

THE CURSED MOUNTAIN



THE CURSED MOUNTAIN IS A DUNGEONS & DRAGONS ADVENTURE
DESIGNED FOR 4 TO 6 PLAYERS, OF 1ST TO 3RD LEVEL.



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THE CURSED MOUNTAIN IS A 4-6 HOUR DUNGEONS & DRAGONS ADVENTURE, DESIGNED FOR FOUR TO SIX 1ST TO 3RD LEVEL CHARACTERS.

BY XACUR

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THE CURSED MOUNTAIN



he Cursed Mountain is my first adventure published under the DMs Guild program. The adventure begins in a small town at the foot of a mountain, but the action takes place on it.

I have included in this document 6 new monsters and some maps.

Along with this document you will also find the printable versions of the maps.

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INTRODUCTION

This adventure takes place in a village called **Shadowchill** and in a mountain called **The Dragon's Curse Mountain**. You can introduce your players to this adventure the way you want. This module assumes that the adventurers are arriving to the village. But if this is the first adventure of the campaign, you can easily have some of the characters already live in this place.

You can place this village wherever there is a sea or a lake next to some mountains in your campaign world.

Any part of this adventure can be changed to adapt it to your campaign. For example, you could just take the story and change the encounters for other character levels. Or you could even play the same campaign but changing the names.

The maps included with this document have no names on it, just letters to refer sections.

ADVENTURE BACKGROUND

In Shadowchill Village there is a legend that tells about a dragon that lived hundreds of years ago, before the kingdom even existed. This dragon named **Zerrem, The Firestarter** terrorized the people who lived in the area.

One day, a priest arrived, he was Navor, Priest of Urenam goddess of the Mountain. He told the people that they should ask Urenam for help, she could protect them from the dragon.

The people prayed to the goddess and she answered. She told Navor that he should attract the dragon to the mountain and where the goddess would grant him power to defeat the beast. So did Navor, who with his powers drew the attention of the dragon and attracted him to the top of the mountain. Once them two were there, the mountain opened and swallowed **Zerrem, The Firestarter**. But he dragged the priest with him.

The legend says that since then the Dragon is still trapped inside the mountain, but the Mountain protects the people who live in the area. The people formed **Shadowchill Village** and have lived at the shadow of the mountain ever since. They called it The Dragon Curse Mountain.

A few months ago, **Aldre** arrived to the zone, he's a priest of **Memmedonth, the evil dragon god**. Aldre came to the mountain guided by the legend and his objective is to free the dragon **Zerrem** with the powers that his god gives him.

No one knows if the legend is real, but if **Aldre** achieved his goal, it would be the end of Shadowchill.

ADVENTURE SUMMARY

- The adventurers will arrive at **Shadowchill Village**, where the people will tell them about a problem that threatens their homes. A group of goblins has been seen on the mountain road for a couple months now. Lately they began to hear outbursts from the top of the mountain and as these outbreaks continue, more and more snow falls on their side.
- The villagers will offer a reward to the adventurers if they can solve the goblins problem before an avalanche ends up falling on the village and destroying it.
- During their ascent to the mountain, the adventurers will find different paths, with different monsters on them. Ideally they will try to save time as much as they can, but encounters could delay them.
- The goblins expedition is headed by **Aldre**, and they have dug two tunnels, the further one is the one where the priest is making his ritual to free the dragon.
- But they are not causing the Avalanches, there's a third tunnel, it's where the Snow Wendigo inhabits and he wants to destroy the village.

SHADOWCHILL VILLAGE

In this section we will learn more about this small village. Some of this information may not be necessary in your game, but it will help you in case players ask questions, or if you want to be more specific in the descriptions.

Depending on your DMing style you might even need more details. Feel free to add more details for any situation.

GEOGRAPHY AND POPULATION

Shadowchill Village is located at the foot of **The Dragon's Curse Mountain**, on the shore of the **Kohult Bay**. It is a small peaceful settlement populated by less than 1000 people, consisting mainly of humans.

The main commercial activity of this village is fishing, however, there is also some hunting and livestock, especially goats.

The land here is irregular and rises in the direction of the mountain. The group of mountains around this village keeps it isolated from the rest of the kingdom.



RELEVANT PLACES

This is a list of the places that might be relevant to the players in the village.

A. Northern Road. This is one of the roads from which adventurers could arrive to the village.

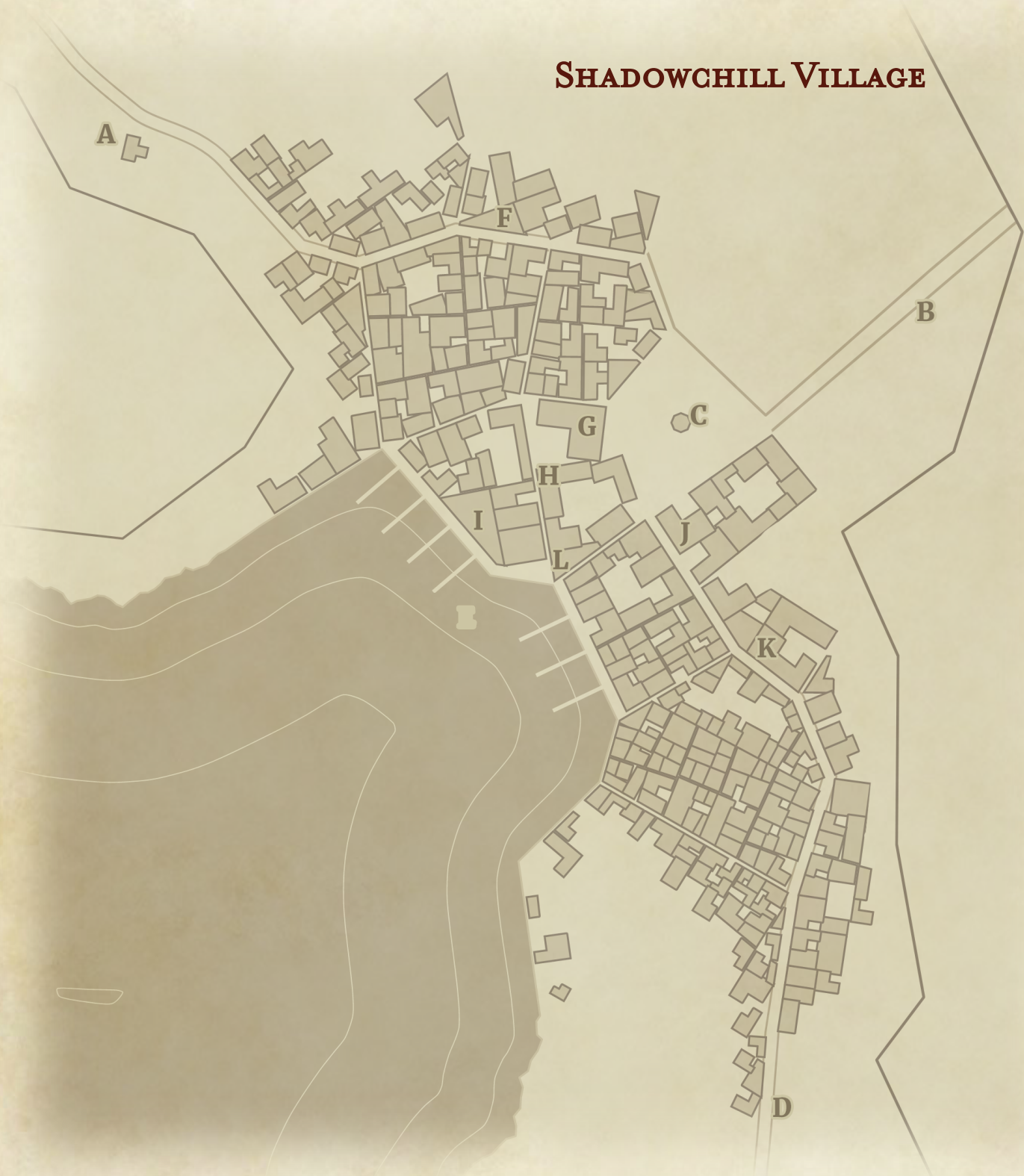
B. Mountain Road. Adventurer can't arrive from this road. This is the one that leads to the mountain.

