

IN THE VAULT OF STARS

Part Two of the Siege of the Yellow Rose Series

A battle rages in the sky above the Monastery of the Yellow Rose between illithid and githyanki ships as shadowy shapes amass on the Glacier of the White Worm.

As the Monastery of the Yellow Rose braces itself for the onslaught, you are sent onto the glacier in search of a secret githyanki base and to discover if the appearance of dragons brings ominous portents.

A Four-Hour Adventure for 5th–10th Level Characters



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INTRODUCTION

Welcome to *In the Vault of Stars*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Siege of the Yellow Rose* series. Each part in the series corresponds to a specific tier of play.

This adventure starts in the Monastery of the Yellow Rose and the Glacier of the White Worm and is meant to be run one of two ways:

Interactive. Multi-table style with all three Parts (Tiers) running simultaneously at separate tables, with events at those tables affecting what occurs at this table and vice versa. The timings of all three modules are completely independent of one another meaning the Tier 3 table could be in Act II while the other tables are still in Act I. Listed timings are only meant as a communication between the author and the DM based on suggested run time.

Standalone. Run this module independently, with the following caveats:

- “Boons” listed to give other Tiers (tables) are ignored.
- Run the module as if conditions for “boons” from the other tiers (tables) have been met.
- Insert the boons from the other tiers (tables) while running the module as you, the DM, see fit.

This adventure is designed for **three to seven 5th–10th level characters** and is optimized for **five characters with an average party level (APL) of 8**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3–4 characters, APL less than 5	Very weak
3–4 characters, APL equivalent to 5	Weak
3–4 characters, APL greater than 5	Average
5 characters, APL less than 8	Weak
5 characters, APL equivalent to 8	Average

5 characters, APL greater than 8	Strong
6–7 characters, APL less than 8	Average
6–7 characters, APL equivalent to 8	Strong
6–7 characters, APL greater than 8	Very strong

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself of while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat. Familiarize yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure—such as note cards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class and level, passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players “little victories” for figuring out good choices from clues. Watch for stalling—play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience.

ADVENTURE PRIMER

*"I hold with those who favor fire.
But if it had to perish twice,
I think I know enough of hate
To know that for destruction ice
Is also great"*

—Robert Frost

This section provides the adventure's background, an overview of the adventure in play, and hooks that you can use to introduce your players' characters to the action. For a list of prominent NPCs featured in this adventure, see appendix, "Dramatis Personae."

ADVENTURE BACKGROUND

The conflict between the gith and the mind flayers—the alien race of brain-eaters known as the illithids—has raged through the millennia and across the planes. Since the fall of the illithid empires, mind flayers have sought refuge in enclaves throughout the worlds of the multiverse. Wherever they have sought refuge, the gith have always followed in dogged pursuit.

The monastic Order of the Yellow Rose is about to feel the force of this conflict firsthand. A tenday ago, a novice of the order discovered an abandoned illithid laboratory in the depths of the mountains beneath the monastery. The discovery caused the long-dormant facility to awaken, sending pulses of psionic energy throughout the planes like a beacon.

From their fortresses in the Astral Plane, the githyanki detected the psionic pulses. With gith enmity towards the mind flayers transcending time and space, the githyanki ventured to destroy this source of mind flayer energy. They sent an attack force into the Material Plane, emerging at the Glacier of the White Worm and finding the Monastery of the Yellow Rose before them.

A gith scouting party was sent to the monastery, where they were met by monks of the order. After asking the monks about the pulses of energy (about which the monks did not have any information), the gith assumed they were trying to protect the facility. In anger, the gith regrouped to gather their forces to march against the Order of the Yellow Rose.

LOCATION SUMMARY

The following locations feature prominently in this adventure.

The Monastery of the Yellow Rose. An ancient institution run by an order of monks dedicated to Illmater. Founded over a thousand years ago, the monastery stands in the isolation of the Earthspur Mountains.

Glacier of the White Worm. A large ice sheet to the east of the monastery.

A secret base under the Glacier of the White Worm. A series of tunnels and caves created by volcanic activity below the Glacier of the White Worm.

ADVENTURE OVERVIEW

Untrained to defend themselves against the githyanki attack force, the monks of the Yellow Rose have summoned adventurers to aid in the monastery's defense. Individuals of all levels of experience answered the call. Their efforts to save the monastery play out in this adventure, as well as in the others of its series.

The adventure is broken down into an Introduction and three Acts:

Introduction. The adventurers are teleported to the Monastery of the Yellow Rose amidst hurried preparations to fortify the monastery. They speak with one of the order's masters and learn the location of the entrance to the base of operations of the githyanki.

Act I. Making their way to the entrance to the githyanki base of operations, the adventurers must find allies to assist in the defense of the monastery.

Act II. The adventurers find the entrance to the base and must find the location where the githyanki are fortified in a series of tunnels and caves, under the Glacier of the White Worm.

Act III. The adventurers find the fortified location and discover a strange ritual the githyanki are using. It will allow them to control dragons to aid in the incursion on the monastery.

ADVENTURE HOOKS

The adventure begins under the assumption that the characters have already agreed to assist the monks of the Yellow Rose. The following hooks can provide the adventurers with reasons to answer the call of the order.

Heroes of the Realms. The adventurers have heard of the perils befalling the Order of the Yellow Rose and have answered their call for aid. Helping the order could save hundreds of innocent lives.

Treasures of the Yellow Rose. The Order of the Yellow Rose has offered up a reward of gold. Should the adventurers succeed in their mission, they will receive not only payment, but the gratitude of the order as well.

Plea of Ilmater. The Church of Ilmater has sent a plea to all followers to help protect the sacred location and their monk brothers.

Faction summons. Faction members receive a letter telling them to make their way to the closest faction safe house as quickly as possible.

Emerald Enclave (Faction Assignment). The Enclave has noticed that there seems to be a large group of dragons amassing on the Glacier of the White Worm. They know that dragons are normally solitary creatures and are concerned that the events at the monastery and the congregation are not just coincidental. Seek out clues or proof that the two are connected and report any findings.

FOR THE DM

This module can be run one of two ways, as a multi-table interactive or as a standalone module.

Interactive. Multi-table style with all three parts (Tiers) running simultaneously at separate tables, with events at those tables affecting what occurs at this table and vice versa. The timings of all three modules are completely independent of one another meaning the Tier 3 table could be in Act II while the other tables are still in Act I. Listed timings are only meant as a communication between the author and the DM based on suggested run time.

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INTRODUCTION. TRAGEDY

The supreme art of war is to subdue the enemy without fighting.

—Sun Tzu

Estimated Duration: 5 Minutes

AUDIENCE WITH THE MATRON OF THE CHISEL

At the story's outset, the adventurers are teleported to the Monastery of the Yellow Rose. There, they speak with one of the order's high-ranking members.

If you are running this module on its own, read or summarize the following to the table to set the stage for the battle. If you are playing this a multi-table co-operative module, have one of the DMs read it to all three tables at the same time.

