

ROOTS OF DSKORA

Rec. Lvl 3-5.

Terrain

Dskora is 50ft tall before the branchline. The green trees are 15ft tall and rocks that fill a square are 5ft tall.

Setup

The group finds themselves viewing an impossible sight: lava rivers and volcanic ash just over the treeline of a nearby forest. Reports of dragon attacks have appeared and the whole area is in danger as wildfires bloom.

Dskora the Defiled

This tree is a force of natural order that has been twisted into chaos through its death. The grass growing at its base may be boiled to produce potions that let their drinker communicate with plants (known with a DC 12 **Arcana** or **Nature** check).

Scourge of Dskora

The Scourge (as **Red Dragon Wyrmling**) is a force of primordial chaos that destroyed Dskora, died in the process, and was reborn in its trunk. Its birth ripped the tree through time and space. Now, the **Scourge** seeks to bring chaos in all its forms, and the 6 **Magma Mephits** that came along for the dimensional ride are eager to join in.

Lava Damage

Creatures suffer 15 fire damage upon entering any lava, and a further 15 per every 5ft square of lava traveled through.

Arrival at Dskora

The group arrives at a massive, dead tree:

- DC 13 **Arcana**, **Nature**, or **History** check knows this is a tree of great druidic power. Druids have advantage on this check.
- DC 12 **Investigate** or **Perception** check shows claw marks and signs of nesting around the dead logs by a large creature, as well as some molted red scales in the dirt nearby.
- DC 13 **Nature**, **Survival**, or **Alchemist's Tools** proficiency check indicates the soil around the tree is completely unlike the mineral composition of soil on this world—and it stores magic very well.
- Shortly after the party arrives, the **Scourge** will

return, sensing a disturbance around **Dskora**. The **Magma Mephits** emerge as soon as **Dskora** returns, hoping to join them on a foray into chaos.

- The **Magma Mephits** are not terribly loyal, and those who share a language with them might try diplomacy—Chaotic characters have Advantage and Lawful ones Disadvantage on this **Persuasion** check, DC 14 to get them to switch sides, DC 12 to get them to leave.

The Fight Proper

When the Scourge spots their quarry, they do not hesitate.

- The **Scourge** relies upon **Dskora's** dead state for energy in this strange world, and will not risk anything disturbing it. The **Scourge** tries to destroy the interlopers. The **Scourge** prefers aggressive and divisive tactics, trying to pick off lone party members where possible, generally forcing the party apart.
- If the **Scourge** is defeated, a glowing Grand Seed emerges from the dead tree. If planted it produces a tree that grows to full size by the full moon and grants full hit dice regeneration to any who Rest beneath its branches.

Lair Actions of the Scourge

All these Lair Action saves are DC 15.

- *Draining of the Light*: all creatures within 20ft of Dskora make Wisdom saves. On failure, they're Blinded until the end of their next turn.
- *Dead Bark Barbs*: dead bark shoots from Dskora's logs, attacking all creatures in a designated 30ft radius. They make a Dexterity save, suffering 3d4 piercing and 1d4 necrotic damage on failure.
- *Fire, Blood of Chaos*: the lava catches on fire until the end of the next round, and any creature trying to pass over the lava within 15ft of the ground must make a Dexterity save or suffer 3d6 fire damage.
- *Birth From the Ashes*: one **Magma Mephit** that has death bursted is reconstituted where it died.

This encounter is created for **Lava Lake Forest**

Battle Map, it can be downloaded here:

<https://www.patreon.com/posts/dark-forest-on-75852884>