

ELEMENTAL EVIL™



# ADVENTURERS LEAGUE™

## EYE OF THE TEMPEST

A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape? An eight-hour adventure for 5th-10th level characters.

**Adventure Code: DDEX2-9**

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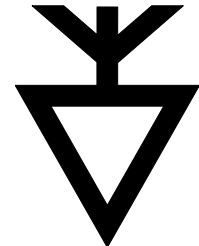
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# EXPEDITIONS™

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## INTRODUCTION

Welcome to Eye of the Tempest, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Elemental Evil™ storyline season.

This adventure is designed for **three to seven 5th-10th level characters**, and is optimized for **five 6th-level characters**. Characters outside this level range cannot participate in this adventure. A player with an ineligible character can create a new 1st-level character or use a [pregenerated character](#).

The adventure is set in the Moonsea region of the Forgotten Realms, in the Earthspur Mountains.

## THE D&D ADVENTURERS LEAGUE

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a [DCI number](#). This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the [D&D Adventurers League home](#).

## PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the [D&D basic rules](#) or the Player's Handbook™.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself 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.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in Dungeon Mastering, such as notecards, a DM screen, miniatures, battlemaps, etc.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

## BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information. This includes:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, and so on)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character (if applicable).

Ensure that each player has an [official adventure logsheet](#) for his or her character (if not, get one from the organizer). The player will fill out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for XP, gold, downtime, renown, and number of permanent magic items. He or she will fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide

documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the [D&D Adventurers League Player's Guide](#) for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now, or they can do so at the end of the adventure or episode.

Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

## ADJUSTING THE ADVENTURE

Throughout this adventure, you may see sidebars to help you make adjustments to this adventure for smaller/larger groups and characters, of higher/lower levels that the optimized group size. Most of the time, this is used for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 6th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters
- Divide the total by the number of characters
- Round fractions of .5 or greater up; round fractions of less than .5 down

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

## DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

**Average party strength** indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

## DUNGEON MASTERING THE ADVENTURE

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

**Make decisions and adjudications that enhance the fun of the adventure when possible.**

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. This is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since 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. Try to be aware of running long or short. Adjust the pacing accordingly.
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. This helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide*™ has more information on the art of running a D&D game.

## DOWNTIME AND LIFESTYLE

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the [D&D basic rules](#) or the [D&D Adventurers League Player's Guide](#) for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services (end of the adventure only)
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime

activities help with lifestyle expenses or add lifestyle expenses.

## SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services. Alternatively, if the party finishes an adventure, they can be assumed to return to the settlement closest to the adventure location.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

### SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

### ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Faiths that can call upon spellcasting services in Mulmaster include the following: Bane, Leira, Loviatar, Mystra, Savras, Tempus, Tymora, Velsharoon, and Waukeen.

## CHARACTER DISEASE, DEATH, AND RECOVERY

Sometimes bad things happen, and characters get poisoned, diseased, or die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

## DISEASE, POISON, AND OTHER DEBILITATING EFFECTS

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the D&D basic rules).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

## DEATH

A character who dies during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a raise dead or revivify spell, or similar magic. A character subject to a raise dead spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after raise dead reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

**Create a New 1st-Level Character.** If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

**Dead Character Pays for Raise Dead.** If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a raise dead spell. A raise dead spell cast in this manner costs the character 1,250 gp.

**Character's Party Pays for Raise Dead.** As above, except that some or all of the 1,250 gp for the raise dead spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

**Faction Charity.** If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a raise dead spell. However, any character invoking this charity forfeits all XP and rewards from that session (even those earned prior to death during that session), and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

## ADVENTURE BACKGROUND

The Monastery of the Yellow Rose, home to the disciples of Saint Sollars the Twice Martyred, is well-known as a repository of genealogies, lore on the Bloodstone Lands, and Ilmaterian art. It has always been a bastion of civilized culture in a dangerous region of Faerûn—not threatened in centuries.

High in the wild Earthspur Mountains isolated and overlooking the Glacier of the White Worm it proved to be an ideal place for the creation of an elemental node of air—sources of great destructive power to those who know how to harness it. When the Cult of the Howling Wind learned of the monastery's existence they set into motion a plan to gain control over it and construct an elemental node within.

Once a node is created, the elemental cults typically construct an elemental beacon to watch over and protect it. The ritual that creates the beacon is dangerous—in this case, requiring the use of elemental air in creating and controlling a large storm to tear the beacon from its moors and causing it to float in the air. If anything should go wrong it might cause great destruction to the monastery—but the cultists view this as an acceptable risk. The cultists however, know that such a storm would draw attention from opposing forces. Therefore they would need time and quiet for success. The monks of Ilmater certainly would oppose them if aware of the plot. The monastery's reputation is such that a direct attack seemed to risky, not to mention the attention it would draw. Another method was required.

The wind can be subtle and quiet. Under the leadership of a person known as Bloodwind they have infiltrated the monastery like an invisible miasma. The cult did not even need full control, just enough to misdirect the honest members. The cloister is huge, the massive maze mostly empty of people.

Infiltrating the monastery was not easy; it required patience and the aid of magic. Young acolytes, visitors from outside and subtle magic eventually did the job, however. Once this happened, Bloodwind begin preparations for the ritual and worked to create the beacon control the node.

The wind rarely stays subtle for long and it was no different here. Some of its miasma was felt outside earlier such as in DDEX2-6 Breath of the Yellow Rose, but a clearer signal was given not too long ago. One honest monk, the scribe Lana, learned too much. Attacked and left for dead by the cultists, she survived and managed to escape to Mulmaster. A huge storm has since formed, and while it keeps the curious out, it—combined with the



testimony of the escaped monk—has drawn the attention of influential people.

## OVERVIEW

This adventure is divided into an Introduction and three subsequent parts.

**Introduction.** The characters are gathered for a meeting when a disturbance in the streets occurs, emphasizing the one of the unexpected consequences of the unending storm. Once that occurs, they are given what details there are about what is happening at the Monastery of the Yellow Rose and how it is believed to be connected to the storm.

**Part 1.** The characters travel to the monastery using one of two routes. You have some flexibility regarding what occurs on each route. The trip takes up to 8 days, depending on path chosen and how the characters react to obstacles.

