

ENCOUNTERS IN THE MOURNLAND



A COLLECTION OF ENCOUNTERS FOR 1ST TO 4TH LEVEL CHARACTERS

FOREWORD

In a single day, the nation of Cyre was covered in mists and everyone living in it perished. Even the plant life withered and died. On that Day of Mourning, Cyre as the people of the Five Nations knew it, ceased to exist; there is now only the Mournland. Years later, little has changed. Mists still cover the entire land and natural creatures no longer thrive: healing is slowed, plants are stunted, and dead bodies can't even be bothered to rot. It is still unknown who, or what, is responsible for the devastation.

But, despite its desolation, the Mournland is far from empty. Animals which somehow survived the Mourning make their homes there. However, they are warped and mutated beyond recognition by the Mournland's magical energies. Undead, their masters dead or forgotten, wander the land immune to the effects of the mists. Enclaves of Warforged, driven out of more "civilized" lands by persecution, have settled here. And also, somewhere deep in its heart, the Lord of Blades is gathering followers and waiting until the time is right for the warforged to take their revenge on the humanoid races.

And of course, all of the wealth of Cyre lost lies untouched, waiting for someone brave enough to come and take it...

OVERVIEW

Encounters in the Mournland is split into three parts:

- **Encounters.** Dozens of encounters ready to be placed into any adventure which takes place in the Mournland. They may also be strung together to create an adventure all on their own.
- **Appendix A. Random Creatures.** Tables for generating random strange creatures, which have been warped unrecognizably by the energies of the Mourning.
- **Appendix B. Random Conditions.** Tables for generating random "weather" and other bizarre conditions for the characters to contend with. These are all minor effects which can be combined with any of the other encounters or published adventures.

This supplement requires the use of the 5th edition D&D *Monster Manual* for monster statistics. Additionally, some of the creatures are found in *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes*.



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ENCOUNTERS

This section contains forty encounters for your characters to experience while exploring the Mournland. Each is compatible with existing Eberron lore and many contain hooks linked to the nations of Khorvaire and interests of the Dragonmarked Houses.

With small changes, these could be utilized in any land which has been touched by Xoriat (or the Far Realm, if you're using another published *Dungeons & Dragons* setting), or any weird fantasy setting.

Each encounter is designed to be 15 minutes, on average, to play, but many can be significantly extended if desired. If you use the recommended *Resting in the Mournland* variant rule (below), then one encounter per day will mean approximately 3 to 4 combats per long rest.

VARIANT: RESTING IN THE MOURNLAND

The magical apocalypse that created the Mournland had more effects on the living (and unliving) inhabitants of what was once Cyre than can be documented. Almost everything and everyone there is completely suffused with strange, unpredictable magics. Those brave enough to travel through the Mournland quickly find that they are also not exempt from its effects.

One consequence of these magics is that natural healing takes significantly longer here than elsewhere. Instead of 1 hour a short rest takes 8 hours and a long rest takes 3 entire days. The effect is everywhere in the Mournland, but not particularly powerful. Magical effects, such as the *Catnap* spell can temporarily avoid the slow rest and are thus highly sought after by explorers. Certain special locations may also be shielded from this slow resting effect. See the *Perfectly Normal Town* encounter for an example.

WHY LONGER RESTING TIMES?

One of the problems with overland travel in any game is that encounters tend to happen at most once per day.

This means that for every single combat the party is at full power. This makes the party much stronger, which takes away from the survival aspect of long-term overland travel and exploration.

In addition, this also means that classes with abilities that recharge on short rests (e.g. Fighters, Monks, and Warlocks), feel weaker, because they have fewer resources to spend each combat.

By making short rests take 8 hours and long rests take three days, the intent is to break combats up, typically, with short rests to balance out these effects.

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BEST OF FRIENDS

This encounter takes place inside a forest of dead, withered trees. In a small clearing a corpse holding a longsword floats in midair. Over time, the corpse patrols a circular path, but never twitches or shows any other sign of life.

An unusually transparent **gelatinous cube** (its *Transparent* ability does not require it to remain motionless) has teamed up with an acid-immune **wight**, which rests inside the cube. They hunt for prey together, with the cube sneaking up on and engulfing prey, while the wight drains life from it. If they encounter prey that pose a threat, the cube dashes while the wight fires at attackers with its longbow. Because of how they work together, the wight doesn't suffer disadvantage when firing out of the cube, but any ranged attacks against it do.

CLOCKWORK MONSTERS

A group of gelatinous rabbits is being pursued by a pair of early-model warforged shaped like foxes (treat as **enchanted armor**). They break off their pursuit to attack the PCs upon sight. After two rounds, a much larger and more aggressive warforged wolf joins the fight (treat as a **helmed horror**). With a DC 15 Wisdom (Survival) check, their paths can be tracked back to their origin point: a House Cannith creation forge (see encounter *Ruined House Cannith Enclave*).

CONDUCTOR STONES

The remains of what was once the tracks for a lightning rail. The characters find a line of now inert pyramidal structures stretching off in both directions as far as the eye can see. Following the trail leads 1d4 miles, and then either mysteriously ends (75% of the time), or leads to the encounter *Lightning Rail Station*.

One or more of the stones has been damaged and a lightning quasi-elemental (**air elemental** whose attacks deal lightning damage) has been released. Despite being set free of its casing, it is still bound to stay within 100 feet of the conductor stones themselves. The elemental has been driven mad by its imprisonment within the stone and the Mournland and attacks anyone that approaches. A DC 15 Intelligence (Arcana) check indicates that a *Dispel Magic* cast on the elemental, or the stone, will disperse it. Also, if the elemental fails a save against a *Calm Emotions*, or similar spell, it can be reasoned with.

House Orien is willing to pay generously for concrete information on the whereabouts of conductor stones in the Mournland, up to 500 gold per mile of stones.

