

# REMORHAZ MOUNTAIN

*Remorhaz Mountain* is a Fifth Edition plug-in adventure for **four characters with an average party level (APL) of 5, 8, 11, or 14**. This document offers a general guideline on scaling the adventure for each level. The characters must enter the stomach of an awakened cliffside—a living mountain—and purge it of an “intestinal” infestation: the nest of a foul remorhaz!

## RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters arrive at a location or under specific circumstances, as described in the text.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block to say, “Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!” If the stat block appears in the appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

*Spells* and non-magical equipment mentioned in the adventure are described in the core manual for players. *Magic items* are described in the core manual for game masters unless the adventure's text directs you to an item's description in the appendix.

## LEVEL SELECTION

Before playing, know the level at which you wish to run the adventure. Overall, the adventure's locations and descriptions remain unchanged throughout the levels. However, most encounters, hazards, traps, and treasures scale with each level of the adventure. The keyed locations will present the differences between each level.

Also, the adventure works for more than just the listed levels. If you wish to run this adventure for levels other than 5, 8, 11, or 14, the chart below shows you which version of the adventure you should select for each level. A given adventure version might be easier or more challenging for a given party.

## CREDITS

The following creators made this adventure possible:

**Design and Writing.** DMDave, John K. Webb

**Editing and Layout.** Tony Casper

**Cartography.** Tom Cartos

## Scaling the Adventure

Average Party Level	Recommended Adventure Version	Relative Difficulty
5	5th-Level	Hard
6	5th-Level	Medium
7	5th-Level	Easy
8	8th-Level	Hard
9	8th-Level	Medium
10	8th-Level	Easy
11	11th-Level	Hard
12	11th-Level	Medium
13	11th-Level	Easy
14	14th-Level	Hard
15	14th-Level	Medium
16	14th-Level	Easy

## ADVENTURE HOOKS

The table on the following page offers some ideas if you don't have a reason for the characters to investigate Remorhaz Mountain. Roll a d8 or choose the one you like best. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

## BACKGROUND

The magical phenomenon of awakened flora and fauna is well documented, but enterprising wizards pushing the boundaries of awakening have discovered something extraordinary: through a powerful and expensive ritual, it is possible to awaken the earth itself. The result is a creature that's not quite elemental, nor quite mundane. Rather, it is an independent creature of living, breathing rock.

## Remorhaz Mountain Adventure Hooks

d8	Patron	Adventure Hook
1	Academy	Certain wizard scholars are interested in checking up on their awakened cliffside creation; they ask the characters to interview the creature regarding its quality of life, record the answers, and report back.
2	Ancient Being	The awakened cliffside itself makes contact with the characters and asks them to deal with its remorhaz infestation.
3	Aristocrat	A local lord requires a rare delicacy for his daughter's wedding: remorhaz eggs.
4	Criminal Syndicate	The thieves' guild thinks it'd be a good idea to utilize the awakened cliffside as a base of operations. They promise to cut the creature in on the profits...some-how.
5	Adventurer's Guild	A blacksmith has a strange request: quench her newest creation in the fiery stomach acid of a remorhaz. It's the only way the <i>flame tongue</i> can be completed (the characters can't keep it...unless they steal it).
6	Military Force	The awakened cliffside occupies a very important passage; the military wants to know if it's a threat to their continued operation.
7	Religious Order	An arcano-theocratic order of wizard-priests regards the awakened cliffside as a living miracle. They ask the characters to secure the area in preparation for their pilgrimage.
8	Sovereign	The land's sovereign (or someone close to them) has gone a bit mad: they ask that the characters bring them back the "still-warm" stomach acid of a remorhaz—to drink, presumably, but who's to say?

Not long ago, a remorhaz began nesting inside the awakened cliffside, burning tunnels into its rock and stone. Understandably, this "intestinal" worm has caused the awakened creature a great deal of pain. Though the awakened cliffside is mighty, it is vulnerable to parasites; heroes are needed to treat the infestation.

## TRAVELING TO THE AWAKENED CLIFFSIDE

**Random Encounters.** It takes the characters approximately 4 hours to reach the awakened cliffside if walking at a normal pace (3 miles per hour). At the beginning of each hour, roll a d20. On a 15–20, the characters encounter something: roll on the Random Encounters table on page 3 to see what they come across.