- The first option takes the characters over the Great Glacier. While this trip is arduous and rife with danger, it affords the characters to catch the cultists at the monastery unaware, as they monitor the roads for trouble-makers.
- If the characters choose the second option, they are teleported to Ravensburg and travel to the monastery using the trade roads. This journey is much easier and safer, but is more likely to draw the attention of the cultists who, in turn, are able to prepare for the characters's arrival.

**Part 2.** Having reached the monastery, the characters learn about what is going on. During their investigations, they encounter monks and cultists alike, but may be unable to tell the difference.

**Part 3.** The characters must overcome obstacles and cultists who attempt to complete the rituals that the characters must stop if they are to successfully abate the storm that rages over the region.

This is an adventure that is intended to be played of the course of eight hours. When to take a break is not clear cut. Depending on your group it might be wise to take two shorter breaks in between the Parts of the adventure. Or you can simply keep track of time and take a break halfway through.

## ADVENTURE HOOKS

The reason that the characters might be near the sewer collapse east of the harbor will likely vary. Use an appropriate hook for each character to draw them into the story. Characters who know one another can certainly be together. If multiple hooks seem appropriate for such a group, let the players pick. Otherwise use multiple.

**Cry for Help.** This hook may be appropriate for members of the Order of the Gauntlet, the Emerald Enclave and followers of deities interested in protection and nature (especially Chauntea, Ilmater, Torm and Tyr). Using traditional means, their superiors direct them to visit the Shrine of Blessed Hope for a meeting with the monk Lana, a shelter for the homeless and a hospital for the poor as well as a shrine of Ilmater, around lunch time the next day. The message offers no reason, but hints it is of vital importance to the Order, the Enclave or the temple. These characters start at the Shrine of the Blessed Hope.

**Impressive Track Record.** Members of the Lord's Alliance and those who have impressed Aleyd Bural, Garwyl Gos and Zor Serge Affapanov (DDEX2-6 Breath of the Yellow Rose) or other figures of authority within Mulmaster are personally invited for lunch in the Grey Oyster. The current spell of bad weather is worrying the leaders of Mulmaster, and there appears to be a lead to its cause. Skilled adventurers are required, and naturally they thought of the character(s). Characters interested in a good paying job that helps civilization should certainly accept (and there is the unspoken fact that helping Marsember is going to help Phlan gain support). These characters start the adventure in a private booth in the fish restaurant the Grey Oyster.

**In the Neighborhood.** There are many reasons on why an adventurer might be in the harbor area. It is easiest for the adventure if the character is in the Grey Oyster around lunch time whether to grab a bite or for some private meeting. They could also be doing some minor job in the area or even life nearby. The important thing is that at the start of the adventure they are within roughly 60 ft. of the sewer overflow and willing to come out. Even if they don't know any of the NPCs, as long as they make an impression as an adventurer, they are drafted at the end of the fight to join them and to become part of the mission.

# PART 1: INTRODUCTION

If one of the adventure hooks, above, are used, then the characters are expected at either the Grey Oyster, the House of Suffering. Otherwise they may simply be wandering around the harbor.

The House of Suffering is dedicated to Ilmater. As such, the shrine also functions as a poorhouse and a hospital. It is located in the poorer part of the city east of the harbor. Little is known about Lana, except that she is a monk of Ilmater from the Monastery of the Yellow Rose and a recent arrival. She keeps to herself and people have heard her speak in disdain about the new Yellow Breath fad.

## ILLMATER, THE BROKEN GOD

Ilmater is the lawful good deity of endurance, martyrdom, and suffering. He offers support and relief to the oppressed and persecuted and encourages them to endure and for others to help them—often taking their burden in their place.

He is the incarnation of compassion and the eternal foe of suffering.

The Grey Oyster is a fish restaurant in the harbor. It serves decent food in good portions for a reasonable price and as such is favored by soldiers, merchants and craftsmen. Merchants and captains often use it for business meetings. Lord Garwyl Gos is the eldest son of the Gos family, an influential family in Mulmaster whose reputation has been tarnished somewhat in the recent months. Garwyl's reputation is impeccable though, known as a pragmatic ambitious hard working man. While his expectations of his employees and clients are high, he is fair and seems to stick to his own standards as well.

Of course, the biggest topic on the street is the current weather. It has been storming for days now. There have been worse storms, but none has lasted this long and the amount of rain is also worrying. Few think the cause is natural, but speculations of its origin run rampant. For now there only has been some minor property damage, and trade has taken a minor hit, nothing serious. The weather is not conducive to the crops though, and people are seriously worried about failed harvests and the total collapse of naval trade.

## AT THE OYSTER

The Grey Oyster is a large stone building next to the harbor, its large wooden sign in the shape of an Oyster swinging invitingly in the strong wind. Inside it is warm and dry, the fire in the large hearth providing the necessary heat in the big open common room.

Lunch hour is a busy time for the restaurant, but when the characters mention they are here for a meeting with Lord Garwyl they are instantly directed towards a private booth. Garwyl, a black haired regal human in expensive clothes, and Dornal Whitebeard, a sturdy equally expensively dressed male dwarf, are already there. They rise, welcoming each character individually, thanking them for coming and apologizing for the unexpected nature of the meeting.

Once people have been greeted and introduced, they mention the meeting is about a potentially dangerous mission looking into the odd weather, but refuse to go into details while lunch is going on instead focusing on past adventures of the characters. He does mention he has a meeting with a follower of Ilmater later that day who supposedly knows more about what is going on and he would be happy if the characters are willing to join with that meeting as well. Allow the characters to interact a bit with each other and the NPCs, before starting with the encounter Overflow.

Characters that have no invitation need to spend a bit more time to get a table unless they are willing to share one with two captains. Instead of chit chatting with Garwyl and Dornal, they can talk with the captains and the local servers. Their conversation is likely to be about the weather and the dangers of travel. As above, proceed with Overflow after some minor interaction.

## ROLEPLAYING ZOR GARWYL

Zor Garwyl Gos (male human) is ruthless but realistic. He is focused on his family's success and has little time for distractions. He runs the family business for his elderly father, Zor Ninyon Gos, and part of that requires managing the family image. Hiring adventures that solve the mystery surrounding storm should help greatly in this endeavor. The fact that the storm is bad for business and that the adventurers are a good intermediary between him and the faithful of Ilmater is not lost on him either (being seen as a friend to a lawful good religion, especially one dedicated to helping the poor is not a good thing in Mulmaster).