As the blinding flash of the teleportation circle recedes from your vision, there is an explosion that knocks you off your feet. As you come to, there are several illithid and githyanki bodies lying twisted and contorted all around you. Another set of explosions thunders high above your heads. As you crane your neck to see what it was, aloft you spy a fleet of gith ships battling with several squid-like mind flayer battleships. Shrapnel and bodies are falling from the sky as the monks of the Yellow Rose gather together to prepare for battle.

A female, halfling monk quickly nods and addresses herself to you. "I am Mother Rosinden of the Order of the Chisel..." As she finishes her brief introduction, an illithid drops in front of her, and in a flourished whirl, she lays a roundhouse kick across the creature's face twisting its head. The crack of its neck tells you that the creature is no longer a threat.

Mother Rosinden straightens her garb and motions to two other monks. They each rush over to one of the groups that appeared at the same time as yours and hurries them in separate directions. She motions you remaining adventurers to follow her as she runs off in another direction.

MORE THAN A WOMAN

She ushers you towards a wall and then through it. You cross what is now obviously an illusory wall. As your eyes adjust to the candlelight, you notice that there are three individuals already there waiting for you: Chaab of the Zhentarim, Seranolla the Whisperer of the Emerald Enclave, and Zern Xerkstil of the Order of the Gauntlet. Mother Rosinden speaks "We do not have much time, but we will answer what we can."

Mother Rosinden freely gives the following information:

- A tenday ago, a recently inducted novice named Natali confided in Mother Rosinden about a discovery she made while researching the history of the Tower of the Winds.
- Natali was very tight-lipped about the knowledge she'd gained, mentioning only that her discovery revealed an as-yet unknown aspect of the monastery's past—a revelation involving the alien hand of mind flayers. Unfortunately, Natali disappeared several days ago.
- Coincidentally, a force of otherworldly creatures named githyanki appeared shortly after Natali's disappearance making demands to be led to the illithid location. The monks did not know what they were referring to and the githyanki force left believing the monks were protecting or hiding the location.
- A day later nautiloid-like craft started streaking across the sky towards the monastery.
- Other craft started popping up nearby and the two forces started fighting almost immediately above the monastery.
- The situation is very confusing as they do not know what either side wants, how to stop the fighting, or how to stop the monastery from being their battleground.
- One group of adventurers has gone off to search for the whereabouts of Natali as they believe that she may have uncovered or discovered something and that is what is drawing both sides here.
- Another group is being utilized to fortify the monastery and dispatch any unwanted visitors, while the first group searches.

MOTHER ROSINDEN'S TASKS FOR THE PARTY

Mother Rosinden needs this group of adventurers to successfully complete the following missions:

- There have been rumors of battles between the githyanki creatures and the inhabitants of the Glacier of the White worm. Search them out and try to get them to help the monastery in any way they can.
- Find the location of the githyanki base and uncover information there that may assist the monastery.
- There seems to be a rising mass of dragons far to the north, at the far edge of the Glacier of the White Worm. They look like they are poised to strike the monastery as well, and their motives do not make sense to anyone.

If asked, there are only chromatic dragons, but all seem to be represented: White, Blue, Green, Black, and Red.

Emerald Enclave (Faction Assignment). After Mother Rosinden finishes talking to the players, Seranolla takes the members of the Enclave aside and says the Chromatic Dragons are amassing in the hundreds. It cannot be a coincidence that the dragons are gathering and the battle is happening overhead at the same time. She asks for the characters to identify any links between the battle and the dragons. Hand those players **Player Handout 1**.

ROLEPLAYING MOTHER ROSINDEN

Leader of the Order of the Chisel, Mother Rosinden also acts as the order's quartermaster, treasurer, and chief liaison. She is calm under pressure, authoritative but warm in demeanor, and speaks in confident tones to both strangers and acquaintances, alike. A head of half-gray hair and pronounced crow's feet around her eyes reveal her to be middle-aged, adding to her matronly image. Though typically stoic and unflappable, Mother Rosinden is an open book when her emotions do surface.

Quote: *"We of the Yellow Rose follow paths of pacifism, only ever raising our fists in self-defense. We hope to avoid raising our fists in violence at this time, as well."*

Traits: even-tempered, good judge of character, stoic, warm

Flaws: prone to frustration when outside her comfort zone

TREASURE

As a gesture of good faith, Mother Rosinden offers the adventurers an up-front reward of 500 gp, promising more if they successfully discover the information about the githyanki base.

ACT I. STAYIN' ALIVE

*Extinction is the Rule
Survival is the Exception*

—Carl Sagan

Estimated Duration: 85 Minutes

INTO THE COLD

The group travels across the Glacier of the White Worm to the location of the rumored entrance of the githyanki base. Before starting this section ask the players if there is a marching order, if there is none while crossing the Glacier, randomly roll who is affected. There are four missions in this section.

GENERAL FEATURES

The Glacier of the White Worm has the following general features:

Terrain. Dotted the landscape of the glacier are numerous snowdrifts, crevices, large crevices, even larger crevices, and thin ice that is covering glacial lakes. A successful DC 18 Perception check is needed to locate these threats.

Weather. The Glacier is immensely cold and normally it is snowing with whipping winds. However, the monks of the monastery have cast spells to calm with weather in order to be able to see the oncoming force from a long distance away. Therefore, the wind is not as biting and there is no snow and the skies are blue. The group can see that all around them are mountains, but because there is a lack of any other noticeable features, the mountains appear closer than they are.

Light. Bright blue sky.

Smells and Sounds. Fresh snowfall, crunch of snow underfoot, the crack of thousand year old ice, and the occasional howl of a wolf (just to keep the players at unease).

Preparing for the Cold. Below is a list of gear available to the characters for the trek across the glacier:

- Cold weather outfit: 5 gp
- Crampons: 2 gp
- Skis, poles and snowshoes: 10 gp
- Snow goggles: 2 gp

TRAVEL PACE

Pace	Distance	Effect
Fast	30 Miles	-5 penalty to passive Wisdom(Perception) scores
Normal	24 Miles	—
Slow	18 Miles	Able to Stealth

MISSION 1. DANGERS OF THE GLACIER

The Glacier is ancient, with ice older than the oldest elf, and it brings dangers. If the characters are moving at a fast pace, they will have a -5 to passive abilities and disadvantage to active checks.

Feel free to have the players encounter all or none of the dangers below, depending whether the size of party is larger than five, or if the APL of the group is higher than normal (Strong or Very Strong party).

Thin Ice. Some of the ice has melted and the top has refrozen, after which it has been covered with snow. The thin ice can be spotted and avoided if the lead character has a passive Perception of 18 or higher (remember to adjust for travel pace). If the ice is not noticed, every creature must succeed at a DC 18 Dexterity saving throw to avoid falling into the water. Creatures who fall in must succeed at a DC 18 Constitution saving throw or take 4 (1d6) cold damage and gain a level of exhaustion.

Crevice. While walking over a section of the Glacier, a character unfortunately discovers a thin layer of snow covering a crevice in the ice. The character, and all others within 5 feet, must succeed at a DC 18 Dexterity saving throw or fall 20 feet into the crevice, suffering 8 (2d6) bludgeoning damage from the fall, and are stuck. They are required to succeed at either an DC 15 Dexterity (Acrobatics) or Strength (Athletics) check to get out. Give advantage as appropriate for the ability checks.