C. Central plaza. In the center of the village there is a small plaza where people meet during the day. There are also local and foreign merchants.

D. Southern Road. This is the other road that adventurers could come from.

E. The Docks. There are several fishing boats on the dock, since that's mainly what people do in this village.

SHADOWCHILL VILLAGE



F. Carpenter. This is the house of **Ivan Froseth**, the carpenter.

G. Village Hall. This is the building in which the villagers meet to discuss matters of general relevance.

Normally the board is led by **Lasse Hoff**, one of the village's most respected and oldest fishermen. These meetings take place from time to time, the rest of the days the hall is full of people selling different stuff during the mornings.

H. The Silent Mice Inn. This is the main inn of the town. The owner of the inn is *Victoria Ivars*, she is usually busy and has at least two more people helping in the kitchen and serving tables.

I. The Purple Snow Tavern. The tavern by the docks. During the afternoons it is full of fishermen. It is owned by a dwarf named **Hendret Magmahand**.

J. Jewelry Shop. A group of miners led by **Jonuik Hornrock** (Dwarf, 1st level, Ranger), make and sell jewelry in this shop. They will buy any jewel that the players want to sell for 90% of its price. If the players are interested in a gem, they can also buy it here for 90% of its price. Since it is a small place, they do not have much variety and their prices are lower than in the main cities of the kingdom.

K. Blacksmith. Henrik Selberg is the village blacksmith.

Although this is a peaceful place, there is a group of guards who use their weapons and armor. Hunters and travelers also buy equipment in this place.

Adventurers can buy some regular equipment here, but Henrik will hardly be interested in buying anything from them.

L Church. A small church run by an acolyte named **Virgill, Priest of Urenam**. In this village, most of the people worship **Urenam, the goddess of the mountain**.

RUNNING THE ADVENTURE

It is advised, before running this adventure, that you read this document complete so you become familiar with it. Everything you need to prepare the game in terms of monsters status, characters and maps can be found in the appendices at the end of this document and included in the downloads.

The text of this document is only for the Dungeon Master, with the exception of the descriptive text. Throughout the adventure you'll find texts in a box like the one below, this type of text describe an scene and is meant for you to read or paraphrase in specific situations.

This is an example of descriptive text. It is not necessary that you read this box, since it is only an example.

ARRIVAL AT THE VILLAGE

If this is the first game of this campaign, you can have some of your players already live in this place and others arrive so they get to know each other. Or you can have all know each other already and arrive together to the village.

If this is a side adventure in your campaign, you can locate Shadowchill Village on the way to their destination, as an optional adventure.

Either way, there is enough information about people to create role-plays, and for characters to get to know each other and the inhabitants.

While the adventurers arrive at the villa, read the following text:

Traveling on the road that surrounds the mountain, you approach the point where it meets the sea. A small and colorful village slowly starts appearing, sheltered under the shadow of the mountain.

It's past noon and, from a distance, you can see people walking through the streets. The salty smell of the coast now reaches you.

Since the mountains covers the sun from the village most of the day and the wind that comes from the north is freezing, people wear warm clothes.

Players can make a stop at this villa before continuing. Here they can spend the night or simply go to the tavern, in the center of the village they will find **The Silent Mice Inn**.

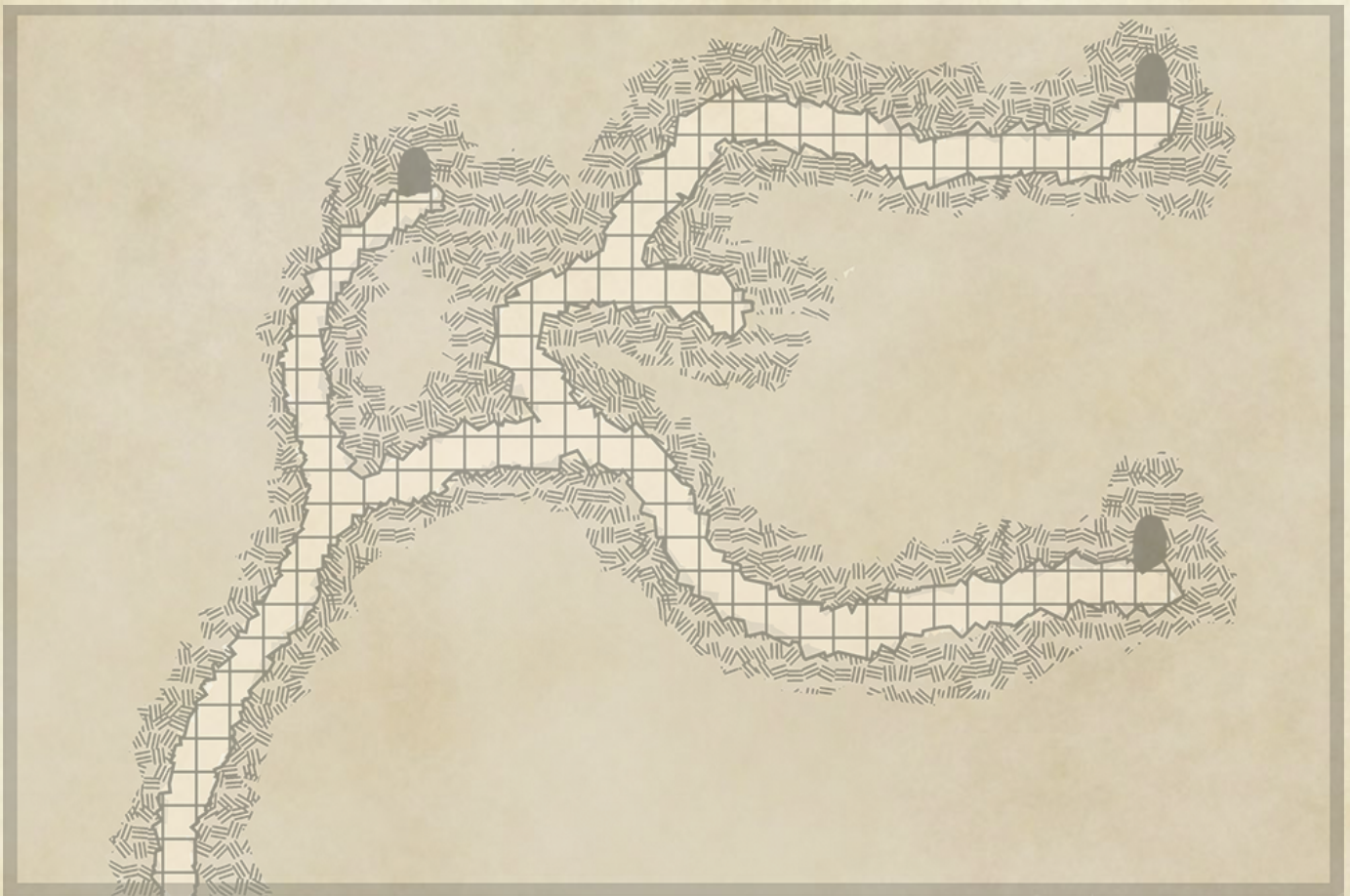
The people of this town are happy to see the adventurers, which is not always the case in a small towns like this. But right now, this village has a problem with goblins on the mountain and several people in the place hope that they can help.