He has met the characters in DDEX2-6 *Breath of the Yellow Rose*, and his attitude towards the characters might depend on how they did in said adventure.

## ROLEPLAYING DORNAL WHITEBEARD

Dornal is a gregarious dwarf approaching old age. Judging by his hedonistic demeanor, however, you'd never guess it. Dornal enjoys the finer things in life and is rarely seen without a broad smile nestled amongst his fine, white beard.

## AT THE HOUSE OF SUFFERING

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The House of Suffering is a repurposed warehouse near Southroad Keep. It is a decrepit building hold together with makeshift repairs with relatively poor materials. A few lay followers of Ilmater comprise the majority of the staff, with volunteers from the richer parts of town, handing out food to the homeless and assisting taking care of the ill.

Characters looking for Lana or Zern Xerkstil are directed to a small office in the back. Here they find Lana, a young human female with angular features and a shaven head, and Zern, a brash male half-orc in full plate with a warhammer on his back. The office is sparsely furnished, but warm and dry, cheap, albeit healthy and of good quality food is offered.

Zern gives the character a warm welcome and introduces Lana of the Yellow Rose. He tells curious characters that Lana is from the Monastery of the Yellow Rose and that she brought some worrying news about both the monastery and the weather, but before going into the details the characters should first eat. They also have a meeting later that day with a concerned lord of the city who is willing to sponsor the deal and he hopes the characters are willing to join said meeting as well.

### ROLEPLAYING LANA

Lana (human female) is a young silent woman. She is a bit shy, preferring to observe and let others do the talking. Once pushed into the conversation she has a tendency to talk too much especially about things she feels strongly about such as the welfare of the Monastery of the Yellow Rose, her religion or the art of writing. Don't mistake her shyness though for weak willpower. She can be quiet stubborn and brutally honest. Obviously, she is worried about the fate of the monastery and her fellow monks, and tries to remain polite towards the characters, her best hope in aiding her friends.

### ROLEPLAYING ZERN XERKSTIL

This agent of the Order of the Gauntlet is brash and headstrong. The Hammer of Impiltur, as he is called, is loud, boisterous and zealous in his pursuit of evil.

## OVERFLOW

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Once the characters have had a brief time to interact with one another and the staff of the House of Suffering, their meeting is interrupted. The storm has brought a lot of rain to Mulmaster, and the city's drainage system has trouble coping with the unnatural amounts of water. An otyugh on the verge of drowning flees the sewers into the street, causing quite a bit of destruction in the process. In a mix of panic and anger, it attacks anyone nearby.

## GENERAL FEATURES

The following general features apply:

**Light.** If the encounter occurs during the day, the area is well-lit. Otherwise, the area is dimly lit.

**Sounds and Smells.** Screaming. Rushing water. Roaring. Human waste. Mud.

**Bystanders.** There are several people in trouble. These people are stuck under rubble on the verge of collapsing, desperately clinging to the side of the pit on the verge of being swept away by the sewage flow, under the feet of the otyugh and so on. Unless the characters help them, one of these bystanders dies at the end of each round until rescued by a character.

Characters can do whatever they like to rescue a bystander. If an ability check is called for, one can be assigned—but the DC should not exceed 10. For example, a DC 10 Strength (Athletics) check to fight through the torrent of water to fish someone out, an Intelligence (Masonry or Carpentry tool proficiency) to brace a pile of rubble or collapsing building, or a Charisma (Persuasion) to convince others to help. **Rubble.** The street is strewn with rubble, deep puddles and slippery mud. Such difficult terrain can be avoided to some extent, but running certainly poses a risk. Any character moving using the Dash action must succeed a DC 10 Strength (athletics) or Dexterity (acrobatics) or fall prone at the end of the dash.

**Pit.** There is a large gaping hole in the middle of the street with crumbling sides and fast flowing water below. A DC 10 Dexterity (acrobatics) check is required to move at the edge of the pit to avoid falling in. Climbing out of the pit requires a successful DC 10 Strength (Athletics) check. Due to its size, the otyugh makes this check with advantage.

**Weather.** It is storming, heavy wind and hard rain poses an extra challenge to the fight. Any ranged attack against a target more than 30 feet is made at a disadvantage. Conversely, saving throws against fire-based attacks are made with advantage. At the end of each round roll 1d6. On a result of 1 or 2, a particular strong gust pushes all Medium sized or smaller creatures 10 feet, unless they succeed on a DC 10 Strength saving throw. Any creature that fails the saving throw by 5 or more falls prone at the end of this movement.

Depending on the strength of the party more sewer creatures use the opportunity to get out.



A short tremble of the building followed by a loud rumbling crashing sound disrupts your meeting—as if something collapsed rather violently outside. At first, everybody is silent and the rushing sound of fast flowing of water can be heard above the howling of the wind and the lashing of the rain on the windows.

A heartbeat later, you hear a monstrous roar followed by shouts of fear, pain and desperation.

Give the characters time to react. Characters that show no sign to go outside to help deal with whatever is causing the racket are pushed into action by the staff of the House of Suffering. Gos Garwyl in particular takes on a commanding presence, even going so far as to order characters to move, offering a 25 gp to further entice the reluctant.

Read aloud or paraphrase the following to characters that go outside:

Rain and wind lashes at you as soon as you step outside. Not far away you spot a partially collapsed building. The sound of rushing water can be heard from a large gaping hole in the street next to the fresh ruin. A large monster with short, squat legs, two long tentacles, and a large mouth claws its way out of the pit.

The beast roars anger, and begins lashing out against nearby civilians—slamming one through a door just as you come outside.

Most people flee away from the monster, but not all. Some are unable, stuck under rubble, unconscious and one hangs precariously at the edge of the pit, others are frozen in panic or bravely trying to help those in trouble.

An **otyugh** has crawled its way out of the flooded sewers into the streets. Characters from the House of Suffering and the Grey Oyster come from opposite directions, both need to move about 60 feet to get to the otyugh or 30 feet to the nearest bystander. Weather effects and the death of any bystanders occurs at the end of the round.

Details on how the characters can help the bystanders can be found below, but how these people need help is up to you. If you feel your group can handle it, you can make the scene a bit more dramatic; consider a small kid in trouble with his mother on the verge of panic desperately trying to help nearby.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very Weak Party:** Replace the otyugh with 5 swarms of insects (centipedes).
- **Strong Party:** Add 2 swarms of insects (centipedes).
- **Very Strong Party:** Add 1 otyugh.