Surprise Yeti Attack. While walking along the Glacier, the party is attacked by a group of **yeti**. They are hiding, waiting for something to wander close enough to them to spring the trap.

SETTING UP THE ENCOUNTER

- **Yeti (2):** AC 12, 51 hp, Init +1
Very Weak
- **Yeti (2):** AC 12, 64 hp, Init +1
Weak
- **Yeti (3):** AC 12, 64 hp, Init +1
Average
- **Yeti (4):** AC 12, 64 hp, Init +1
Strong
- **Yeti (3):** AC 12, 30 hp, Init +1
Very Strong
- **Abominable Yeti:** AC 15, 144 hp, Init +0

MISSION 2. BARBARIANS ON THE WALLS?

As the adventurers travel across the top of the massive Glacier of the White Worm, they come across a group of barbarians (use **gladiator** stats) heading in their general direction. Depending on the party strength, the size of the barbarian group changes, but there are always three injured barbarians, close to death, secured on the backs of horses. The barbarians are apprehensive and all attempts to parlay with them suffer disadvantage until certain requirements are met.

Not long after walking along the top of the Glacier of the White Worm, you see a group of humanoids on horseback heading in your general direction, but not directly at you. Even from this distance you can see three additional humanoids fastened on the backs of horses. They look to be hurrying across the glacier and will be coming close to your group soon. What are you going to do?

This group of barbarians is not anxious for a fight as they just concluded one that dropped three of their ranks. Depending on what the party decides to do, there are several outcomes:

- If the party hides/stealths to let the barbarians pass, they avoid the interaction entirely and no boons will be given to the Tier 1 and 3 tables if the adventure is being run in an Interactive style.
- If the party decides to interact with the barbarians, there are three possibilities:
 1. The party finds out that the barbarians just escaped an encounter with strange humanoids riding on the backs of dragons of several different colors. The dragons looked like they flew off in the direction of the “old monk building.” If the party DOES NOT heal/prevent the barbarians from dying, they DO NOT earn the boons for the Tier 2 and Tier 3 tables, if the adventure is being run in an Interactive style.
 2. The party finds out that the barbarians just escaped an encounter with strange humanoids riding on the backs of dragons of several different colors. The dragons looked like they flew off in the direction of the “old monk building.” If the party DOES heal/prevent the barbarians from dying, they EARN the boons for the Tier 2 and Tier 3 tables, if the adventure is being run in an Interactive style. Hand out the boons to the Tier 1 and Tier 3 tables from the Appendix: Boons.
 3. Someone does something really dumb and the party ends up fighting the barbarians.

While interacting with the barbarians, the following information can be learned:

- There were many dragons, more than they could count, but only the ones with the strange humanoids attacked.
- The dragons were all different colors, blue, black, green, white, and red.
- The blue dragon shot lightning, the black one shot a liquid that burned the skin, the green one shot green air that made us very sick, the white one's breath made the air very, very, cold, and the red one could breathe fire.
- The humanoids spoke a language that we couldn't understand.
- They attacked us when we got close to an ice cave two hours to the north west.
- We ran and they flew off to the old monk buildings to the south east.

SETTING UP THE ENCOUNTER

Very Weak

- **Barbarian (3):** AC 16, 112 hp, Init +2

Weak

- **Barbarian (4):** AC 16, 112 hp, Init +2

Average

- **Barbarian (5):** AC 16, 112 hp, Init +2

Strong

- **Barbarian (6):** AC 16, 112 hp, Init +2

Very Strong

- **Barbarian (8):** AC 16, 165 hp, Init +2

INTERACTIVE POINT

If this module is being run concurrently with the Tier 1 and Tier 3 tables, deliver “Barbarian Boon” to either the Tier 1 or Tier 3 table

MISSION 3. PARLANCE PERCHANCE?

When the party approaches the entrance to the githyanki base, they encounter the aftermath of a battle. There are two large bodies on the ground along with six smaller bodies, all githyanki.

Standing near the bodies are two other large humanoids and seven beings that look similar to githyanki, but are actually **githzerai**. The large humanoids see the party approach first and notify their allies of their approach, unless the party is being stealthy or invisible by succeeding on a DC 18 Dexterity (Stealth) check. The party should recognize the large humanoids as **frost giants**.

The frost giants and githzerai are not looking for another fight, having just dispatched the githyanki, but are wary of the approaching party of adventurers and have their weapons drawn.

PARLANCE

As you approach what looks to be the aftermath of a large skirmish, you see frost giants and strange humanoids standing over many corpses.

One of the strange humanoids steps forward in a measured gait and looks to speak for the group.

As you look toward the cave in the ice, you see hot air escaping the tunnel; something strange is going on.

The following information is available to the party:

- The strange humanoids identify themselves as githzerai, enemy to the githyanki, but also the illithids. They also were alerted to the illithid signal.
- There is a signal being sent out by an illithid base or lab, beneath the monastery.
- The githzerai came to this area because they saw dragons flying here.
- They saw the dragons flying off when they arrived at the cave entrance, where they saw giants and githyanki fighting. They started fighting the githyanki alongside the giants.
- The githzerai healed the giants thereby striking a pact.
- They want to help the monks at the monastery but don't know how.
- That cave is the entrance to the githyanki fortifications, but the entrance goes straight down many hundreds of feet and may require magic to explore safely.
- The party can keep all the githyanki equipment, which includes a +2 *silvered greatsword*, that when grasped tries to talk to the wielder but is unable to and no ability or magic allows the wielder to speak to it. It will only speak to the original wielder. The rest of the equipment is valued at 1,500 gp.

Depending on what the adventurers do, there are several outcomes:

- The adventurers enter the cave without procuring any help for the defense of the monastery. No boons will be given. Continue with act II.
- The adventurers get the githzerai to help with the defense of the monastery, then enter the icy entrance to the githyanki base without obtaining the help of the frost giants. This earns a boon, but does not allow the next mission to occur. Continue with act II.
- The adventurers obtain the help of the githzerai, then travel a short distance to speak with the frost giants to try and obtain their help as well. A boon is earned with the possibility of another boon. Continue on to "Mission 4."
- The party insults the githzerai and the frost giants and combat ensues. Resolve combat and then continue with act II.

SETTING UP THE ENCOUNTER

Very Weak

- **Githzerai Zerth (5):** AC 17, 84 hp, Init +4
- **Frost Giant:** AC 15, 115 hp, Init -1

Weak

- **Githzerai Zerth (6):** AC 17, 84 hp, Init +4
- **Frost Giant:** AC 15, 115 hp, Init -1

Average

- **Githzerai Zerth (6):** AC 17, 100 hp, Init +4
- **Frost Giant:** AC 15, 138 hp, Init -1

Strong

- **Githzerai Zerth (7):** AC 17, 100 hp, Init +4
- **Frost Giant:** AC 15, 138 hp, Init -1

Very Strong

- **Githzerai Zerth (7):** AC 17, 100 hp, Init +4
- **Frost Giant (2):** AC 15, 138 hp, Init -1

INTERACTIVE POINT

If the party succeed in getting the githzerai to help with the defense of the monastery, they earn the "Githzerai Boon." If this module is being run concurrently with the Tier 1 and Tier 3 tables, deliver the boon to one of those tables.

