feet. When the elemental erupts in this way, all creatures within 5 feet of it must succeed on a **DC 14 Dexterity saving throw** or be pushed 10 feet away from the elemental.



ENCOUNTER 2: CRYSTAL CHASM

MOUNTAIN WARGAME SCATTER SET

Hook (interconnected). With the staff now in their possession, the group must retrieve the weakened seal used to contain its evil power. The seal of binding is in the care of two spirits of elemental air, who have grown restless during their long watch. The spirits are willing to hand over the seal only if the heroes prove their worth and take up their challenge.

Hook (independent). While traversing the mountains, the party comes across a thin rock bridge that is the only passage over a deep trench filled with jagged crystalline spikes. The two spirits who guard the bridge will not let the party pass until they indulge the spirits with a game.

DM NOTES

As the party climbs further up the mountain range, read the following aloud:

Your travels lead you to a gaping chasm. Far below the narrow ledge you stand on, you see the glinting surface

of hundreds of jagged crystals lining the ground. A narrow rock formation appears to be the only way to cross the gap. Erected on the far side of the rocky bridge is a wood post that bears a blocky stone lantern carved like a human skull.

They have discovered the lair of two spirits of elemental air. The moment a creature attempts to step onto the stone formation crossing the chasm, the two spirits awaken and address the party.

The two spirits issue the following challenge to those hoping to cross the bridge and claim the seal: any who wish to cross must remain standing on the bridge for three rounds. If there is at least one creature left standing on the bridge at the end of the third round, the spirits will grant passage and hand over the seal.

Playing the Spirits. The spirits are not openly malicious, but they are insistent the heroes accept their challenge before they will be allowed to use the bridge. The spirits have grown bored during their long watch and are desperately excited to finally have participants.

If you are following the overarching quest line or looking for the seal, the spirits should entice them with the knowledge that the seal they seek is firmly stuck to a rock on the far side of the bridge.

RUNNING THE CHALLENGE

When the group is ready to begin the challenge, have them each take up a position on the bridge. Have everyone roll initiative, including the two spirits. The elementals do everything they can to try and knock party members off the bridge. Again their goal isn't to hurt the challengers themselves but rather force them to fall on the crystal shards below. It is a 30-foot drop from the bridge to the crystal spikes below, so characters who are pushed off the bridge take 3d6 bludgeoning damage from the fall and an additional 1d6 piercing damage from landing on the crystals. A character can use their Action to climb back up the chasm, ending at the side they started from. At the end of the challenge, the elemental spirits carry any fallen creatures to the top of the chasm.

WRAPPING UP

When the three rounds of the challenge come to an end, the spirits appear once again.

Failing the Challenge. If the end of the third round is reached, and no creature remains on the bridge, they have failed the challenge. The elementals heal any damage they took (the elementals cannot die while their lantern remains), then invite the party to try again. The elemental spirits are enjoying the stimulation of the game, so they are content to wait for another round while the party rests or plots a new strategy.

Winning the Challenge. If the end of the third round is reached, and there is at least one creature remaining on the bridge, the party wins the challenge. The elementals heal any damage they took (the elementals cannot die while their lantern remains) and congratulate the party. They are now welcome to cross the bridge at their leisure. Additionally, now that the elemental spirits have fulfilled their duty, they are able to leave their post. The spirits invite the party to take their lantern since the spirits are no longer bound to it.

If you are following the overarching quest line, the enchantments holding the seal of binding fixed to the rock are released.

TREASURE

Since the elemental spirits are now free to leave their guard posts, the group is welcome to take the lantern that housed them. The skull lantern is a *lantern of revealing* (see *Dungeon Master's Guide*, pg. 179).

SETUP

Position the (1) Stepped Stumped Crag and the (1) Oblong Crag across from each other and connect them via the (1) Rocky Bridge. Place the (1) Vertical LED Socket Rock with the attached (1) Flaming Skull Sconce on the Stepped Stumped Crag. Arrange the crystal pieces like the (1) Wýverstone Spires, (1) Medium Driftstone, and (1) Small Driftstone beneath the bridge to give the impression of a crystalline floor. If using the seal, attach the (1) Seal of Binding to the (1) Magnetic Boulder and the combined piece on a (1) Suspended Perch, and prepare to attach to the Stepped Stumped Crag when the seal is revealed.

CREATURE STATISTICS

The **air elementals** use the typical statistics of air elementals (*MM*, pg. 124) with the following changes:

Replace their Slam attack with the following ability:

Gust. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage and the target must succeed on a **DC 15 Strength saving throw** or be pushed in a straight line 10 feet away from the elemental.

Update their *Multiattack* to the following:

Multiattack. The elemental makes two gust attacks.



ENCOUNTER THREE:

The Sage's Tomb

ENCOUNTER 3: THE SAGE'S TOMB

EXPLORE THE MOUNTAIN SET

Hook (interconnected). High in the mountains rests the tomb of a monk said to have ultimate mastery over the four elements. Using the passageway inside the tomb is the only way to reach the mystical area they seek to help cleanse the staff.

Hook (independent). High in the mountains rests the tomb of a monk said to have ultimate mastery over the four elements. Anyone who finds a way into the tomb is sure to discover the scrolls of knowledge buried with the monk, but no one can locate the entrance.

DM NOTES

To reach the mountain peak where the party can cleanse the *staff of discord*, they must continue up the mountain to reach the tomb of an elemental monk. When appropriate, read the following aloud:

As you crest a rocky slope, a bowl-shaped canyon opens up before you. Boulders and scraggly patches of brush dot the landscape, but your eye is pulled to a crystal obelisk situated in the middle of the area.

The obelisk begins to glow with blue light, and you feel an alien mind try to connect with your own.

Crystal Obelisk. The crystal obelisk is not a mere object but rather a psychic vessel for one of the monks bound to guard the mountain for all eternity. The obelisk can speak telepathically to any creature within 300 feet of it, but the creature must accept the connection for it to be made.

If a creature chooses to receive the obelisk's telepathic communication, it asks what they seek in the mountains. If the group expresses interest in finding the tomb, read the following aloud:

The crystalline voice says, "Ye who seek to enter the shrine of the dead must first know the path to tread. So, search ye now upon the ground, I'm sure it was here that I left them around."

RUNNING THIS ENCOUNTER

This encounter makes good use of the Obelisk's associated game piece, the Planar Pylon, so make sure to use that remote to change the colors! It is a good idea to also run the skill portions with a separate initiative than the combat, to keep colors and order in place.

FIRST STEP

The first step is to figure out where the ritual instructions are hidden in the area, so select where on the field you would like the hiding place to be. Have the players keep their miniatures at the edge of the field and have them place their characters where they would like to search one at a time, based on initiative.

Once all the players have set their miniatures, note which character is closest to the hidden location you have selected, and use the remote control to change the color of the crystal on a cold to warm scale depending how close that character is to the location (green for marginally close, yellow for in the neighborhood, orange for really close, and red for right on top of it).

Ideally, you'll change the color without calling attention to it, then repeat the process again, asking the players to reposition their miniatures where they would like to search next. Clever players can use the crystal color and their miniature movement to determine the location where the instructions are buried. Once a creature hits "RED", they have correctly discovered the hidden location. Inform that creature that they find a palm-sized camouflaged scroll case with the ritual instructions hidden inside.

SECOND STEP

Once they have the scroll in hand, the obelisk congratulates them on their find. Then, with a tiny jolt of energy, it releases the latch on the case, a scroll unfurling from its capsule. Read the following aloud:

The scroll reads, "To break my rest, you face one more test. So, heed this wisdom well: tangled thorns that life provides gain new blooms beneath one that has died."

The correct solution to this second step is to pick one of the thorny Nettlegorse plants, then bury it beneath the dead stump tree. If the players are struggling to come up with the solution, they may roll a **DC 15 Wisdom (Perception)** or **Wisdom (Nature) check** to notice the thorny plants and the dead tree stump present in the canyon.

Once the thorny plant has been buried, the rocky door that seals the tomb sinks into the ground, revealing the entrance. Read the following aloud:

As you pat the earth into place, you hear the sound of grinding stone as a rocky wall begins to sink into the earth, revealing a tomb.

THIRD STEP

With the tomb now open, allow the party to move their miniatures within 30 feet of the tomb before reading the following aloud:

The crystal obelisk begins to speak but is cut off by a chorus of howls as numerous small gray creatures surge out of the tomb's entrance, leaving dust trails and small debris in their wake!

Over the centuries, the sage's tomb has remained undisturbed, and has since become home to a clan of ten **dust mephits** who are extremely hostile about being disturbed. The mephits fight to the death to defend their home, pursuing any who try to escape as long as they need to.

WRAPPING UP

With the passage into the tomb open, and the mephits taken care of, the party is free to continue into the tomb and access the secret passage hidden within. Before they depart, the crystal obelisk will tell them to keep an eye out for other helpful obelisks to help them in their journey through the mountains.

If playing as an independent adventure, consider an elemental sage's treasure trove that the group can find in place of a secret passage.

TREASURE

Conducting the ritual to enter the tomb has pleased the spirit of the interred sage. Each creature who participated in the ritual gains the benefits of the *sage's wisdom* (Appendix B - Handouts) blessing for 24 hours.

SETUP

Position the (1) Con-Cave Escarpment at the center of the field and close it up with the (1) Con-Cave Plug. Disguise the Con-Cave Escarpment with the (1) End Cap Escarpment – Right and (1) End Cap Escarpment – Left and place the (1) Planar Pylon on top. Spread out the rest of the pieces across a widely scattered area, making sure to position the (1) Burrow Hole Teardrop Insert somewhere on the field, with the (1) Small Stump Teardrop Insert and (1) Dead Snag Stump Topper assembled as its lid.