CORPSE-LADEN BATTLEFIELD

As the characters move through the mist rows and rows of corpses of soldiers become visible lying all around them. They wear the colors of Cyre and Breland. Their wounds are fresh and bleeding. Through the fog a gigantic humanoid figure can be seen walking slowly up a hillside.

Within 60 feet the identity of the giant figure becomes clear: it is a **cadaver collector**, a large, but unintelligent, warforged picking up bodies and impaling them on spikes all over its back. It ignores the characters, but will defend itself if perturbed by using its *summon specters* ability. One of the corpses impaled on its back carries a *Flame Tongue Longsword* and a *Gem of Water Elemental Summoning*.

CREVASSE INTO KHYBER

The land has been torn asunder here. There is a 10 foot wide chasm extending several miles lengthwise. It plunges straight downward, as far as the eye can see, all the way to Khyber. The mists of the Mournland seem to be pouring out of it. It can be leapt across, or its rough walls climbed down, to a safe crossing point with a DC 10 Strength (Athletics) or Dexterity (Acrobatics) check.

When the characters arrive, something unusual is happening at the Crevasse. Roll a d4 to determine what:

1. 4 **dretches** climb out of the crevasse and attack.
2. An **incubus**, disguised as an attractive human man, is being "chased" by 6 **manes**. After the manes are dispatched the disguised fiend tries to join the party, but then turns them against each other over the next few days.
3. A friendly **medusa** named Dal'erna climbs out and is interested in bartering and learning about the surface world. However, she is unaware of the effect of her gaze on non-medusae. She carries two potions of *Greater Healing*, a *Scroll of Greater Restoration*, and a *Sentinel Shield*.
4. The chasm spews forth thick, billowing smoke. Anyone crossing the chasm must make a DC 15 Constitution save or be plagued by nightmares of events from the Age of Demons for one night and will not gain the effects of any rest during that time.



DIMENSIONAL SEAL

In this area, flagstones of many colors have been placed in a 50-foot diameter circle. The stones form an intricate pattern, like a summoning circle. Many of the stones have been overturned and weeds are growing through the holes. Lightning occasionally arcs between the flagstones at random. *Detect magic* reveals that the area is filled with an aura of abjuration magic.

Anyone succeeding on a DC 15 Intelligence (History) check knows that such seals can be found across Khorvaire and are tended by the Gatekeeper order of druids. A DC 15 Intelligence (Arcana) check reveals that this is a dimensional seal, and that together, they keep the plane of Xoriat remote.

When the characters arrive, and each day they remain there, roll a d4 to find who or what else arrives at the site:

1. A gatekeeper **orc druid** named Shall'kot is here performing an elaborate ritual to repair the seal. She asks for help securing the area during the ritual, which takes four days. Reroll any further rolls of 1.
2. A **roper**, sensing the seal's magical energies, arrives and attacks everything in its path.
3. Two **gricks** wander through the cracks in dimensions near the seal and attack.
4. A **phase spider** shifts in and grabs a character to take it back to the ethereal plane.

DISLOCATION FAULT

A dislocation in the ground, created during the Day of Mourning, has made a 150 foot tall cliff out of a once entirely flat meadow. The cliff is relatively sheer and is completely bare of plant life. It takes four DC 10 Strength (Athletics) checks to climb or descend. Failure by 5 or more means that the character falls, either 10 feet (for 1d6 damage) if climbing gear is used, or all the way to the ground if it is not. Properly used climbing gear, or a rope, will give advantage on these checks.

To make matters worse, a group of 8 **stirges** have made their home on the cliffside waiting for their victims about midway up. Because climbers will tend to be separated for safety, they gang up on one or two characters at a time. Attacks against the stirges are made at disadvantage by anyone hanging from the cliffside without a climb speed, *Slippers of Spider Climbing*, or similar.

DRAGON MID-FLIGHT

Overhead, adventurers glimpse a huge green dragon. Looking closely, the dragon's flesh appears to be rotting. It flies a hundred feet overhead at top speed ignoring everything happening on the ground.

Unless the characters can match its 80 foot speed, it quickly loses them. However, with a DC 20 Wisdom (Survival) check, or some sort of magic, they can track it back to its burrow (see the *Lair of Abraxas* encounter).

ERRATIC MANIFEST ZONE

The Day of Mourning has caused this particular spot of land, within a 15 mile radius, to become a manifest zone tied to another plane. The manifest zone is extremely strong and causes the plants, animals, and landscape itself to become warped. At its center is an erratic portal to the other plane which is active roughly 10% of the time.

Roll a d6 or choose a plane from the table below to determine what plane is coterminous:

d6 Coexistent Plane

- | | |
|---|---------------------------------|
| 1 | Daanvi, the Perfect Order |
| 2 | Dolurrrh, the Realm of the Dead |
| 3 | Fernia, the Sea of Fire |
| 4 | Kythri, the Churning Chaos |
| 5 | Risia, the Plane of Ice |
| 6 | Shavarath, the Battleground |

DAANVI, THE PERFECT ORDER

Plains are perfectly flat, rivers are straight, and mountains are cones. Every tree is identical. Animals scarred by the Mourning are gone. Encounters with **monodrone** and **duodrone** modrons are common. The creatures are alien, but not hostile.

DOLURRH, THE REALM OF THE DEAD

The sky is constantly dark gray at all times of day and night. All the plants and animals are sickly or dead. Squads of 4 **skeletons** led by a **ghoul**, intent on slaying anything living in their path, patrol the area. A **young red shadow dragon** watches the area, corrupted by the manifest zone. It is intrigued by visitors, but is not above devouring them for entertainment.

FERNIA, THE SEA OF FIRE

At night, a faint glow from the ground provides shadowy illumination. Every mountain is a slowly erupting volcano. The top of every peak is home to cabals of 2d4 **magmin** or **magma mephits**. These groups are friendly, but don't understand that outsiders aren't immune to fire.