MISSION 4. MAN YOU GUYS ARE BIG?

Only run this mission if the party treated with the githzerai in MISSION 3 and were then escorted by the frost giants.

You are escorted by Gnarlslag and Gufstrock over the short distance to their home and are brought to their leader Ymirson. They tell Ymirson of what occurred at the entrance to the githyanki base, then Ymirson leans forward and says to the group:

“Why are you here?”

The following information is available to the party:

- The monks from the Monastery of the Yellow Rose trade with the frost giants since they previously helped them against white dragons, and during the ordning.
- The giants know nothing about the gith or the illithids other than what is commonly known.
- They know nothing of the illithid base or lab, nor of the githyanki base.
- They would really like to kill some dragons, and since the monks have helped them, they would be willing to help the monks (the giants only offer help if the dragons are mentioned).

Depending on what the party does, there are three possible outcomes:

- The party learns why the frost giants were assisting the githzerai and learns of the trade between the giants and the Monastery of the Yellow Rose, but does not convince the frost giants to assist the monastery directly. The party does not earn the boon for the Tier 1 and Tier 3 tables.
- The party learns why the frost giants were assisting the githzerai and learns of the trade between the giants and the Monastery of the Yellow Rose, then convinces the frost giants to assist the monastery directly. The party earns the boon for the Tier 1 and Tier 3 tables.
- The party behaves badly, and combat breaks out.

SETTING UP THE ENCOUNTER

Very Weak

- Frost Giant (4): AC 15, 138 hp, Init –1

Weak

- Frost Giant (5): AC 15, 138 hp, Init –1

Average

- Frost Giant (4): AC 15, 138 hp, Init –1
- Frost Giant Everlasting One: AC 15, 189 hp, Init –1

Strong

- Frost Giant (5): AC 15, 138 hp, Init –1
- Frost Giant Everlasting One: AC 15, 189 hp, Init –1

Very Strong

- Frost Giant (6): AC 15, 138 hp, Init –1
- Frost Giant Everlasting One: AC 15, 189 hp, Init –1

INTERACTIVE POINT

If the party succeed in getting the frost giants to help with the defense of the monastery, they earn the “Frost Giant Boon.” If this module is being run concurrently with the Tier 1 and Tier 3 tables, deliver the boon to one of those tables.

REWARDS

For each boon earned and distributed to another table the party earns an additional 1,000 XP over and above each individual’s experience awards.

ACT II. IT'S ONLY WORDS

Those who cannot understand how to put their thoughts on ice should not enter into the heat of debate.

—Friedrich Nietzsche

Estimated Duration: 30 Minutes

QUESTIONS AND ANSWERS

The adventurers make their way into the treacherous ice caves leading to the area where the githyanki are performing their ritual.

GENERAL FEATURES

The ice caves are slick tubes and tunnels with constant flows of water making a very slick surface. The water is condensing steam generated from the lava underneath the glacier.

Terrain. The walls and floor are ice covered with condensed steam, making walking incredibly treacherous without climbing gear.

Temperature. At the top, near the entrance, the steam condenses much more rapidly, so the temperature is fifty degrees, but as the party descends every fifty feet, the temperature rises twenty degrees, until they reach the bottom where the heat is one hundred fifty degrees.

Light. The surrounding ice is light blue in nature, and the light from above filters down about fifty or so feet and then becomes dark until the party reaches the bottom where the glow of the lava creates dim light.

Smells and Sounds. Poisonous fumes drift up from the depths of the lava area. Superheated steam carries these fumes to escape the glacier.

When you enter the ice cave, you realize quite quickly that you are in more of an exhaust vent. Steam is quickly passing and condensing all around you, coating you and the ice with constant moisture. As you walk further in, you notice that the grade of the slope is slowly becoming more and more difficult to traverse without slipping.

Your surroundings range from a completely circular tube to an irregular oblong shape with rivulets of water running down the slope towards the back of the ice cave. You can hear running water echoing off all the walls and eventually sounding almost like a waterfall. The air around you is very balmy compared to the outside. On the glacier, the temperature is well below zero, but in the tunnel it is fifty degrees and rising.

Thirty feet from the entrance of the ice cave, there is a nearly 200-foot drop. The tunnel shifts every fifteen feet or so to a slightly different angle, back and forth almost like a snake would move. Due to the strange angles, light does not permeate further than 50 feet down the perpendicular tunnel which eventually turns into complete darkness.

The water streaming all around you soaks you to your core. The water that is constantly hitting you from above is not freezing but would definitely extinguish any flame used for light. Looking down below, you can't see the bottom.

Anyone traveling down with rope, tackle, and harness will have difficulty traveling if they do not have darkvision. Traversing over the ground requires a successful DC 20 Strength (Athletics) or Dexterity (Acrobatics) check, and those without climbing gear are at disadvantage. Feel free to adjust the difficulty the characters have going down the shaft, especially if they are behind schedule.

Using magical means to travel down the shaft is definitely the easier way to travel, whether by *levitate* or *fly* spell. Due of the to-and-fro nature of the shaft, *feather fall* will not work unless there are three separate castings from touching ground several times down the shaft. Hitting the massive pool at the bottom is like hitting hard ground from high above, but dropping 30 feet or so should not harm the characters, so reduce any falling damage by that distance.

As each creature gets within 50 feet of the cavern and pool, they must succeed at a DC 12 Constitution saving throw or be poisoned for one minute. The creature may repeat the save at the end of each of its turns, ending the condition on itself on a success.

Once in (or above in the case of *fly*, *levitate* or other method) the pool, there is an icy shore 40 feet from their current location that they can either swim or fly to. The ceiling is too slick to *levitate* over without using an axe or other implement to pull them along.

ICE WATER QUENCH

Simple trap (level 5–10, minor threat)

A chamber above the corridor holds back a large quantity of water behind a magically reinforced layer of ice.

Trigger. A creature that steps on or alters the glyph located in the center of the corridor, 90 feet from the lava chamber.

Effect. The glyph dispels the magical reinforcements, causing a deluge of water which flows to the lava chamber. Creatures caught in the deluge must succeed at a DC 22 Strength saving throw or be swept into the lava chamber along with the water.

Countermeasures. A successful DC 21 Intelligence (Investigation) check identifies the trap but not the nature of it. *Detect magic* also reveals the trap, illuminating the ceiling above and the glyph on the ground. A successful DC 20 Intelligence (Arcana) check identifies the nature of the glyph. A *dispel magic* on the glyph disables the trap.

ACT III. ISLANDS IN THE STEAM

I fell into a burning ring of fire.

—Johnny Cash

Estimated Duration: 90 Minutes

You weren't sure what you would find in this area, but it definitely wasn't this: A massive subterranean cave with the bottom of the Glacier of the White Worm high above your heads. That alone that would not have caused pause, but the sights before you are awesome and troubling in the same heartbeat.

As you enter from the southwest corner into the cavern, you can see a dull reddish glow filling the area. The source of the glow is a lazy river of lava originating from the east-northeast corner and snaking its way through the cavern. Around the cavern are five, smallish platforms made from cooled lava. They have strange symbols etched on them. Moving about the cavern are several creatures. From this distance you can't quite make out what they are, but that is not the worst of your worry. Upon each platform there is multi-colored energy arcing from one platform to the next, in a rhythmic, choreographed dance.