### DEVELOPMENT

The otyugh is angry, but it is not evil and can be reasoned with, provided that someone speaks Otyugh. Its limited telepathy allows it to broadcast its emotions to others, so the characters have no trouble realizing the beast is simply angry over the destruction of its home which it blames on the nearby residents of Mulmaster. Calming it down, however, is not easy. Quelling the beast's anger requires a successful DC 20 Charisma (Persuasion) check. Attempts to intimidate the creature just make it angrier and prevent further diplomatic resolutions. If the character attempting the Charisma (Persuasion) check offers the creature a new home, the check is made with advantage.

Once the encounter is over, Lord Garwyl and Lana quickly speak with one another and soon after turn towards the characters. They intended a meeting together with the characters later that day anyway, deciding this is as good a moment as any and direct the characters towards either the House of Suffering or the Grey Oyster. The choices lead to a bit of a discussion between the two, but unless the characters interfere they settle on the Oyster.

### XP AWARD

If the characters save 3 or more bystanders during the fight with the otyugh, award each player 300 XP.

### A CHOICE TO MAKE

Garwyl and Lana immediately return to the business at hand—the unnatural weather. The exact nature of the weather is a mystery, but it is centered on the Monastery of the Yellow Rose. Evil cultists are hiding amongst the monks. They are likely responsible for the weather. Garwyl and Lana want the characters to travel to the monastery and deal with the cult, although in reality Garwyl is only interested in ending the storm. Garwyl is willing to pay 1000 gp, half now and upon successful completion of their adventure.

Lana knows evil cultists infiltrated the monastery, but has no actual proof. She had seen some things she was not supposed to see, and the cultists tried to silence her. She was attacked and left for dead on the Glacier, only to be rescued by a hermit monk, Mival. Once she recovered she came to Mulmaster to find aid, though it has been hard convincing others. Even Mival was skeptical of the idea of corruption within the ranks, but that was before the storm started. There is no doubt the storm originates from the monastery and no aware follower of Ilmater would allow such a thing to happen.

Lana cannot provide details on the cult or the current happenings within the monastery. She overheard two monks discuss some kind of complicated ritual—that would complete in a month's time—that would grant them unlimited power.

Everybody doubts that the cultists will act openly against the monks until the ritual is finished. Garwyl suggests that so long as the characters get there before the end of the ritual a few days more or less would not matter.

The list below provides additional information to help you deal with the questions from the characters.

- **The Monastery of the Yellow Rose.** The monastery, situated high in the Earthspur Mountains—is dedicated to St. Sollars the Twice-Martyred and Ilmater. It is renowned for its large library, especially in regards to genealogical studies, blue berry wine, fine art work (mostly tapestries and statues) and remorhaz riding. Hundreds of monks reside within the monastery, so the characters could theoretically infiltrate it without immediately jumping out as new arrivals.
- **Yellow Breath Technique.** Lana has heard of it, but disapproves. It appears to be dangerous and open to abuse. She also thinks it does not fit the teachings of Ilmater, who does teach self-denial, but only to aid others and not for selfish reasons. Still, she is no theological expert.
- **Traitors.** The two monks she overheard were sister Olara and brother Glavel—simple monks she knows little about.
- **Possible Routes to the Monastery.** There are two routes to the monastery: the glacier path and the official road. As far as anybody knows there is NO teleportation circle within the monastery. The hardship of the trip serves a purpose to the monks.
- **The Glacier Path.** The route takes the characters over the Glacier of the White Worm. Dangerous in regards to the monsters that prowl the glacier and the risk of getting lost unless you know what you are doing (in other words: trained in Survival, preferably with a +5 skill check modifier, or be a ranger with mountainous or arctic as their favorite terrain). It is also a few days longer. The biggest benefit is that it is extremely unlikely to be observed by the cultists, and offers the characters the opportunity to find and talk with the hermit Mival.
- **The Official Road.** The first step is to use the teleportation circle in the town of Ravensburg in Damara (paid by Garwyl) and follow the official roads to the monastery. It is somewhat faster, with no chance of getting lost. Local miners along the path might also be able to provide information on what is going on in the monastery, but that depends on how big of a stranglehold the cultists have on the monks. The biggest downside of this path is that the cultists monitor it. There are also various choke points along the path that are practically impossible to avoid (and if you want that it is safer to just take the Glacier path), so remaining undetected is difficult. Also keep in mind that non-adventurers are extremely unlikely to travel in the dangerous Earthfast Mountains in the current weather.
- **Sister Chourm Mristar.** Chourm is stationed in the village of Tomrav, a nearby mining village that is the gateway to Damara. She is very good friends with Lana, and assuming she is still alive, would be willing to help. Mentioning the blue berry wine incident is enough evidence Lana is sending them.
- **Emerald Enclave.** If there are members of the Emerald Enclave amongst the characters, Zern hands them a note. The local agent is very interested in the mission, not surprising considering they frown upon meddling with the weather. Give them Handout 1.
- **Glacier of the White Worm.** The glacier is named for the white remorhazes that roam it, often in herds of a dozen or more and reputedly led by a “king” worm of giant size. It is also home to many lesser creatures such as giant snow spiders, ice mephits and yeti. Frost giants do not live on the glacier permanently, although hunting parties often roam the area looking for remorhaz eggs. People suspect the glacier has an unnatural origin, since it is too big for its altitude, but nobody has been able to determine its origin.

Neither path is better, just different, although a path can be preferable depending on the skill set of the characters and the wishes of the players. The glacier route requires at least one character skilled in survival, and is a bit more straightforward in regards to combat and social interaction. The road is easier on players who prefer social interaction and it requires no survival skill. As it pertains to combat, both paths are going to be nearly identical.

#### TREASURE

Provided the characters accept Garwyl's request and ask for an advance on the reward, the characters receive a satchel containing 5 platinum trade bars stamped with the sigil of House Gos worth 100 gp each.

### CONTACTING OVON

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Some characters might wonder about contacting the monastery through magic. Lana is not a spellcaster, and hence is unable to cast sending. The other NPCs don't anybody within the Monastery of the Yellow Rose. Characters who participated in the events of DDEX2-6 Breath of the Yellow Rose might have met the monk Ovon.