KYTHRI, THE CHURNING CHAOS

The locations of everything, from nearby trees to distant mountains, seems to shift when not watched. Animals appear to be healthy and unaffected by the Mourning, but change when out of sight from deer, to badger, to swarm of bees, to wolf, and back to deer again. An encounter with a curious and vicious **red slaad** or two is likely.

RISIA, THE PLANE OF ICE

The temperature drops to below freezing, and snow perpetually rains from the sky. All rivers and lakes are frozen over throughout the manifest zone. Any particular lake is 50% likely to be home to a troop of 2d4 **ice mephits**.

SHAVARATH, THE BATTLEGROUND

The ground is cleared and barren. Nothing will grow here again. Magical explosions descend from the sky, roughly one per 10 minutes. Every 1d6 hours, the explosion is close enough to affect the characters; they take 4d6 points of damage (choose between fire, cold, thunder, and acid). Anyone making a DC 10 Dexterity save takes half damage.

This manifest zone contains not one but at least a dozen erratic portals, around which small fortresses have been built. They are manned by 2d4 **spined devils**, **rutterskins**, or lantern archons (use the statistics for a **bard** but give them a 30 foot fly speed and replace *Vicious Mockery* with *Dancing Lights*). The inhabitants are eager to draft the characters into a raid on another fortress.

FLESH FOREST

The trees here appear to have bark made of human flesh and leaves made of hair. If damaged, they bleed and moan in pain. In the center of the forest is a small cottage beside a single oak tree which appears to be normal.

The cottage is the home to a **dryad** named Idel who is bound to the tree, but has been driven mad by the forest's defilement (treat as a **green hag** in a coven). If the oak tree is torched, the dryad will die in one round. She feigns welcome to anyone who passes through, but seeks to capture and torture any visitors. However, she will release anyone who is useful to her in some way. In the cottage's basement are 1d4 **commoners** in cages, her latest victims.



F.S.S. BEAGLE

Here lies a small forest of sickly trees. Half are scorched and the other half are melting and stink of rotting flesh. Within the clearing is a dark metallic pyramid completely smooth except for a circular hatch. It takes a few minutes with a set of thieves' tools to open and enter the pyramid. However, shortly after the characters arrive, Jessalyn (LN female human **ghost**), a green-skinned woman wearing a gray dress, passes through the ground and approaches the characters. She is lonely and excited for company. She's happy to give any information that she has; she has knowledge of the surrounding area and a +8 bonus to Intelligence (Arcana) checks, but knows nothing about the Day of Mourning or the history of Khorvaire. If the characters leave, she becomes despondent and tries to convince them to stay, going so far as to promise them the contents of the pyramid (which she calls "the Beagle") if they promise to take up residence.

The pyramid is a piece of a much larger spaceship, the F.S.S. Beagle, created by an advanced civilization in another dimension. Somehow, this piece of the larger ship was drawn into Cyre during the Day of Mourning. The interior of the ship has three rooms:

1. **Airlock.** The exterior hatch leads here. This room is bare except for four diving suits. Another hatch leads deeper into the pyramid towards the control room.
2. **Control Room.** A room containing polished mirrors, along with some nonfunctional levers and buttons. There is a green-skinned male human corpse wearing a black knit shirt (a suit of *Elven Chainmail*) and holding a long metal rod (a *Wand of Magic Missiles*). The wiring in this room is made of gold and can be stripped with a few hours' work (worth 300 gold). A doorway here leads to the stasis chamber.
3. **Stasis Chamber.** A room containing several glass coffins covered in buttons. Each contains a green-skinned human in gray. These are stasis pods. Jessalyn is not dead, but has been in stasis so long that she has forgotten she is alive. The coffin can be deactivated safely with a DC 15 Intelligence (Arcana) check. Failure by 5 or more on this check causes the stasis pod to malfunction and kill Jessalyn instead. The other stasis pods have already malfunctioned and killed their occupants.

If revived, Jessalyn has the statistics of an **apprentice wizard**, but replace her 1st level spells prepared with *Detect Magic*, *Identify*, and *Silent Image*.

GARGANTUA ENCOUNTER

This small forest is dominated by four absolutely massive "redwood" trees, which are actually the massive legs of a creature far too large to fathom. A **star hulk spawn** (or other powerful creature twisted by the Mourning) has made its lair here and attacks anyone passing through. After two rounds, a set of enormous jaws reaches down and eats the star hulk in one bite leaving nothing but a few bloody stumps. The "trees" then shift as the gargantua begins lumbering off leaving 30-foot wide footprints.

GHOSTLY COTTAGE

A town once stood here, but burned down years ago by an invading army during the Last War. Every building is nothing but a foundation, bricks lay blackened and scattered, and all the fields are torched. That is, except for one cottage near the edge of town, which appears cozy and inviting. A fire is lit in the hearth and smoke is coming out of the chimney. Sounds of music and laughter can be heard and shapes of people dancing can be seen through the curtains.

Inside, the cottage is empty of people, but there is food on the hearth and no matter what the temperature is outside, it is warm and comfortable inside. Regardless of how many characters are present, there are enough spacious rooms and feather beds for everyone to have their own. *Unseen Servants* provide everything from cooking to turndown service.

A DC 10 Intelligence (Arcana) check suggests a modified *Mirage Arcana* or *Mordenkainen's Magnificent Mansion* is responsible for the cottage. But it takes a DC 20 Intelligence (Religion) check to correctly identify that the cottage is *itself* a ghost. The cottage is extremely shy and doesn't manifest an avatar, which will communicate directly with the characters, unless they spend at least 3 full days here.

GLASSY FISSURES

The ground here is smooth and made of glass. A number of cracks in the ground spew glass dust in 15 foot cubic clouds heavily obscuring anything inside them as well as inflicting 2d4 points of slashing damage per round. A glass **xorn**, immune to non-magical slashing damage (and thus the effects of the geysers), lurks here. It attacks anyone wearing an object made of glass, or carrying gems, trying to grab and eat them.