Therefore, in any building they decide to go to, there will be someone who will tell them about the problem, and will also tell them about the reward the town has for the people who decide to help.

This is the information that anyone in the village will tell them. You can read or paraphrase the following.

Groups of goblins have been seen on the mountain for about three months now. At first we thought that they were looking for mountain gems, it would not be the first time, but Jonuik and his group of miners have not had problems with them in the mines.

However, since three days ago, explosions have started to be heard from above the mountain, small snowfalls have been occurring and we fear that an avalanche may follow at any moment.



About the reward any person in the town will tell them:

Lasse Hoff got together with some villagers and collected 200 gold coins to reward a group of adventurers that could take the goblins away from the mountain.

If the adventurers look for **Lasse Hoff**, he will tell them about the legend of the mountain's curse. The story is told at the beginning of this adventure, you can paraphrase the part where the dragon is trapped. But Villagers don't know about **Aldre** and his intentions to free **Zerrem**.

THE MOUNTAIN TRAIL

The map above is meant to describe the paths that players can take. Adventurers do not have a map like this because nobody has made one.

Players will have to chose the path they follow when they reach a bifurcation without knowing where each path will take them.

In the map, every square is 0.1 miles, but the trail is up and very inclined, so to know how fast a fast the adventurers can clim, refer to the next table.

CLIMBING THE DRAGON CURSE MOUNTAIN

Pace	Distance Traveled per day
Fast	1.5 miles
Normal	1 mile
Slow	0.75 miles

Monsters combat stats can be found in the **Appendix I** at the end of this document.

AFTER THE STONE PATH

The road that goes from the village to the mountain is built with stones and surrounded by vegetation, even some flowers. After that road ends, all the way is up. The path on the mountain becomes a natural mountainous trail that must be climbed in some places.



Goblins working for Aldre, dig tunnels and transport blackpowder to make explosions and other materials and tools.

The goblins do not walk the stone path, but afterwards, mile walked there will be a chance that the adventurers find an encounter based on the following table.

Of course, you may prefer not to use random encounters and place these groups as you want along the way for your players to find them. You would want your players to have at least one or two encounter in their way to every tunnel, so they level up enough before the final bosses.

MOUNTAIN TRAIL ENCOUNTERS

2d6	Encounter
2	Dragon Spiders
3-5	Blackpowder Chief Patrol
6-8	Goblin Patrol
9-11	No encounter happens
12	Giant Dragon Spider

DRAGON SPIDERS

Another legend about the mountain says that the dragon, even while imprisoned, turns the nearby creatures into evil. This spiders are the size of a big cat or a small dog.

At least this is the explanation for the existence of some supernatural creatures such as the Dragon Spiders or "Cursed Mountain Spiders", as the inhabitants of Shadowchill Village call them.

This encounter consist of **four Dragon Spiders**. In case you are not using the random encounter table, the spiders will be a better encounter during the night, as they are nocturnal creatures with blindsense.

GUNPOWDER CHIEF PATROL

Some of the goblin patrols in the area are led by a stronger and smarter goblin called **Gunpowder Chief**.

These are the most reliable goblins **Aldre** found and to whom he commissioned to organize the transport of gunpowder to the mountain.

This encounter consists of **four mountain goblins and a Gunpowder Chief**.

If gunpowder does not exist in your campaign, you can make this a special case, and have Aldre invented a special substance that works like gunpowder. With that they would not need firearms to exist and you don't have to change anything in your campaign.

In any case, these goblins do not use firearms, gunpowder is only being used to make explosions inside the mountain.

GOBLIN PATROL

This is the most likely encounter on the mountain road and consists of **four Mountain Goblins**.

These goblins live on the mountains and are used these type of climates and terrains.

GIANT DRAGON SPIDER

Another creature that was affected by the mountain is the **Giant Dragon Spider**. This is a horse-sized Spider that almost never leaves it's lair, and when it does it's to search for victims.

GRIZZ'S TUNNEL

Aldre made a tunnel where he began to do his rites to free the dragon, but they didn't work and he had to find another place.

This first tunnel is called **Grizz's Tunnel**, because Grizz was the goblin that was assisting Aldre while they dug this tunnel.

After they left to continued their expedition, the goblins began using a secret section of this tunnel to store some treasures that they found. Goblins think they are hiding this stuff from **Aldre**, but he just doesn't care.

After a while, spiders started to get into the tunnel. Several of these spiders are normal beasts, but the largest spider is a **Giant Dragon Spider**.

The goblins have not been able to get their stuff out there since then. There are several gems and items hidden there.