The monk is at the monastery, but unbeknownst to the characters he is actually a member of the Cult of Elemental Evil. He is no fool, and when contacted he mentions there is no storm at the monastery, but there are weird things going on and a few of the acolytes have disappeared. He keeps his eyes open and try to gather more information for when the characters get to the monastery. After the message he and his fellow cultists summon air elementals and/or invisible stalkers to assassinate the characters. See the Malevolent Wind encounter in Part 1a and Part 1b

There are two primary routes to the Monastery of the Yellow Rose. One takes the characters through the wilderness over the Glacier of the White Worm. It is dangerous with no official path, but likely to be unobserved by the cultists. The other starts in Damara and follows the official roads and paths up the mountain. The road is much safe, but likely to be watched by cultists. Proceed with Part 1a when the group decides to travel over the Glacier or take Part 1b when they follow the well-traveled roads of Damara.

## PART 1A: TRAVELING BY ICE

One of the two paths the characters can pick is by foot over the Glacier of the White Worm. It is longer and more dangerous than the other path. It is also, however, unwatched and potentially allows the characters to reach the monastery undetected.

**Avoiding Notice.** This is the best option if the characters wish to approach the monastery without being noticed. However, the journey is arduous and potentially deadly. **The Hermit.** Additionally, making the trek over the Glacier of the White Worm is the quickest way to pay a visit to Mival, a hermit that lives near the monastery right at the edge of the glacier.

**Malevolent Winds.** If the characters alerted the monk Ovon in the Introduction, the air elementals/invisible stalkers catch up with the characters when they are at in the middle of their journey. See Malevolent Winds below for more information.

### PREPARATIONS

The characters may make additional preparations for their excursion into the Earthspur Mountains and the Glacier of the White Worm. An explorer's pack does not include the equipment needed when hiking up a glacier and a climbing kit is not designed to deal with ice walls. The lack of proper food and a source of fuel, the inability for pack animals to traverse the region and the absence of civilization also make it important to carry everything with you.

Meticulous accounting of the equipment is not particularly necessary and can be ignored in most adventures. Still, the hardships of several days of hiking over a glacier should be emphasized and the players should be encouraged to figure out what gear they need, how much equipment, food and fuel they will need for their trip, or whether they have access to magical alternatives (e.g. a character with a ring of warmth does not need a cold weather outfit). See the Preparing for the Cold sidebar for additional details. None of this additional equipment is required, but those that take the initiative to plan for the unexpected should be rewarded for their ingenuity.

### PREPARING FOR THE COLD

A character carrying an explorer's kit, a climber's kit and the winter gear described below has to carry about 100 lb. This includes 10 days of food and one waterskin, but excludes armor, weapons, tents and the like. You only need enough fuel to melt snow for water, not to keep a cabin heated. Most characters should be fine, but the weaker ones might need to give it some thought.

Below is a list of a few items that you may consider making available to the characters, along with their price.

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

This is also a good time for the players to determine their marching order and watch schedule, and indicate who will be navigating. Similarly, note the characters traveling speed (see Players Handbook, page 182).

### THE GLACIER

The trip from Mulmaster to the Monastery of the Yellow Rose consists of three legs. The first is over the Moonsea to the mouth of the White River. The second is from the Moonsea up to the Glacier of the White Worm. The final part is the longest and is the path over the glacier to the monastery. The first two parts are uneventful. It is at the third part that interesting things take place. See Players Handbook, pages 181-182 for the rules on travel.

The first table demonstrates the amount of distance the characters are able to cover in a given day.

The second table summarizes the distances of each leg that the characters must travel to reach their destination. Each destination's entry includes the distance and the amount of time it takes to traverse the distance.

### TRAVEL PACE

Pace	Distance Traveled per Day	Effect
Fast	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	24 miles	—
Slow	18 miles	Able to use stealth

## TRAVEL DISTANCES

Trip Leg	Distance	Terrain	Travel Time*
Mulmaster to White River	72 miles	Mountains	3 days
White River to the Glacier of the White Worm	30 miles	Mountains (slow pace)	1½ days
Glacier of the White Worm to the Monastery of the Yellow Rose	90 miles	Arctic (slow pace)	5 days

\*Travel times do not take the ranger's favorite terrain benefit into account. (See Natural Explorer class feature, *Players Handbook*.)

### NAVIGATING THE GLACIER

The trip over the glacier is long, tiring and hazardous due to the weather. There is the chance of getting lost, although the mountains offer ample points to get back on track. The lead character must succeed at a DC 12 Wisdom (Survival) checks after each of the encounters during the trip (see Glacial Encounters, below) or become lost. Rangers that have chosen arctic terrain in conjunction with the natural explorer class feature automatically succeed at navigation checks. A failed check indicates that the characters must spend an additional day getting back on the correct path to the monastery, delaying progress on the Glacier Progress table, below.

Additionally, at the end of each day spent traveling over the glacier, each character must succeed on a DC 11 Constitution saving throw or gain 1 level of exhaustion. Characters that have persistent or long-term immunity or resistance to cold automatically succeed on this saving throw. Rangers that have chosen arctic terrain in conjunction with their natural explorer class feature make this saving throw with advantage.

Throughout their trip over the glacier, the characters get an extended rest each night. And, while it does allow them to recover spells, hit points and other abilities, it is not enough to recover from exhaustion—the weather is simply too cold and stormy. The characters's only hope for recovery lay in getting to the monastery or finding other suitable accommodations (such as Mival's or Maarika's cave).

## EXHAUSTION

Some special abilities and environmental hazards, such as starvation and the long-term effects of freezing or scorching temperatures, can lead to a special condition called exhaustion.

Exhaustion is measured in six levels. An effect can cause a creature to suffer one or more levels of exhaustion, as specified in the effects description.

Level	Effect
1	Disadvantage on ability checks
2	Speed halved
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

As a creature's level of exhaustion increases, the effects worsen. The creature suffers the effect not only of the current level of exhaustion, but also of all the previous levels, so a creature suffering level 2 exhaustion has its speed halved and also has disadvantage on ability checks.

An effect that removes exhaustion reduces its level, with all exhaustion effects disappearing if a creature's exhaustion level is reduced below 1.

Finishing a long rest reduces a creature's exhaustion level by 1, provided that the creature has also ingested some food and drink.

### IF ALL SEEMS LOST

It is entirely possible that some characters can die during their attempt to reach the monastery. However, at the DM's discretion, the monks of monastery may come across a group in truly dire straits and rescue them from their own misfortune.