GRAVITY DISLOCATION

A seemingly infinite cliff looms ahead at a sudden sharp right angle to the surrounding terrain. The cliff is covered in the dead grass and even has once-living trees coming out of the cliff sideways. Any roads present continue straight up the cliff.

This is a location where transmutation magic has run rampant and both the landscape and gravity change suddenly. Any attempt to climb the cliff immediately reveals the change in gravity.

A *Dispel Magic* successfully cast against a 9th level spell dispels the effect and returns the area to level.

HAPPY LITTLE CLOUD

A distant rumble of thunder grows louder over the course of an hour and the haze darkens. But no rain and no lightning come. The characters are in the shadow of a massive flying creature passing overhead. The shadow outline is round and indistinct. It appears to be over 100 feet in diameter. Anyone able to fly above the haze encounters a flying **zaratan** slowly floating along as it naps.

On its back is a small, recently constructed, wooden cottage. It contains a small cooking hearth, a cot, and a desk. The desk contains research notes on the Mournland, Rastia's spellbook, a pouch with 50 gold, and three scrolls: *Feather Fall*, *Sending*, and *Locate Object*.

The cottage is owned by Rastia d'Cannith (N female human **mage**) who is present 50% of the time. She's interested in trading information or purchasing provisions using either gold, or bartering her scrolls. Rastia knows the current lay of the land within 20 miles, including at least one site of interest.

INTELLECT DEVOURER AMBUSH

The characters see a badly scarred cow in the distance convulse and suddenly collapse on the ground. It has been attacked by a pair of **intellect devourers** who are collecting minds to feed their brood. The intellect devourers are hidden in their burrow near the cow, which gives them an effective passive Dexterity (Stealth) of 18. During the first round of combat they use only their *devour intellect* ability.

Their burrow contains four eggs and a non-combatant ustilagor (hatchling intellect devourer), along with the body of a previous adventurer. The body is wearing splint mail, carrying two *Potions of Healing*, and a map to a site of interest in the Mournland.

LAIR OF ABRAXAS

The entrance to this burrow is well camouflaged and finding it takes a DC 20 Intelligence (Investigation) check, each check representing 1d4 hours' worth of work. It contains one large cave, 30 by 20 feet in size, and a hoard containing a total of 5,000 gold in coins and gems. It also holds 3 *Potions of Healing*, a *Bag of Holding*, and a *Wand of Magic Detection*.

A dragon named Abraxas lives here (N agender **young blue dragon**). She has innate spellcasting and can cast *locate object*, *tongues*, and *wall of sand* each once per day. Abraxas was sent by a draconic organization known as the Chamber to investigate the Mournland. While she is not evil, she has no qualms eating the characters if they fail to provide either entertainment or useful information to her. To bargain for their lives, she may send them on a quest to retrieve a magical item, or tome of magics, from a nearby ruin. If she suspects someone is watching her burrow, Abraxas loads the hoard into her bag of holding and moves within 2 days.

LIGHTNING RAIL STATION

This used to be a station on the lightning rail route travelling east-west across Cyre. Now, it lies unused. Bodies of travellers on their way out of the country cover the floors. Each corpse is perfectly preserved. Blood still weeps from sores all over their bodies. There is little of interest, except for the vault, which contains 150 gold and the corpse of the stationmaster, Daneel (see below), still holding his pocketwatch in his bloody hands. The watch acts as a combination *Orb of Direction* and *Orb of Time*.

The spectre of stationmaster, Daneel Thornwaist (N male **gnome ghost**), is the only inhabitant of the station. Desperate for more genteel company than a pile of corpses, Daneel eagerly greets anyone who passes through. Before the characters leave, he asks to use his *possession* power on one of them, so that he might be able to leave the station and say goodbye to his family in Zilargo. If rejected, he may allow them to leave, or may try to forcibly possess one of them, depending on how the characters have treated him and what promises they make.

LORD OF BLADES ENCLAVE

A camp of a half dozen tents occupied by warforged who are allied with the Lord of Blades. At the center of the camp is a large tent for the enclave's commander (see below) and a forge which doubles as a center of religious rites related to the Lord of Blades. The camp perimeter is always guarded by four warforged **scouts** who either ambush the characters, or alert the camp, depending on how strong the adventurers seem. The entire camp is hostile to any non-warforged and will attack in force. Approximately a dozen other warforged live here, a combination of **commoners** and **thugs**.

There is also a commander who knows information about strikes happening against humanoids outside the Mournland and the location of one other enclave. As the commander is absolutely loyal to the Lord of Blades getting this information will require magical coercion.

Roll a d4 to determine the enclave's commander and the magic item that they possess:

1. Echo, **priest**, carrying a *Pearl of Power*.
2. Jury, **veteran**, with a Sentinel Shield (19 AC).
3. Safeguard, **martial arts adept**, with *Stone of Good Luck*.
4. Ember, **mage**, with *Headband of Intellect* (spell DC 15).

LOST LANDS

Four black metal posts, each 50 feet tall, are all that remain of a House Cannith research site. The posts radiate an aura of divination magic. Anyone passing within half a mile of this site cannot properly orient themselves via any means, including using rivers, roads, or other landmarks. A compass or a character with the *keen mind* feat will get random results each time they are consulted.

Roll a d6 to see who or what is encountered here. They are generally lost and irritable and may attack.

1. No one is currently lost here. Well, except you.
2. Six **skeletons** from a necromancy unit from Karrnath, which have been trying to return to their encampment for five years, but are too unintelligent to realize they are lost.
3. Lost adventuring party of a **spy** (Janelle), **scout** (Markoh), and **veteran** (Andreas).
4. An **oaken bolter** which survived the disaster that destroyed the research site.
5. Six **reef sharks** which are living on land somehow.
6. A near-starving **brown bear**.

After leaving the site, determine randomly which direction the characters travel.