## MEETING THE AWAKENED CLIFFSIDE

When the characters arrive to the awakened cliffside, read or paraphrase the following:

A massive cliffside rises before you. Suddenly, the rockface shudders, sending clumps of snow hurtling to the earth below; a gaping cavern yawns open, and you hear—impossibly—a thundering groan, as if made by something in great discomfort.

Two smaller caverns open above the first, revealing smooth pits of obsidian. Then, the mountain begins to speak...

**Encounter: Wakey Wakey.** When the characters arrive, the **awakened cliffside** (see the Appendix) wakes up from a long nap:

- ▶ When it speaks, it is clearly in distress, groaning and bellyaching.
- ▶ It explains that a remorhaz has made a nest in its body, burrowing holes in what essentially is the creature's stomach—the fiery worm is giving it terrible indigestion.
- ▶ It asks the characters what they want.
- ▶ It is agitated, but willing to negotiate; if the characters agree to get rid of the remorhaz nest, it'll agree to (almost) anything.
- ▶ It doesn't know how many remorhazes are inside it.

**Treasure: Awakened Cliffside Eyes.** An awakened cliffside that dies leaves behind two 100-pound orbs of obsidian. An orb can be excavated over 8 hours using mason's or smith's tools. Have each character excavating an orb make a DC 20 Intelligence (Arcana) check. On a failure, a character accidentally ruins 1d20 pounds of the rare metal. Each pound successfully harvested from an orb is worth 10 pp.

**Time to Climb.** The entrance to the remorhaz caverns is approximately 150 feet from the ground: it is the "nose" of the awakened cliffside's face. The rockface is difficult terrain, but can be climbed easily using the appropriate tools, or climbed freehand with a successful DC 12 Strength (Athletics) check. This check must be repeated each time a creature begins using its movement or takes the Dash action. Failing a check results in a fall. A creature that falls in this way must make a DC 14 Dexterity saving throw,

taking 1d6 bludgeoning damage per 5 feet fallen and landing prone on a failure, or falling half as far and taking half as much damage on a success as the creature manages to get a handhold at the last second.

**Hazard: That Tickles!** Climbing the awakened cliffside might cause the creature to sneeze.

On initiative count 20, check to see if the characters have done something to make the awakened cliffside sneeze. While it's ultimately up to you what causes this, here are some suggestions for what might cause the awakened cliffside to sneeze:

- ▶ Using climbing supplies (metal spikes, etc.)
- ▶ Moving and dashing in the same turn
- ▶ Moving or dashing with claws or claw-like appendages
- ▶ Casting a spell
- ▶ A character sneezing (sympathy sneezes)
- ▶ Using a weapon

If the characters have done something that might make the awakened cliffside sneeze 3 rounds in a row, it sneezes. Whenever the awakened cliffside sneezes, each creature currently climbing it must make a DC 14 Dexterity saving throw or fall, taking 1d6 bludgeoning damage per 5 feet fallen and landing prone on a failure, or falling half as far and taking half as much damage on a success as the creature manages to get a handhold at the last second.

## THE REMORHAZ RAVINE

The remorhaz ravine is a collection of tunnels carved out by the blazing trail of the worm. While this is a normal, natural function of the remorhaz, it has in this case caused a great deal of pain to its awakened cliffside host.

## GENERAL FEATURES

Unless stated otherwise, the remorhaz ravine has the following features.

**Size and Dimensions.** The ceilings within each area of the ravine are roughly 15 feet high unless stated otherwise.

**Illumination.** Treat each area as having no light unless stated otherwise.

**One Talkative Rock.** As long as the awakened cliffside is alive, it can talk to creatures (including the characters) inside the ravine—and does so constantly.

**Living Mountain Wind.** As long as the awakened cliffside is alive and breathing, the temperature of the ravine is below freezing. A creature without resistance or immunity to cold damage or that isn't wearing cold weather gear must succeed on a DC 18 Constitution saving throw at the end of each hour or gain one level of exhaustion. A creature that is soaking wet makes this saving throw with disadvantage and can't benefit from cold weather gear until it is dry again.