CREATURE STATISTICS

The **dust mephits** use the typical statistics of dust mephits (*MM*, pg. 215).



ENCOUNTER FOUR:

Through Fire & Flames

ENCOUNTER 4: THROUGH FIRE & FLAMES

HEART OF THE MOUNTAIN SET

Hook (interconnected). After exiting the tomb, the party emerges to a rocky plateau where the next crystal guardian awaits. As they arrive, the guardian is under attack, urging the group to protect it if they hope to reach the heart of the mountain.

Hook (independent): To solve the mystery of why local weather patterns have fallen out of balance, our heroes must consult a crystal guardian that resides on a rocky plateau deep in a mountain range. Only the guardian, imbued with the soul of an ancient elemental master, can provide answers to save the region.

DM NOTES

Approaching the plateau where the crystal guardian dwells, the group is met with an odd sensation - heat. Read the following aloud:

Waves of heat course over you as terrain finally flattens out. The stretch of baked earth before you is filled with

howling wind and shimmers like a mirage. A psychic scream rings through your mind as a crystal obelisk perched on a rocky ledge flashes with crimson light. At the foot of the ledge, flaming creatures crawl from a steaming crevice.

The crystal holds the soul of an elemental master bound to protect the sacred mountain. The elemental balance of the region has been thrown into discord and driven local primordials to a violent frenzy. A group of frenzied elementals have clawed their way through the earth and are intent on destroying the guardian who has been trying to soothe them.

RUNNING THE ENCOUNTER

If the party wishes to continue on their way or get information from the crystal guardian, they need to save it from the rogue elementals. Read the following aloud:

As you approach, the crystal speaks, using the howling wind as its voice, "Hurry! Drive them back! If you can keep them away from my crystal, I can close the crevice, but I need to concentrate!"

Protecting the crystal guardian works a little differently from a standard encounter. Here are the rules of this encounter to review with your players:

- To close the crevice, the crystal guardian needs to focus for three consecutive rounds without taking damage. If the guardian takes any damage, the round counter starts back at 0.
- The guardian must spend its entire Action concentrating on closing the gap.

Once three successful rounds have been tallied, or all the enemies defeated, the crystal guardian succeeds at closing the crevice. Any remaining fire elementals on the field disappear in a burst of smoke.

Crystal Guardian. The crystal guardian cannot die or be destroyed during this fight. On a successful hit by an enemy (its AC is 14), it is enough to note that the guardian is hit but describe the crystal as flickering or cracking to increase the tension for your players.

Elementals. When combat begins, there are a number of **fire elementals** on the field equal to the number of players plus 1. If any of the enemies on the field take damage, they spend their turn attacking whoever damaged them. If they do not take damage, they attempt to attack the crystal guardian.

WRAPPING UP

With the crevice closed and the hostile elements gone, the crystal guardian is happy to provide the party with directions or information.

If you are following the interconnected story path, it also urges the party to hurry to the mountain's peak since the elemental turbulence is nearing its worst iteration.

TREASURE

The crystal guardian bestows the *Crystalline Protection* (see Appendix B - Handouts, pg. 39) blessing upon all creatures who participated in the fight. This blessing lasts for 24 hours.

SETUP

Use the majority of the pieces to create a dynamic mountain landscape with a raised level at the very center. Place the (1) Planar Pylon piece at the top of the raised area and place the open (1) Oblivion Nexus at the foot of the raised area between the creatures and the crystal. Be prepared to close the Nexus once the party has successfully defended the crystal. Just before you begin, use the LED remote to change the Planar Pylon to red.

CREATURE STATISTICS

The **fire elementals** use the typical statistics of fire elementals (*MM*, pg. 125).



ENCOUNTER 5: PRIMORDIAL PANGS

WYVERSTONE PEAK SET

Hook (interconnected). At the mystical crown of the mountain rests an elemental pool that can cleanse the evil influence of the staff once and for all. Awakening the pool's magic requires the blood of the primordial guardian that has watched over the mountain range since time immemorial.

Hook (independent): An entire region has been thrown into chaos by elemental imbalance. To restore order, the party has climbed to the peak of a mountain to summon and then defeat its corrupted primordial guardian.

DM'S NOTES

Hours of a climb have placed the party at the mountain's mystical center. Read the following aloud:

Swirling mists part, giving you the first glimpse at your ultimate destination. A picturesque scene of noble pines, moss-covered ruins, and a flowing stream lays before you covered in silver fog. You see an ambient glow of

a crystal obelisk standing tall over a crumbling stone fountain through the gray. Far above you, floating spires of rock drift lazily over the trees.

Spellcasting characters with a **Passive Perception** of 14 or higher sense the peak is infused with magic, and the veil between the material world and the elemental planes is very thin.

Crystal Obelisk. The obelisk is occupied by the soul of an elemental master bound to guard the sacred mountain. The obelisk can speak telepathically to any creature within 300-feet of it, but the creature must accept the connection for it to be made. The guardian is deeply troubled by the region's elemental turbulence and will telepathically reach out to the party as soon as they enter the area. The guardian can provide instructions on how to cleanse the area. Here is what the guardian knows:

- The magical upheaval has caused the portal from the elemental world to the material world to become blocked. The pool is typically the conduit for this harmonious flow, but it has fallen dormant.
- To reopen the portal, the remains of a powerful elemental must be poured into the pool.

- The mountain's ancient guardian, a primordial wyvern, is one such elemental, but it has become corrupted and violent like the other elementals of the mountain.
- If the group climbs to the wyvern's nest and breaks a binding seal within it, that will be enough to catch the wyvern's attention and pull it to this place.
- Breaking the seal of binding is likely to anger all elementals in the region (not just the wyvern), so they must remain on guard.

If the party is following the interconnected story path, they already have the seal that can summon the wyvern's attention.

If they are not following the story path, the crystal guardian uses its magic to unearth a hidden seal.

SUMMONING THE WYVERN

To summon the mountain's guardian, a creature must take the binding seal to the wyvern's nest and shatter it (this can be done by dealing any amount of damage to the seal). Once the seal is broken, the party has one round to get ready before the **primordial wyvern** (see *Appendix A – Creature Stats*, pg. 36) appears and begins its assault.

TERRAIN FEATURES

Wyvern's Nest. At the highest point in the area perched on a floating driftstone is the wyvern's nest. The nest has been here for centuries and clearly hasn't been used for some time. The rocky island that supports the nest is 60-feet in the air.

Reaching the nest requires the ability to fly, the use of rope, or jumping from stone to floating stone. Creatures who take their time to jump between the stones can do so automatically but jumping to a new stone during combat requires a successful **DC 15 Strength (Athletics) check**. On a failed check, the creature falls to the ground and takes the appropriate amount of falling damage.

Flowing Stream. The stream that runs through the area is not particularly deep or swift, but it can pose a challenge for unwary adventurers. The water ranges from 2-8 feet deep, with the entirety of its floor covered in slippery rocks. For this reason, the stream is considered difficult terrain.

RUNNING THE ENCOUNTER

Playing the Wyvern. The primordial wyvern is smarter than a typical wyvern and employs several tactics to give itself an edge in combat. The wyvern does everything it can to stay off the ground, favoring the floating rocks if it does need to land. Whenever it has the opportunity, the wyvern will use its claws to grapple targets and then drop them to their deaths.

Its **Surge** ability can also be used to help position or throw heroes off of ledges and the like. See this as an opportunity to be a tough encounter, but try not to punish them.

Splash Zone. When the seal is broken, the gently flowing stream begins to roil as a water elemental awakens in the stream. The water elemental only attacks if a creature begins its turn in the water or 5 feet away from the water.

Crystal Clues. Because the wyvern and the crystal guardian are bound to the mountain by the same magic, the two beings are connected. Through the fight, the crystal obelisk changes color each round to reflect which damage type the wyvern's elemental aura has (green for acid, blue for cold, red for fire, and white for lightning). Don't forget to use that remote!

Characters who note the crystal's color changes can use this as a helpful clue for determining damage immunities the wyvern has from round to round.

TREASURE

As a thank you for restoring the elemental balance of the region, the monks of the monastery at the base of the mountain reward the party with four *elemental gems* (*DMG*, pg. 167) One of each type.

SETUP

This encounter uses the standard setup of the Wyverstone Peak as shown in the set graphics, with a few modifications:

1. Place the (1) Oracle Pool and its associated parts in the Archaean Ruins near the (1) Planar Pylon.
2. Suspend the (1) Large Driftstone in a central location and place the (1) Wyvern Nest on top of it (do not place the wyvern eggs in the nest).
3. If you are not following the interconnected story path, be ready to place a (1) Magnetic Rock and the (1) Seal of Binding by the Planar Pylon.

Reference the *Wildlands Build Guides* at bit.ly/WLBuild-Guides for a detailed layout and add the modifications listed above.