MAP: GRIZZ'S TUNNEL

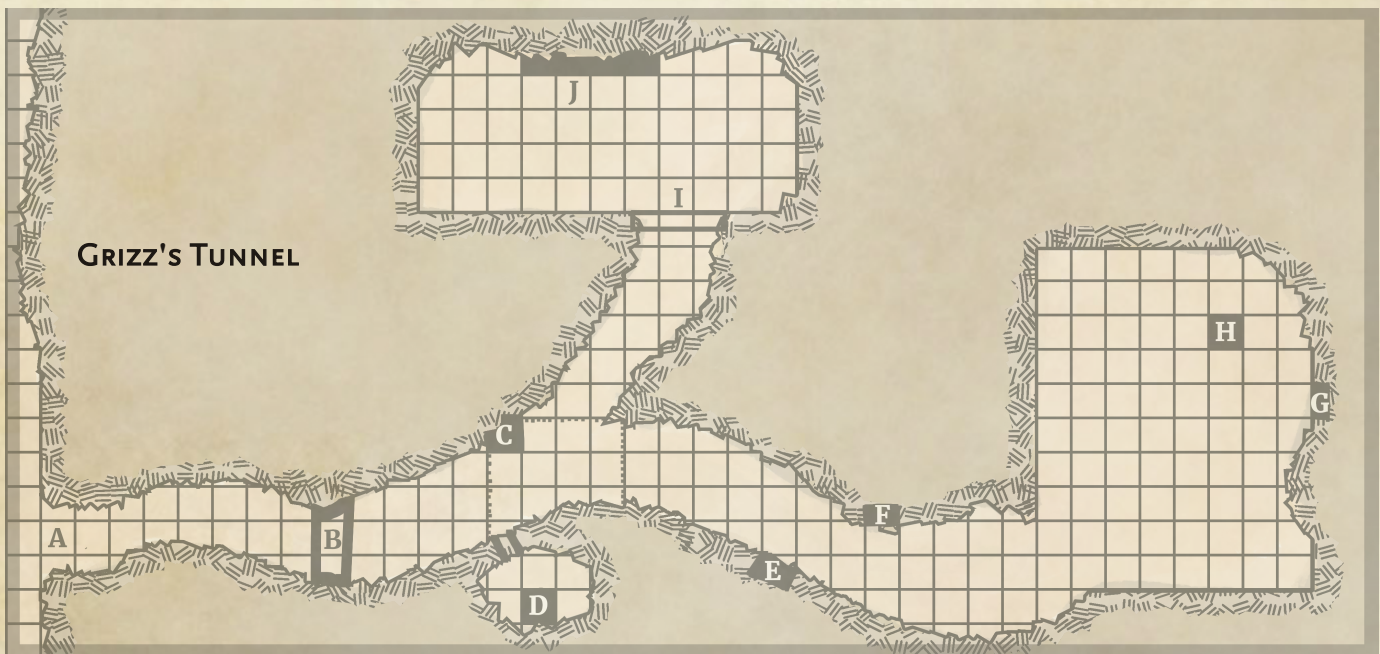
Each part of the map marked with a letter is described below. On the map, each square represents 5 feet, like a normal combat map.

A. Entrance. This is the entrance to the Grizz tunnel, you reach there via a narrow path created by the goblins.

B. Trap. About 40 feet from the entrance there is the first trap, this is a *simple pit*, as described in the *Dungeon Master Guide* and in the *5th Edition SRD*.

Simple Pit. A simple pit trap is a hole dug in the ground. The hole is covered by a large cloth anchored on the pit's edge and camouflaged with dirt and debris.

The DC to spot the pit is 10. Anyone stepping on the cloth falls through and pulls the cloth down into the pit, taking damage based on the pit's depth (usually 10 feet, but some pits are deeper).



C. Statue of the Dragon God. When the players get to this part they will see a statue of a dragon. This is a trap created by **Aldre** that attacks anyone who steps on the boxes marked with the dotted line.

To detect the trap:

The DC is 15 to spot the pressure plate, as well as faint scorch marks on the floor and walls. A spell or other effect that can sense the presence of magic, such as **detect magic**, reveals an aura of evocation magic around the statue.

This is a weaker version of the Fire-Breathing Statue trap described on the Dungeon Master Guide and the 5th Edition SRD.

If the players overcome this trap, reward them 200xp.

Activating the trap and its effect:

The trap activates when more than 20 pounds of weight is placed on the pressure plate, causing the statue to release a 30-foot cone of fire. Each creature in the fire must make a DC 10 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one.

Deactivate the trap:

Wedging an iron spike or other object under the pressure plate prevents the trap from activating. A successful dispel magic (DC 10) cast on the statue destroys the trap.

D. Secret Room. This room is hidden by a secret door created by the goblins. Since it's done by goblins it is not very good, and it can be found with a successful Wisdom (Perception) check DC 10.

Opening the door requires a successful Strength check DC 13.



When the adventurers manage to open the door they will find that the hidden room is full of normal spiders and **5 dragon spiders**. The latter attack immediately.

After defeating the spiders, players will find a box in the room in which the goblins hid several gems and objects that they have found or stolen these months. You can generate the treasure as you see fit or you can give your players the following:

- 3428 copper pieces (cp)
- 420 silver pieces (pp)
- 23 gold pieces (gp)
- 4 green onix worth 50 gp each.
- 12 bottles of common wine (2.4 gp)
- 2 healing potions.
- Javelin of Lightning
- Cloak of Protection
- Sentinel Shield

If the *abandoned goblins* (see below) are in the group, they will want their share of the coins, but they are not interested in the magic items, because they do not know what they are.

E and F. Dart Traps. These are simple dart traps. This is a weaker version of the poisoned dart trap described in the *Dungeon Master Guide* and the 5th edition SRD. These darts are not poisoned.

When a creature steps on a hidden pressure plate, darts shoot from spring loaded or pressurized tubes cleverly embedded in the surrounding walls. An area might include multiple pressure plates, each one rigged to its own set of darts.

On **Grizz's Tunnel** map, the plates that activate the traps are those that are around points E and F.

If the players overcome these traps, reward them 200xp for each one.

The tiny holes in the walls are obscured by dust and cobwebs, or cleverly hidden amid bas reliefs, murals, or frescoes that adorn the walls. The DC to spot them is 12. With a successful DC 12 Intelligence (Investigation) check, a character can deduce the presence of the pressure plate from variations in the mortar and stone used to create it, compared to the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Stuffing the holes with cloth or wax prevents the darts contained within from launching.

The trap activates when more than 20 pounds of weight is placed on the pressure plate, releasing four darts. Each dart makes a ranged attack with a +3 bonus against a random target within 10 feet of the pressure plate (vision is irrelevant to this attack roll). (If there are no targets in the area, the darts don't hit anything.) A target that is hit takes 5 (2d4) piercing damage.

H. The Ritual Hall. This is the room where the ritual started, but it was not successful. The floor is marked with symbols of rituals, and pieces of old bones are scattered on them.

In the box marked with an H, there is a bag that holds two healing potions.

The steps of the adventurers inside the room will make more spiders appear, 5 (2d4) dragon spiders will attack immediately.

I. Door of the Giant Dragon Spider Lair. This is a door poorly made with several woods and nails. The goblins built it quickly to keep the spider inside.

