The Burdenstone Mountains

A temperate biome including 3 natural hazards,
8 creature statblocks, 6 plants, and 1 playable race

Burdenstone Mountains

Rugged rock faces, deep gorges, and sharp ridges - this is what the burdenstone mountains look like. The barren mountains, which, even in their lower areas up to the tree line, are home to few plants. Scree, fog, clouds, and lurking creatures make crossing and traversing the mountains a dangerous and tedious endeavor. In winter, the temperatures are freezing, and the snowfalls are long and heavy. In summer, however, it is all the warmer. But even at this time of year, the sun cannot thaw the glaciers and snow deposits at the highest altitudes. The daily weather conditions change quickly and are hard to reliably predict. For travelers, a sudden thunderstorm can quickly mean death.

The burdenstone mountains owe their name to the extensive occurrence of burdenstone - a precious gemstone that has a unique and not always advantageous influence on metals. Therefore, weapons and armor will not behave reasonably as the wearer would expect them to in this region. Thus, most require a strategy adjustment in battle.

Plants. Plants in the burdenstone mountains are marked by the harsh climate and abruptly changing weather conditions. The rocky soil offers little support and requires a lot of strength to root through. The high occurrence of burdenstone often leads to unusual characteristics in the plants, as they absorb the mineral together with their required nutrients through the roots. But even the hardiest plants rarely make it above the tree line at 6,500 feet.

Creatures. The creatures that count the burdenstone mountains as their habitat are primarily robust and have learned to camouflage themselves perfectly in the rough terrain. They use the stony environment to their advantage by using stones as weapons and lying in wait for their victims behind rocky outcrops.

Heavy Metal. The amount of burdenstone present in this biome causes all metal to double in weight, causing the following additional effects:

- Metallic weapons with the light property lose the light property.
- Creatures that are Small or Tiny have disadvantage on attack rolls with metallic weapons without the light property.
- Creatures that are Medium or Small have disadvantage on attack rolls with metallic weapons that have the heavy property.
- Ranged attacks made with metallic ammunition have their range halved.
- When a creature uses a metallic weapon with which they are proficient, the creature may add their proficiency bonus to the damage dealt using that weapon.
- Creatures wearing metallic armor do not add their Dexterity modifier to their armor class.
- Creatures wearing metallic armor have their speed reduced by 10 feet if their Strength score is lower than 13. If the armor already has an effect like this, the Strength score required to ignore it increases by 2 (for example, Plate armor requires a Strength score of 17 instead of 15).

Weather

Three times per day, roll 2d6 to determine the day's weather. The previous weather can have an influence on the rolled total.

3 or less. A dense fog bank, or maybe a cloud, moves through the mountains. Everything beyond 60 feet is *heavily obscured*, making it difficult to navigate and look out for hazards. Add to that the damp cold that settles into clothing and soaks everything after a short time. Creatures have disadvantage on Wisdom (Perception) checks. Subtract 2 from the next result when rolling for weather.

3-5. The sky is clear; there is not a cloud to be seen. In summer, the sun now shines relentlessly on rocks that heat up unmercifully. There is little shade. In winter, it is freezing cold; the sun makes the snow glisten but does not manage to dispel the cold. Subtract 1 from the next result when rolling for weather.

6-8. The occasional cloud moving over the sky, sometimes lightly obscuring the sun. A typical day in the burdenstone mountains.

9-10. Dense clouds cover the sky and let their contents fall ruthlessly to the ground. In summer, a downpour occurs, creating small streams between the rocks and making the stones slippery. In winter, the snowfall is so thick that everything beyond 30 feet is *heavily obscured*. Add 1 to the next result when rolling for weather.

11. A violent storm has come up, tugging at the trees and shrubs, sometimes tearing them from the rocky ground. Dust, small stones, and parts of plants fly through the air. The howling wind drowns out almost all sounds of the surroundings. Creatures have disadvantage on Wisdom (Perception) checks that rely on hearing. Add 2 to the next result when rolling for weather.

12 or more. A thunderstorm is coming. Heavy rain and hail cause small streams to burst their banks, thunder echoes from the high rock faces and becomes even louder. Lightning flashes from the sky and strikes high stone peaks, causing them to crumble. Creatures have disadvantage on Wisdom (Perception) checks. Subtract 2 from the next result when rolling for weather. Consider running a thunderstorm encounter.

Burdenstone

Burdenstone occurs in large deposits in the hard rock of the burdenstone mountains. Finding the gems is not particularly difficult, but mining them requires a lot of strength and skill. The gemstone is extremely hard and therefore difficult to break out of rocks. In terms of color, it is easy to distinguish from surrounding rocks. It has a milky white coloration, which begins to shimmer in shades of pink and blue when the sun shines on it.

Burdenstone is a very light gemstone. It transfers its own weight to nearby metals, increasing the weight of all metals in the immediate vicinity.

Mining. The raw gem is firmly anchored into the surrounding rock. A creature spend 4 hours to make a DC 13 Strength check using *mason's tools* and a pickaxe, mining *raw burdenstone*. On a success, the creature manages to mine a small piece of the gemstone. The character then rolls a d8. On a 1, the vein has been cleared, and no more burdenstone can be found here.

Refinement. A creature proficient with *jeweler's tools* can spend 8 hours turning a piece of *raw burdenstone* into a precious and pretty piece of jewelry by succeeding on a DC 15 Dexterity check using *jeweler's tools*. On a failure, the gem shatters into pieces. The traits of this jewelry are the same as the raw burdenstone it was created from.

Arcane Amplification. A spellcaster can spend a short rest with a piece of jewelry created from burdenstone, expending a 3rd-level spell slot to amplify its natural magical traits by succeeding on a DC 18 Intelligence (Arcana) check. A spellcaster with proficiency with *jeweler's tools* can make the check with advantage. On a success, the creature turns the piece of jewelry into an *amplified burdenstone*.