**Surface Detail.** Aside from the "breathing" and occasional groans of the awakened cliffside, the caverns appear ordinary. There are, however, scorch marks along the edges of the tunnels, where the remorhaz has blazed its trail.

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### REMORHAZ MOUNTAIN BATTLEMAPS

Battlemaps for this adventure can be found in the Into the Wilds – Rural Winter set on the Tom Cartos Patreon:

- ▶ Road (Road map)
  - ▶ Clearing (Clearing map)
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### Remorhaz Mountain Random Encounters

d4	5th Level	8th Level	11th Level	14th Level	Scenario	Battlemap
1	1 hill giant and its dire wolf	2 hill giants and their dire wolf	2 hill giants and their 2 winter wolves	3 hill giants and their 3 winter wolves	The monsters block the road; the giants demand payment (GM's discretion) to pass.	Road
2	1 mammoth	2 mammoths	3 mammoths	3 mammoths	The mammoths block the road; they're sleeping and can be snuck past with a successful DC 18 Dexterity (Stealth) group ability check.	Road
3	3 winter wolves	4 winter wolves	3 winter wolves and their 2 hill giant masters	3 winter wolves and their 3 hill giant masters	The monsters are hiding in a clearing; they attempt to ambush the characters.	Clearing
4	1 young white dragon	1 adult white dragon	1 adult white dragon	1 ancient white dragon	The dragon spots the characters in a clearing; it lands to ask them what they're doing in its territory.	Clearing

**Remorhaz Acid.** A remorhaz can move into spaces inside the ravine it otherwise wouldn't be able to fit in by burning a hole. Whenever a remorhaz creates space for itself (i.e., its base would contact one or more walls), it deals 3d6 fire damage to the awakened cliffside.

**Et tu?** Characters can target the awakened cliffside from inside the ravine—as long as they don't mind getting sneezed out (see below).

**Gesundheit!** The awakened cliffside can expel humanoid creatures (i.e., characters who purposefully attack it) out its nose holes in **area 1**, regardless of where those creatures are currently located within the ravine. Creatures expelled in this manner fall 150 feet to the ground outside the awakened cliffside, taking 1d6 bludgeoning damage per 5 feet fallen and landing prone.

**Hazard: Upset Rock Tummy.** Whenever the awakened cliffside takes damage while the characters are inside the ravine (such as by Remorhaz Acid), it begins to rumble. Roll a d20: on a 15–20, each creature in the ravine must make a DC 12 Dexterity saving throw as rocks begin to fall. A creature that fails its saving throw falls prone and takes bludgeoning damage depending on the level of the adventure, as shown in the table below. A creature that succeeds on its saving throw takes half as much damage and doesn't fall prone.

#### Upset Rock Tummy

Adventure Level	Damage
5th	2d10
8th	2d10
11th	4d10
14th	4d10

## KEYED LOCATIONS

The following locations are keyed to the maps of the remorhaz ravine.

### 1 – The Nose

As the characters climb into the “nose” holes of the awakened cliffside, read or paraphrase the following:

Before you now is the remorhaz ravine, carved from the living rock of the awakened cliffside. As a remorhaz moves, their superheated bodies literally melt snow and earth; this has caused extraordinary pain to the awakened cliffside. Its labored breathing—a living mountain wind—rushes past you in great waves of bone-chilling cold.

**North Passage.** A set of rocky steps to the north leads to the western edge of **area 2**. Climbing the steps is easy, but is also tickling for the awakened cliffside. Roll a d20: on a 10–20, each creature in

the ravine must make a DC 12 Dexterity saving throw as the awakened cliffside laughs and rocks begin to fall. Refer to the Upset Rock Tummy section above for the hazard's effect and damage profile. This passage hazard can only occur once per hour (the awakened cliffside has some self-control).

**Secret: Frozen Arch.** At the southern edge of this area is a thin membrane of ice that blends in perfectly with the surrounding cavern. The membrane separates this area from **area 4**. A character can make a DC 15 Wisdom (Perception) check while searching the area to notice the following:

- ▶ The ice itself is newly formed.
- ▶ There are scorch marks surrounding the ice.
- ▶ It sounds hollow when tapped.