The door opens with a Strength check DC 12. Once the door is open, the Giant Dragon Spider will come out of its hole and will attack along with 4 other normal Dragon Spiders. The spider is hidden in a hole marked by the black part close the **letter J**.

THE WENDIGO'S CAVE

Another road in the mountain leads to the cave of the Wendigo, this is one of the two most important encounters of the adventure. The players do not know so far, but it's the Wendigo the one who is causing the landslides and will cause the avalanche if it is not stopped.

The road that leads to this cave is the most difficult to walk, it is full of snow and in one part it is very narrow. If players look for tracks on this path, Wisdom (Survival) DC 15, they will see that a group of goblins walked there several days ago.

THE ABANDONED GOBLINS

Before reaching the entrance to the cave, they will find a group of three goblins about to die, freezing and starving. These goblins were abandoned there when the group left the place, fleeing from the Wendigo. If the players approach them, the goblins will act aggressive, but they are too weak to do anything, they can't even wield their weapons anymore.

If the players decide to attack them they can kill the goblins easily, because they only have 1 hit point. But if they offer help, especially food, the goblins will change their attitude immediately and will be overly grateful.

If the players kill or leave the goblins to their fate, nothing else happens. If the players help the goblins, they will win 750xp distributed among the whole group.

After eating and a long rest, the goblins will regain their strength and have the status of normal Mountain Goblins, they even have their weapons with them. The goblins will be so grateful that they will accompany the adventurers for the rest of the adventure if they want.

If by this time the players have finished with **Aldre**, they will also be grateful to take revenge for them, and they will see the adventurers as their new bosses. If they have not yet defeated **Aldre**, the goblins will be willing to help them as a way to revenge.

The goblins also know the plans of **Aldre**. They know he is looking for an area within the mountain where he can reach the dragon to perform the ritual that will free him. They also know that Aldre is not responsible for the avalanches. When the goblins' excursion reached the cave of the Wendigo they had to flee because it is very powerful, it is not just a beast, it is a demon that can move stones and cause tremors. Little by little he is creating larger avalanches until he causes an avalanche that destroys the village.

THE SNOW WENDIGO

If the players try to find traces of the Wendigo wont not find them, but the goblins are sure that he's in the cave.

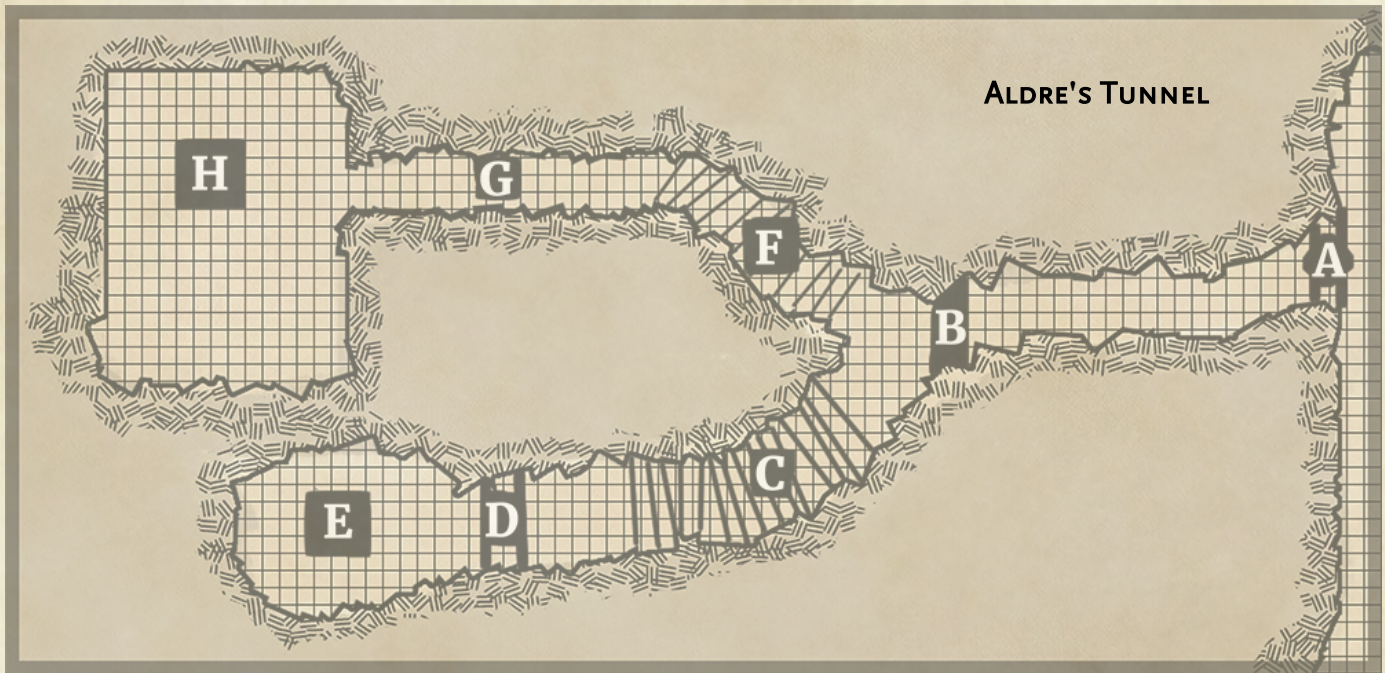
What they do not know is that this creature can fly, so they can only find tracks at the entrance of the cave.

The Wendigo is completely evil, sadistic and full of hate. He wants to see people die and his very presence is terrifying.

During the combat he will cause tremors to gain some advantage over his opponents. Everytime he uses his Tremor ability, there's a 10% chance of causing rocks and snow fall on the entrance of the cave, making the interior completely dark and difficulting the adventurers' exit.

If the adventurers manage to defeat him, his body will disintegrate leaving behind a naked human body. The body is an innocent villager who was possessed by the spirit of **Navor**, the priest who was killed while imprisoning the dragon in the mountain.

Navor's spirit has been wandering for centuries on the mountain and over time he became full of hatred towards the villagers until he decided that he should kill them to free himself from his grief.



THE RITUAL

For three days, **Aldre** has been performing a ritual that will last 9 days and will free the dragon **Zerrem**. He has many goblins watching the entrance and corridors of the tunnel.

Along with the goblins there are two ogres protecting the ritual room where the priest is. The Ogres' combat stats are the same as those in the Dungeon Master Guide and the 5th edition SRD, but they are also in Appendix I at the end of this document.

A. Entrance. At the cave's entrance there are two goblins on guard. If the players decide to attack directly, these goblins will scream for help from the first turn, because they are prepared to do that. The other goblins in the cave will take longer to ask for help, because they are not very smart.

Even if the goblins ask for help, they will not attract everyone's attention, only the goblins that are before door B will arrive, that door is closed and it is more difficult to hear through it.