Raw Burdenstone
Wondrous item

While you are carrying a piece of raw burdenstone and aren't wearing metallic armor, or carrying metallic weapons, you gain the following benefits:

- Small or Tiny creatures within 10 feet of you have disadvantage on the attack roll of melee weapon attacks made with a metallic weapon.
- Medium, Large or Huge creatures within 10 feet of you have disadvantage on the attack roll of melee weapon attacks made with a heavy metallic weapon.
- You have advantage on melee weapon attacks that target creatures wearing Medium or Heavy metallic armor.
- You are considered to have half cover for ranged weapon attacks made using metallic ammunition.

Amplified Burdenstone
Wondrous item (requires attunement)

This magically amplified piece of jewelry made of burdenstone has the same properties as raw burdenstone, plus the following additional trait:

This piece of jewelry has 3 charges.

While attuned to this piece of jewelry, you may expend one of its charges to cast the *metallic burden* spell, using your Constitution as the spellcasting ability for it.

The amplified burdenstone regains 1d3 expended charges daily at dawn.

Metallic Burden
1st-level transmutation

Casting Time: 1 action
Range: 30 feet
Components: V, S, M (a piece of amplified burdenstone)
Duration: 1 round

You target one creature within range, increasing the weight of metal within 5 feet of it.

If the target is carrying a metallic weapon, it must succeed on a Strength saving throw or drop the weapon. For the duration, the weapon cannot be picked up, unless a creature spends its action and succeeds on a Strength check against your spell save DC to do so.

If the target is wearing metallic armor, it must make a Strength saving throw. On a failure, the creature takes 3d6 bludgeoning damage and falls prone. On a success, the creature takes half as much damage and does not fall prone.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Classes: Druid, Wizard

Orelings

The door to the tavern swung open, and a small creature entered the taproom. Judging by its clothing, it could have been an ordinary townsman, but its skin shone a dark bronze hue, its silver hair stood out like prickly spikes from its head, and its eyes glowed a deep gold.

Without looking back, it crossed the room and sat down at a table in the corner - far from any other patrons - and placed the large stone ax it had strapped to its back on the table beside it.

– Gligrack Hardbrow, The Drunken Rats Tavern

The steady pounding of a hammer on stone, the hustle and bustle of the mine, and deep darkness. This is the place that orelings call home. As they tell each other about the day's biggest gemstone finds and gold deposits, they pat each other on the back appreciatively and arrange to play cards in the evening. But this lightheartedness lasts only until they are forced to leave their protective tunnels.

Metallic Tones

Orelings reflect the characteristics of their environment in their appearance. They rarely grow taller than three feet but have an extensive and robust build. This is where their relatively heavy weight of 60 to 75 pounds comes from. Their rugged skin shimmers a rich bronze hue, providing natural protection from sharp-edged ores and hard stones. Their hair is bristly, usually rust or silver-gray, and stands out tangled on all sides. To find their way in the dark tunnels, their golden eyes are able to see something even in complete darkness. orelings often reach the age of 250 years in their mines, provided they do not have to leave their tunnels frequently. Because then they quickly find death through the lurking dangers.

Clothes play almost no role in the life of the orelings. Their robust skin means that they do not need protective gear. Simple shirts and pants made of sturdy leather are all the little creatures need in the mountain. Besides that, every oreling wears a small pouch on his belt, in which it collects the most beautiful gems it could find in its life so far.

Workers and Keepers

As long as they can be with their family and friends and mine ore, orelings are happy. That's why they do not leave their protective tunnels very often. Only rarely do the orelings venture out into the world. Therefore, they are largely unknown and cause astonished looks on the street. They are primarily fearful or at least suspicious towards strangers and need a long time to build up trust. However, once this trust is established, orelings are loyal and faithful souls who do anything for their companions.

Due to their daily mining of ores, stones, and gems, they are highly skilled in mining tools and well-versed in these materials.

Dark Tunnels

High up in the mountains, the orelings create tunnels and mines hewn deep into the stone. In the dark passages, careless creatures and intruders not infrequently get lost and die from starvation or fall into deep chasms. The orelings live together in large groups, often amalgamating many extended families, numbering over a hundred individuals.

The orelings always find their way in their tunnels, and no one else knows the shortcuts and fatal traps of their area better. They can be found everywhere, where the mountains are high enough, and the ore deposits are large. The little creatures rarely stray into cities. Only once in a while one is brave enough and looks for a place to stay in a nearby town. But the mountains must still be in sight.

Oreling Names

Orelings are often named after ores, stones, and gems. The family name usually refers to a tool or implement used in mining. In most cases, the names are gender non-specific.

Names: Iron Pickax, Ruby Chisel, Copper Hammer, Emerald Gad, Sandy Lore, Granite Plane, Slate Rope, Saphier Mallet, Platinum Wheel, Tin Corf

Oreling Traits

Your oreling character has the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Stone Carver. You have proficiency with mason's tools.

Intransmutable. You are immune to the petrified condition.

Mountain Native. Starting at 5th level, you can cast the *meld into stone* spell with this trait. Once you cast this spell with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level.

Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell when you cast it with this trait (choose when you select this race).

Steadfast. When you make a Constitution saving throw, you can make the saving throw with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Optional "Old" Version

If you prefer the way races used to be before the changes started by *Tasha's Cauldron of Everything* and *Mordenkainen Presents: Monsters of the Multiverse*, here is a version you can use instead.

Ability Score Increase. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Orelings reach maturity around age 20 and can live up to 250 years.

Size. You are Small.

Speed. Your walking speed is 25 feet.