If the monks rescue the characters, they're not necessarily free and clear. In addition to the levels of exhaustion (which can cost days to recover from) the characters have also lost any hope to arrive at the monastery without alerting the cultists. Additionally, if this happens before meeting the hermit Mival, that encounter does not occur.

## GLACIER ENCOUNTERS

As the character progress across the glacier, certain encounters are likely to occur. Consult the following table to determine which encounters occur and at what point during the characters's journey. Additionally, after each of the encounters, the characters must make a Navigation check to ensure that they are still on track (see Navigating the Glacier, above). The encounter can take place at any given point during the day indicated, at the DM's discretion.



## GENERAL FEATURES

There are a number of natural hazards that make traveling across the glacier risky.

**Light.** Despite the overhead cloud cover, the days are well-lit. At night, however, it is completely dark; the only light that the characters have available is that which they have brought with them or create on their own. During the occasional cloud break, the sun reflecting off of the snow is blinding.

**Sounds.** The sound of whipping wind drowns out nearly every other sound. The characters must yell to make themselves heard.

**Weather.** Most of the time it is storming; heavy wind and snow that reduces visibility and potentially pushes characters into dangerous terrain. Once in a while, the clouds lift just long enough for the characters to reorient themselves. In some places, the wind is so strong that any ranged weapon attacks made at more than 30 feet are made at disadvantage.

Occasionally, a particularly strong gust of wind might push all Medium-sized or smaller creatures 10 feet or knock them prone unless they succeed at a DC 10 Strength saving throw.

**Crevices.** At best, glaciers are dangerous. They are riddled with crevices—often hidden under snow. Traveling safely requires the characters to be tied together, using crampons and picks to help climb around and over crevices. Outside of combat there is no risk, but fighting while tied to one another is and there is the chance of falling. Some crevices are difficult to see and require a successful DC 15 Wisdom (Perception) to spot.

Any character encountering a ravine must succeed on a DC 13 Dexterity saving throw or fall in. You may grant advantage to the check if the characters took the time to purchase appropriate gear (crampons, picks, etc.) or if the characters have tied themselves to one another. Creatures that fall into a ravine take 10 (2d10) bludgeoning damage before halting their fall about 20 feet down. Assuming that someone from above can help them out, climbing out requires no check.

**Snow banks.** Most of the time the snow is not deep, providing enough friction to reduce the risk of slipping. There are deep snow banks all over the glacier though, especially just out of the wind. There are considered difficult terrain. Some are deeper than the characters are tall, making it very difficult to cross them without skis or snow shoes.

## GLACIER ENCOUNTERS

### Day Encountered Encounter

Day 1	Vermin
Day 1, 2, or 3	Malevolent Winds OR A Pack of Yetis
Day 3	Wandering Giants OR Worms of the Glacier
Day 2 or 3	Emerald Agent OR Polar Bears Don't Play
Day 4	Lone Hermit

\*If the characters follow the edge of the glacier (which is makes it easier to navigate) they meet the giants, if they stick to the Icy Teeth (necessary to meet Maarika) they come across the worms.

### ENCOUNTER 1. VERMIN

The encounter takes place either during the night, or early in the morning if the characters rest in a Leomund's tiny hut (hopefully catching the characters when the hut disappears but the equipment is still unattended). The mephits see an opportunity for some entertainment; the spiders see one to acquire food. There are three **ice mephits**, and five **giant snow spiders** in the nest.

The mephits attempt to sneak up on the characters, while the spiders attack from the other side, hoping to disable characters with webs and poison to drag them away to their nest to be eaten later. The spiders live in a web-filled ravine nearby.

Once the fight is underway the mephits attempt to sneak closer and steal the characters' packs and tools or destroy their tents. Getting rid of carried equipment is not easy for the mephits, requiring the appropriate opposed checks. They have interested in keeping any of the stolen equipment, but the idea of simply tossing it into a deep, frozen ravine is hilarious. The thought of freezing and starving heroes is even funnier. They are cowards and quickly flee when seriously hurt, surrendering if there is no other option. They don't care about the spiders.

If the characters successfully kept the mephits away from their equipment there is no problem. Otherwise, a character must succeed at a DC 20 Strength (Athletics) check to recover their lost equipment from the depths of the ravine. The characters's trip will be much more difficult without the missing equipment, and any checks made to avoid exhaustion are made with disadvantage.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove three giant snow spiders
- **Weak party:** Remove one giant snow spider
- **Strong party:** A will-o'-wisp appears and lures the characters towards the mephits (or vice versa).
- **Very strong party:** Two will-o'-wisps appear and lure the characters towards the mephits (or vice versa).

### ENCOUNTER 2A. MALEVOLENT WINDS

If the characters alerted Ovon in the Introduction, his elemental assassins catch up with the characters about halfway through their trip.

An **air elemental** and an **invisible stalker** find the characters and attack them. The air elementals have advantage on the Stealth checks to ambush the characters due to the weather: the storm is a perfect hiding place for air elementals.

The tactics of the elementals are simple; attack the characters until they are dead. Their targets are the characters that have met Avon and they focus their attacks on them. The air elemental is not above using his whirlwind attack to try and throw people in the river. They cannot be reasoned with and fight to the death.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove invisible stalker. Increase air elemental's hit points to 105 and its attacks deal an additional 3 (1d6) cold damage.
- **Weak party:** Replace invisible stalker with air elemental
- **Strong party:** Replace air elemental with invisible stalker
- **Very strong party:** Replace air elemental with invisible stalker. Increase invisible stalkers's hit points to 130.

### ENCOUNTER 2B. A PACK OF YETIS

If the characters did not alert Ovon in the Introduction they become the prey of a pack of hunting yetis.

Four **yetis** on a hunt for easier food than the remorhaz decide that the adventurers look like a good option. If 2 of their number fall quickly or if two fall and all are injured they flee.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove 2 yeti
- **Weak party:** remove 1 yeti
- **Strong party:** add a yeti
- **Very strong party:** add 2 yeti

### ENCOUNTER 3A. WANDERING GIANTS

While somewhat longer, the easiest path to follow is the edge of the Glacier, much less chance of getting lost. After about 45 mile on the glacier, the characters come across a frost giant hunting party here to gather remorhaz eggs.