In that hall there are 4 more goblins (2 Mountain Goblins and 2 Gunpowder Chiefs). If the players get rid of the goblins before they ask for help, then they can face each group separately.

B. Steel door. This is a strong metal door. It has an AC 19 and 27 hit points. Hitting the door with weapons will make a lot of noise and alert everyone in the tunnel. Players will notice it from the first hit.

The door can be opened with thief tools. The character using the tools must succeed an Intelligence (Investigation) check DC 14 to understand the mechanism and then a Dexterity check (Thieves' Tools) DC 16 to activate the mechanism that opens the door.

Anyway, one of the Gunpowder Chiefs has the keys.

After passing the door there are two paths that lead to a couple of stairs. From the point of view of the players, the road to the right has descending stairs, while the other stairs go upwards.

C. Stairs up. If they decide to take the stairs upwards they will find a patrol of **four mountain goblins and one ogre**. These are at the top, next to the door (D), but if they notice the players, they will go down to see who is approaching.

To notice the players you can do a Perception check for the goblins against a Stealth check from the players. If the players do not advance stealthily, the goblins will hear them automatically.

With a successful Wisdom (Perception) check DC 13, players can listen the steps of the ogre from down the stair, that is, before the goblins can hear them.

The stairs are not well made and are considered difficult terrain, but the Goblins have no problems with it.

D. Wooden door. This wooden door is locked, one of the goblins in the zone (C) has the key to open it. If the adventurers want to shoot it down with their weapons, the door has an AC 15 and 18 hit points. The hits on the door would make a lot of noise and alert everyone else in the tunnel.

E. The warehouse. In this room they keep food, equipment and money for the expedition. If the players check the place they will find the following:

- 2,927 copper coins
- 1,18 silver coins
- 5 gold coins
- 5 lbs. Trade silver worth 25 gp
- 6 bottles of common wine worth 1.2 gp
- 16 food rations for a day
- 5 turquoises worth 10 gp each
- A mirror with a gold frame, worth 25 gp
- 2 sleeping bags
- 1 book
- 3 healing potions
- 1 climb potion

F. Stairs down. If they decide to take the stairs down they will find a patrol of **three Mountain Goblins and an Ogre**. These are walking down the stairs, but if they hear steps they will go down to check.

To listen to the players you can do a Perception check for the goblins against a Stealth check from the players. If the players do not advance stealthily, the goblins will hear them automatically.

On a successful Wisdom (Perception) check DC 13, players can listen to the steps of the ogre from upstairs, that is, before the goblins hear them.

The stairs are not well made and are considered difficult terrain, but the Goblins have no problems with them.

Unless the players beat this patrol silently, **Aldre** and the other goblins in the ritual room will already be aware that there is someone trying to get to that room. It is very difficult to defeat this patrol in a silent way, especially because of the ogre, who makes a lot of noise when attacking. They would have to defeat them very quickly, or somehow cast a well-placed spell of silence.

G Corridor before the Ritual Hall. In this corridor is the last group of goblins that defends **Aldre**, this encounter consists of **three Gunpowder Chiefs**.

If this battle lasts long enough, **Aldre** will arrive at the fourth round of combat, otherwise he will ignore the noise and continue with his ritual.

H. The Ritual Hall. The floor of this room is covered with ritual drawings and there are several bones aligned with the figures drawn. **Aldre** is in the middle of the room in front of a circle of bones.

The encounter with **Aldre** will begin as soon as the players set foot in the room. Physically he is a human priest consumed by the hunger for power. Regarding statistics, it is very similar to a **Spectator**, a minor species of Beholder CR 3, but with some changes.

Instead of biting, if he needs to attack melee, he attacks with his staff. His rays do not come out of his eyes, but from the top of his staff. The data is in **Appendix I** at the end of this document.

The first thing **Aldre** will try to do is protect himself. Before casting his **Hurting Ray**, he will try to stop the adventurers with his other rays. He is also smart enough to know that an adventurer who looks like a warrior will be more susceptible to his **Confusion Ray** or **Fear Ray** and will be the first ones he tries to stop with the two rays on his first turn.

He also knows that an adventurer who casts spells will be more susceptible to his **paralyzing ray**.

When he succeed a saving throw against a spell or when a spell attack against him misses, he can select a target to redirect the spell towards it. **Aldre** knows what kind of spell was cast on him and can choose the correct target to redirect him, including the same caster.

For example, if he were attacked with a Ray of Enfeeblement and succeeded his saving throw, he would choose to redirect the spell against an adventurer who looked like a warrior. But if he succeeded a Feeblemind's saving throw, he would choose a spell caster as his new target.

If the **Abandoned Goblins** are with the adventurers during this encounter, each of them will have advantage in the first attack, because the priest does not expect to be attacked.

After dying **Aldre**, his staff is destroyed. The staff doesn't have the power to cast rays, it's just how he channel his powers.



APPENDIX I. MONSTERS

MOUNTAIN GOBLIN

Small humanoid, neutral evil

Armor Class 14 (leather armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1/4 (50 XP)

Mountain Movement. Mountain Goblin's speed is not slowed by difficult terrain on a mountain.

Pounce. When he hits an opponent with his weapon after moving at least 20 feet in the same turn, the opponent must succeed a Strength saving throw DC 13 or be knocked prone.

Actions

Battleaxe. Melee attack: +2 to hit. *Hit* 4 (1d8) damage.

BLACKPOWDER CHIEF

Small humanoid, neutral evil

Armor Class 14 (leather armor)
Hit Points 13 (3d6 + 3)
Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP)

Mountain Movement. Mountain Goblin's speed is not slowed by difficult terrain on a mountain.

Pounce. When he hits an opponent with his weapon after moving at least 20 feet in the same turn, the opponent must succeed a Strength saving throw DC 13 or be knocked prone.

Actions

Battleaxe. Melee attack: +2 to hit. *Hit* 4 (1d8) damage.

OGRE

Large giant, chaotic evil

Armor Class 11 (Hide Armor)
Hit Points 59 (7d10 + 21)
Speed 40 ft

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	16 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses Darkvision 60 ft., Passive Perception 8
Languages Common, Giant
Challenge 2 (450 XP)

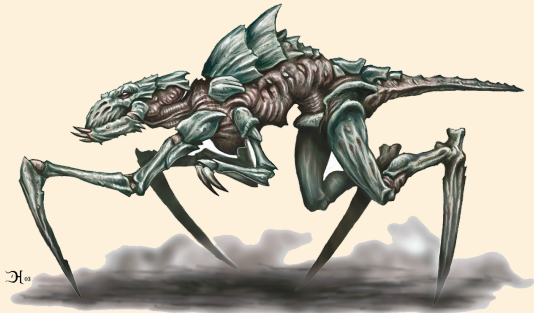
Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

DRAGON SPIDER

Small beast, neutral evil



Armor Class 13 (natural armor)
Hit points 7 (2d4 + 2)
Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Stealth +7
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages None
Challenge 1/4 (50 XP)

Spider Climb. The dragon spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. Weapon melee attack: +4 to hit, reach 5 ft. *Hit* 1d4 + 2 piercing damage. In addition, the target must succeed a Constitution saving throw DC 11. If he fails, he is poisoned for one hour. If the failure is for a difference of 5 or more, the target is left unconscious for the same amount of time, but can be awakened by other person spending an action.