The temperature is stiflingly hot in this room. There are poisonous fumes being expelled by the lava and rivulets of water drop from the ceiling from time to time. They hit the lava, directly causing a splatter of lava around the chamber by the immediate sublimation of the water from an ice-like temperature to steam.

GENERAL FEATURES

The cavern was naturally created by the geothermic activity here. The constant sublimation of the ice to steam has created the ice tubes that have finally found their way to the surface. The cooling of the steam back to water has created the streams and rivulets of water that flow back down the cavern and ice tubes, only to be boiled back into steam.

Terrain. The floor of the cavern is a mix of wet, igneous rock that is safe to traverse, surrounded by flowing lava.

Light. The lower part of the cavern is illuminated with a dull red glow from the lava. The glow slowly disappears toward the cathedral of the cavern, leaving only a slight purple illumination that is not bright enough to make out details above. It's only light enough to know the ceiling is there.

Smells and Sounds. The constant gas that is released by the lava flow, combined with the heat and humidity of the steam, makes breathing in this place very difficult.

Temperature. The temperature is a stifling 140 degrees throughout the cavern except for right next to the glacier walls, where it is slightly more temperate.

Everyone who enters the cavern must succeed at a DC 14 Constitution saving throw or be poisoned for one minute. The creature may repeat the save at the end of each of its turns, ending the condition

on itself on a success. The saving throw must be repeated every 24 hours.

While the heat is exhausting to everyone, those in medium or heavy metal armor are feeling the brunt of it, giving them disadvantage on Constitution saving throws against exhaustion. Give them an opportunity to remove their armor, but once the decision has been made, most creatures must succeed at a DC 14 Constitution saving throw or gain a level of exhaustion. Those with resistance to fire or who have taken other precautions—such as casting a spell to protect against fire—do not need to make the saving throw.

Use the following guidance when running this encounter. These are just possible ways the encounter can play out, and you may run this differently if you choose.

The creatures in the cavern are **githyanki warriors** (with *telekinesis* 1/day, spell save DC 12) that have been polymorphed by the ritual into **fire elementals** to guard the platforms. The number of creatures in the room are as listed in the sidebar, "Setting up the Encounter." The *polymorph* effect is broken if a fire elemental is reduced to 0 hit points, transforming the githyanki warrior back into its original form, or if all the rituals on the platforms are dispelled or rendered inert. The fire elemental/githyanki warriors still have their Innate Spellcasting (Psionics) in their fire elemental form. They will try to use *telekinesis* on characters to push them into the lava on the first round of combat.

SPECIFICS OF THE RITUALS

A successful DC 20 Intelligence (Arcana or Nature) check identifies the ritual on each platform and that the ritual allows for the control of one type of dragon.

A successful DC 18 Intelligence (Investigation) check identifies a small vial of dragon blood that is inserted into the rock allowing the ritual to determine the type of dragon controlled.

Casting *dispel magic*, targeting a sigil, will stop one ritual by destroying the sigil and the dragon blood. A successful DC 20 Dexterity (Thieves' Tools) check will disable one of the sigils for 5 minutes, which should be long enough to remove the vial of dragon blood thereby rendering the platform inert.

Smashing the sigils (the barbarian version of *dispel magic*) and dealing a cumulative 50 bludgeoning, piercing, or slashing damage will destroy a sigil, but an energy backlash will occur causing every creature within 5 feet of the sigil to succeed on a saving throw as listed on the "Sigil Energy Backlash" table.

SIGIL ENERGY BACKLASH

Sigil Color	Saving Throw	Damage Type
Black	DC 18 Dexterity	55 (5d10) acid
Blue	DC 18 Dexterity	55 (5d10) lightning
Green	DC 18 Constitution	55 (5d10) poison
Red	DC 18 Dexterity	55 (5d10) fire
White	DC 18 Constitution	55 (5d10) cold

ADDITIONAL DANGERS IN THE CAVERN

On initiative count 20 (losing ties), water from the ceiling falls into lava spraying a burst of lava and steam on a creature (determine randomly). The target must make a DC 16 Dexterity saving throw, taking 5 (1d10) fire damage on a failure and losing their reaction for the round as they remove the embers.

Briefly touching the lava deals 5 (1d10) fire damage, but falling into the lava is quite different. A creature takes 33 (6d10) fire damage when it enters the lava for the first time on a turn or ends its turn there.

SETTING UP THE ENCOUNTER

Very Weak

- **Fire Elemental (2):** AC 13, 90 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (2):** AC 17, 60 hp, Init +2

Weak

- **Fire Elemental (3):** AC 13, 90 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 60 hp, Init +2

Average

- **Fire Elemental (3):** AC 13, 110 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 49 hp, Init +2

Strong

- **Fire Elemental (3):** AC 13, 156 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 81 hp, Init +2

Very Strong

- **Fire Elemental (4):** AC 13, 156 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (4):** AC 17, 81 hp, Init +2

INTERACTIVE POINT

If this module is being run concurrently with the Tier 1 and Tier 3 tables, deliver the corresponding “Ritual Boon” to the Tier 3 table. Example, if the White Ritual is destroyed or shut off, read the boon to your table and then deliver the “White Ritual Boon” to the tier 3 table. There is no boon for stopping the Red Ritual, as red dragons already serve the githyanki.

As the last ritual is disabled, there is a loud roar of a dragon in relief. Each platform that the ritual was performed atop now contains a small diamond that was used in the ritual but which was apparently not consumed during the casting.

TREASURE

The small diamonds are worth 500 gp each. Extracting the dragon’s blood from the vials is worth 1,000 gp per vial.

CONCLUSION

THIS STORY ENDS

After returning to the Monastery, Mother Rosinden greets and accompanies the characters to the Medicka, where they may rest and have their injuries tended to. The adventurers have survived the siege of the Yellow Rose.

The chill wind that greeted you when you first arrived here continues to whip through the monastery. Its howl fills your ears as you drift off for the night. As you fall into a state of rest, however, your mind is filled with images of strange corridors, of stars stretching out into infinity, and of gaunt, alien figures with wicked tentacles sprouting from their jaws. You shake the images off as best you can, but their traces leave you ill-at-ease. Outside, the wind continues to howl.

The Monastery of the Yellow Rose is safe for now. Whether it remains so is a tale for another day.

TREASURE

Mother Rosinden awards the adventurers 1,500 gp for stopping the ritual and 500 gp for completing each missions 2,3, and 4 (possible 1,500 for completing all 3 side missions) in addition to the initial 500 gp that she gave them earlier..

REWARDS

Make sure players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character.

COMBAT AWARDS

Name of Foe	XP Per Foe
Yeti	700
Abominable Yeti	5,000
Barbarian (Gladiator)	1,800
Githzerai Zerth	2,300
Frost Giant	3,900
Everlasting One	8,400
Fire Elemental	1,800
Githyanki Warrior	700

The **minimum** total award for each character participating in this adventure is **3,375 experience points**.