MANY LAKES

Cutting through the surrounding terrain is a staggered line of 20-foot wide shallow ponds filled with reddish water. A few animals, covered in tumors and extra eyes, gather around the ponds and drink. Whatever type of animals these creatures were is unrecognizable.

In truth, these ponds are the footprints of a gargantua, filled after a recent rainland. There is a cumulative 5% chance per mile spent following the "lakes" that the characters will encounter the creature that made them (see *Gargantua Encounter*).

METALLIC ANIMALS

An animal (or small family) of animals passes by. However, the animals all appear to be coated in a thin layer of liquid metal, like mercury. Each has an AC of 16, but are otherwise unremarkable in combat. The corpse of a metallic animal is 75% likely to melt away unless destroyed with cold damage (A DC 10 Intelligence (Arcana) check reveals this information). A corpse might fetch as much as 100 gold from a researcher from House Cannith or Vadalis.

Roll a d6 to determine the type and number. Except for the dire wolves, the animals are not aggressive and fight only to defend themselves.

d6	Animal (Number)
1	Dire Wolves (1d4+2)
2	Deer (2d6)
3	Coyote (1d6+2)
4	Cattle (3d6)
5	Raccoon (2)
6	Owl (1)



MILITARY ENCAMPMENT

In the distance there is a large encampment of twenty tents including a large tent for a commander. Within the camp are four burning cooking fires. Silhouettes of four humanoid figures appear to be standing and sitting around one of the cooking fires watching the roasts. No matter how long the camp is observed for no figures can be seen moving around.

Inside the camp empty sets of clothes and armor are strewn everywhere as if suddenly abandoned. Inside the tents are weapons and provisions similarly discarded. The four humanoid figures by the fire are empty suits of plate mail which haven't yet toppled over. Upon being touched, the suits crumble to dust.

The commander's tent contains comfortable cushions and chairs and a table covered with battle maps and miniatures of the surrounding terrain. A cursory inspection of the maps shows that the nearby landscape has been radically altered; hills, trees, and rivers are no longer where they once were. A locked chest contains orders from Metrol, two *Potions of Healing*, and a *Scroll of Revivify* which could not save the inhabitants of the camp.

At night the camp is haunted by 4 **specters** which don't communicate and fight until destroyed. The specters won't leave the camp, and even if destroyed, will return each night.

MUTANT HIVE

This small town has been almost entirely converted into a massive hive and its streets are filled with honeycomb. Hundreds of giant worker bees (use the statistics for a **giant fly**) swarm the hive, while others arrive and leave in small groups, searching for prey. Dozens of giant soldier bees (**giant wasps**) patrol the hive in groups of 4, and either attack, or seek reinforcements after sizing up intruders. The leader of the hive is a giant queen bee (**giant scorpion** with 16 Intelligence), who can communicate telepathically in a 500 foot radius.

If the characters fight or sneak through a wave of soldiers the defenders suddenly depart. After a few moments, the queen bee introduces herself to them telepathically and invites them to dine with her. If they accept, a group of giant courtier bees wearing humanoid suits escorts them to the queen's chambers. The queen's intentions are left to the DM.

Opening up a honeycomb requires the use of an action. Roll on the following table to determine its contents. Each magic item can only be encountered once.

d10 Honeycomb Contents

- | | |
|-----|--|
| 1-4 | The corpse of an animal, encased in honey. |
| 5 | The corpse of a humanoid, encased in honey. |
| 6 | The corpse of a humanoid, wearing <i>Helm of Telepathy</i> . |
| 7 | A <i>Decanter of Endless Water</i> producing water. |
| 8-9 | A giant bee larva. |
| 10 | Royal jelly (treat as <i>Keoghtom's Ointment</i>). |

NIGHTMARE PALACE

A daelkyr (use the statistics of an **ultroloth** with at-will *confusion* if it engages in combat) has broken free of its prison in Khyber. It is turning the area in a few mile radius into its own personal canvas; creating masterpieces of reshaped flesh. Plants, animals, and the ground itself, have all been stretched into grotesque shapes and changed into striking arrays of colors. Pairs of dolgrims (treat each as two **hobgoblins** who share the same square and a shared pool of 22 hit points) patrol the area, but generally avoid conflict and instead lead anyone they encounter back to their master's base of operations. At the center of the region is a small fort. The daelkyr lives here along with a dozen dolgrim servants and a pair of dolgaunts (treat as **martial arts adepts** with 10 foot reach from their tentacles).

The daelkyr is curious and interested in finding new subjects for its artwork more than anything. They are welcoming and communicate telepathically with the characters offering to transform them into beautiful new forms. They don't take no for an answer. Anyone who accepts is given a random *Boon* and gains a minor physical alteration (such as a height, skin, eye, or hair color change). If the daelkyr is threatened, or the characters refuse the invitation, they order the dolgaunts, or a group of four dolgrim, to fight the characters to the death. Afterwards, they continue parleying, unfazed. The daelkyr will fight only to defend themselves and only when all of their minions are dead.

OCTOPODES

A group of 3 **giant octopodes**, which live in a large lake nearby, are testing out some exoskeletons they have built. The octopodes have never seen any land-dwelling creatures before and are quite surprised and terrified that there are so many. Animals (even ones unaffected by the Mourning) and humanoids look bizarre and horrifying to them. We look like dried out mummies covered in coarse bristles and have far too few limbs. The octopodes only speak their own language, which is a combination of audible sounds and the changing of skin color.

The octopodes are likely to lash out in self-defense. If a way to communicate can be found, it takes a DC 15 Charisma (Persuasion) check to convince them that the characters mean no harm. The octopodes are both grossed out by and intensely curious about the world out of the water.

With their exoskeletons the octopodes lack the water breathing property and can use their *ink cloud* ability to full effect even though they are not underwater. All three carry metal rods which allow them to cast *Shocking Grasp* at will using their Wisdom modifiers (+2 to hit, 2d8 lightning damage). One of the metal rods also can be used as a *Wand of Lightning* which holds a maximum of 3 charges.