CHARACTER STATISTICS

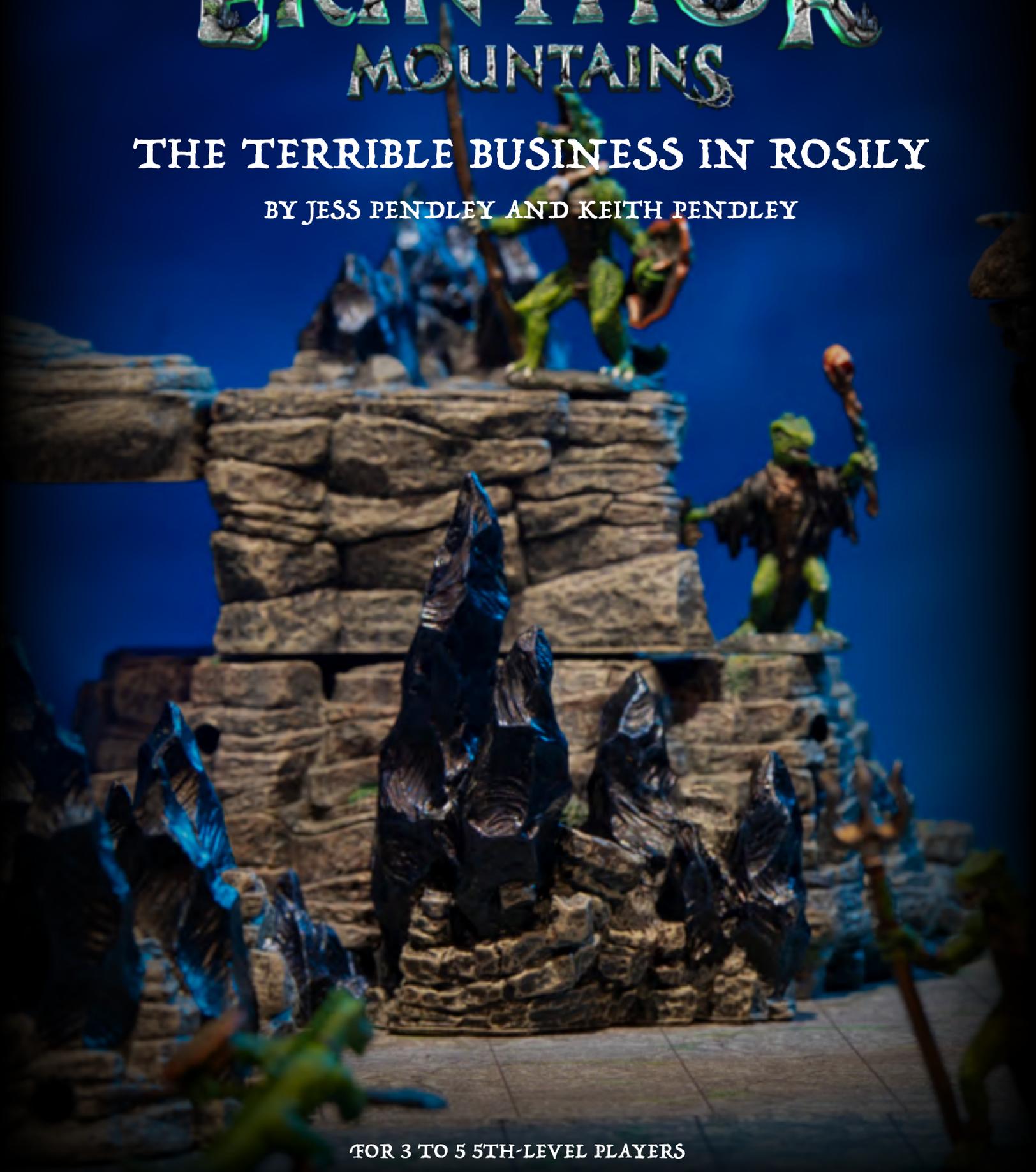
The **water elemental** uses the typical statistics of water elementals (*MM*, pg. 125).



ERINTHOR MOUNTAINS

THE TERRIBLE BUSINESS IN ROSILY

BY JESS PENDLEY AND KEITH PENDLEY



FOR 3 TO 5 5TH-LEVEL PLAYERS

STORY & SETTING

Summary. The small mountain village of Rosily has been beset by misfortune and turmoil which, unbeknownst to the people living in the area, is being caused by an aberration channeling its strange corrupting energy through the veins of wyverstone that twist through the mountains. It's up to the party to assist the people of Rosily and put an end to the aberrant threat before it's too late.

Encounter 1 (Starter Set). The once heroic bard, Vance Lysander, has succumbed to the psychic takeover of an aberrant force and has called a group of children into the mountains with him to become his chorus. The group must find the children and rescue them from the corrupted musician.

Encounter 2 (Wargame Scatter). The adventuring wizard, Timnin Beckle, is setting the countryside ablaze against his will. The party will need to locate him and free him from the aberrant force driving him toward his foul urges before he focuses his fiery gaze on Rosily itself.

Encounter 3 (Explore the Mountain). Iko, a corrupted druid in the body of a twisted monstrosity, is poisoning the waters that feed into the village of Rosily. Our heroes must find and stop them before their vile brood hatches and causes even more aberrant mayhem on the mountain.

Encounter 4 (Heart of the Mountain). Arla Martin, under the influence of the aberration that has consumed her adventuring group, has kidnapped Timnin Beckle from Rosily and fled back into the mountains. The party are the only ones who can save Timnin and put an end to the corrupted warrior's reign.

Encounter 5 (Wyverstone Peak). Esara, working at the behest of a powerful aberration from the void, is attempting to free the otherworldly being from its chrysalis on Wyverstone Peak. The adventurers must put an end to the aberration's machinations once and for all.

BACKGROUND

Since its founding, Rosily has always been a fairly unassuming and uneventful village nestled in the foothills of the mountains. Although never quite pleasant enough to be described as bucolic, the people that resided there were happy enough to carve their lives from the land around them and raise their families in relative peace and quiet.

But over the last few years, things began to change. First, discord replaced the tranquility that the people of Rosily had once enjoyed, with feuds breaking out between families and trade deals with nearby towns going sour. Nightmares plagued their sleep and their waking hours seemed overcome with an ever-present malaise.

Creature attacks, illnesses, minor earthquakes, mine collapses, landslides, and a variety of other disasters befell the small village. To those surrounding Rosily, it appeared that they must be under the effects of some foul curse that kept them cloaked in tragedy after tragedy. Word traveled the countryside, and an intrepid group of adventurers decided to make their way to Rosily and find out what the root of their bad fortune truly was.

The would-be heroes arrived in Rosily and for the first moment in their recent memories, the villagers felt their spirits lift. They gathered everyone together in the square for the first feast that they had in years and then sent their saviors up into the mountains with every available resource they could spare.

The adventurers were never seen again.

PEOPLE OF ROSILY

The people of Rosily are a beleaguered lot, whose weariness and heartache can be seen in the dark circles that ring their eyes and in the heaviness of their trudging steps. They have little patience for outsiders—or with each other, for that matter—and to say that they're a surly lot would be a fair assessment. They are a village who have resigned to what they believe is their lot in life and have no faith in anyone promising to help them.



ENCOUNTER 1: THE LOST SAGE

MOUNTAIN STARTER SET

Hook. Children of Rosily are missing and the villagers are desperate to get them back before they become more victims of the village's perpetual bad fortune. Elder Karn has sent word to all surrounding towns and villages seeking help.

DM NOTES

As the party arrives in Rosily, read or paraphrase the following:

After an arduous trek through the foothills, you come to the small village of Rosily. The sky hangs heavy and gray above the drab collection of buildings that stand before you. People—just as dull and colorless as their surroundings—eye you suspiciously as you walk toward the moldering tavern that sits at the village's outskirts.

THE TAVERN AND ELDER KARN

The only operational tavern and inn in Rosily is a dilapidated building topped with a hand-painted sign that simply reads "Tavern and Lodgings". Elder Karn, their contact in the village and the person who sent word out, waits inside.

Elder Karn, a very old man with eyes that seem perpetually on the verge of tears, is eager to meet them, and send them on the trail of the children, but he will politely converse while they finish the watery stew and ales placed before them. He can reveal the following information:

1. Three years ago, there was a terrible earthquake that caused a lot of cascading landslides and mine collapses on the mountain. He believes that all of their troubles started after that.
2. The consistent nightmares started shortly after that, and all seem to revolve around strange, tentacled creatures crawling from the depths of the mountain or descending on their village from a swirling black sky.
3. The original group of adventurers went missing three months ago. The group consisted of "a warrior woman" (Arla Martin), "a musician" (Vance Lysander), "a wildling" (Iko), "an old sage" (Timnin Beckle), and "a woman with more daggers than a person ought to have" (Esara).
4. The people of Rosily believe that the adventurers simply absconded with everything that they had been given and left the village high and dry.



the obstructed pass and at the height of the rubble, they're able to pick out the following verse sung beautifully in common:

*The mountain god slumbers but soon he will wake.
Your minds and your bodies, his hunger you'll slake.
The maestro prepares them to join in his choir.
His muses will have you, your flesh they desire.*

The party is attacked by the source of the music, four **void-warped harpies**.

Playing the Harpies. The void-warped harpies will follow the typical hit and run tactics of normal harpies, using the terrain to their advantage.

After the fight. When the last harpy is subdued, read the following:

As the last of the strange, befouled harpies falls, the singing continues emanating from beyond the canyon, though this time the voices are distinctly childlike.

A successful **DC 11 Wisdom (Perception) check** reveals an ornate satchel on the remains of one of the harpies. The satchel contains two *potions of healing* (DMG, pg. 187) and a leather journal inscribed with the name "Vance Lysander".

THE GRAND CRESCENDO

Once the party is ready to continue, read or paraphrase the following:

Carefully picking your way through the remaining rocks and rubble, you come to the source of the music.

The children sit in a circle before you, heads tilted up as they sing a wordless melody in unison. High above their heads, a staff driven into a floating piece of driftstone pulses with a sickening green light—its eerie glow reflected in the dark-ringed eyes of the captivated children beneath it. Twirling and dancing around them is a man.

His noble clothing hangs in tatters on a body that writhes and bulges as you watch it, as though something is trying to escape from beneath his skin. As he notices you, he smiles widely and gestures toward the children. "Come, friends, and listen to the Mountain God's chorus!"