The **maximum** total award for each character participating in this adventure is **5,635 experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
Initial reward	500
Diamonds from the ritual	500 (each)
Extracted dragon blood	1,000 (each)
Mother Rosinden's final rewards:	
Mission Completed (Missions 2–4)	500 (each)
Successfully stopping all 5 rituals	1500gp

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system detailed in the D&D Adventurers League Dungeon Master's Guide.

GITHYANKI GREATER SILVER SWORD (+2 SILVERED GREATSWORD)

Weapon (greatsword), rare (cannot be attuned by anyone except the original wielder)

This is a +2 silvered greatsword that, when grasped, tries to talk to the wielder but is unable to and no ability or magic allows the wielder to speak to it. It will only speak to the original wielder. This item can be found in **Player Handout 2**.

RENOVN

Each character receives **one renown** at the conclusion of this adventure.

Members of the Emerald Enclave who successfully stop at least one ritual in Act III earn **one additional renown point**.

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

THE ORDER OF THE YELLOW ROSE

Mother Rosinden (ROSE-in-din) Female lightfoot halfling. Leader of the Order of the Chisel. The order's quartermaster, treasurer, and chief liaison.

APPENDIX. MONSTER/NPC STATISTICS

ABOMINABLE YETI

Huge monstrosity, chaotic evil

Armor Class 15 (natural armor)

Hit Points 137 (11d12 + 66)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	9 (-1)	13 (+1)	9 (-1)

Skills Perception +5, Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 15

Languages Yeti

Challenge 9 (5,000 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 7 (2d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 18 Constitution saving throw against this magic or take 21 (6d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to this yeti's gaze for 1 hour.

Cold Breath (Recharge 6). The yeti exhales a 30-foot cone of frigid air. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-2)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

FROST GIANT EVERLASTING ONE

Huge giant (frost giant), chaotic evil

Armor Class 15 (patchwork armor)

Hit Points 189 (14d12 + 98)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Str +11, Con +11, Wis +4

Skills Athletics +11, Perception +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 12 (8,400 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Regeneration. The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vaparak's Rage (Recharges after a Short or Long Rest).

As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws.
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

ACTIONS

Multiattack. The giant makes two attacks with greataxe.

Greataxe. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 26 (3d12 + 7) slashing damage, or 30 (3d12 + 11) slashing damage while raging.

Rock. *Ranged Weapon Attack:* +11 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage.

Source: *Volo's Guide to Monsters*

GITZERAI ZERTH

Medium humanoid (gith), lawful neutral

Armor Class 17

Hit Points 84 (13d8 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	15 (+2)	16 (+3)	17 (+3)	12 (+1)

Saving Throws Str +4, Dex +7, Int +6, Wis +6

Skills Arcana +6, Insight +6, Perception +6

Senses passive Perception 16

Languages Gith

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The githzerai's spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *feather fall*, *jump*, *see invisibility*, *shield*

1/day each: *phantasmal killer*, *plane shift*

Psychic Defense. While the githzerai is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

ACTIONS

Multiattack. The githzerai makes two unarmed strikes.

Unarmed Strike. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage plus 13 (3d8) psychic damage. This is a magic weapon attack.

GITHYANKI WARRIOR

Medium humanoid (gith), lawful evil

Armor Class 17 (half plate)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	13 (+1)	13 (+1)	10 (+0)

Saving Throws Con +3, Int +3, Wis +3

Senses passive Perception 11

Languages Gith

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The githyanki's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *mage hand* (the hand is invisible)

3/day each: *jump*, *misty step*, *nondetection* (self only)

ACTIONS

Multiattack. The githyanki makes two greatsword attacks.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage plus 7 (2d6) psychic damage.

GLADIATOR

Medium humanoid (any race), any alignment

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Any one language (usually Common)

Challenge 5 (1,800 XP)

Brave. The gladiator has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the gladiator hits with it (included in the attack).

ACTIONS

Multiattack. The gladiator makes three melee attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The gladiator adds 3 to its AC against one melee attack that would hit it. To do so, the gladiator must see the attacker and be wielding a melee weapon.

YETI

Large monstrosity, chaotic evil

Armor Class 12 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 40 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +3

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 13

Languages Yeti

Challenge 3 (700 XP)

Fear of Fire. If the yeti takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Keen Smell. The yeti has advantage on Wisdom (Perception) checks that rely on smell.

Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

ACTIONS

Multiattack. The yeti can use its Chilling Gaze and makes two claw attacks.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage plus 3 (1d6) cold damage.

Chilling Gaze. The yeti targets one creature it can see within 30 feet of it. If the target can see the yeti, the target must succeed on a DC 13 Constitution saving throw against this magic or take 10 (3d6) cold damage and then be paralyzed for 1 minute, unless it is immune to cold damage. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target's saving throw is successful, or if the effect ends on it, the target is immune to the Chilling Gaze of all yetis (but not abominable yetis) for 1 hour.

APPENDIX. ENCOUNTER SETUP

MISSION 1: DANGERS OF THE GLACIER

VERY WEAK PARTY STRENGTH (1,400 XP)

- **Yeti (2):** AC 12, 51 hp, Init +1

WEAK PARTY STRENGTH (1,400 XP)

- **Yeti (2):** AC 12, 64 hp, Init +1

AVERAGE PARTY STRENGTH (2,100 XP)

- **Yeti (3):** AC 12, 64 hp, Init +1

STRONG PARTY STRENGTH (2,800 XP)

- **Yeti (4):** AC 12, 64 hp, Init +1

VERY STRONG PARTY STRENGTH (7,100 XP)

- **Yeti (3):** AC 12, 30 hp, Init +1
- **Abominable Yeti:** AC 15, 144 hp, Init +0

MISSION 2: BARBARIANS ON THE WALLS?

VERY WEAK PARTY STRENGTH (5,400 XP)

- **Barbarian (3):** AC 16, 112 hp, Init +2

WEAK PARTY STRENGTH (7,200 XP)

- **Barbarian (4):** AC 16, 112 hp, Init +2

AVERAGE PARTY STRENGTH (9,000 XP)

- **Barbarian (5):** AC 16, 112 hp, Init +2

STRONG PARTY STRENGTH (10,800 XP)

- **Barbarian (6):** AC 16, 112 hp, Init +2

VERY STRONG PARTY STRENGTH (14,400 XP)

- **Barbarian (8):** AC 16, 165 hp, Init +2

BARBARIAN

Use *gladiator* statistics.

MISSION 3: PARLANCE PERCHANCE?

VERY WEAK PARTY STRENGTH (15,400 XP)

- **Githzerai Zerth (5):** AC 17, 84 hp, Init +4
- **Frost Giant:** AC 15, 115 hp, Init -1

WEAK PARTY STRENGTH (17,700 XP)

- **Githzerai Zerth (6):** AC 17, 84 hp, Init +4
- **Frost Giant:** AC 15, 115 hp, Init -1

AVERAGE PARTY STRENGTH (17,700 XP)

- **Githzerai Zerth (6):** AC 17, 100 hp, Init +4
- **Frost Giant:** AC 15, 138 hp, Init -1

STRONG PARTY STRENGTH (20,000 XP)

- **Githzerai Zerth (7):** AC 17, 100 hp, Init +4
- **Frost Giant:** AC 15, 138 hp, Init -1

VERY STRONG PARTY STRENGTH (23,900 XP)

- **Githzerai Zerth (7):** AC 17, 100 hp, Init +4
- **Frost Giant (2):** AC 15, 138 hp, Init -1

MISSION 4: MAN YOU GUYS ARE BIG?