OLD WATCHTOWER

This tower once served as an advance guard tower against invasions of Cyre. It stands in partial disrepair and is covered in a thick layer of ivy. If the ivy is hacked away, 1d6 **vine blights** emerge and attack.

The interior of the tower has a few bodies of humans in scale armor wearing the livery of Cyre. They have no discernable wounds. The second floor of the tower contains a pair of dead gnomes and a House Sivils *Sending Stone* which was used during the war to send warning messages. House Sivils would be willing to pay 1000 gold for the recovery of one of these stones.

PERCIVAL'S WEB

A small town lies in ruins. Massive webs fill each building and the streets. The webs are full of dessicated victims ranging from rats, to humans, to bears. Groups of 2d4 web-covered **zombies** wander through its streets. At the center of the webs is Percival (CN **phase spider** with the spellcasting ability of a **mage**) wearing a top hat and monocle. Percival speaks common and introduces itself politely.

Percival was once a common house spider, but has gained sentience and size from a strange combination of the energies of the Mourning and having devoured a number of spellbooks from the library where they lived. Now Percival hungers for more books to consume, especially magical ones. If the characters can offer it an interesting book or two Percival will happily let them go—although it will send its young to follow them to find more books. Otherwise, Percival just eats them. If engaged in combat, Percival is joined by some zombies, and its young, 2 **swarms of spiders**.

PREDATOR AND PREY

In what was once a beautiful meadow filled with large boulders a herd of deer grazes on the dead grass. They seem to also be eating a yellow mold that covers both the ground and themselves. These deer are mutated to be resistant to the effects of the mourning. Each has just one minor disfigurement: one has segmented eyes, another has human hands instead of hooves, and a third has seven legs. The leader of the pack is a much larger stag with an elvish face (it has the statistics of a **giant elk** and it can cast *Mind Spike* with a DC of 12). Despite its humanoid appearance, the stag does not understand any language. It ignores the characters and responds to violence with its *Mind Spike* ability.

After a few minutes, the sound of humming fills the air. A group of 2d4 giant worker bees accompanied by 1d6 giant soldier bees fly overhead in search of food (use the statistics for a **giant fly** and **giant wasp**, respectively). Any attempt to hide from the giant bees succeeds. Unless the characters attempt to make a nuisance of themselves, they will be ignored by the bees.

Upon arrival, each worker bee descends and grabs a deer to carry back to their hive. The grabbed deer bleat and thrash about. The others do not respond in any way to its distress; they don't even turn their heads and continue to graze. If attacked, the worker bees flee while the soldiers engage in combat. A DC 15 Wisdom (Survival) check can be used to track the bees back to their nest (see the *Mutant Hive* encounter).



QUORI MONOLITH

A half-finished quori monolith stands here (see *Eberron Campaign Setting* for more details). It consists of an outer shell which is only half complete and a central crystal column. All around the hanbalan lie the dead bodies of human workers from the continent of Sarlona. The bodies look as though they died minutes ago and show no sign of injury or decay.

One of the people, an overseer named Harakkha, is merely unconscious. She is well-dressed and wears a pair of *bracers of defense* along with 250 gold worth of jewelry. The overseer is an Inspired possessed by a tsucora quori (treat her as a **githzerai zerth**). She is disoriented, since she thinks she is still in Sarlona, and may lash out by attacking the characters.

The monolith has many properties including:

- If the PCs investigate the interior of the monolith, they discover that its central crystal column is partially charged with psychic energy.
- A DC 15 Intelligence (Arcana) check can be used to deactivate or activate its self-destruct sequence. The latter causes the column to explode after 10 minutes dealing 8d6 thunder damage to everything inside the monolith's shell
- Either way, tampering with the monolith attracts the attention of a pair of intellect devourers; the next encounter will be the *Intellect Devourer Ambush*.
- Anyone sleeping within 5 miles of the monolith while it is active and intact has the same dream: a summary of the news in Sarlona, announcements of festivals, and songs of praise for the Inspired lords of Riedra who have brought peace and prosperity to the land.

RUINED HOUSE CANNITH ENCLAVE

The area within two miles of this site is littered with pieces of clockwork and severed metal-wood limbs characteristic of warforged composite plating. As the characters move toward the enclave they can hear rustling in the woods and the occasional metal-wood animal can be seen in the brush. Before reaching the enclave, anyone passing through is ambushed by a group of animal-like warforged. Roll on the encounter table:

d6	Encounter
1	1 warforged giant crocodile
2	2 warforged giant elks
3	1d6 warforged giant toads
4	1d6 warforged giant crabs
5	2d4 warforged boars
6	15 warforged lizards

Use the normal statistics for such creatures, except change their type to construct, and they are immune to necrotic, poison, and psychic damage as well as the poisoned condition.

The enclave was once a small research laboratory for House Cannith until it was torched during the Last War. All that remains are the foundations of the building and an irreparably damaged creation forge which lies beneath the rubble. Once per day at noon it sends out glowing mists and produces a highly aggressive animal-like warforged.

Even though it is broken, knowledge of this creation forge's location would be of great interest to Cannith South.

However, the Treaty of Thronehold forbids the creation of new warforged. Instead, the characters might destroy it and claim a bounty of up to 1,000 gold from a fund set up during the Treaty of Thronehold.

SALVAGERS

A party of goblinoids from Darguun consisting of Chaldar (LN male **hobgoblin captain**) and his lieutenant Samara (NE female **bugbear**). Chaldar wields a *longsword of warning*, while Samara wears *mithril chain mail*. They're travelling through the Mournland looking for scrap metal and picking bodies clean of weapons and armor. Chaldar and Samara ride in a wagon piled high with their salvage. 1 **goblin** slave drives the wagon while another 5 **goblins** walk beside it.