The party has found the missing children and their captor, Vance Lysander.

5. Since their disappearance, all of their troubles have increased. The beasts of the mountain seem unsettled and out of sorts and it's not safe for the villagers to hunt as far as they once could.
6. A week ago, twelve children went missing, including Elder Karn's great-grandson. There were no apparent signs of a struggle and, in fact, it looked as though the children had simply walked from their homes and into the mountains.
7. Just prior to going missing, his great-grandson had told him that he'd been hearing music coming from up in the mountains almost every evening.

Once the group is sufficiently ready to roam into the wilds, read or paraphrase the following:

Following the directions of Elder Karn, you've spent hours climbing and scrambling up an old game trail into the mountains. As you hike further and further up the rocky terrain, you begin to hear a faint singing off in the distance. Just ahead, you see the canyon that Elder Karn directed you to pass through, but it looks as though a recent rockslide has obstructed the path.

Once the party has crested the hill, they can attempt to locate where the singing is coming from. A successful **DC 12 Wisdom (Perception) check** reveals that the singing is coming from beyond the canyon. The opening through the canyon is obstructed by fallen rocks and other debris, but a traversable path can be seen through the rubble, although it is considered difficult terrain.

While stepping through the obstructed pass, the singing grows louder and clearer, and when they're halfway through

Playing Vance. Despite his manically congenial demeanor, Vance (see *Appendix A – Creature Stats*, pg. 37) immediately attacks the group after his invitation. The bard has been completely consumed by the aberrant force that has indwelt itself in the mountain. He cannot be reasoned with and will meet all attempts at conversation with erratic proclamations of the “Mountain God’s” power and glory.

The Staff. A successful **DC 12 Intelligence (Arcana) or Intelligence (Investigation) check** will reveal that Vance is using the staff to control the children. The children are ensnared by the power of the staff and will not be moved or respond to anyone while the staff has control of them.

The driftstone that the staff has been driven into is floating 90-feet above the children on the ground. A creature can attempt to use their Action to climb and jump from nearby terrain to reach the staff. A successful **DC 14 Intelligence (Investigation) or Wisdom (Perception) check** reveals that the crystal is attached to the staff with a series of locked clasps.

In order to unlock and remove the clasps, a creature will need to complete 3 successful **DC 14 Dexterity (Thieves’ Tools) checks**. For each failure, the creature will need to make a **DC 14 Wisdom saving throw**. On a failure, they take 11 (3d6) psychic damage. Once all 3 clasps have been released and the crystal removed, the children will be freed from its influence and can be directed from the area and led to safety.

WRAPPING UP

Once the bard has been subdued and the children freed, read or paraphrase the following:

As you turn your gaze down toward what remains of Vance Lysander, his flesh begins to slowly deflate and viscous black ooze pours from his body and absorbs into the soil around him. The last echoes of his loathsome song long since faded, the mountain air around you is heavy with the absence of sound, save for the soft sniffing and confused murmurs of the children you’ve rescued.

Upon returning the children to Rosily, they are greeted as heroes by Elder Kern and their waiting parents. Although this one act of bravery won’t alter the attitudes of the people of Rosily overnight, they are more open and kind going forward. If for any reason the group is unable to return all twelve children to the village, the mood will remain much more somber and the festivities will be nonexistent.

If the party returns with *Vance Lysander’s journal* (see *Appendix B – Handouts*, pg. 43), Elder Karn will tell the village that they misjudged the previous group of heroes and that he feels shame for how they all spoke of them.

SETUP

This encounter uses the standard setup of the Mountain Starter for The Grand Crescendo section as shown in the set graphics, except the Archaen Mana Stave (embedded in the Mountain Jumpy Stone) is resting on the Small Driftstone and centered among the other pieces.

CREATURE STATISTICS

The **void-warped harpies** use the typical statistics of harpies (*MM*, pg. 181) with the following changes:

- Their creature type changes to aberration.
- They gain telepathy 60-ft.
- They gain the following special trait: *Claimed Mind*. The void-warped harpy has advantage on saving throws against being **charmed** or **frightened**.





ENCOUNTER TWO:
A Mind Aflame

ENCOUNTER 2: A MIND AFLAME

MOUNTAIN WARGAME SCATTER SET

Hook (interconnected). As fires erupt along the outskirts of Rosily, the people of the village are looking for answers as to who is responsible for their latest problem. A few of the rescued children have reported that they remember seeing visions of a “small man with fire for eyes” standing on the old crag bridge.

Hook (independent). As the party navigates their way through hazardous mountain terrain, they come before a raging wall of fire obstructing their only viable path. They’ll have to find a way to quench the flames if they wish to continue forward.

DM NOTES

As the group crests further in their mountain hike, following the directions of the townsfolk, read or paraphrase the following:

Picking your way through the treacherous mountain path, the unstable ground requires everything in you to avoid tripping or sliding into one of the many available pitfalls the area provides.

The narrow trail you’ve been following opens up into a small clearing, but your relief is interrupted by the sharp smell of ash filling your nostrils.

You barely have time to register it before a wall of green fire erupts behind you and at the far end of the rock bridge in front of you. A low, throaty laugh comes from your left, its source a burning skull protruding from a nearby chunk of green wyverstone. Lying next to it is the body of an elderly gnome dressed in wizard’s garb.

The group has stumbled into the psychic remains of Timnin Beckle, a gnomish wizard, now trapped as the burning skull they see before them. When approached, he will say the following in a loud booming voice:

I am the Mountain’s fire, created only to cleanse this world of those undeserving of its glory. You must prove your worth if you wish to pass or be burnt to cinders like all before you!



The voice will then noticeably struggle, shifting in tone to be that of Timnin, to say the following:

Please...go...I cannot...stop it.

A GAME OF RIDDLES

In order to pass, the burning skull requires answers to his riddles three. The skull answers no questions about the body of Timnin lying next to him, continuing to threaten the party with fire and ruin until they agree to the game.

Each member can attempt to answer the riddle, once. At the start of each round, the flames behind and in front of the party rage higher and higher. On the fourth round in the area, they must succeed on a successful **DC 14 Constitution saving throw** or gain 1 level of exhaustion due to the heat. They must repeat this saving throw for each subsequent round that they remain in the area.

Riddle 1

*I am villain and hero,
Civilizations' start.
The consumer of lives,
The light in the dark.
What am I?*

Answer: Fire.

On a correct answer, the burning skull bursts out:

Yes, that is correct. The great purifier of the Mountain God! You have passed your first test.

Timnin will again struggle, saying:

Stop...it.

Riddle 2

*I am nature's barrier.
Earth's reach toward the sky.
The destroyer of armies,
Those who face me may die.
What am I?*

Answer: A mountain.

In response, the burning skull jolts with excitement:

Yes! The grand domain of the Mountain God! You have passed your second test.

Another struggle, and Timnin replies:

The...bridge...it's...bridge...

Riddle 3

*I am emblem of nobles
Their words I secure.
A token of magic,
A container kept pure.
What am I?*

Answer: A seal.

With the final riddle answered, the burning skull seethes:

Hmm. Strange. An insipid test. Very well. You have proven yourself worthy and may now pass.

Timnin will struggle one final time to say the following:

Save me...destroy it...break...seal...

An Exhausting Investigation. Even as the skull feigns their freedom, the fire still rages. The group must find the seal in order to free Timnin from his current state and end the reign of fire that has terrified the countryside. Any creature remaining in the area will need to continue to make saving throws against the exhausting heat at the start of each round.

The seal mentioned by Timnin is under the bridge that they wish to cross. They will most likely determine the seal's location and what they must do given the clues in the previous section, but a successful **DC 13 Wisdom (Insight) check** will also lead them to that determination.

Once they make it to the bridge, a creature must complete two successful **DC 12 Strength (Athletics) checks** to climb beneath the bridge and find the seal. A successful **DC 12 Intelligence (Arcana) check** will destroy the seal, or allow the instruction of another creature to destroy it, removing the burning skull and returning Timnin's consciousness to his body.

Timnin's Body. If the party investigates Timnin's body prior to breaking the seal, a successful **DC 12 Intelligence (Investigation)** or **Wisdom (Medicine) check** reveals that he is still breathing, although in a comatose state. Nothing else that they do can revive him until his consciousness is returned to his body.

WRAPPING UP

Once the seal is broken, read or paraphrase the following:

As suddenly as it came upon you, the fires are gone, as is the flaming skull responsible for them. The gnome that you rescued stirs and sits up, before grasping his head and laying back again.

The gnome, Timnin Beckle, remembers his name but not much else at the moment. He weakly explains to the party that he felt an assault on his mind and attempted to cast a spell to guard himself, but that something must have gone awry. His injuries seem severe enough that he should be taken to Rosily as soon as possible.

Once returned to the village of Rosily, Elder Karn informs you that the gnome is a member of the former adventuring party that went up the mountain. He also tells you that Timnin will need some time to rest before he is able to speak with your group again.

TREASURE

If playing the interconnected story, the village of Rosily's attitude towards our heroes grows ever more hopeful. Not only do they save children, but those who they thought betrayers. This is also true if any of the children were not saved from the last encounter.

If playing an independent encounter, Timnin should give one magical object from his own personal collection of a rare to very rare quality, or several uncommon objects.

SETUP

This encounter uses the standard setup of the Mountain Wargame Scatter as shown in the set graphics. Additionally, attach one seal of binding to the underside of the rocky bridge.



ENCOUNTER 3: THE POISONED BROOD

EXPLORE THE MOUNTAIN SET

Hook (interconnected). The water in Rosily has been tainted and people have fallen ill. Elder Karn warns that there's a small group of river kobolds that live to the north who may be responsible, but Timnin Beckle believes that the aberration that attacked him is to blame. Either way, the party needs to follow the water to its source in order to help the people of Rosily.