The group consists of two **frost giants** (named Asgar and Geir) with a pack of hunting animals lashed to huge stakes that have been driven into the ground. Upon seeing the characters, the giants say something between themselves, start laughing, and cut three **winter wolves** free. The wolves attack immediately upon being cut loose. The others pull and yank at their tethers while the giants clap and cheer. It is plain to see that the giants do not have their weapons at the ready or otherwise appear to be preparing to attack the characters.

The giants require nothing from the characters, and are just looking for some entertainment. During the fight they root for their wolves, but look genuinely impressed with characters that demonstrate feats of strength, combat prowess and bravery.

If attacked, the giants do not initially reciprocate. It is clear to the characters that the giants truly mean them no lasting harm. However, if reduced to half hit points or fewer, the giants defend themselves—showing no mercy upon the characters. If the characters suitably impress them, however, and have the means to communicate with the giants they learn the following:

- They do not mention the name of their tribe or where their village is located.
- They know of Maarika, and consider her a somewhat unpredictable and rebellious member of their tribe. Usually she stays away from tribal politics, but she is a powerful shaman who at times violently objects to remorhaz egg raids. They warn the characters to stay away from her.
- The giants are here to gather remorhaz eggs, a dangerous job.
- Finding eggs in this area is harder but safer; the chances of encountering a herd of a dozen or more remorhazes is much lower.
- The storm is a bit of an annoyance. It is definitely unnatural and centered on the human monastery nearby. They know nothing of magic—that is Maarika's area of expertise. She knows everything about elemental magic. They are not worried about it though. It takes more than a little storm to harm them.
- They greatly respect the monks of the Monastery, whose leaders can safely ride wild adult remorhazes.

Note that the giants carry food with them, but no use for gold. They are willing to trade a few days of rations for armor, shields and swords, however.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove two winter wolves, add two dire wolves
- **Weak party:** Remove one winter wolf, add two dire wolves
- **Strong party:** Add one winter wolf
- **Very strong party:** Add two winter wolves

#### TREASURE

The frost giants are suitably impressed with the characters prowess. Provided the characters didn't attack the giants, they toss the characters a pouch containing a dozen works of scrimshaw worth a total of 250 gp.

#### ENCOUNTER 3B. WORMS OF THE GLACIER

The following encounter takes place when the characters travel close to the Icy Teeth, most likely to meet Maarika. The area is the breeding ground for the remorhazes, but luckily for the characters even the worms of the glacier seek shelter in the current weather. The characters have been able to avoid detection, until they stumble on a nest.

Most of the time visibility is bad. Snow swirls around you in the harsh biting wind, while grey clouds block Lathander's gaze. On occasion the icy veil lifts just enough for you to spot the mountain rising out of the glacier, helping you navigate towards your goal. It is one of these spells of good weather, while within cover of the Icy Teeth when all of a sudden the snow in front of you collapses in a cloud of steam.

A blue centipede-like creature the size of a large horse with wing-like fins behind the creature's head, steam rising from its skin as it hisses at you. Behind it, the now disappeared snow reveals a large cavern, several large eggs revealing you have stumbled upon a nest. It appears your luck has turned and you have finally met the fabled worms of the glacier, even if they are young.

The **young remorhaz** is very hungry and even though the characters outnumber it, the remorhaz hopes the characters will make a good snack. In the nest one egg hatched recently, the **remorhaz hatchling** just as hungry as the young one. Unless it is a very strong table, the mother is nowhere to be seen.

Once the characters have dealt with the remorhazes, they have free access to the nest which still includes a few eggs. These eggs are very valuable, especially to frost giants.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove remorhaz hatchling
- **Weak party:** Remove young remorhaz, add three remorhaz hatchlings
- **Strong party:** Replace remorhaz hatchling with young remorhaz.
- **Very strong party:** Add three remorhaz hatchlings

#### TREASURE

Also within the remorhaz lair is the body of a recently deceased frost giant. A pouch on his belt contains a handful of gems worth a total of 250 gp.

#### ENCOUNTER 4A. EMERALD AGENT

Maarika lives in a cave on the southwestern slope of the Icy Teeth. The cave is well hidden and difficult to find without the instructions from the Emerald Enclave. Without help it requires a day of searching, although loudly yelling for Maarika in the general vicinity of her cave works as well.

Maarika is small for a frost giant, but at 12 feet, she still towers above the characters. She has long, braided hair, distinctive, geometrical tattoos on her face and carries various beautifully-carved bone charms and fetishes. She is extremely suspicious at first, but warms almost immediately to members of the Emerald Enclave or druids and rangers. If such a character is present in the group, the characters are all invited into her cave for a meal and a more comfortable environment to talk and rest for the night, allowing them to recover from 1 level of exhaustion. Otherwise, it takes some talking to get her to open up a bit, and even then, she refuses to allow the characters into her cave.

If the characters encountered the remorhazes (see Encounter 3b, above) and removed some or all of their eggs, she frowns disapprovingly upon noticing them. Killing things for food or in self-defense is fine—enslaving wild creatures is a whole other matter.

If the characters attack or otherwise anger her, she wild shapes into a remorhaz and burrows away at the first opportunity. She does not fight.

The cave is surprisingly comfortably furnished. Various high quality bone carvings decorate the place. The furniture is a bit too big for the characters, but there are various furs guests can sit on. She shares a meal (a hearty remorhaz stew) and drinks (water) with guests, but only trades for things she can actually use. She has no use for gold or jewelry, but has a soft spot for beautiful carvings of any kind and is always looking for metal carving knives (long swords will do), furs, or other items of use.

