

CORRUPTED AMBITION

5TH LEVEL ENCOUNTER



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ART CREDITS

[Ruins of Bernera Barracks, Glenelg by Martin Stone](#)
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INTRODUCTION

Moonlight Encounters are designed to be dropped into your world as extra content and to add some narrative ideas to my maps. They can be used as:

- An extra quest or mission in your own campaign.
- Inspiration to start your own adventure.
- A one-shot adventure
- Drop-in content to fill in the gaps in various locations.
- Drop-in encounters for any situation.

QUICK INFO

Recommended Average Party Level (APL): 5

Experience from Completion: ~1,800 XP

General Theme: Boss Fight

Setting: Any

Time to Finish: ~1 hour

MAPS - TOKENS

Get the full-size map without GM notes at the following links:

- [Gridded - Ancient Portal](#)
- [Gridless - Ancient Portal](#)

For variants, FoundryVTT packs & more visit [Moonlight Maps Patreon](#).

QUEST INFORMATION

The Valleys to the South are host to many ancient secrets, buried so deep that it is hard for anyone to even think that dark and perilous things lie below the peaceful and green plains.

One of those secrets was recently uncovered by Merelik, a dwarf who went through his entire life trying to find secrets of the old gods. Lucky for him and unlucky for everyone else in the area, Merelik has finally stumbled upon his greatest discovery yet. Merelik managed to procure an ancient ritual scroll from a traveling merchant and is now sure that using that scroll in a specific ritual site will allow him to communicate with an old god.

Little did he know, that he was only awakening some very old and grumpy elemental spirit.

ACQUIRING THE QUEST

The adventurers could either hear about Merelik and his shenanigans or actually stumble upon the ritual when it is happening.

QUEST OBJECTIVE

Defeat Merelik and the summoned elemental before they can wreak havoc upon the surrounding area.

REWARD

Nobody is willing to reward the adventurers for taking care of Merelik since everyone believes he will never find anything.

THE SITUATION

The adventurers approach the ritual site from the arrow on the map.

Read the following as the players approach:

You notice not too far in front of you a bunch of stones placed in a circular formation. In the middle of the stones is a hooded dwarf with his arms raised in the air. You hear some chanting and notice purple magical rays surrounding the stone circle.

"YOU ARE TOO LATE!" you hear the dwarf shout, as the ground begins to shake.

➤ **"Encounter!"** Merelik is at **1. on the map** and he will be pushed to the side as a huge **Earth Elemental** will come out of the ground right where he is standing. **Merelik** (uses **Cultist** stat block) will run and hide behind one of the stones while the Elemental will turn and attack the players.

While inside the ritual circle, the Elemental will regenerate 30 HP at the end of each round of combat.

Merelik will not attack the players unless he is attacked. For as long as the Earth Elemental is present, he will cower in fear and be too afraid to come closer. This is because the elemental is not what he expected to come out of the ground.

Once defeated, the players can decide to let Merelik live or kill him.

If he is left alive, Merelik will give a promise to stop hunting for old gods and other dangerous things.

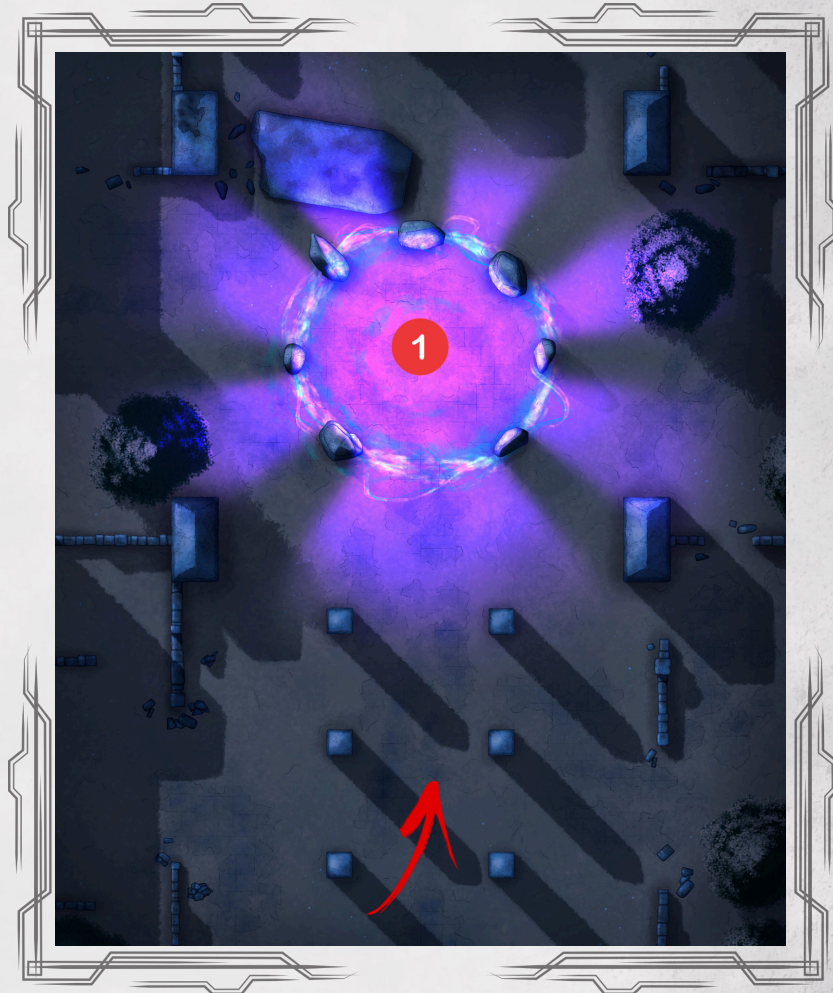
If he is killed, the adventurers could be seen as murderers since most of the people that knew of Merelik found him to be just an innocent dwarf with a silly goal.

QUEST COMPLETED

The quest is completed once the adventurers have killed the Earth Elemental and dealt with Merelik.

REWARDS

There is no reward for completing the quest.



APPENDIX: STAT BLOCKS

Here you will find all of the stat blocks for all the NPCs and monsters involved in the adventure.

CULTIST

Medium humanoid (any race), any non-good alignment

Armor Class 12 (leather armor)

Hit Points 9 (2d8)

Speed 30 ft.

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

Skills Deception +2, Religion +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Dark Devotion. The cultist has advantage on saving throws against being charmed or frightened.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage.

EARTH ELEMENTAL

Large elemental, neutral

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

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