Hook (independent). Travelers have been disappearing on the pass through the mountain and locals believe that a group of river kobolds is to blame. Adventurers are being sought to track down the group and find out what happened to the missing travelers.

DM NOTES

As the party is on their way, following the river, read or paraphrase the following:

After following the river for a day you come upon a makeshift encampment of river kobolds under the boughs of a nearby copse of willows.

Although you were told to be wary in case they were ready to fight, it is clear that this bedraggled group is in no shape for battle.

Several of the diminutive, teal humanoids are sickly and being cared for by their brethren. They look frightened as they notice you, the children scrambling up into the limbs of the trees while the healthiest adults approach you with their hands up.

The group has found the temporary encampment of the river kobolds. A successful **DC 12 Wisdom (Medicine)** or **Wisdom (Survival)** check reveals that the sick river kobolds are **poisoned**. The river kobolds are non confrontational and explain that they were driven from their home upriver by a vile creature that attacked their people and whose presence has fouled their waters.

One of the river kobolds displays a large egg that was laid by this tainted creature. A successful **DC 16 Intelligence (Arcana)** or **Intelligence (Nature)** check reveals that the egg is from a **Bleakmyre basilisk**, although this one is glowing with an unsettling green light. If playing the interconnected adventure, the party should recognize it as the same aberrant glow from their encounters with Vance Lysander and Timnin Beckle.

The river kobolds direct the party's attention toward their home upriver, although they will not accompany them. If shown a willingness to help, they will gladly answer any questions from the party and provide them with any information that they have. If they are shown aggression in any way, they will provide them with no information, slinking up into the trees and away from the group.

RIVER KOBOLDS' INFORMATION

1. They were displaced from their home around a week ago.
2. The river is fed by a mountain spring that bubbles up from a cave in their home.
3. They are fearful of the local villages because they have been treated poorly and even violently by them in the past.
4. They have experienced many of the same sorts of calamities reported by the people of Rosily, including the terrible landslide a few years back that destroyed a large part of their settlement.
5. They remember a friendly group of outsiders that visited their home around three months ago. They were asking them if they had seen or experienced anything strange recently.
6. They were scared of "the black-eyed woman". She kept to herself and was overly protective of an "odd glow-stone".
7. They really enjoyed the "music man" who played for their children.

Kobold's Gifts. Should the party heal the kobolds of their poison, they will gift them with a *staff of the woodlands* (DMG, pg. 204) they found along the river while leaving their home. The staff can be found without being gifted by the river kobolds by searching the encampment with a successful **DC 18 Intelligence (Investigation) check**.

A Vile Perversion. As the party follows the river to the kobolds home, read or paraphrase the following:

The river turns murky and putrid as it disappears into the rocks in front of you. Piles of carcasses, both human and kobold, litter the area, and smears of thick green slime cover the bark of the trees that you pass. As you walk into the clearing just below the cave that the river kobolds pointed you toward, a feral growl cuts through the air.

Stepping from the cave is a monstrous creature, tentacles thrash along its sides and its slitted eyes reflect the green glow from the wyverstones that surround its home. The twisted basilisk steps forward to stand protectively over a large clutch of eggs, and with a distressingly sapient expression of disgust looks down on you from its perch.

A distorted voice echoes in your head, seeming to growl and scream simultaneously. "You dare step foot in the Mountain God's nursery? My children will be the future of this world. I return you to the soil as a feast for my brood."

RUNNING THE ENCOUNTER

They have found the source of the tainted water, Iko, once a druid and now a ghastly **void-warped basilisk**. Iko immediately attacks the party as they finish speaking.

Playing Iko. Although Iko (see *Appendix A – Creature Stats*, pg. 35) can communicate telepathically, all that is heard after the battle begins is sporadic growls and distorted, animalistic shrieks. The eggs are the most important to them, and will be guarded as such. Any attack against the nest will be met with overwhelming force, but they do want to live to continue to protect their babies and won't put themselves in a decidedly disadvantageous position to do so.

The Nest. Destroying Iko will make their eggs inert and they will not hatch, but their poisonous essence will still affect the area if they're left intact. The nest of eggs can be treated as a Medium object with AC 14, 35 hit points, and immunity to poison and psychic attacks. Creatures within 5 feet of the nest when the eggs are destroyed must succeed on a **DC 14 Constitution saving throw** or they take 10 (3d6) poison damage and are poisoned.

Once the eggs have been destroyed the waters will be cleared of all poison without any intervention in 48 hours.

The Battle is Won. Once Iko has been beaten, read or paraphrase the following:

The creature falls to the ground at your feet, its body convulsing and twisting until its form is that of an elf. Black ooze pulses from their wounds and mouth, pooling around their body before dissolving into the earth around them. Despite the violence of their death and the brief chaos of their remains afterwards, they have the look of a soul finally at peace.

The Cave. Exploring the cave they will find that the floor is littered with more carcasses and the walls have been painted with a combination of blood, mud, and various fluids to create a mural that depicts a large mass of tentacles rising from the center of the mountain and stretching out through the veins of wyverstone that run through it. A successful **DC 15 Intelligence (Investigation) check** will also uncover a small explorer's pack (PHB, pg. 142) which, in addition to the normal items, contains 3 jars of restorative ointment (see "*Keoghtom's Ointment*" in DMG, pg. 179).

WRAPPING UP

If the party follows the river back to the kobolds, the kobolds will tell of how they knew of the group's victory once the egg lost its glow, its magic inert - however, it has not lost its life yet. They believe this to be a sign of hope, a protector for their village against the evils of the world. The choice is the party's: destroy it here, or allow the kobolds to raise it for their protection.

With that settled, it's off to the village of Rosily to report their findings. They are hailed as heroes by the people of the village and Elder Karn sends a ranger back to the river kobolds to assist them with their own people as a way to apologize for his assumptions of their actions.

If playing the interconnected adventure, and the party returns with either the *staff of the woodlands* or the *explorer's pack*, Timnin Beckle will recognize them as the belongings of his friend, Iko. Pairing this with the information he has gathered on his own while recovering, Timnin believes that he has not only discovered the source of Rosily's problems but what has befallen his friends. He advises the group to rest up and steel themselves for one last trip up the mountain while he makes his own preparations.

TREASURE

If playing an independent adventure, the party should be rewarded with the staff and the ointment, as well as whatever else the town may be able to provide in recompense.

SETUP

This encounter uses the alternate build of Explore the Mountain for the *A Vile Perversion* section as shown in the set graphics, except the Planar Pylon should be replaced with the Burrow Hole Teardrop Insert to act as the nest. If you own a Egg Sack Burrow Insert from the Burrows sets, place that inside as well.





ENCOUNTER 4: A TWISTED BURDEN

HEART OF THE MOUNTAIN SET

Hook (Interconnected). In the middle of the night, Rosily was silently attacked by a vicious group of raiders. In the aftermath, the group discovers that Timnin Beckle is missing and must journey deep into the heart of the mountain to reclaim him.

Hook (Independent). Strange raiders have kidnapped the sage of a local village and they're seeking a group of brave souls to rescue him.

DM NOTES

After a night of rest and revelry, the morning is a sobering ordeal. Read or paraphrase the following:

A thick fog has rolled in from up the mountain and hangs heavy on the village of Rosily, magnifying the sense of gloom and dread that the morning's revelations have brought. The village mourns those lost to last night's silent raid and you can hear their ragged cries as you leave the tavern and walk out into the dawn air. As

you stand there, pondering where on the mountain the brigands may have fled, the tavern keeper shouts into the street, "Timnin is missing!"

The tavern keeper explains that after helping to tend to the wounded and deceased earlier in the morning, he returned to the tavern to find that the back door had been smashed in. After checking the rest of the building, he discovered that only the door to Timnin's room was similarly destroyed and that the elder gnome was missing from his room.

The room is in complete disarray and there has clearly been some sort of a struggle, but there is no blood in the room or evidence that Timnin was injured while there. A successful **DC 13 Intelligence (Investigation) check** reveals the edge of a scroll case peeking out from under the edge of a broken bed frame. The scroll case contains Timnin's research and the notes that he's been taking while in Rosily (see *Appendix B – Handouts*, pg. 42).

When they finish reading the information in the scroll case, any adult member of Rosily that they show the drawing to will be able to give them directions to that area, which is colloquially known as Wyverstone Peak.

The Broken-Hearted Knight. After a night of rest and revelry, the morning is a sobering ordeal. Read or paraphrase the following:

After a full day of travel, you crest the final ridge and find yourself before the wide plateau that leads to Wyverstone Peak. Before you stands a large, armored woman just outside of the mouth of the pass. Next to her, surrounded by a sickly glowing circle, is the body of Timnin Beckle.

She turns toward you, and you recognize her from Timnin's sketches as Arla Martin, although her once kind eyes are now filled with a flat green glow, mercurial black ichor weeping from their corners down her face. On her chest is a large puncture wound, pouring forth the same slick, black ooze from where her heart should be.

She clenches a shield tightly in one hand and a gleaming spear in the other. Through gritted teeth, she howls "You would steal his paradise? You would ruin my family? They are mine to protect and I will not fail them. I will not fail her. You will taste the Mountain God's fury."

At this, six **void-warped soldiers** materialize from the shadows around the plateau and join Arla Martin's assault on them.

RUNNING THE ENCOUNTER

Playing Arla. As with Vance and Iko, Arla (see *Appendix A – Creature Stats*, pg. 33) is too far gone to be reasoned with and any attempts made to communicate with her will be met with more proclamations of protecting her group. Treat her as a master tactician, utilizing her Void Transferral ability to more effectively traverse the battlefield and prioritize distanced or caster creatures. Going toe to toe with martial classes would be reserved for the last step, positioning the soldiers in a group tactic against those kinds of enemies.