VERY WEAK PARTY STRENGTH (15,600 XP)

- **Frost Giant (4):** AC 15, 138 hp, Init -1

WEAK PARTY STRENGTH (19,500 XP)

- **Frost Giant (5):** AC 15, 138 hp, Init -1

AVERAGE PARTY STRENGTH (24,000 XP)

- **Frost Giant (4):** AC 15, 138 hp, Init -1
- **Frost Giant Everlasting One:** AC 15, 189 hp, Init -1

STRONG PARTY STRENGTH (27,900 XP)

- **Frost Giant (5):** AC 15, 138 hp, Init -1
- **Frost Giant Everlasting One:** AC 15, 189 hp, Init -1

VERY STRONG PARTY STRENGTH (31,800 XP)

- **Frost Giant (6):** AC 15, 138 hp, Init -1
- **Frost Giant Everlasting One:** AC 15, 189 hp, Init -1

ACT III. ISLANDS IN THE STEAM

VERY WEAK PARTY STRENGTH (5,000 XP)

- **Fire Elemental (2):** AC 13, 90 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (2):** AC 17, 60 hp, Init +2

WEAK PARTY STRENGTH (7,500 XP)

- **Fire Elemental (3):** AC 13, 90 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 60 hp, Init +2

AVERAGE PARTY STRENGTH (7,500 XP)

- **Fire Elemental (3):** AC 13, 110 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 49 hp, Init +2

STRONG PARTY STRENGTH (7,500 XP)

- **Fire Elemental (3):** AC 13, 156 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (3):** AC 17, 81 hp, Init +2

VERY STRONG PARTY STRENGTH (10,000 XP)

- **Fire Elemental (4):** AC 13, 156 hp, Init +3
When dropped to 0 hit points, become:
- **Githyanki Warrior (4):** AC 17, 81 hp, Init +2

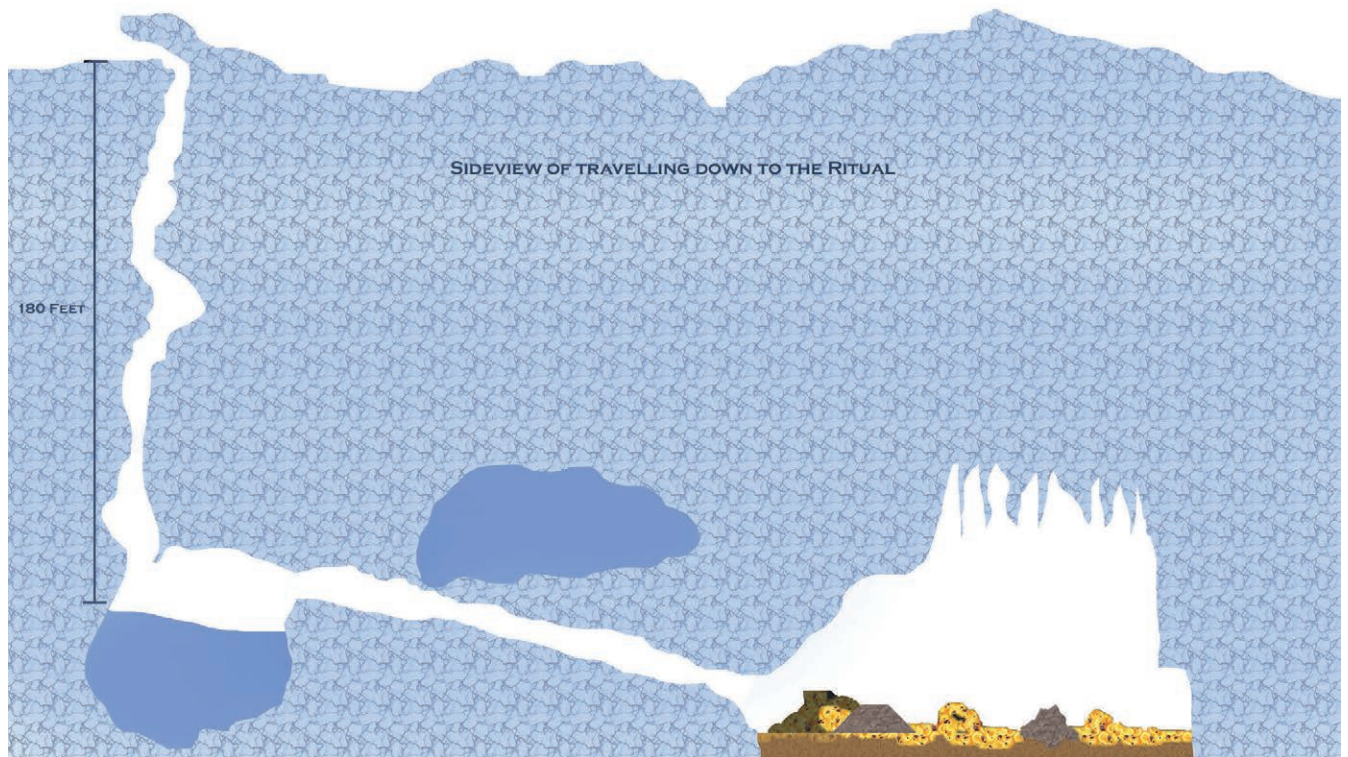
POLYMORPHED GITHYANKI WARRIOR

The githyanki warriors have been transformed and enhanced by the ritual into fire elementals, as if by the true polymorph spell.