The frozen arch has AC 15, 25 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. However, causing damage to the frozen arch also hurts the awakened cliffside:

- ▶ The awakened cliffside asks the characters to stop.
- ▶ The characters can convince the awakened cliffside that breaking the frozen arch is in its best interest with a successful DC 15 Charisma (Persuasion) check.
- ▶ If the characters can't convince the awakened cliffside but continue anyway, the awakened cliffside forcibly expels them (see *Gesundheit!* in the General Features section).

**Treasure: Frozen Pool—Obsidian (Nose) Nuggets.** Along the western edge of this area is a small pool of partially frozen water. Characters standing near the pool can clearly see something black shimmering below.

The frozen pool has AC 15, 18 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. However, causing damage to the frozen pool also hurts the awakened cliffside:

- ▶ The awakened cliffside asks the characters to stop.
- ▶ The characters can convince the awakened cliffside that breaking the frozen pool is in its best interest with a successful DC 20 Charisma (Persuasion) check (i.e., the awakened cliffside knows it's highly unlikely).
- ▶ If the characters can't convince the awakened cliffside but continue anyway, the awakened cliffside forcibly expels them (see *Gesundheit!* in the General Features section).
- ▶ A creature standing on top of the pool when it's broken falls into the freezing water; the creature takes 1d6 cold damage, and its cold weather gear (if it's wearing any) becomes soaking wet.

If the characters successfully break through the frozen pool without getting expelled from the ravine altogether, they can excavate the 10-pound obsidian deposit over the course of 1 hour using mason's or smith's tools. Have each character excavating the deposit make a DC 20 Intelligence (Arcana) check.



On a failure, they accidentally ruin 1d6 lbs of the rare metal. Each pound successfully harvested from the deposit is worth 10 pp.

## 2 – Tortured Gullet

As the characters enter the area, read or paraphrase the following:

The cavern begins to veer off in multiple directions; tunnels of varying length and width have been burned into the rock here. There are scorch marks everywhere you look.

**West Passage.** A set of rocky steps to the west leads to the northern edge of **area 1**. Climbing the steps is easy, but is also tickling for the awakened cliffside. Roll a d20: on a 10–20, each creature in the ravine must make a DC 12 Dexterity saving throw as the awakened cliffside laughs and rocks begin to fall. Refer to the Upset Rock Tummy section on page 4 for the hazard’s effect and damage profile. This passage hazard can only occur once per hour (the awakened cliffside has some self-control).

**Encounter: Hidden Roper(s).** One or more **ropers** have made themselves at home in the remorhaz’s lair, content to scavenge from the worm’s leftovers. The nature of this encounter depends on the level of the adventure, as shown in the table below:

### Area 2 Encounter

Adventure Level	Encounter
5th	1 roper
8th	2 ropers
11th	2 ropers
14th	3 ropers

Ropers are opportunists, meaning they want to isolate a weak creature and drag it back for an easy meal; these ropers fed recently and are not willing to die. They will retreat and hide if grievously wounded.

**Treasure: Frozen Corpses.** The bodies of several unfortunate hikers are frozen in this area. They’ve been fed on recently by the roper(s). A careful search of the bodies reveals treasure relative to the level of the adventure, as shown in the Frozen Corpses table below.

### Frozen Corpses

Adventure Level	Treasure
5th	A small art object (25 gp) and 1 random 2nd-level <i>spell scroll</i>
8th	An emerald necklace (50 gp) and 1 random 4th-level <i>spell scroll</i>
11th	An engraved gold locket (100 gp) and 1 random rare potion
14th	A platinum choker (200 gp) and 1 random very rare potion

## 3 – Rumbling Tummy

As the characters enter the area, read or paraphrase the following:

The ground rumbles ominously beneath your feet; the stones seem to be moving in a steady, clockwise pattern, albeit at a near-imperceptible speed.

**Encounter: Burrowed Remorhaz(es).** Depending on the level of the adventure, this area might be home to one or more **remorhazes**. If present, they are burrowed beneath the churning earth; the awakened cliffside can feel them. Refer to the table below for the number of remorhazes present.