Playing the Soldiers. The soldiers are merely shadows, only there to impose her will. Having said that, they are still free to make tactically advantageous decisions that benefit Arla and the continued imprisonment of Timnin.

Freeing Timnin. When approached, they find that Timnin is alive but unconscious and that the glowing pylon he is next to is an erupted spire of the corrupted wyverstone. Runes outline the base of the encircled pylon and a successful **DC 13 Intelligence (Arcana) check** reveals that they are what is keeping the gnome trapped on the circle.

A creature will need to complete two **DC 15 Intelligence (Arcana)** or **Dexterity (Thieves' Tools) checks** to free Timnin. For each failure, the creature will need to make a **DC 16 Wisdom saving throw**. On a failure, they take 17 (5d6) psychic damage, are knocked back 15-feet, and are **prone**. On a success, they take half as much damage and are not knocked back or **prone**. Once the runes are destroyed, Timnin remains unconscious but is free to be removed from the circle.

WRAPPING UP

With the soldiers and Arla subdued and Timnin freed, read or paraphrase the following if playing the interconnected adventure:

As Arla Martin drops to her knees and the light begins to fade from her eyes, you can see a glimpse of the woman from Timnin's sketch in her face before she crumples. She shudders once and your minds are filled with a silent plea before all else is quiet. "Save them."

After being freed, Timnin is too weak to accompany the party through the cave that leads to Wyverstone Peak, but directs them to go through the cave entrance and stop Esara and the aberration that she is working to free from the mountain.

If playing an independent adventure, read or paraphrase the following:

As Arla Martin drops to her knees and the light begins to fade from her eyes, you can see a glimpse of the woman from Timnin's sketch in her face before she crumples. She shudders once and your minds are filled with a silent plea before all else is quiet. "Thank you."

Now free, Timnin thanks the party, telling them he has enough evidence to continue his efforts to fight against the horrors of the mountain.

TREASURE

Searching Arla's body, they find the following on her person: a *vicious spear* (see *Appendix B – Handouts*, pg. 44), a shield, a pouch containing an assortment of coins equaling 20 gp, and 2 folded pieces of parchment covered in fingerprints and smears of black ooze. One is Timnin's sketch of Arla, Esara, Iko, and Vance around a campfire and the other is a single sketch of Esara.

SETUP

This encounter uses the standard build of Heart of the Mountain as shown in the set graphics, except the Planar Pylon should be placed outside of the mouth of the Con-Cave Escarpment.

CREATURE STATISTICS

The **void-warped soldiers** use the typical statistics of bandits (*MM*, pg. 343) with the following changes:

- Their creature type changes to aberration.
- They gain telepathy 60-ft.
- They gain the following special trait: *Claimed Mind*. The void-warped soldier has advantage on saving throws against being **charmed** or **frightened**.



ENCOUNTER 5: BIRTHING PAINS

WYVERSTONE PEAK SET

Hook (Interconnected). Having survived encounters with the rest of her void-warped adventuring party, the party must now face Esara and stop her before she frees the aberration that has infiltrated the mountain.

Hook (Independent). Earthquakes and landslides have rocked the small villages that live at the base of the mountain, and the group has been called upon to find their source.

DM NOTES

As they push through the tunnel connecting them to the peak, read or paraphrase the following:

The ground is rumbling beneath your feet before you even emerge from the cave, dust and pebbles raining down on your head from the ceiling above. As you break from the opening, you find yourself under a sky filled with swirling dark clouds.

The ominous green light from the wyverstones around you adds a foreboding glow to the heaving mountainscape and as you struggle to keep your footing on the shifting stones, you spot a massive spire of wyverstone floating in the distance. Within the great crystal, you can barely make out a massive shadow twisting and writhing within its depths.

They have finally reached Wyverstone Peak, which is crumbling under the stress of the aberration's assault. Across the gorge from the party, the spire that houses the aberration pulses and writhes with power. The group must make their way to the more stable side of the peak to reach it.

Wyverstone Run. In order to cross the deteriorating side of the peak and get to Esara and the aberration, the party must outrun falling stones over the course of 3 rounds. Roll initiative at the start of each round. On initiative count 14, any creature who did not roll above that initiative must succeed on a **DC 14 Dexterity (Acrobatics)** or **Strength (Athletics)** check. On a failure, they take 7 (2d6) bludgeoning damage, are knocked **prone**, and are unable to move forward for that round.

At the end of 3 rounds, any creature still remaining on the other side of the gorge must make 1 final **DC 17 Dexterity (Acrobatics)** or **Strength (Athletics)** check.

On a failure, the creature falls 30-feet onto a stable piece of rock below, takes an additional 10 (3d6) bludgeoning damage from the fall, and must climb back up the rocky outcropping to rejoin the other party members.

At the Precipice. Once all party members are on the outcropping on the other side, read or paraphrase the following:

The earth still trembles and jerks beneath your feet, but you feel like you're on stable ground for the moment. Through the dust in the air, you can see the great piece of wyverstone floating before you, held aloft by some esoteric force produced by the alien ring below it. The dark shadow within twists and presses against the sides of the crystal, as though searching for a crack to push its way through.

"The Mountain God is finally ready!" a woman cries out.

As she floats from the circle of stones beneath the being, you recognize her as the last member of the doomed party that preceded you up the mountain; Esara. Her skin looks sallow in the glow of the wyverstone above her and waving tentacles sprout from her shoulders like eldritch wings.

In her hand she holds a short sword stained black and dripping with noxious ichor. "He needed so much from me...so much from all of us to be able to break free. After he fell to our plane, he was trapped for so long. But no more. Once you have joined us we will have enough power to see his true arrival."

RUNNING THE ENCOUNTER

Playing Esara. Esara (*Appendix A – Creature Stats*, pg. 34) has several spells at her disposal, as well as sneak attacks to be used on **restrained** enemies as often as possible. Since she is all alone, she won't allow herself to be cornered easily, using terrain for cover or maneuvering as she can.

WRAPPING UP

At the final strike, read or paraphrase the following:

As the final blow strikes against her, Esara is no more, but the gravity of her death is overshadowed by the massive chunk of wyverstone falling from its perch in the sky to crash to the ground below it. As it shatters, you briefly glimpse a window of a deep black void dotted by countless stars and hear the unearthly shriek of the creature denied its goal.

The group has succeeded in removing the threat that has haunted the village of Rosily and the denizens of the mountain for the last several years, saving the world from whatever machinations it had planned in the process. As they gather Timmin and return to Rosily, they're greeted by people they barely recognize. Gone is the dark pall that had clouded their demeanors for so long, replaced instead by joy and gratitude.

They will always have a place in the small mountain village and Timmin informs them that should their paths ever cross again, they have an ally for life.

SETUP

This encounter uses the standard build of Wyverstone Peak as shown in the set graphics, except the Planar Pylon should be set on a large driftstone and centered in the Oracle Pool.

Reference the *Wildlands Build Guides* at bit.ly/WLBuildGuides for a detailed layout and add the modifications listed above.



