

ROCKY RIVER RISES

Setup

Party is ambushed in the woods while traveling by a river spirit seeking to remove all interlopers.

Terrain

Each waterfall represents a 20ft drop.

Lodda the Nature Spirit

Lodda (as **Water Weird**) is a river spirit that promises plenty, splendor, and fulfillment in the banks of the river in return for service. She has expanded her domain from the banks of the river to which she is bound, though she may never leave it else perish. The fate of the river is her's, and she struggles against nearby humans trying to divert its course for agriculture.

Mark of Lodda

All creatures in her service hold the **Mark of Lodda**, a visible riverwater teal tattoo like sigil that glows faintly in moonlight. All such creatures gain a swim speed equivalent to their move speed and automatically pass any saves imposed by rushing waters. Her servants include a **Brown Bear**, a trio of three **Wolves**, and two **Devotees** (1 as **Acolyte** with

Phase 1 : Calm before the Wave

The party is headed down river.

- characters with **Nature** proficiency know the diversion project will cause wildlife to suffer along this river
- DC 12 **Survival** checks reveal that life is additionally vibrant and fish extra abundant in these waters compared to what you'd expect
- passive perception 13+ detects symbols carved on some stones near waterfalls: a DC 13 **Religion** or **Arcana** check indicates they're associated with nature spirits
- passive perception 15+ indicates signs of creatures lying in wait
- when any party member has traveled at least 30ft from the top of the map or attacks one of the waiting creatures, Lodda springs the ambush

The Waves

Creatures that begin the round in newly arrived water make a DC 15 Strength save; on a failure, they are knocked prone and moved to the southern edge of the waters. All creatures in the rushing

wave are moved up to 20ft towards the new edge of the water at the beginning of each round. Moving against the current requires a DC 14 **Athletics** check, at Advantage if the creature has a swim speed.

Phase 2-6 : Rushing Waters

The fight begins as Lodda crashes in from the north and descends upon the party.

- Initiative is rolled and at the end of each round the Phase advances once
Lodda's servants will try to force the PCs into the waters where they have the advantage.

Phase 7 : an Ebb to the Flow

When the rushing water abates the fight ends.

- if not already victorious Lodda and her minions withdraw from the field, not seeking a protracted engagement

Artes of the River Spirit : Lair Actions

Lodda may activate one of these lair actions per round, at initiative count 20. She may not choose the same twice in a row:

- *Filling Draught*: up to 3 creatures within the waters of the river gain 3d4 Temp HP.
- *Deathly Vortex*: Lodda makes a singular Constrict attack against all creatures within a 15ft radius, rolling to hit and damage against all of them at once. This area becomes a swirling vortex that imposes Difficult Terrain until the next Lair Action is activated.
- *River Jets*: the river itself sends a crashing wave upwards, throwing a creature 20ft up from the water's surface and hanging them there for a moment. They make a DC 13 Dexterity save. On a failure their movement is set to 0 until the end of their next turn, and all creatures have Advantage on attack rolls against them. They crash back down at the end of their next turn.
- *Baleful Promise*: up to 3 creatures are targeted by Lodda's illusions of grandeur. They make a DC 13 Wisdom save, becoming charmed on a failure. On a charm they can do nothing to avoid themselves or others drowning. They save again at the end of each of their turns, becoming uncharmed on a success or Lodda's demise.