### Area 3 Encounter

Adventure Level	Encounter
5th	–
8th	1 remorhaz
11th	1 remorhaz
14th	2 remorhazes

Grievously injured remorhazes retreat to the nest in **area 4** to make their final stand.

**Secret: Gem Digestion Zone.** Every stone in this area—big and small—is moving clockwise around the area at a very slow speed. A gemstone left in this area is digested over the course of 1d8 weeks per pound. Once digested, half of the gemstone’s original weight is converted into fragile obsidian.

- ▶ If asked about the moving stones, the awakened cliffside is evasive; it recognizes the value in this process and doesn’t wish to attract unwanted attention.
- ▶ Evidence or a DC 12 Wisdom (Insight) check reveals the creature is lying.
- ▶ Once found lying, evidence presented or a successful DC 12 Charisma (Persuasion) check convinces the awakened cliffside to divulge its secret.

An obsidian deposit created via gem digestion can be excavated over the course of 1 hour using mason’s or smith’s tools. Have each character excavating the deposit make a DC 20 Intelligence (Arcana) check. On a failure, a character accidentally ruins a portion of the rare metal (GM’s discretion). Each pound successfully harvested from the deposit is worth 10 pp.

**Trap: Thin Ice.** At the center of the room is a pool of partially frozen water with a 20-foot radius. A Medium or larger creature that steps onto the ice must succeed on a DC 20 Dexterity saving throw or fall into the freezing water; the creature takes 1d6 cold damage, and its cold weather gear (if it’s wearing any) becomes soaking wet. A creature with proficiency in Acrobatics makes this saving throw with advantage.

Unlike the other pools in the ravine, there is nothing of value here.

**Treasure: Frozen Pool—Obsidian Nuggets.** Along the southeastern edge of this area is a small pool of partially frozen water. Characters standing near the pool can clearly see something black shimmering below.

The frozen pool has AC 15, 18 hit points, immunity to poison and psychic damage, and vulnerability to fire damage. However, causing damage to the frozen pool also hurts the awakened cliffside:

- ▶ The awakened cliffside asks the characters to stop.
- ▶ The characters can convince the awakened cliffside that breaking the frozen pool is in its best interest with a successful DC 20 Charisma (Persuasion) check (i.e., the awakened cliffside knows it's highly unlikely).
- ▶ If the characters can't convince the awakened cliffside but continue anyway, the awakened cliffside forcibly expels them (see *Gesundheit!* in the General Features section).
- ▶ A creature standing on top of the pool when it's broken falls into the freezing water; the creature takes 1d6 cold damage, and its cold weather gear (if it's wearing any) becomes soaking wet.

If the characters successfully break through the frozen pool without getting expelled from the ravine altogether, they can excavate the 10-pound obsidian deposit over the course of 1 hour using mason's or smith's tools. Have each character excavating the deposit make a DC 20 Intelligence (Arcana) check. On a failure, they accidentally ruin 1d6 lbs of the rare metal. Each pound successfully harvested from the deposit is worth 10 pp.

#### 4 – Remorhaz Nest

As the characters enter the area, read or paraphrase the following:

This tunnel is slightly warmer than the rest of the ravine. This must be the worm nest.

**Encounter: Burrowed Remorhaz(es).** This area is home to one or more **remorhazes**. They are burrowed beneath the churning earth; the awakened cliffside can feel them. Refer to the table below for the number of remorhazes present.

##### Area 4 Encounter

Adventure Level	Encounter
5th	1 remorhaz
8th	1 remorhaz
11th	1 remorhaz
14th	2 remorhazes

**Secret: Frozen Arch.** At the northern edge of this area is a thin membrane of ice that blends in perfectly with the surrounding cavern. Refer to **area 1** on page 4 for more details.

**Treasure: Delicious Remorhaz Eggs.** A careful search of the area reveals 1d8 remorhaz eggs, a rare delicacy. Each egg is worth 250 gp to expert chefs and members of nobility, or 25 gp to common merchants.

## AFTERMATH

As long as the characters successfully defeat the remorhaz infesting the awakened cliffside, the strange, gargantuan creature is eternally thankful; it will welcome the characters back any time they wish. If other terms were negotiated upon arrival, the awakened cliffside honors those terms.