APPENDIX A – CREATURE STATS

Arla Martin, Shield of the Mountain God (Enc. 4B), pg. 33

Esara, Herald of the Mountain God (Enc. 5B), pg. 34

Iko, Progenitor of the Mountain God (Enc. 3B), pg. 35

Primordial Wyvern (Enc. 5A), pg. 36

Vance Lysander (Enc. 1B), pg. 37

Reference the Monster Manual for the following creatures

Air Elementals (Enc. 2A), MM pg. 124

Crystal Guardians (Enc. 1A), *Earth Elementals* in MM pg. 124

Dust Mephits (Enc. 3A), MM pg. 215

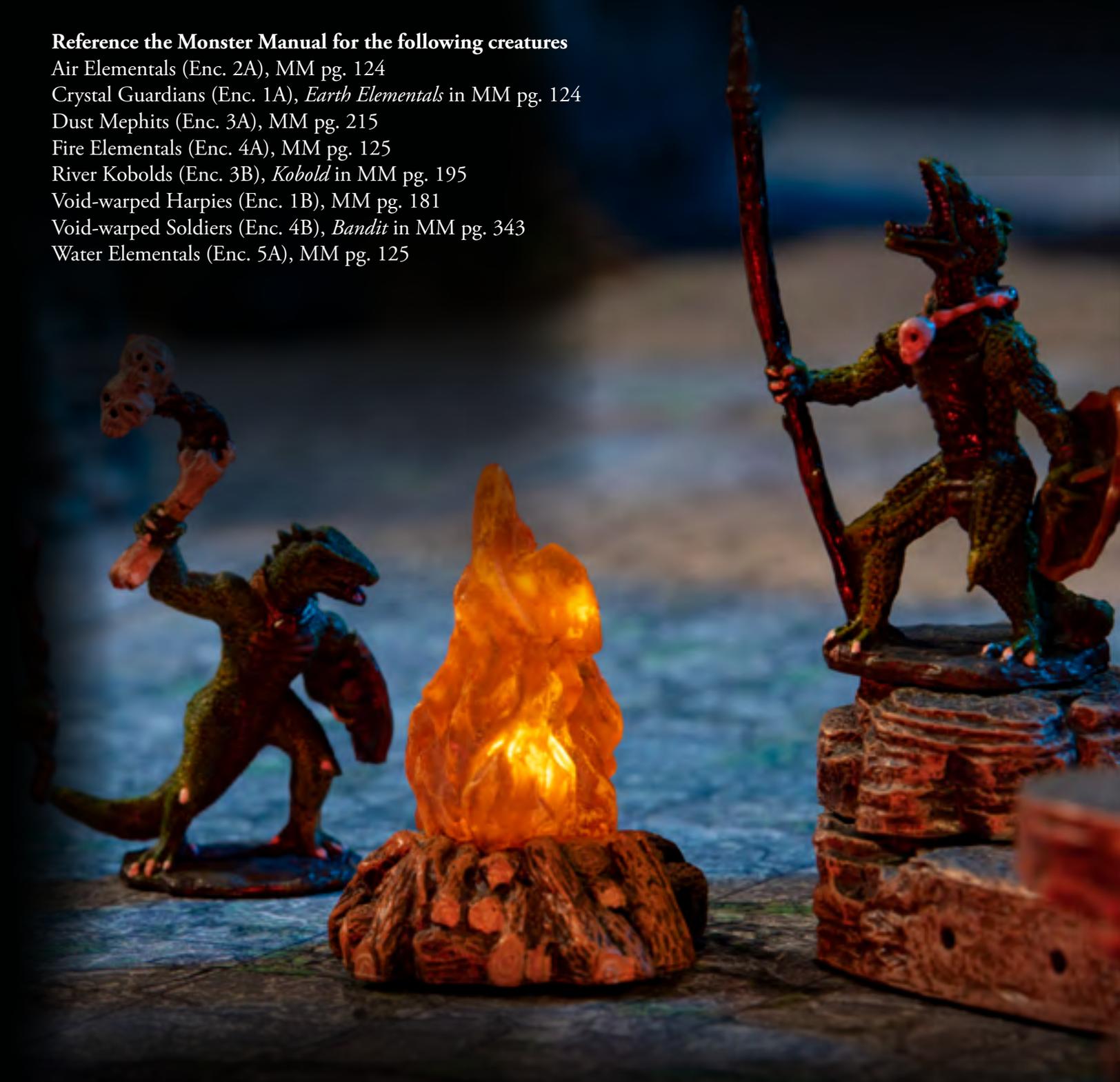
Fire Elementals (Enc. 4A), MM pg. 125

River Kobolds (Enc. 3B), *Kobold* in MM pg. 195

Void-warped Harpies (Enc. 1B), MM pg. 181

Void-warped Soldiers (Enc. 4B), *Bandit* in MM pg. 343

Water Elementals (Enc. 5A), MM pg. 125



ARLA MARTIN, SHIELD OF THE MOUNTAIN GOD

Aberration, Neutral Evil

Armor Class 16

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws STR +7, DEX +5, CON +6

Skill Athletics +10, Intimidation +5, Telepathy 120 ft.

Senses Passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Brave. Arla Martin has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Arla Martin hits with it (included in the attack).

Claimed Mind. Arla Martin has advantage on saving throws against being charmed or frightened.

Legendary Resistance (2/Day). If Arla Martin fails a saving throw, she can choose to succeed instead.

Vicious Spear. When Arla Martin rolls a 20 on her attack roll with her spear, her critical hit deals an extra 2d6 damage piercing damage.

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Command of the Void. Each creature of Arla Martin's choice that is within 60 feet of her, has telepathy, and is not already affected by Command of the Void gains advantage on attack rolls until the start of Arla Martin's next turn. Arla Martin can then make one attack as a bonus action.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

She can take two legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn; Arla Martin cannot use the same action twice in a row. She regains spent legendary actions at the start of her turn.

Bash. Arla Martin makes a Shield Bash attack.

Sweeping Spear. Arla Martin makes a melee Spear attack against all creatures within 10 feet of her.

Void Transferral (Costs 2 Actions). Arla Martin switches places with one void-warped soldier within 120 feet of her. This does not provoke attacks of opportunity. Arla Martin can then make one attack as a bonus action.

ESARA, HERALD OF THE MOUNTAIN GOD

Large monstrosity, Neutral Evil

Armor Class 15 (Studded Leather)

Hit Points 78 (12d8 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	13 (+1)	11 (+0)	16 (+3)

Saving Throws DEX +6, INT +4, CHA +6

Skill Acrobatics +6, Deception +3, Perception +3, Stealth +9, Telepathy 120 ft.

Damage Resistances Poison

Senses Passive Perception 13

Languages Common, Undercommon, Thieves' Cant

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Evasion. If the assassin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the assassin instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Claimed Mind. Esara has advantage on saving throws against being charmed or frightened

Legendary Resistance (2/Day). If Esara fails a saving throw, she can choose to succeed instead.

Spellcasting. Esara is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She regains her expended spell slots when she finishes a short or long rest. Esara knows the following warlock spells:

- *Cantrips (at will):* chill touch, eldritch blast, mage hand, minor illusion, poison spray, prestidigitation, true strike
- *1st-4th level (3 slots):* black tentacles, darkness, ray of enfeeblement, mirror image

ACTIONS

Multiattack. The assassin makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Whipping Tentacles. *Melee Weapon Attack:* +6 to hit, reach 20 ft., two targets. Hit: 14 (3d6 + 4) bludgeoning damage. If the target is a large or smaller creature, it must succeed on a DC 14 Strength saving throw or be knocked back 10 feet.

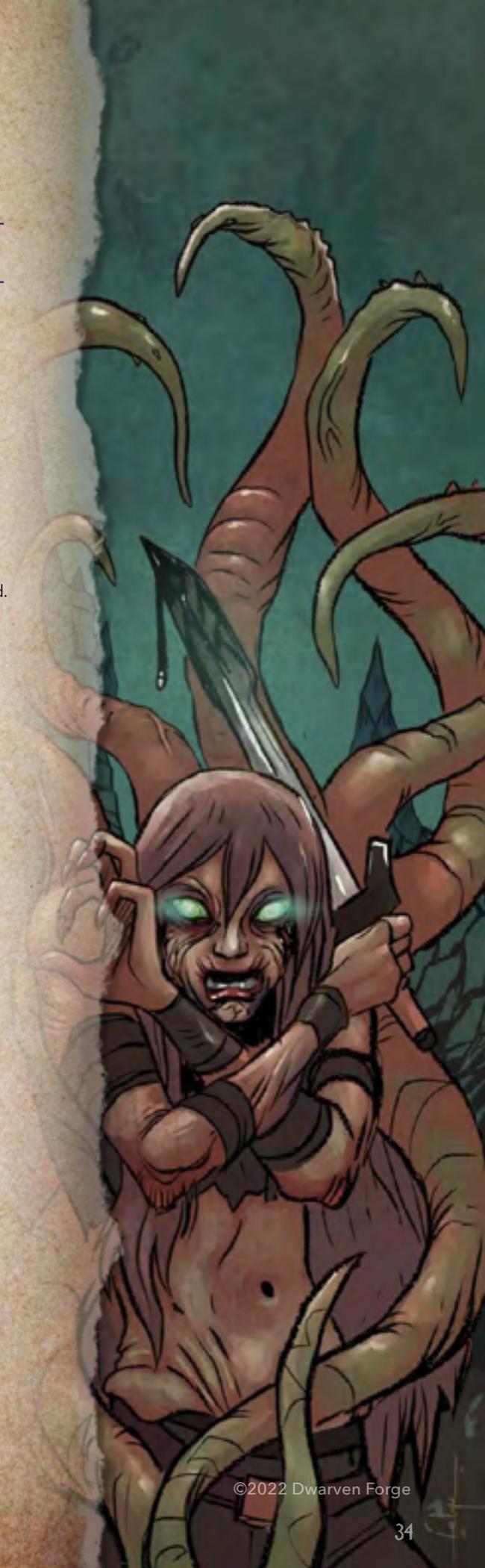
LEGENDARY ACTIONS

She can take two legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn; Esara cannot use the same action twice in a row. She regains spent legendary actions at the start of her turn.

Mountain God's Chosen (Costs 2 Actions). Esara casts Black Tentacles without using a spell slot.

Ritual Stab. Esara makes a short sword attack.

Void Blast. Esara casts eldritch blast.



IKO, PROGENITOR OF THE MOUNTAIN GOD

Huge Monstrosity, unaligned

Armor Class 16 (Natural Armor)

Hit Points 102 (12d12 +24)

Speed 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Damage Immunities Poison

Condition Immunities Poisoned, Petrified

Skill Telepathy 120 ft.

Senses Darkvision 60 ft., passive perception 10

Languages --

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Amphibious. Iko has been twisted and trapped in the form of a void-warped basilisk and can breathe air and water.

Legendary Resistance (2/Day). If Iko fails a saving throw, they can choose to succeed instead.

Swamp Lord. Iko has evolved to rule the swamp they call home, dominating the ecosystem. While underwater, they have advantage on Dexterity (Stealth) checks and cannot be detected if they aren't moving. They also have advantage on Wisdom (Perception) checks against any creature that enters or is within 5 ft of that body of water.

Petrifying Gaze. Any creature that can see Iko's eyes and starts their turn within 30 feet of Iko automatically begins to suffer the effects of its *petrifying gaze*. The first time this happens, their movement speed is cut in half. If they suffer this effect again within the next minute, their legs solidify and they are restrained. On a third gaze, they are fully petrified. This petrification can be undone by greater restoration or other magic. A creature that is not surprised can choose to avert their eyes at the start of their turn to avoid the gaze; however, if they do so, they can no longer see Iko and have disadvantage on any attacks they make against it. As long as they avoid looking at Iko, any partial petrification effects fade after 1 minute.

Claimed Mind. The void-warped basilisk has advantage on saving throws against being charmed or frightened.

ACTIONS

Multiattack. Iko uses its *Enchanting Glow* then makes two attacks: one with its bite and one with its claws.