Stone Carver. You have proficiency with mason's tools.

Intransmutable. You are immune to the petrified condition.

Darkvision. You can see in dim light within 120 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Sunlight Sensitivity. You have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Mountain Native. Starting at 5th level, you can cast the *meld into stone* spell with this trait. Once you cast this spell with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast the spell using spell slots you have of the appropriate level.

Constitution is your spellcasting ability for this spell when you cast it with this trait.

Steadfast. When you make a Constitution saving throw, you can make the saving throw with advantage. You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Stoneskin. When you aren't wearing armor, your base AC is 13 + Dexterity modifier. You can use your stoneskin to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your stoneskin.

Languages. You can speak, read, and write Common and one other language that you and your DM agree is appropriate for your character.

Oreling

Small elemental

Armor Class 14
Hit Points 39 (6d6 + 18)
Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	10 (+0)	10 (+0)

Saving Throws Con +5
Condition Immunities petrified
Senses darkvision 120 ft., passive Perception 10
Languages Common, Dwarvish, Undercommon, Primordial
Proficiency Bonus +2
Challenge 1

Sunlight Sensitivity. While in sunlight, the oreling has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Pickaxe. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Meld into Stone (Recharges after a Short or Long Rest). The oreling casts the *meld into stone* spell, targeting itself. Constitution is the oreling's spellcasting ability when casting this spell.

Natural Hazards

When trekking through the mountains, creatures are not the only complications a party might face. Ravines and scree slopes - large areas of loose rocks and rubble - can make it challenging to continue on the path ahead, while sudden, extreme thunderstorms will pose a threat to even the strongest adventurer.

Thunderstorm

Duration (Phase 2) 5 (1d6 + 2) rounds
Challenge 6

Phases. A thunderstorm encounter is divided into three phases. The first phase is very short and quick, as noticing an approaching thunderstorm is difficult in the burdenstone mountains, and as such little preparation can be done. The second phase is about weathering the storm itself. Thunderstorms are short and intense. The aftermath, which is the third phase, is simple in its mechanics, but lasts the longest.

Phase 1: Preparation

Looming Clouds. A character proficient in the Survival skill can notice the approaching thunderstorm by succeeding on a DC 14 Wisdom (Survival) or Wisdom (Perception) check. If they do, the party has 1 minute to prepare by for example finding shelter. Otherwise, the party gets a single round of actions, bonus actions and movement as preparation time.

Phase 2: The Storm

Mass of Water. The extreme amounts of water that are carried by strong winds make it impossible to see very far. Everything beyond 20 feet is *lightly obscured* (imposing disadvantage on Wisdom (Perception) checks that rely on sight), and everything beyond 60 feet is *heavily obscured* (a creature effectively suffers the blinded condition when trying to see something in that area).

Ice Droplets. The water often cools down to freezing temperatures before striking the ground and what's standing on it, having turned to hail before. Any creature exposed to the weather for one full round takes 7 (2d6) cold damage.

Dangers of the Storm. At initiative count 20, choose one of the following events and complications:

Lightning Strikes. Unless all creatures have taken sufficient measures to prevent lightning from being able to strike them, choose the creature wearing and carrying the most metal or burdenstone to be struck by lightning. A creature struck by lightning must make a DC 14 Constitution saving throw. On a failure, the creature takes 28 (8d6) lightning damage and are stunned for 1d2 rounds. On a success, they take half as much damage and are not stunned. Every creature within 20 feet of the stricken creature must succeed on a DC 14 Constitution saving throw or take 10 (3d6) lightning damage, half as much on a success.

Wet Rockslide. Water has loosened the earth below rocks, causing them to tumble downhill. All creatures without cover must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) bludgeoning damage. For creatures protected by cover, the cover automatically fails the saving throw and takes twice as much damage instead.

Strong Winds. Heavy gusts of wind cause trees to fall, branches to tumble through the air, and light creatures to loose their footing. All creatures exposed to the wind must succeed on a DC 14 Dexterity or Strength saving throw (creature's choice) or take 14 (4d6) bludgeoning damage. All kinds of cover automatically fails this saving throw and takes twice as much damage instead.

Phase 3: The Aftermath

Impassable Paths. For 5 (2d4) days, trees and rubble are blocking most paths. Travel distances are halved in a 14-mile-radius (4d6).

Ravine

Depth 75 ft. (10d10 + 20)
Width across 65 ft. (4d10 + 43)
Challenge 2

Difficult Climb. Whenever a creature attempts to cross the ravine through pure physical ability (for example by climbing down into it, up one of its walls, or across it, hanging from a rope), if they don't have a climb speed, they must make a Strength (Athletics) check. The result of the check determines the number of feet they manage to climb.

Exhausting Climb. Whenever a creature ends its turn climbing for a number of rounds greater than or equal to its Strength modifier, it must make a DC 12 Constitution saving throw or lose one hit die. If the creature has no more hit dice left, it instead gains one level of exhaustion.

Brittle Wall. Choose one creature attempting to cross the ravine by climbing one of its sides. The stone they are holding onto gets loose, and causing them to lose their grip. The creature must make a DC 12 Dexterity saving throw. On a failure, they fall. The creature may use their reaction to attempt to regain their grip by succeeding on a DC 12 Strength saving throw. On a success they fall 10 feet, taking 1d6 slashing damage. On a failure, they fall the rest of the way into the ravine, taking fall damage as normal.

Appearance. Seeing a ravine from close up is not difficult, and there shouldn't be any danger of falling into it, unless external forces are involved. However, spotting one from further away might not easily be possible, or straight up impossible for areas with uneven terrain, for example due to trees or large boulders.