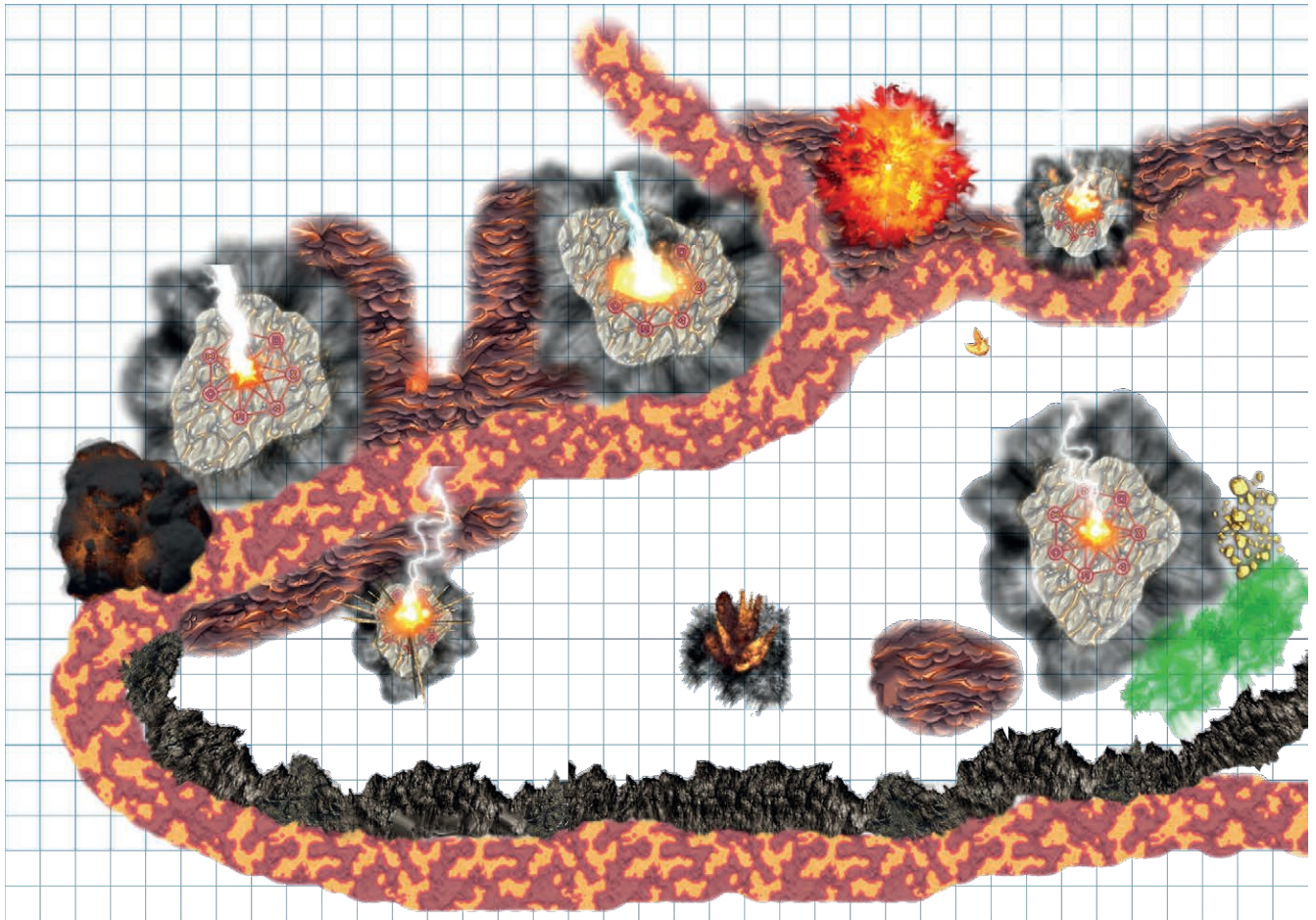
APPENDIX. ACT I MISSION 3 MAP



APPENDIX. ACT II SIDE VIEW



APPENDIX. ACT III MAP



APPENDIX. MISSION BOONS

BARBARIAN BOON (GIVE TO EITHER THE TIER 1 OR 3 TABLE):

BARBARIANS ARRIVE TO LEND AID!

TIER 1: GIVES ADVANTAGE ON NEXT ATTACK OR SAVING THROW.

TIER 3: ENABLES “BARBARIANS” AS A SIEGE UNIT DURING “DEFEND THE WALL”

GITZERAI BOON (GIVE TO EITHER THE TIER 1 OR 3 TABLE):

GITZERAI ARRIVE TO LEND AID!

TIER 1: IN ACT II, GITZERAI SHOW UP AND TAKE CARE OF AN ENCOUNTER FOR THE PARTY, YELLING FOR THEM TO “KEEP GOING, WE GOT THIS!”

TIER 3: GITZERAI ARRIVE TO POINT OUT GITHYANKI WEAKNESSES. DURING “THE SIEGE FROM BEYOND”. GRANT ADVANTAGE TO THE NEXT ROUND OF ATTACKS.

FROST GIANT BOON (GIVE TO EITHER THE TIER 1 OR 3 TABLE):

FROST GIANTS ARRIVE TO LEND AID!

TIER 1: “GET A LEG UP”, WHEN TRAVERSING THE PLATFORM IN ACT III, GRANTS ADVANTAGE ON ALL JUMPING CHECKS.

TIER 3: ENABLES “FROST GIANTS” AS A SIEGE UNIT DURING “DEFEND THE WALL”

APPENDIX. RITUAL BOONS

GREEN RITUAL BOON (GIVE TO TIER 3 TABLE):

AS THE GREEN COLORED RITUAL IS DESTROYED, THERE IS A BACKLASH OF POISONOUS AIR THAT DISSIPATES ABOVE YOU.

TIER 3: THE RITUAL CONTROLLING THE GREEN DRAGON IS DESTROYED—
REMOVE THE GREEN DRAGON FROM COMBAT AS IT FLIES AWAY.

BLACK RITUAL BOON (GIVE TO TIER 3 TABLE):

AS THE BLACK COLORED RITUAL IS DESTROYED, THERE IS A BACKLASH OF ACIDIC TANG INTO THE AIR THAT DISSIPATES ABOVE YOU.

TIER 3: THE RITUAL CONTROLLING THE BLACK DRAGON IS DESTROYED—
REMOVE THE BLACK DRAGON FROM COMBAT AS IT FLIES AWAY.

WHITE RITUAL BOON (GIVE TO TIER 3 TABLE):

AS THE WHITE COLORED RITUAL IS DESTROYED, THERE IS A BACKLASH OF COLD ENERGY THAT DISSIPATES ABOVE YOU.

TIER 3: THE RITUAL CONTROLLING THE WHITE DRAGON IS DESTROYED—
REMOVE THE WHITE DRAGON FROM COMBAT AS IT FLIES AWAY.

BLUE RITUAL BOON (GIVE TO TIER 3 TABLE):

AS THE BLUE COLORED RITUAL IS DESTROYED, THERE IS A BACKLASH OF ELECTRICITY THAT SHOOTS INTO THE SKY.

TIER 3: THE RITUAL CONTROLLING THE BLUE DRAGON IS DESTROYED—
REMOVE THE BLUE DRAGON FROM COMBAT AS IT FLIES AWAY.

PLAYER HANDOUT 1. EMERALD ENCLAVE ASSIGNMENT

To those in the Enclave,

It has been observed recently that great numbers of dragons are amassing on the Glacier of the White Worm. Is it a coincidence that this is occurring at the same time the monks of the Yellow Rose monastery called for assistance under immense duress? We do not have the luxury to assume such things!

While on the Glacier of the White Worm, find and address any direct or indirect correlation between the dragon horde and the presence of either the githyanki or illithid, and report back your findings to us.

- Seranolla

PLAYER HANDOUT 2. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic items:

GITHYANKI GREATER SILVER SWORD (+2 SILVERED GREATSWORD)

Weapon (greatsword), rare (cannot be attuned by anyone except the original wielder)

You have a +2 bonus to attack and damage rolls made with this magic weapon.

This is a silvered greatsword that, when grasped, tries to talk to the wielder but is unable to and no ability or magic allows the wielder to speak to it. It will only speak to the original wielder.

This item can be found in the *Dungeon Master's Guide*.

ABOUT THE CREATOR

Mark Merida is the President of The Role Initiative and a freelance game designer, amateur cartographer, and fledgling graphic artist. He lives in New Hampshire with his wife and two grown children.

Mark was also a Local Coordinator (with the polos to prove it) for the D&D Adventurers League and has designed several published Convention Created Content modules for organized play program.