The leaders size up anyone they come across and either attack or offer to trade. They have almost any mundane armor and weapons somewhere in their wagon and are willing to trade for magical equipment of the same rarity as they possess, as long as it is a weapon or armor.

SKELETON ARMY

A squad of 8 Karrnathi Skeleton Warriors (**skeletons** with Intelligence 10 and 20 hp apiece) come marching by. They carry a body on a stretcher. If they spot anyone not wearing the uniforms of Karrnath, or carrying a Karrnathi standard, they attack and fight to the death. The skeletons survived the Day of Mourning and are continuing their last orders to patrol this area. The body on the stretcher is their bone knight commander, who did not survive the Mourning.

TAIRNADAL WARRIORS

The characters encounter the remnants of a party of elves from Valenar, who sought to glorify their ancestors by battling the horrors of the Mournland. Their leader is Masheeni (LG female valenar elf **gladiator**), and she is leading 4 remaining warriors (N male and female valenar elf **tribal warriors**) back toward Valenar. All are suffering from two levels of exhaustion. They've lost about half of their members, including their priest (whose body they are carrying), but all believe the trip to have been a rousing success.

They are willing to trade for any aid they can get:

- They're willing to purchase services or provisions with the 500 gold they carry.
- They have 3 *Scrolls of Greater Restoration* and a *Scroll of Raise Dead*, which they would like to use to raise their priest, but none in the group can cast from it.
- They know the location of several interesting ruins in the Mournland, including some "safe" nearby locations where they've killed or driven away all of the nearby monsters.
- Masheeni carries a *Medallion of Thoughts* which she would gladly trade for a magical blade.

TERRITORIAL DISPUTE

Two huge creatures are battling over this region to be their hunting area. One looks humanoid, but has hands where its eyes belong. Its skin is covered in patches of scales, fur, and rock. The other is a quadruped whose skin is covered in scar tissue and knots. It has far too many eyes in too many places.

Left alone, one of the creatures will win in 3 rounds and then immediately turn its assault on the characters. At this point, the creature is injured, but its wounds rapidly begin closing and healing themselves. Treat it as a **mammoth** with regeneration 5, starting at half health (63 hit points).

TIME-LOST BATTLE

Shouts of battle and the ringing of steel are audible long before the battle can be seen. Rows of soldiers wearing the colors of Cyre and Aundair face off; the soldiers from Cyre are defending a hilltop with bows and spears while the Aundairans prepare a charge from the bottom. A group of four airborne phantom knights (LN human **illusionists** with *scorching ray* memorized instead of *phantasmal force*) from Aundair ride *phantom steeds* while softening up the defenders with spells. The entire battlefield is free of the mists that infect the Mournland.

The entire battle has been transported forward to the present time. None of the combatants have any knowledge of the past few years or the end of the Last War. If the characters intervene in the battle, they find themselves between the warring factions (treat skirmishers as **guards**, with 3d6 per side). Each side is lead by a **knight** who is not interested in anything but winning the battle, but a DC 20 Charisma (Persuasion) can persuade them to listen to reason. The players may also help the knights achieve victory to gain favors.

Regardless of what intervention they may enact, if the characters return here, they find the battle replaying itself out in front of them. Because of this effect, any soldiers convinced to leave may encounter duplicates of themselves.

TOTALLY NORMAL TOWN

The town of Darry's Landing contains a dozen or so buildings, including a shrine dedicated to the Sovereign Host, a general store, and an inn. The buildings are intact and well-maintained, but the occupants of the town are all undead and are mostly **skeletons** and **zombies**. The townsfolk continue to go about their daily business, running the stores, tending their fields, and worshipping at the shrines. The people in the town are extremely friendly and willing to go out of their way to help in any way they can. It's been months since any traders came through, and they're excited for news from the outside world.

The townsfolk are completely unaware that they are no longer alive and don't realize that Cyre is dead. If somehow forced to acknowledge these facts, or to reflect on their memories of the Day of Mourning, they lose their sanity and lash out against anyone alive. If left alone, the town is a perfectly safe place to trade for equipment and provisions and rest up. The Mournland's effects on rests do not affect Darry's Landing.

Notable NPCs include Jerediah Semet (LN male **skeleton**), the town's mayor, an alchemist named Annallisse (N female **apprentice mage** with the undead type), and Sovereign Anaxander (NG female **ghoul**), the town's priest.

WARFORGED ENCLAVE

In a small abandoned town of ten houses lives a close-knit community of two dozen warforged commoners. Not needing food or water, the group lives here in relative safety, self-sufficient and separate from the nations of Khorvaire. The community is organized around a forge used for repairing community members. The forge is run by twin warforged **gladiators** named Hammer and Anvil. They are also the leaders of the enclave. Additionally, a warforged **priest** of the Becoming God, named the Architect, runs a small shrine and serves as a spiritual leader.

Non-warforged characters are viewed with suspicion. The enclave doesn't want the outside world to find them. However, they will allow outsiders to stay the night and rest. They are also willing to sell or barter for wooden, leather, and metallic items found in the Player's Handbook. If the PCs manage to befriend the warforged, they will find them to be quite knowledgeable and talkative about the surrounding terrain including knowledge of a similar warforged enclave within a few dozen miles.

If the characters spend at least a day visiting the enclave, one of the following events occurs. Roll a d6:

1. A warforged named Mason is murdered. Everyone suspects the PCs.
2. Chip, an **apprentice wizard**, asks to join the PCs to learn more about the world.
3. A holy day is celebrated with lots of incense burned and partying in the streets.
4. Several scavengers return with scrap, with a pack of 2d4 **rust monsters** chasing them.
5. A trader from the *Lord of Blades Enclave* arrives.
6. A rust storm blows through town. Any non-warforged characters, who are immune to the worst effects of the storm, are enlisted to board up the houses.