Avoiding the Ravine. Ravines are long, and finding one on a trek leads to one fundamental question: move around it and waste time, or cross it, hoping not to fall? If the players decide to take a detour to avoid the ravine, increase their travel time by 5 (2d4) hours. You might want to roll for a random encounter as well, especially if the players aren't on a tight schedule.

Running the Encounter. Once the players start making their way across or down into the ravine, the encounter starts. Unless you are using the ravine in combination with a combat encounter, all players act on the same initiative count and may split their actions, bonus actions and movement however they want between one another. After all players have ended their turn, the ravine's *loose stones* ability triggers, concluding the round.

Crossing using other Skills and Features. Some players might have creative ideas how to cross the ravine that might or might not be dangerous. If they are still dangerous, allow the player to use a different skill to make the checks required, and interpret the result as it fits their attempt. However, some solutions will entirely bypass the danger, and that's fine: reward the players for their creativity!

Combat. When using the ravine in combat, assign it an initiative (for example 20) and trigger its *loose stones* ability on that initiative count.

GM Tip. Instruct each player to keep track of their own progress into or across the ravine so you have one less thing to keep track of.

Scree Slope

Width 600 ft. (1d6 * 100 + 250)
Challenge 4

Loose Rocks. Whenever a creature has moved 100 feet over the scree slope's area, the creature must make a DC 13 Dexterity saving throw. On a failure, roll which scree slope mishap the creature caused. Whether the creature succeeded or failed, reset that creature's counter to 0 and roll again once the distance they covered exceeds another 100 feet.

Scree Slope Mishap (d4)

1. The creature stepped on the wrong stone, fell prone, and some rocks started tumbling, completely burying the creature. The creature takes 7 (2d6) bludgeoning damage and is restrained until it is freed. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. On a failure, both creatures take 3 (1d6) bludgeoning damage instead, as the attempt caused more rocks to start tumbling down.

2. Slipping on a slightly wet stone, the creature sets of a rockslide, being carried downhill. The creature takes 4 (1d8) bludgeoning damage and is carried 30 feet downhill. Any creature within 20 feet of the sliding creature's path must succeed on a DC 13 Dexterity saving throw or suffer the same fate, potentially causing a ripple effect.

3. The creature got its foot stuck between stones. The creature is restrained until it is freed. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success.

4. Getting its foot caught on the uneven terrain, the creature falls, landing prone and taking 5 (2d4) bludgeoning damage.

Rockslide. The movement over the scree slope has rattled some stones and caused some rocks to tumble downhill, potentially hitting creatures. For every creature on the scree slope, roll a d6. On a 5 or more, the creature must make a DC 13 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save and falling prone. On a successful save a creature takes no damage and does not fall prone.

Appearance. This large area on the side of a mountain is steep and covered with lose rocks. While not hard to see from a distance, understanding the implications of it being dangerous terrain requires a successful DC 13 Wisdom (Survival) check when seen from a distance. The surrounding trees and larger boulders tend to cover up the area, so either the area was identified from a distance and avoided that way, or the dangerous terrain is only noticed from close up.

Avoiding the Scree Slope. Since scree slopes are large areas and the area around them tends to also be covered in less, but still many lose rocks, fully avoiding it requires large detours. If the party chooses to take another path to their destination, finding a reasonable alternative might require a one party member to make a DC 13 Wisdom (Survival) check. On a success, they identify an alternative route that will only require an additional 14 (4d6) hours. On a failure, the next identified route will lead to an even larger scree slope after 7 (2d6) hours.

Running the Encounter. Once the first character enters the area of the scree slope, the encounter begins. Unless you are using the scree slope in combination with a combat encounter, all characters act on the same initiative count, using their actions, bonus actions, and movement in any order they like. Whenever a character moves, check whether the scree slope's *loose rocks* ability triggers. After all characters had the opportunity to take a full turn, the scree slope's *rockslide* ability triggers.

Combat. When using the scree slope in combat, assign it an initiative (for example 20) and trigger its *rockslide* ability on that initiative count.

GM Tip. Instruct each player to keep track of the distance they've moved over the scree slope so you have one less thing to keep track of.

Plants

Storm Shrub

Resisting the strong winds of this altitude is a true art. Over time, the storm shrub has perfected it; now, it grows only in the most stormy places. With its gray bark and silvery green leaves, the knee-high shrub is immediately noticeable for its unnaturally bent and twisted limbs. The branches, which the storm shrub uses to absorb the wind's strength, are very resistant and can be harvested only with a lot of effort and care. But their uses are definitely worth it.

Harvesting. By spending 30 minutes carefully separating a branch from the storm shrub without breaking any part of it and succeeding on a DC 15 Dexterity check using carpenter's tools, a creature can harvest a 1-foot-long storm shrub branch. On a failure, the creature must succeed on a DC 15 Strength saving throw or take 7 (2d6) bludgeoning damage, accidentally breaking the branch, releasing a strong squall of wind that launches the creature into the air.

Refinement. A spellcaster can spend 8 hours carving a 1-foot-long storm shrub's branch and imbuing it with magic to create a wand of winds from it, by expending spell slots with a minimum combined level of 3 and succeeding on a DC 17 Intelligence (Arcana) check. On a failure, the creature must succeed on a DC 13 Strength saving throw or take 7 (2d6) bludgeoning damage, as the branch breaks unexpectedly, releasing a strong squall of wind that launches the creature into the air.

Storm Shrub Branch
Wondrous item

This branch is imbued with the power of the wind it experienced during its growth. A creature holding the branch can use an action to break it over its knee or against a solid surface, releasing the winds inside. Any creature within 15 feet of the broken branch must make a DC 15 Strength saving throw. On a failure, a creature takes 7 (2d6) bludgeoning damage and is pushed 10 feet away from the branch. On a success, a creature takes half as much damage and is not pushed away. The branch then loses this property.