The ravine heals after 2d8 weeks, disappearing entirely. This may complicate things for certain patrons. Finally, if the characters completed their patron's objective, they're paid as promised. Ω

## RECENT ADVENTURES FROM DMDAVE

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### Dungeons & Lairs

- ▶ #29: Minotaur Maze
- ▶ #30: Owlbear Wood
- ▶ #31: Mimic Museum
- ▶ #32: Oni Palace
- ▶ #33: Rust Monster Mine
- ▶ #34: Revenant Ghost Ship
- ▶ #35: Sphinx Pyramid
- ▶ #36: Shadow Hotel
- ▶ #37: Salamander Forge
- ▶ #38: Treant Grove
- ▶ #39: Troll Bridge
- ▶ #40: Unicorn Island
- ▶ #41: Water Weird Ruins
- ▶ #42: Wyvern Motes
- ▶ #43: Vampire Undercroft
- ▶ #44: Xorn Tunnels
- ▶ #45: Cultist Cathedral
- ▶ #46: Noble Tower
- ▶ #47: Mage Cube
- ▶ #48: Assassin School
- ▶ #49: Green Hag Forest
- ▶ #50: Doppelganger City
- ▶ #51: Hobgoblin Hideout
- ▶ #52: Fire Giant Mine
- ▶ #53: Gargoyle Cathedral
- ▶ #54: Wight Cemetery
- ▶ #55: Chain Devil Crypts
- ▶ #56: Zombie Farmhouse
- ▶ #57: Ettercap Forest
- ▶ #58: Lamia Temple
- ▶ #59: Santa's Village
- ▶ #60: Naga Ruins
- ▶ #61: Marilith Prison
- ▶ #62: Lizardfolk Village
- ▶ #63: Frost Giant Pass

# APPENDIX

## Awakened Cliffside

*Gargantuan Elemental, Neutral Good*

**Armor Class** 19 (natural armor)

**Hit Points** 198 (12d20 + 72)

**Speed** 0 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	1 (-5)	23 (+6)	10 (+0)	18 (+4)	10 (+0)

**Saving Throws** Con +11, Wis +9, Cha +5

**Skills** History +5, Nature +5, Perception +9

**Damage Resistances** cold, fire

**Damage Immunities** lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, grappled, invisible, paralyzed, petrified, poisoned, prone, restrained, stunned

**Senses** tremorsense 300 ft., passive Perception 19

**Languages** Common, Giant, Terran

**Challenge** 13 (10,000 XP)      **Proficiency Bonus** +5

**False Appearance.** If a creature hasn't observed the cliffside act, that creature must succeed on a DC 18 Intelligence (Investigation) check to discern that the cliffside is an awakened creature.

**Immovable.** The cliffside can't move or be moved by any means short of a wish spell.

**Immutable Form.** The cliffside is immune to any spell or effect that would alter its form.

**Legendary Resistance (2/Day).** When the cliffside fails a saving throw, it can choose to succeed instead.

**Siege Monster.** The cliffside deals double damage to objects and structures.

### ACTIONS

**Create Debris.** The cliffside causes debris to rain down in a 15-foot-radius cylinder that is 30 feet tall centered on a point it can see on a surface within 120 feet of it. Each creature in the area must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage on a failed save, or half as much damage on a successful one. The ground in the affected area becomes difficult terrain until cleared, with each 5-foot-diameter portion requiring at least 1 minute to clear by hand.

**Thunderous Roar (1/Day).** The cliffside bellows a booming roar. Each creature within 300 feet of the cliffside must make a DC 19 Constitution saving throw. On a failed save, a creature takes 44 (8d10) thunder damage and is deafened until the end of the cliffside's next turn; if the saving throw fails by 5 or more, the creature is also stunned for the same duration. On a successful save, a creature takes half as much damage and isn't deafened.

### BONUS ACTIONS

**Quake (Recharge 4–6).** Each creature within 120 feet of the cliffside must succeed on a DC 19 Dexterity saving throw or fall prone; a creature standing in difficult terrain has disadvantage on this saving throw. A creature in the area that is concentrating on a spell must also succeed on a DC 15 Constitution saving throw or lose its concentration.