GIANT DRAGON SPIDER

Large beast, neutral evil



Armor Class 14 (natural armor)
Hit points 26 (4d10 + 4)
Speed 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	4 (-3)	12 (+1)	6 (-2)

Skills Stealth +7
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14
Languages None
Challenge 2 (450 XP)

Spider Climb. The dragon spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bite. Weapon melee attack: +5 to hit, reach 5 ft. *Hit* 1d8 + 3 piercing damages. In addition, the target must succeed a Constitution saving throw DC 11. If it's failed, it's dealt 9 (2d8) poison damage and is poisoned for one hour. If the failure is for a difference of 5 or more, the target is paralyzed for one hour.

Dragon Tail. Melee weapon attack: +5 to hit, reach 5 feet. *Hit* 1d8 + 3 piercing damage. The Giant Dragon Spider can make an attack with it's tail in addition to it's bit, but it has to be targeted to a different opponent.

SNOW WENDIGO

Large monstrosity, Chaotic Evil



Armor class 12 (natural armor)

Hit points 51 (6d10 + 18)

Speed 30 feet, fly 30 feet

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Stealth +3

Sense Darkvision 60 ft., Passive Perception 13

Languages Common

Challenge 3 (750 XP)

Actions

Multiattack. The Wendigo can use its Frightful Presence. It then makes two attacks with its claws.

Claw. Melee weapon attack: +3 to hit, reach 5 feet. *Hit*, 7 slashing damage (1d10 + 3).

A creature hit by its claw must succeed a Constitution saving throw CR 13 or receive 9 necrotic damage and will be frozen until the end of the Snow Wendigo's next turn.

A creature frozen by this effect sees its movement reduced by half. Its attacks and skill saves have a -2 penalty and he can not use reactions.

A frozen creature that attempts to cast a spell with a casting time of an action has a 50% chance of finishing the spell the next turn, and the creature must use an action to cast it, if it can't, the spell is wasted.

Dreadful Presence. Each creature of the Wendigo's choice in 120 feet that is watching him must overcome a Wisdom saving throw DC 16 or it will be frightened for one minute. A creature can repeat this roll at the end of each of his turns. A creature that succeed the saving throw or at the end of the effect, becomes immune to this effect for the next 24 hours.

Tremor. Recharge 5-6. The wendigo can cause a tremor in the ground within 10 feet range. Each creature other than him in that area must make a Dexterity saving throw. On a failed save, a creature takes 1d6 bludgeoning damage and is knocked prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared, with each 5-foot diameter portion requiring at least 1 minute to clear by hand.

ALDRE, PRIEST OF MEMMEDONTH

Medium monstrosity, Chaotic Evil



- **Armor Class 14** (natural armor)
- **Hit points 39** (6d8 + 12)
- **Speed 30 pies** |STR|DEX|CON|INT|WIS|CHA| |:---:|:--
-:|:---:|:---:|:---:|:---:| |8 (-1)|14 (+2)|14 (+2)| 13
(+1)|14 (+2)|11 (+0)|

Skills Percepción +3

Senses Darkvision 120 ft., Passive Perception 16

Languages Common, Undercommon

Challenge 3 (750 XP)

Actions

Staff. Melee weapon attack: +1 to hit, reach 5 feet. *Hit*, 2 (1d6-1) damages.

Rays. Aldre casts up to two of the following magical rays from the top of his staff to one or two creatures he can see 90 feet from him. He can use each ray only once in a turn.

- **Confusion Ray.** The target must succeed a Wisdom saving throw DC 13, or he can not take reactions until the end of his next turn. On his turn, the target can't move, and uses its action to perform a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it doesn't do anything on its turn.
- **Paralyzing Ray.** The target must be successful in a Constitution save shot with DC 13 or he will be paralyzed for 1 minute. The target can repeat the save shot at the end of each of his turns, ending the effect on himself in case of success.
- **Fear Ray.** The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.
- **Wounding Ray.** The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.

Reactions

Spell Reflection. If Aldre makes a successful saving throw against a spell, or a spell attack misses it, he can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of Aldre. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

CREDITS

STORY:

- Text and plot: Xacur
<http://dice.tools/>
- Names were created using Fantasy Name Generators
<http://www.fantasynamgenerators.com>