Wand of Winds
Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 13) from it: ignition of storms (1 charge), supporting winds (2 charges). You can increase the spell slot level of the spell being cast by one for each additional charge you expend.

The wand regains 1d4-1 (minimum of 1) expended charges daily at dawn.

Ignition of Storms
1st level evocation

Casting Time: 1 action
Range: Self (30-foot cone)
Components: V, S
Duration: Instantaneous

A strong gust of wind emits from your outstretched hands. Any creature in a 30-foot cone must make a DC Strength saving throw. On a failed save, a creature takes 2d6 bludgeoning damage and is pushed 15 feet away from you, landing prone. On a successful save, the creature takes half as much damage and isn't pushed, and does not land prone.

In addition, unsecured objects that are completely within the area of effect are automatically pushed 15 feet away from you by the spell's effect.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage increases by 1d6 for each slot level above 1st.

Classes: Bard, Druid, Sorcerer, Wizard

Supporting Winds
2nd level evocation

Casting Time: 1 action
Range: 60 feet
Components: V, S
Duration: Concentration, up to 1 minute

A whirling wind picks up from a point you choose within range. The wind is a 15-foot-radius, 30-foot-high cylinder centered on that point.

The wind has the following effects: It extinguishes unprotected flames in its area that are torch-sized or smaller. The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

As a bonus action on each of your turns until the spell ends, you can move the area up to 30 feet in any direction along the ground.

Classes: Druid, Sorcerer, Wizard

Stone-Breaker Tree

Not many trees can cling to bare rock and grow many feet into the sky. But the roots of the stone-breaker tree are so strong that they can make their way around and even through rock without any problems, providing a secure hold. Cracks in the rock and cracking sounds are not uncommon. The stone-breaker tree can reach up to 20 feet and is characterized by a broad, gnarled trunk and a light canopy. Its roots grow many feet across the ground before finally disappearing into the soil, wapping around large boulders and sometimes other trees.

Harvesting. A creature can spend 2 hours carefully separating flexible strands of the outer layer of a stone-breaker tree's root using a dagger, wood chisel, or similar object. The creature makes a Dexterity (Sleight of Hand) check, collecting 3 (1d6) strands with a combined length equal to the result of the check.

Refinement. Using strands of a stone-breaker tree's roots, a creature can attempt to weave a strong rope by spending 2 hours for every 10 feet of rope, requiring strands three times that length. The creature makes a DC 13 Intelligence (Sleight of Hand) check. On a success, the creature creates a rope of durability with the full possible length. On a failure, 7 (2d6) feet of strands are lost in the attempt, ruined by clumsy weaving.

> If you do not use the variant rule "Skills with Different Abilities" as outlined on page 175 of the player's handbook, a creature can make a Dexterity (Sleight of Hand) check instead of the Intelligence (Sleight of Hand) check outlined in the Refinement section of the stone-breaker tree.

Rope of Durability
Wondrous item

This strong and durable rope has 15+2d6 hit points. The rope regenerates 2d6 hit points daily at dawn. Once the rope loses all its hit points or is burst with a DC 25 Strength check, the rope snaps and loses these magical properties, with the pieces acting as normal hempen rope. The rope has resistance to all non-magical damage.

Burdenstone Conifer

The burdenstone conifer only grows on its namesake ground. Its growth is slender and upright, reaching a height of ten feet. The needles are dark green, pointed, and extremely hard. In the wood, the conifer stores the properties of burdenstone in an attenuated form. However, harvesting the wood often proves to be unpleasant because of the needles.

Harvesting. A creature may spend 30 minutes collecting wood from a burdenstone conifer. The creature makes a DC 13 Strength check using carpenter's tools. On a failure, the creature accidentally pierces their skin on the hard and pointy needles of the tree multiple times, taking 5 (2d4) piercing damage. In any case, the creature collects 10 (4d4) pounds of burdenstone wood in various form factors.

Refinement. Burdenstone wood can be used to craft a variety of objects, resulting in magical items with some effects of burdenstone. To craft an item from burdenstone wood, a creature may spend the usual time to craft such an item working on the required amount of wood to make a DC 12 Intelligence using carpenter's tools. On a success, the item is successfully crafted. On a failure, the creature has ruined half of the wood and has to use more to attempt the same check again. See the table below for a few examples of items:

Item	Wood (lbs)	Time
Quarterstaff	5	2 hours
Staff *(requires crafting by a spellcaster, expending a spell slot of 1st level or higher per attempt)*	5	8 hours
Burdenstone Wood Armor	20	48 hours

Burdenstone Wood Staff
Simple melee weapon (Staff, Quarterstaff)

This staff is made from the wood of a burdenstone conifer. While holding it, if you aren't wearing metallic armor or carry an equivalent amount of metal, you gain the following benefits:

- Small or Tiny creatures attempting to hit you with a melee weapon attack made with a metallic weapon have disadvantage on the attack roll.
- Medium or Large creatures attempting to hit you with a melee weapon attack made with a heavy metallic weapon have disadvantage on the attack roll.
- You have advantage on melee weapon attacks with this weapon that target creatures wearing Medium or Heavy metallic armor.

Burdenstone Wood Armor
Medium armor

This armor is made from many pieces of overlapping wood from the burdenstone conifer.
While wearing this armor, you gain the following benefits:

- Your armor class is 11 plus your Dexterity modifier, to a maximum of +2.
- Small or Tiny creatures within 5 feet of you have disadvantage on the attack roll of melee weapon attacks made with a metallic weapon.
- Medium or Large creatures within 5 feet of you have disadvantage on the attack roll of melee weapon attacks made with a heavy metallic weapon.

