



MOUNT DERJOST

THE MOUNTAIN FOLK TELL STORIES OF THE LAST Sunset, and describe in detail how on that horrific day the sky shattered; the sun touched the sacred peak of Derjost (DER-yohst) and then cracked and disappeared. For many years, the world was cursed with darkness and ice. After the Resurgence, when the moons brought light to the land once more, their society emerged from its mountain shelters and found a new world with unfamiliar rules.

Reclaiming the top-world was arduous. The strange and hostile creatures that had made the frozen, dark land their home refused to coexist. Flora reacted strangely and in unexpected ways, creating food shortages and sickness.

Remembering the myth of the Last Sunset, a group of halflings decided to climb Derjost. They believed that if the sun disappeared when it touched the peak, then it could be brought back from there, and it would save them from starvation.

The climb was perilous. Brave champions sacrificed themselves so that their friends could reach the peak. Their bravery manifested a powerful animar of fortune, and the halflings pleaded for it to bring back the sun. The animar listened patiently, and then apologized, for it could not make their wish come true.

“But you will have my blessing, brave ones,” it said. “By my power, your home will survive.”

Disheartened and grieving, the halflings began the long climb down. They managed to safely arrive back home, and then discovered the meaning of the spirit’s blessing. Fruits and vegetables began to grow around the halflings, stubbornly resisting the tough conditions of the region. Their home was safe.

The summit of Derjost glimmers with a golden light that illuminates the horizon. It is breathtaking to behold, but the wise know to appreciate it from afar. The upper reaches of Derjost are a primal domain, home to elementals and spirits, for anything else withers away in the cold.

The topmost part of the mountain is a mist enclave of valor, where the material world and spirit realm

collide. It is governed by a powerful animar of fortitude who observes the brave souls that attempt to conquer Derjost, and rewards those that endure the climb. Many adventurers are drawn to the legendary spirit, hoping its blessing will fulfill their wishes should they succeed in proving themselves worthy.

CLIMBING DERJOST

Many reasons can drive a band of adventurers to climb the glowing mountain. Should they attempt to do so, consider challenging them with the hazards below as they scale Derjost. There are two known paths to scale the mountain, both are notorious, but one is considered suicide by most. If they pick the *tracker's path*, forgo the last two challenges. If they choose the *sheer path*, they face all of the challenges, but receive greater rewards (see the "Reaching the Peak" section).

ROCKSLIDE

The mountain shakes softly. A few seconds later, chunks of rock and ice crash down on top of the adventures. Each character must succeed on a Dexterity saving throw or take a direct hit (see the Rockslide Adjustments table for the save DC and damage). A target that fails the save by 5 or more also starts falling.

ROCKSLIDE ADJUSTMENTS

Party Level	Save DC	Damage
3-4	12	2d10 bludgeoning
5-8	14	4d10 bludgeoning or half as much on a successful save
9-12	16	7d10 bludgeoning or half as much on a successful save
13+	18	10d10 bludgeoning or half as much on a successful save

BLIZZARD

A blizzard forms and lasts for 1d4+1 hours, limiting visibility to 20 feet. Without a place to hide, the cold weather takes a toll on the adventurers. For every hour spent in the storm, each character takes 2d6 cold damage and must succeed on a DC 10 Constitution saving throw or gain a level of exhaustion. A character makes the saving throw with disadvantage if they don't wear cold weather clothing or if they are wet.

A character can locate shelter for the party by succeeding on a DC 20 Wisdom (Survival) check. On a failure, the party must survive another hour in the storm before they can try again.

MIST ENCLAVES

In some regions where the Everlast (or Ethereal Plane) overlaps the Material Plane the veil between them is thin, allowing weaker spirits to cross over and materialize. In rare cases, the planes converge completely, bringing the spiritual world into the material realm. These regions are called Mist Enclaves: areas where spirits roam unhindered and visible to everyone.

Mist Enclaves present the best and worst of the spirit world, from enchanted forests brimming with life to noxious clouds that suffocate the living and evoke terror in their hearts. An enclave's nature is defined by the most powerful spirits that reside within it; these vivid spirits anchor the enclave to the Material Plane and killing them will diminish the enclave's strength and may even destroy it.

As the name suggests, the enclaves are filled with churning mists, a hallmark of the spiritual realm. The mists limit visibility to 60 feet. Spirit creatures are always considered materialized in an enclave, and no spell or ability can cause them to dematerialize. Every object and creature that moves in the enclave leaves a faint afterimage that fades after a few seconds or, if they have a spark, a few minutes. Additionally, creatures with a spark (most sentient creatures and powerful spirits) emit a glowing aura that illuminates an area within 20 feet of them with dim light. The afterimage and the illumination make stealth attempts impossible without the aid of magic, and impose disadvantage even when it is available.

MONSTER ENCOUNTER

Few creatures live atop Derjost, and even fewer are friendly. See the Derjost Encounters table for possible combat encounters. To make things more challenging, have the creatures attack while the characters climb a sheer cliff, limiting movement and increasing the chance of falling.