Enchanting Glow. The green lights under Iko's hood pulse gently, filling the area with an inviting glow. All creatures currently averting their eyes within 30 feet must make a DC 13 Wisdom Saving Throw or be compelled to look at the hood, taking the effects of one *Petrifying Gaze*.

Bite. *Melee Weapon Attack:* +7 To hit, reach 10 ft., one target.
Hit: 14 (3d6 + 4) piercing damage plus 10 (3d6) poison damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (3d8 + 4) slashing damage. If the target is a large or smaller creature, it is grappled (escape DC 14).

Stunning Flash (Recharge 5-6). The glowing paralytic sacs on Iko's hood suddenly flash with an intense light. Each creature in a 60-foot cone originating from them must make a DC 13 Constitution saving throw or be stunned until the end of their next turn. While stunned in this way, the creature may not avert their gaze. Any creature already averting their gaze when this ability is activated gets advantage on the saving throw.

Grasping Tentacles. *Melee Weapon Attack:* +7 to hit, reach 20 ft., two targets. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a large or smaller creature, it is grappled (escape DC 14).

LEGENDARY ACTIONS

Slipstream. On initiative count 20, if no creature can see Iko and they are within 5 ft of a body of water large enough to conceal themselves, they can make a Dexterity (Stealth) check at advantage to Disengage and slip beneath the water's surface undetected. If they choose to re-emerge in a different location on their turn, all surprised creatures within 30 feet must make a DC 13 Wisdom saving throw to avert their eyes in time to avoid Iko's gaze.

PRIMORDIAL WYVERN

Huge dragon, unaligned

Armor Class 13 (Natural Armor)

Hit Points 123 (13d12 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skill Perception +4.

Senses Darkvision 60 ft., passive perception 14

Languages Understands Primordial but cannot speak

Challenge 8 (2,300 XP)

Elemental Aura. At the beginning of the wyvern's turn, it supercharges the air around it with one of the four elements. Roll a d4 to randomly determine what elemental type it has. The wyvern becomes immune to the associated damage type until the beginning of its next turn.

D4

1 Acid

2 Cold

3 Fire

4 Lightning

ACTIONS

Multiattack. The primordial wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. This attack also deals an extra d6 of damage, the type of this damage is determined by the charge of the wyvern's elemental aura.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 4) slashing damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the wyvern can't use its talons on another target.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Dexterity saving throw, taking 24 (7d6) damage on a failed save, or half as much damage on a successful one. The type of this damage is determined by the charge of the wyvern's elemental aura.

LEGENDARY ACTIONS

The primordial wyvern can take two legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn; the primordial wyvern cannot use the same action twice in a row. It regains spent legendary actions at the start of its turn.

Snap. The wyvern makes a bite attack.

Soar. The wyvern moves up to half its speed.

Surge (Costs 2 Actions). The primordial wyvern intensifies the elemental aura around it. All creatures within 15 feet of the wyvern must succeed on a DC 15 Constitution saving throw or take 3d6 damage, and be shoved 5-feet in a random direction. A creature takes half damage on a successful saving throw, and is not moved. The damage type is determined by the wyvern's elemental aura.



VANCE LYSANDER

Aberration, Neutral Evil

Armor Class 16
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	12 (+1)	17 (+3)

Saving Throws STR +7, DEX +5, CON +6, CHA +6
Skill Athletics +10, Intimidation +5, Telepathy 120 ft.
Senses Passive Perception 11
Languages Common
Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Brave. Vance Lysander has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when Vance Lysander hits with it (included in the attack).

Claimed Mind. Vance Lysander has advantage on saving throws against being charmed or frightened.

Innate Spellcasting. Vance Lysander's innate spellcasting ability is Charisma (spell save DC 14). He can cast the following spells innately: At will: *command*, *enthrall*

Legendary Resistance (2/Day). If Vance Lysander fails a saving throw, he can choose to succeed instead.

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. Hit: 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Spellcasting. Vance Lysander is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 14). He knows the following bard spells.

Cantrips (at will): true strike, vicious mockery

- 1st level (4 slots): *bane*, *charm person*, *cure wounds*, *hideous laughter*, *thunderwave*
- 2nd level (3 slots): *blindness/deafness*, *heat metal*, *shatter*, *silence*
- 3rd level (2 slots): *fear*, *hypnotic pattern*

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

LEGENDARY ACTIONS

He can take two legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn; Vance Lysander cannot use the same action twice in a row. He regains spent legendary actions at the start of his turn.

Healing Song. Vance Lysander casts *cure wounds* on himself.

Void-Warped Melody. Vance Lysander casts *thunderwave* or *shatter*.



APPENDIX B – HANDOUTS

Crystalline Protection (Enc. 4A), pg. 39
Sage's Wisdom (Enc. 2A), pg. 40
Staff of Discord (Enc. 1A), pg. 41
Timnin's Notes (Enc. 4B), pg. 42
Vance Lysander's Journal (Enc. 1B), pg. 43
Vicious Spear (Enc. 4B), pg. 44

Reference the Dungeon Master's Guide for the following items

Lantern of Revealing (Enc. 2A), DMG pg. 179
Restorative Ointment (Enc. 3B), "*Keoghtom's Ointment*" in DMG pg. 179
Staff of the Woodlands (Enc. 3B), DMG pg. 204



Crystalline Protection

Blessing, uncommon.

Creatures who bear this blessing gain 15 temporary hit points. This blessing expires once the hit points are gone or 24 hours have passed.



Sage's Wisdom

Blessing, uncommon.

*Creatures who bear this blessing
gain resistance to fire, thunder, acid,
or cold damage.*

*Roll a d4 to randomly determine
which damage type.*



1. Acid

2. Cold

3. Fire

4. Lightning



Staff of Discord

Staff, uncommon (requires attunement).

This black and silver staff is set with a green gemstone filled with a sickening inner light. The staff has 10 charges and regains 1d6 + 4 of its expended charges daily at dusk.

Elemental Bane. The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an additional d4 of acid, cold, fire, or lightning damage (your choice).

Primordial Chaos. While you are attuned to the staff, elemental creatures are wary of you and uncomfortable in your presence. You roll Charisma ability checks made to influence elemental creatures at disadvantage.

Timmin's Notes



drawing of the stone Esara found

It appears the veins of wyverstone through the mountain are being used as a conduit for some sort of aberration.

I first noticed the energy when Esara brought a piece of wyverstone back into our camp after our scouting trip.

Arla was adamant we should leave the wyverstone behind, but Esara refused. They stepped away from our party, but we could see them arguing. When they returned, it seemed Arla allowed Esara to bring the stone back with us. As we continued our travels, I noticed my friends began to behave strangely, especially Esara. To be quite honest, I didn't feel completely myself, either.

After that group of travelers saved me from the mountain, the flashbacks began. I saw Esara trying to bring us to a specific part of the mountain.

I've drawn it here.



I think she was trying to free an aberration that has long been trapped there.

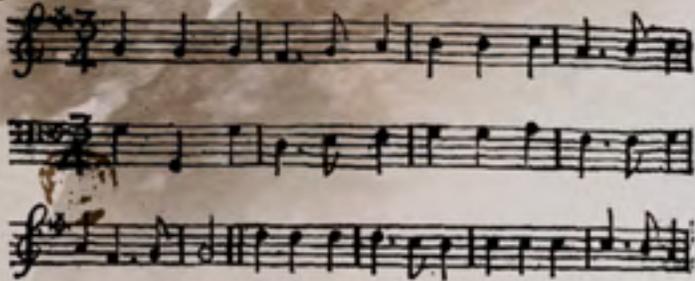
I think it may have been the cause of all the earthquakes and landslides years ago.

Vance Lysander's Journal

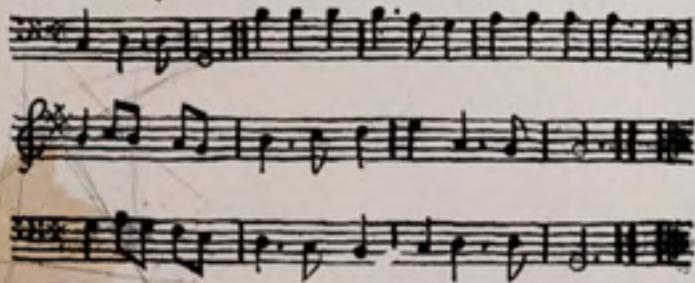
The journal is smeared with various fluids and every page has been written over repeatedly in musical notes and bars. The few things that can still be gleaned from the ruined journal are:

552

Make A Row with Ayla and Esara



The Ballad of Beckle's Bunions



The Cursed Village of Rosily

1.

*On a quest to un-cover the mys-ter-y
Of the moun-tains off the Sta-gan Sea
We ar-rived at last to Er-in-thor pass
To find that de-vil on the wic-ched lass
Who cursed the poor vil-lage of Ro-si-ly
Who cursed the poor vil-lage of Ro-si-ly*

2.

*The air was charged with dark pow-der
Grow-ing more and more chilled by the hour
Ilo's dru-id senses bade us fair war-ning
Some-thing un-nat-ral and eerie was for-ming
Per-haps 'twas the curse of Ro-si-ly
He sensed the foul curse of Ro-si-ly*

3.

*O'er-head mon-strous gleam-ing boul-ders fflew
with jag-ged edged peaks of the de-e-pest blue
E-sara and Tim-nix re-called their name
Wyz-er-stone cry-stals with myst-ry laid
Per-haps key to the curse of Ro-si-ly
'Twas the key to the curse of poor Ro-si-ly*



Vicious Spear

Spear, uncommon

When the user of this spear rolls a 20 on an attack roll with, their critical hit deals an extra 2d6 damage piercing damage.

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