Silent Blue & Dark White

Silent blue and dark white are probably the most famous flowers of the burdenstone mountains. They beguile with their beautiful appearance and possess extraordinary magical properties. The flowers are rare and only found together in secluded and protected places. Because of their abilities, they were collected in heaps long ago and were on the verge of extinction, now under protection by local druids.

Silent blue. The silent blue is a small, blue flower consisting of six narrow, pointed petals. In the center of the calyx, it has five white stamens that far exceed the petals.

Dark white. The dark white is a small white flower with four round petals and many blue stamens.

Harvesting. Once found, harvesting these plants is not hard. A creature can spend 10 minutes carefully collecting 7 (2d6) silent blue blossom petals and 5 (2d4) dark white blossom petals.

Refinement. A spellcaster can use the petals of these plants to create three different potions of various strengths, depending on whether only plants of one plant or an equal amount of petals from both plants are used, and in which amount. The spellcaster spends 4 hours extracting and distilling the agent of the petals, expending a spell slot to make an Intelligence check using alchemist's supplies. The number and combination of petals required and the spell slot level expended determine the type and rarity of the resulting potion. On a failure, petals and spell slot are expended, but no potion is successfully created. On a success, use the table below to determine the potion's rarity. The created potion depends on the type of petals used in its creation. If only silent blue petals were used, the resulting potion is a potion of deafness. If only dark white petals were used, the resulting potion is a potion of blindness. To create a potion of perception, the spell slot has to be one level higher, and twice the amount of petals are required, half of which have to be silent blue petals, the other half dark white petals.

Number of Petals	Spell Slot Level	Potion rarity
10 (20 for a potion of perception)	2 (3 for a potion of perception)	Common
20 (40 for a potion of perception)	3 (4 for a potion of perception)	Uncommon
30 (60 for a potion of perception)	4 (5 for a potion of perception)	Rare
40 (80 for a potion of perception)	5 (6 for a potion of perception)	Very rare

Potion of Deafness
Potion

When you drink this potion, you must make a Constitution saving throw. On a failure, you are deafened for the duration of this potion. The DC of the saving throw and the duration of the effect depend on the potion's rarity, determined when the potion was created:

Potions of Deafness

Potion of...	Rarity	Saving Throw DC	Duration
Deafness	Common	13	1 hour
Greater deafness	Uncommon	15	4 hours
Superior deafness	Rare	18	12 hours
Supreme deafness	Very rare	20	24 hours

Potion of Blindness
Potion

When you drink this potion, you must make a Constitution saving throw. On a failure, you are blinded for the duration of this potion. The DC of the saving throw and the duration of the effect depend on the potion's rarity, determined when the potion was created:

Potions of Blindness

Potion of...	Rarity	Saving Throw DC	Duration
Blindness	Common	13	1 hour
Greater blindness	Uncommon	15	4 hours
Superior blindness	Rare	18	12 hours
Supreme blindness	Very rare	20	24 hours

Potion of Perception
Potion

When you drink this potion, your senses are heightened, and you gain the ability to see in the dark. You have advantage on Wisdom (Perception) checks and darkvision out to a range of 60 feet. The duration of the effect depends on the potion's rarity, determined when the potion was created:

Potions of Perception

Potion of...	Rarity	Duration
Perception	Common	1 hour
Greater perception	Uncommon	4 hours
Superior perception	Rare	12 hours
Supreme perception	Very rare	24 hours

Blueberry

Blueberries grow even in the highest altitudes of the mountains. They are easily recognized by the blueberries they bear in summer and are widely known. Therefore, it should not be a problem for anyone who knows even a little about nature to recognize this plant. However, the plant in burdenstone mountains is not a dwarf shrub but reaches up to seven feet. A side effect of the stone, giving the berries additional unusual properties.

Burdenstone Blueberry. A creature which consumes a blueberry that grew in an area rich of burdenstone rolls a d20 for every berry consumed. On an 18 or higher, the blueberry was affected by the burdenstone surrounding it, and now affects the creature which ate it. The creature's Strength score decreases by 1 and its Dexterity score increases by 1. This effect lasts for 1d4 rounds. A creature can be affected by up to four blueberries at a time.

Harvesting. By spending 10 minutes picking blueberries off a large bush, a creature can gather 2d20 ripe berries.

Refinement. The effect of burdenstone blueberries might not be reliable when eating the berries individually, but by extracting the flesh of enough berries, boiling the result, mixing the result with fresh water, and collecting it into vials, a reliable potion can be created. A creature may spend 4 hours attempting to turn 100 berries into a single potion of fragile speed.

Potion of Fragile Speed
Potion

When you drink this potion, your Strength score decreases by 2 and your Dexterity score increases by 2. This effect lasts for 1d4 hours.

Creatures

Walking Stone Carrier

At first glance, an ordinary tree, no larger than 16 feet with long, thick branches. Until, on closer inspection, you realize the tree is holding large stones high in its branches. Now you can be sure that you are facing a walking stone carrier. As soon as no one is looking, the creature moves forward on his legs made of roots, searching for the most beautiful rocks it can find. It then carries them to its favorite ancestral place and adds them to the pile of other stones it collected during its lifetime, a behavior that stumps scholars in its reason to this day. If you run into a stone carrier, it just stands stiffly and tries to disguise itself as a tree. Because it is rather shy, it quickly gets nervous if you get too close to it and begins to panic, lashing out with branches and throwing the stones it has collected. Also, it is better not to get too close to his accumulated pile of rocks. The stone carrier will defend it with its life.