DERJOST ENCOUNTERS

Party Level	Creature
3-4	2d4 ice mephits or a yeti
5-8	An air elemental or an earth elemental
9-12	A behir
13+	2 abominable yetis or 3 frost giants

ULMO CLIFFS

The climb to Derjost is impossible without the aid of climbing gear or magic, and while many sheer sections must be overcome by the characters, the Ulmo cliffs are the most notorious of them all. Ulmo, as the legend goes, was one of the halflings that joined the mythical climb. He fell to his death in these cliffs, and it is said that his screams still haunt the shrill winds.

To survive this challenge, the characters must climb

a 600-foot tall wall of ice-covered rock, some of it unstable and with a negative incline. Each character makes a DC 15 Strength (Athletics) check for every 200 feet they climb. On a failed check, they clear the section but start to feel weary. If they fail a second time, the exertion becomes overwhelming, and they immediately gain a level of exhaustion. A third failure causes the character to fall unconscious.

In the third section, immediately after the characters make their third Strength (Athletics) check, the **ghost** of Ulmo attempts to use its Possession ability to sabotage them. If a character is unconscious (due to failing the third check or otherwise,) they automatically fail the saving throw and become possessed.

BRIDGE OF THE VALIANT

Upon reaching one of the Derjost false peaks, the characters find the words “be not afraid” etched into the stone, and a brief shimmer momentarily reveals an invisible bridge that climbs to the summit. The bridge holds a creature’s weight so long as they keep their fear at bay. Each character must succeed on a DC 15 Wisdom saving throw as they cross. On a failed save, their bravery falters and the bridge within 5 feet of them fades, causing them and adjacent creatures to fall 100 feet. A nearby character that made the save can attempt to grab a falling ally with a DC 15 Strength saving throw, but must remake the Wisdom saving throw after their attempt. If the save fails, they immediately fall too. On a success, the bridge reforms and they may pull their allies up.



FALLING

Falling from Derjost means certain death to most, but the characters aren't ordinary people. Unless stated otherwise, when a character falls off while climbing the mountain, they drop 1d4 X 10 feet before they get a chance to grab a ledge. A falling character makes a DC 15 Dexterity or Strength saving throw (their choice), grabbing the ledge on a success. On a failed save, they take falling damage equal to 1d6 bludgeoning damage for every 10 feet they fall, fall an additional 1d4 X 10 feet, and get another chance to grab a ledge. This continues until they successfully grab a ledge or until they drop to 0 hit points. If they become unconscious, they fall an additional 100 feet before stopping and immediately fail their first death saving throw.

REACHING THE PEAK

Read the following as the characters reach the peak to set the scene:

The rock beneath your feet and the mist that surrounds you both glow with a dazzling light, forcing you to cover your eyes. The wind is powerful and freezing cold, making you realize there is no warmth to this light. You hear a screech and the flapping of wings as a giant golden bird lands before you. You realize this is the animar of fortitude you were looking for.

If the party braves the challenges of the mountain, the animar listens to their plea. If the characters used magic to skip all the challenges and reach the peak (e.g., with the *fly* or *teleport* spells), the spirit refuses to aid them.

The harder the climb was for the party, the stronger the boon the spirit bestows. The base power of the boon is equal to the number of challenges the party faced on their way to the top (as described in the “Climbing Derjost” section), and is modified according to the Boon Power table. For example, if the party chose the tracker’s path and faced the rockslide, blizzard, and Ulmo cliffs, the base power of their boon is 3. If the party completed two or more long rests, their final boon power is 2.

BOON POWER

Power Modifier	Description
-1	The party completed two or more long rests during their climb*.
+0	The party completed a single long rest during their climb*.
+1	The characters climbed without stopping for a long rest*.
+2	A character died during the climb.

* The number of rests indicated here marks the final stretch of the climb, where you introduce the challenges.



The boons of the animar are limited only by the fortitude shown by the party during their climb. Consult the Boons of Fortitude table for more information on what each boon power level means. The adventurers can either ask for one boon that fits the boon power level they accumulated, or to gain a boon of a lower level for each of them. For example, if the characters accumulated 5 points during their climb, they can ask for one *Gift*, or they can request a *Blessing* for each of them. The description of each boon type contains examples of the changes it can create.

EXPLORE THE CLOUDBITE PEAKS

This document is a small taste of a 27-page PDF that features the Cloudbite Peaks, a vast mountainous region filled with wonder and peril. The full version includes two mountain-folk factions, two unique locations, and 7 original creatures. It also includes 5 story seeds that can be developed into full adventures. The full version of *Cloudbite Peaks* is already available to our patrons, along with 400+ pages of content in the same setting.

We invite you to start your next campaign in Elanor. Click [here](#) to learn more or visit: patreon.com/BeyondTheScreen

BOONS OF FORTITUDE

Power Level	Boon Type	Description
2-3	Blessing	The boon changes the world in a minor way. It can grant short-term power, such as a limited-use ability or temporary ability score improvement. It can cure any disease or poison, extend the life of a creature by 10 years, or cast any spell of 5th level or lower without material requirements.
4-5	Gift	The boon changes the world in a moderate way. It can grant meaningful power to a character, such as a rare magic item or a permanent ability score improvement. It can break a powerful curse, extend the life of a creature by 50 years, or cast any spell of 7th level or lower without material components.
6+	Miracle	The boon changes the world in a significant way, as with the <i>wish</i> spell. It can stop a creature from aging, teach them any spell, or conjure a legendary magic item.