ART

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- The Mountain map and battle maps on pages 7, 9 and 13, were created by Xacur.
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- The PDF format was made with Homebrewery
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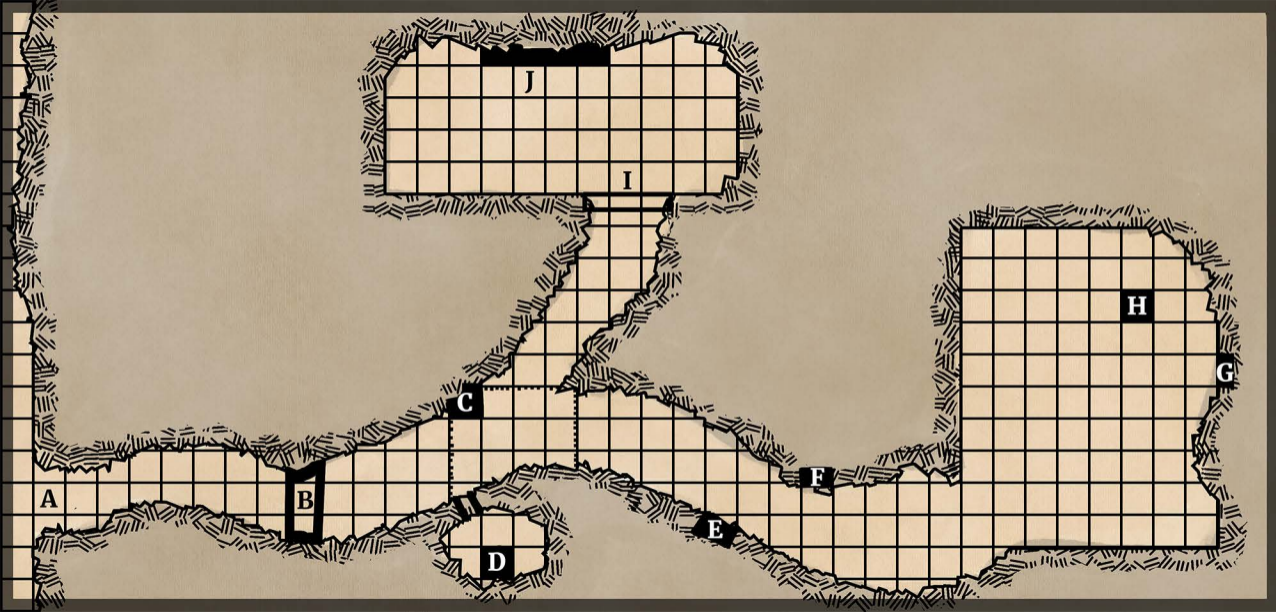
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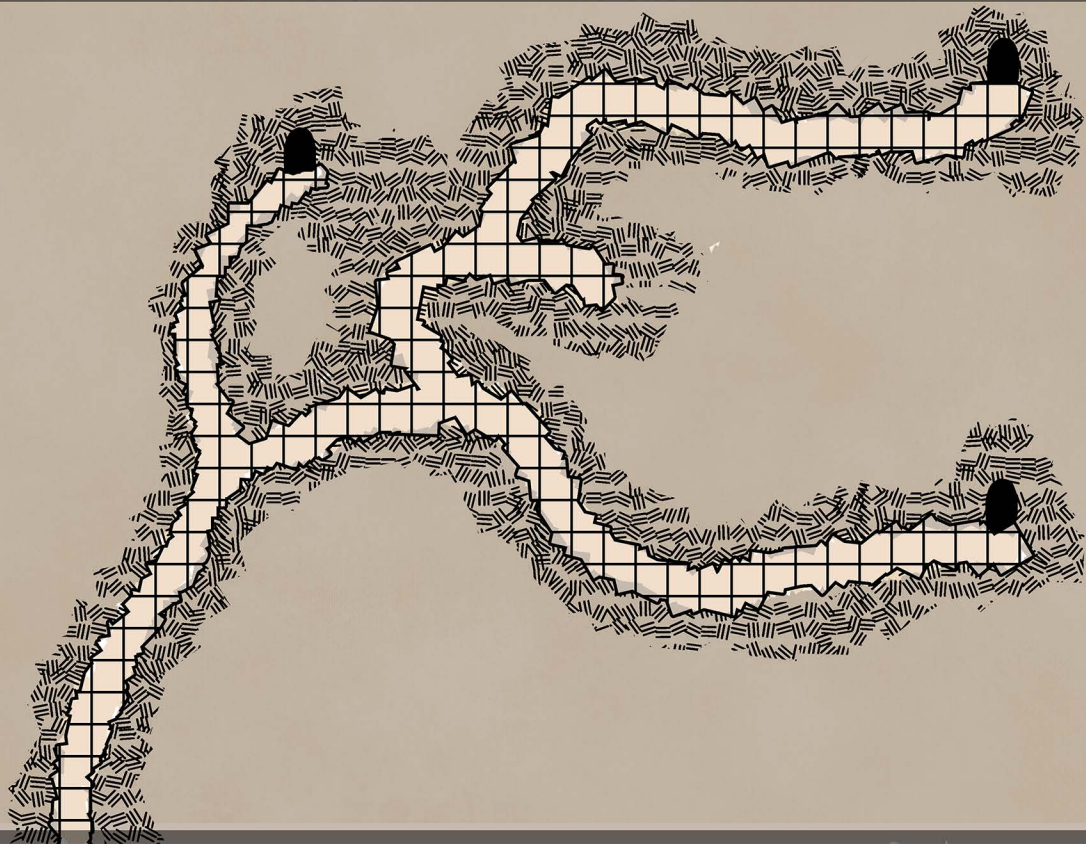
- All rules referred on this document are part of the SRD for the 5th Edition of Dungeons & Dragons.
<http://dndwizards.com/articles/features/systems-reference-document-srd>
- All additional rules are made by Xacur.
<http://dice.tools/>

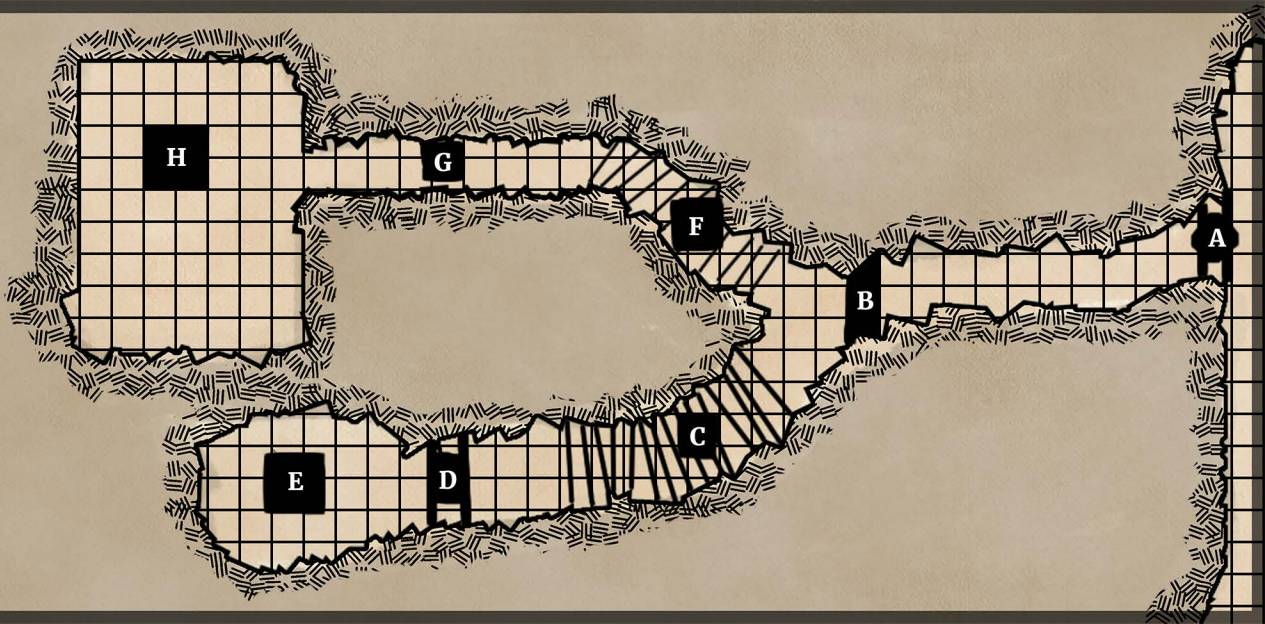
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¡THANKS FOR PICKING THIS ADVENTURE!

The Cursed Mountain is my first adventure published under the DMs Guild program. The adventure begins in a small town at the foot of a mountain, but the action takes place on it.

I have included in this document 6 new monsters and some maps.

Along with this document you will also find the printable versions of the maps.

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