Walking Stone Carrier
Huge plant

Armor Class 16
Hit Points 115 (10d12 + 50)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	6 (-2)	20 (+5)	6 (-2)	8 (-1)	9 (-1)

Saving Throws Str +10, Wis +2
Skills Stealth +1, Perception +2
Damage Vulnerabilities fire
Damage Resistances bludgeoning
Senses passive Perception 12
Languages understands Druidic, Elvish, and Sylvan
Proficiency Bonus +3
Challenge 8

False Appearance. While the stone carrier remains motionless, it is indistinguishable from a normal tree, except for the stones it carries in its branches.

Actions

Multiattack. The stone carrier makes four attacks, up to two of which it can use to hurl rocks. If it has a target grappled, the stone carrier can also throw that target as a bonus action.

Branch. Melee Weapon Attack: +10 to hit, reach 15 ft., one target. *Hit:* 10 (1d6 + 7) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or lifted into the air by the stone carrier. A target lifted by the stone carrier is grappled (escape DC 15). Until this grapple ends, the target is restrained.

Hurl Rock. Ranged Weapon Attack: +10 to hit, reach 60 ft., one target. *Hit:* 9 (2d10 - 2) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or fall prone.

Bonus Actions

Throw. The stone carrier throws a creature it has grappled and may aim the throw at another target. If the stone carrier chooses another target to throw the grappled creature at, it makes a hurl rock attack against the target. In any case, the thrown creature takes the damage of the attack and must succeed on the saving throw or land prone.

Mountain Salamander

The mountain salamander reaches a head-tail length of 20 feet and a head height of six feet. Its black, slimy skin secretes toxins, so the salamander has no natural predators. The long tail is thin, its eyes are large and jet black, and each of its four feet has three toes. The carnivore is mainly nocturnal, but it sometimes leaves its hiding places during the day after rains. These are also the times when he goes hunting. It has no particular preferences but will attack anything that looks like a tasty and easy meal. During the day and in stormy winds and long rains, the salamander hides under stones and in large caves. Here it also retreats in the fall to be protected in its winter torpor. Not until spring, when temperatures rise again, does it emerge from its hiding place and lie in wait hungrily for its prey.

Young Mountain Salamander

Medium beast

Armor Class 13
Hit Points 102 (12d8 + 48)
Speed 40 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Saving Throws Dex +6, Con +7
Skills Perception +3, Stealth +6
Damage Vulnerabilities cold
Damage Resistances fire
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 60 ft., tremorsense 10 ft., passive Perception 13
Languages understands Ignan
Proficiency Bonus +3
Challenge 6

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

Actions

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

Tail. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) bludgeoning damage and 2 (1d4) acid damage and the target must succeed on a DC 15 Strength saving throw or fall prone.

Tongue. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 7 (1d4 + 5) bludgeoning damage and 5 (2d4) poison damage.

Mountain Salamander

Huge beast

Armor Class 15
Hit Points 172 (15d12 + 75)
Speed 60 ft., burrow 5 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	16 (+3)	20 (+5)	5 (-3)	13 (+1)	8 (-1)

Saving Throws Dex +7, Con +9
Skills Perception +4, Stealth +7
Damage Vulnerabilities cold
Damage Resistances fire
Damage Immunities acid, poison
Condition Immunities poisoned
Senses darkvision 120 ft., tremorsense 20 ft., passive Perception 14
Languages understands Ignan
Proficiency Bonus +4
Challenge 12

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

Actions

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

Tailswipe. The salamander swipes its tail in a 10-foot cone. Each target in that area must make a DC 17 Dexterity saving throw. On a failure, a target takes 15 (2d6 + 8) bludgeoning damage and 2 (1d4) acid damage and falls prone. On a successful save a target takes half as much damage and does not fall prone.

Tongue. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 10 (1d4 + 8) bludgeoning damage and 10 (4d4) poison damage.

Toxic Spray Pores (Recharge 5-6). Pores all over the salamander's body open and release a toxic spray that etches any closeby creatures and numbing the creature's nerves. All creatures within 20 feet of the salamander must make a DC 17 Constitution saving throw. On a failure, the creature takes 36 (8d8) poison damage and is paralyzed for 1 minute. On a success, a creature takes half as much damage and is not paralyzed. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Grey Bear

Large beast

Armor Class 13
Hit Points 76 (9d10 + 27)
Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3
Senses passive Perception 13
Proficiency Bonus +2
Challenge 3

Keen Sight and Smell. The bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Rock Camouflage. The bear has advantage on Dexterity (Stealth) made to hide in rocky terrain.

Winter Snow Camouflage. In the winter the bear has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The bear can use its terrifying roar if possible and makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Terrifying Roar (Recharge 4-6). The bear stands up on its hind legs and lets out a terrifying roar. Every creature within 40 feet of the bear that can hear the roar must succeed on a DC 12 Wisdom saving throw or be frightened for 1 minute. A frightened creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful, or if the effect ends on it, the creature is immune to the terrifying roar of all grey bears for 1 hour.

Grey Bear

The gray bear is well camouflaged from the barren rocky landscape with its gray fur. Despite its massive stature and shoulder height of six feet, it is a fast runner. The bear uses its excellent senses of hearing and smell not only in search of prey but also to defend its territory. In battle, it rears up on its hind legs and, with its size of 13 feet, often towers over its opponents many times over. Fortunately, bears are solitary animals, except for mothers with their cubs. A peculiarity of the grey bear is that it does not hibernate. Instead, its fur gets a white color to better camouflage in the snow.

Grey Bear Pup

Small beast

Armor Class 12
Hit Points 14 (4d6)
Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2
Senses passive Perception 12
Proficiency Bonus +2
Challenge 1/4

Keen Sight and Smell. The bear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Rock Camouflage. The bear has advantage on Dexterity (Stealth) made to hide in rocky terrain.