WARFORGED WANDERERS

A party of four warforged named Maul (N warforged **knight**), Gearbox (NE warforged **spy**), Glade (NG warforged **druid**), and Ender (N warforged **martial arts adept**) have been wandering through the Mournland for months. Roll a d4 to determine their motives:

1. They are servants of the Lord of Blades and attack any non-warforged.
2. They are simple wanderers, seeking other warforged. They cautiously greet non-warforged.
3. The group are adventurers seeking fortune. They're returning from a site deeper in the Mournland.
4. They've been hired by the crown of Aundair to determine the cause of the Mourning.

APPENDIX A. CREATURES



he Mournland is full of an endless variety of strange creatures. For generating a quick wandering monster encounter, the following tables can be used. The *Random Description* table generates a strange quirk or quality caused by the magical radiation of the Mourning. For the creature type, either use the

Random Base Creatures table below, or any random encounter table suitable for the terrain or adventure.

RANDOM DESCRIPTION

d20	Description
1	Each has 1d6 additional limbs.
2	Body and limbs covered in eyes from random species.
3	Made of plant matter. Movement speed is 0.
4	Made of rotting, bleeding flesh.
5	If humanoid, walks on all fours. If non-humanoid, walks and dresses like a human.
6	Switch carnivorous diet for vegetarian and vice-versa.
7	Twice normal size. Increase hp to maximum, and double the number of all damage dice.
8	Illusory with no tactile component. They hunt and eat other illusory creatures.
9	Roll a second time on encounter table. Creatures have the statistics of the first creature but the appearance of the second creature.
10	Body covered with tentacles or cilia. Reach increased by 5 feet.
11	Upon death, explodes violently. All creatures in a 10 foot radius take 2d8 fire damage, with a DC 13 Dexterity save allowed for half damage.
12	Change normal intelligence (8+) to animal intelligence (2) and vice-versa.
13	Internal organs are gone and replaced with a green gelatinous substance. No blood.
14	Switch type to undead and give immunity to necrotic and poison damage. Reroll if already undead.
15	All attacks do a random type of damage: necrotic, bludgeoning, radiant, force, or lightning.
16	Moves and undulates like a "man in a suit" giant monster. It is actually made out of 2d4 smaller versions of the creature all hiding within its skin. Upon death, the large creature bursts, releasing the tiny ones. Choose a CR 0 creature for their statistics.
17	Ground-based creatures hover or fly, while flying creatures walk on the ground.
18	Body covered in long, grotesque scars. All open wounds allow the creature's interior to be seen, which looks like the dark night sky.
19	Can cast <i>misty step</i> at will.
20	Is inside out, with exposed internal organs. Decrease armor class by 2.

RANDOM BASE CREATURES

d20 Creatures (Number)

1	Giant Frogs (2d6)
2	Pteranodons (2d6)
3	Elks (2d6)
4	Zombies (2d6)
5	Shadows (2d4)
6	Psychic Gray Oozen (2d4)
7	Tigers (1d6)
8	Ettercaps (1d4)
9	Basilisks (1d4)
10	Gargoyles (1d4)
11	Ochre Jellies (1d4)
12	Wills-o'-Wisp (1d4)
13	Manticores (1d2)
14	Waters Weird (1d2)
15	Wights (1d2)
16	Elephants (1d2)
17	Salamanders (1d2)
18	Ropers (1d2)
19	Umber Hulks (1d2)
20	Giant Ape (1)



APPENDIX B. CONDITIONS

The Mournland certainly has something akin to weather, but many of its more benign conditions would be bizarre anywhere else on Eberron. To generate a random condition for characters to interact with, roll a d20 and consult the table below.

Conditions in the Mournland typically change about once a day, but the Mournland is nothing if unpredictable. Changing conditions once per hour at random while at a ruin or other site of interest may make the exploration more interesting, to say the least.

All weather conditions listed in **bold** below can be found in Chapter 5 of the *Dungeon Master's Guide*.



RANDOM CONDITIONS

d20	Condition	Description
1	Clear	Skies are sunny and clear, but have a 50% chance of being the wrong color. Vision is unaffected.
2	Haze	A misty haze pervades the land. Vision is limited to 200 feet.
3	Colored Haze	As <i>Haze</i> , but of an unusual color: orange, purple, black, etc.
4	Mirage Haze	As <i>Haze</i> , and the fog is full of the outlines of creatures which aren't there.
5	Lost Haze	As <i>Haze</i> , and all Wisdom (Survival) checks to determine direction are made at disadvantage.
6	Thick Haze	As <i>Haze</i> , but vision is limited to 60 feet. All Wisdom (Perception) checks are made at disadvantage.
7	Quiet Haze	As <i>Haze</i> , and the mists absorb sound. All Dexterity (Stealth) checks to be quiet are made at advantage.
8	Glowing Haze	As <i>Haze</i> , but the mist glows, providing illumination and revealing any invisible creatures.
9	Weirding Way	As <i>Thick Haze</i> , and the characters travel long distances four times as quickly as normal.
10	Darkness	Regardless of time, it is pitch black. Light sources and darkvision don't reach beyond 10 feet.
11	Random Time	The positions of the Sun, Moon, and stars move about rapidly, at random. Day and night cycle is erratic.
12	Rain	Heavy, slimy, rain comes from the sky. Everything is lightly obscured.
13	Blood Rain	Blood rains from the sky. Everything is lightly obscured.
14	Raining Up	As (Rain), but it pours from the ground and falls upward.
15	Cloud Shapes	There is a thick cloud layer. The clouds dance about in the shapes of humanoids, animals, and monsters.
16	Cold Snap	Temperatures drop dramatically. All open water sources freeze. Extreme Cold conditions prevail.
17	Unusual Heat	Temperatures rise uncomfortably. Open water sources lower or disappear. Extreme Heat conditions.
18	Thunderstorm	Loud rumbling with magenta and purple lightning bolts streaking through the sky. All Wisdom (Perception) checks are made at disadvantage.
19	High Altitude	Air thins, regardless of elevation. As High Altitude conditions.
20	Gale Wind	Strong Wind condition.