Winter Snow Camouflage. In the winter the bear has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

Actions

Multiattack. The bear makes one bite and one claw attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Stone Creeper

Well camouflaged between rocks and boulders, the stone creeper lies in wait for the next inattentive creature that comes too close. The stone creeper itself is nothing more than a carpet of boulders and rocks that moves forward in an undulating motion. It can reach a size of 16 square feet and should not be underestimated due to its hard and brutal attacks. On the underside is its mouth, which can swallow smaller prey whole without problems. To do this, the creeper stands up and drops onto its victims.

Stone Creeper

Medium elemental

Armor Class 17 (natural amor)
Hit Points 85 (10d8 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	7 (-2)	12 (+1)	7 (-2)

Saving Throws Con +7
Skills Perception +4
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison, lightning
Condition Immunities blinded, poisoned, prone
Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 14
Proficiency Bonus +3
Challenge 5

Blind. The stone creeper cannot see and automatically fails any Wisdom (Perception) checks relying on sight.

False Appearance. While the stone creeper remains motionless, it is indistinguishable from ordinary stones.

Actions

Multiattack. The stone creeper makes three attacks: one crushing plummet attack and two rock catapult attacks. If the stone creeper has a creature burrowed beneath it, it can crunch it as a bonus action.

Crushing Plummet. The stone creeper rises up and plummets onto its victim. If the stone creeper moves at least 5 feet as part of its movement, it can then use this action to end the movement within a space that contains one other creature. That creatures must make a DC 15 Dexterity saving throw. On a failure, the creature takes 11 (2d6 + 4) bludgeoning damage and is burrowed beneath the stone creeper until it is freed. A burrowed creature is blinded, restrained, and it has total cover against attacks and other effects that don't originate from below the stone creeper. A burrowed creature can use its action to make a DC 13 Strength check, freeing itself on a success. On a successful save, the creature takes only half the damage, is not burrowed, and is pushed 5 feet out of the stone creeper's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the stone creeper's space.

Rock Catapult. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Bonus Actions

Crunch. The stone creeper uses its body to attempt to crunch a creature burrowed beneath it. The burrowed creature must succeed on a DC 13 Strength saving throw or take 8 (1d8 + 4) bludgeoning damage.

Giant Stone Creeper

Huge elemental

Armor Class 20 (natural amor)
Hit Points 202 (15d12 + 105)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	8 (-1)	14 (+2)	8 (-1)

Saving Throws Con +12
Skills Perception +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, poison, lightning
Condition Immunities blinded, poisoned, prone
Senses blindsight 60 ft., tremorsense 120 ft., passive Perception 17
Proficiency Bonus +5
Challenge 14

Blind. The stone creeper cannot see and automatically fails any Wisdom (Perception) checks relying on sight.

False Appearance. While the stone creeper remains motionless, it is indistinguishable from ordinary stones.

Rolling Stones. If the stone creeper moves over rocky terrain, rocks and stones around it start rolling in different directions. The ground in a 30-foot-radius around the stone creeper becomes difficult terrain until the start of its next turn. Whenever a creature enters the difficult terrain for the first time on a turn, it must succeed on a DC 18 Dexterity saving throw or take 5 (2d4) bludgeoning damage and fall prone. Any structure or object anchored to the ground in the area takes 11 (2d10) force damage.

Actions

Multiattack. The stone creeper makes three attacks: one crushing plummet attack and two rock catapult attacks. If the stone creeper has at least one creature burrowed beneath it, it can crunch them as a bonus action.

Crushing Plummet. The stone creeper rises up and plummets onto its victims. If the stone creeper moves at least 15 feet as part of its movement, it can then use this action to end the movement within a space that contains one or more other creatures. Each of those creatures must make a DC 21 Dexterity saving throw. On a failure, a creature takes 17 (3d6 + 7) bludgeoning damage and is burrowed beneath the stone creeper until it is freed. A burrowed creature is blinded, restrained, and it has total cover against attacks and other effects that don't originate from below the stone creeper. A burrowed creature can use its action to make a DC 17 Strength check, freeing itself or another creature within its reach on a success. On a successful save, a creature takes only half the damage, is not burrowed, and is pushed 5 feet out of the stone creeper's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the stone creeper's space.

Rock Catapult. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one target. *Hit:* 8 (2d6 + 1) bludgeoning damage.

Bonus Actions

Crunch. The stone creeper uses its body to attempt to crunch every creature burrowed beneath it. Each burrowed creature must succeed on a DC 21 Strength saving throw or take 14 (2d6 + 7) bludgeoning damage.

Legendary Actions

The stone creeper can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The stone creeper regains spent legendary actions at the start of its turn.

Detect. The stone creeper makes a Wisdom (Perception) check.

Rock Catapult. The stone creeper makes one rock catapult attack.

Earthquake. The stone creeper causes the earth to rumble. Every creature in a 120-foot-radius around the stone creeper must succeed on a DC 18 Strength saving throw or take 7 (3d4) bludgeoning damage and fall prone.

Appendix

Creatures by Challenge Rating

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Encounters: 4 players, level 4–6

d6	Encounter
1	1 (1d2) Walking Stone Carrier
2	1 (1d2) Young Mountain Salamander
3	1 (1d2) Stone Creeper, 2 (1d4) Oreling
4	1 Grey Bear, 3 (1d4 +1) Grey Bear Pup
5	5 (1d6 + 2) Oreling
6	Scree Slope

Encounters: 4 players, level 10–12

d6	Encounter
1	2 (1d4) Walking Stone Carrier
2	1 Giant Stone Creeper
3	1 (1d2) Mountain Salamander
4	3 (1d4 + 1) Stone Creeper
5	1 (1d2) Stone Creeper, 1 (1d2) Walking Stone Carrier
6	Thunderstorm, 2 (1d4) Stone Creeper

Burdenstone Mountains

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