Maarika can tell the following about the storm:

- The storm is a side effect of a ritual performed to create an elemental node at the nearby Monastery of the Yellow Rose.
- An elemental node is a font of powerful elemental energy, in this case, those of the element of air (storm, lightning and thunder) created by powerful worshippers of elemental beings. Such energy can only be used for destructive purposes. It is usually immobile, but once under control it can be moved. A wild node is invisible. A controlled one is usually placed in something big and mobile.
- The ritual required to create an elemental node is dangerous and the more time the cultists have the safer it is to perform.
- Losing control of the involved energies, results in wide swaths of destruction, the exact nature of which depending on the element. In this particular case it likely increases the power of storm immensely, although there should be enough time for people to evacuate the area.
- There always is a central focus to the ritual. This focus should not be destroyed or disrupted while the ritual is going on. Doing so leads to an immediate loss of control. Although it could be done as a last desperate thing to prevent people gaining control.
- The cultists themselves are also anchors for the energies and knocking them unconscious or removing them from the near vicinity is potentially bad, depending on how many other anchors are available.
- The ritual for control has to be performed near the node, but not at the exact location. So while finding the node (just find the center of the storm) is easy, that helps little. In other words, the ritual is being performed somewhere within the monastery. Access to open air helps in this particular case, but is not strictly necessary.
- She does not know more details about the ritual. She is a bit worried about the whole thing, but not overly so. She cares little about individuals, and sincerely doubts a group of cultists controlling a single node are going to disrupt the balance of Faerûn. Still, she has no objections to the characters disrupting the ritual, and certainly does not mind them simply causing it to fail. In fact, her worship of Auril and Talos leads her favor a bit of spectacular destruction through the forces of nature, although she does to try to hide it.
- She hasn't the faintest idea of what is going on within the monastery. The place holds little interest to her.

#### ROLEPLAYING MAARIKA

Maarika is young female frost giant druid with a strong dislike of frost giant culture. She considers them lazy curs good for nothing but fighting, drinking and more fighting. Of course, shedding ones upbringing is hard and she still respects strength, combat prowess and bravery. She is also a cynic, never shy to give her opinion (and she has an opinion on about everything) and much preferring bluntness to insincere niceties.

#### ENCOUNTER 4B. POLAR BEARS DON'T PLAY

If the characters do not meet with the Emerald Enclave agent they meet a pair of **polar bear** mothers, each with two **polar bear cubs** in tow. The storm has made it hard for them to find food, they would not normally hunt men but to feed their cubs they risk it.

If the characters have food, or create food through magic they may be able to get the bears to leave them alone.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** remove 1 mother and her two cubs
- **Weak party:** remove 1 mother and 1 cub
- **Strong party:** add cub
- **Very strong party:** add a mother and cub

#### ENCOUNTER 5. LONE HERMIT

He is an old bald man, gaunt with yellowish almost parchment-like skin. He is also happens to be a powerful monk who has trained himself to endure the cold, and survive on only the smallest amounts of food and air. He is surprisingly easy to find, appearing out of nowhere as soon as the characters get within the general vicinity of his home. It is almost as if he expected the characters to arrive.

Initially he is suspicious, asking both logical and illogical questions in an attempt to discern why the characters are on the glacier. Assuming the characters don't lie (and he is somewhat quick to believe them), he becomes nervous—jumping at shadows and trying to convince the characters to go to his home; a small cave nearby. While walking to his cave, he mutters things about the wind listening and whether the characters are the right persons to help, although at this time he does not elaborate.

Once inside, he relaxes somewhat and insists that the characters tell him their full story. He is quite good at discerning whether or not the characters are being honest (Insight +5), not that he would call them out for lying; he simply refuses to provide any additional help until they start telling the truth.

### ROLEPLAYING MIVAL

Mival is a typical male human hermit. He dislikes others and has trouble interacting with them. He is also a bit insane, constantly muttering, openly discussing things with himself and commenting on others. He is also a bit nervous and jumpy, especially when others invade his personal space or are overly overbearing, which is a bit wider than for most people. He is also caring, perhaps a bit too much, since at times he can be a bit indecisive.

If the characters mention Lana, Mival is happy to hear of her survival. He informs the characters that he believed her suspicions of cult activity within the monastery, but insists that he and Lana were just not the right people to deal with them. With a wry smile, he suggests that the characters whether they are. Assuming the answer affirmative, he then proceeds telling them about the test of riding fire and whether they are willing to risk a bit of skin to show their skill.

To gain the help of Mival they need to prove they are up to the task. He is well aware that attacking the cult and failing, leads to the deaths of innocents—disrupting the ritual incorrectly is also worse in his mind than evil people gaining control over the node. After all, those evil people can still be stopped through traditional means even if it is a bit harder when they control the node. To prove their worth one of the characters have to ride a wild remorhaz (which Mival happens to have tethered to a pole in a nearby cave) for half a minute (5 rounds) without interruption or assistance. Mival allows three attempts per character. Mival lectures that "riding the fire" tests the three, core tenets of his order:

**Self-Reliance.** Any characters attempting to Ride the Fire must rely only upon their own abilities. No outside help during the actual test, including short-term, indirect assistance such as bless or guidance. Although healing beforehand is fine.

**Skill.** Mounting the remorhaz requires either a successful DC 10 Strength (Athletics) check or DC 10 Dexterity (Acrobatics) check. Any character that succeeds by 5 or more is able to mount the remorhaz without incident. Otherwise, the character attempting to mount the remorhaz takes 10 (3d6) fire damage from the creature's burning hide. Any character that fails by 5 or more falls bodily to the ground taking 5 (1d10) bludgeoning damage in addition to the fire damage. The characters could also consider alternative solutions. For example, casting a fly spell to get on the remorhaz is fine as long as the caster is the actual rider (no outside help). A character could also try to sneak upon the remorhaz to gain advantage on getting on it, but doing so is not easy considering its tremorsense. Perhaps the character could also try to

distract it, or lure it under an overhanging ice cropping and jump down upon it. Use your judgment, but don't make it too easy.

Once mounted, the character must then remain so for five, consecutive rounds. In order to do so, the character must succeed at a Strength (Athletics) check opposed by the remorhaz's Strength (Athletics) check. At the end of each round, any character still riding the remorhaz takes 10 (3d6) fire damage.

At the beginning of the test, Mival provides any character attempting to Ride the Fire with the 10-foot-long chain ending in hooks. Any character that uses the chain makes the chain to cling to the remorhaz's back makes the check with advantage.

**Mercy.** No killing or permanently hurting his remorhaz.

If the characters refuse the test, he mumbles something about them clearly being the wrong people to help. Riding remorhazes is easier than dealing with cultists without causing collateral damage. He then asks the characters to leave, and if that does not work, he simply ignores them.

If the characters are successful, however, he is eager to help. He provides a simple meal, allows them to rest the night in his cave (and subsequently recover from 1 level of exhaustion), provides them with proper clothing to look like proper monks, and personally guides them to the monastery the following day. He escorts them to a secret entrance, introduces them to the Master of the Gate, and with her aid gets the characters inside without alerting anybody within the monastery to their presence. Note that Mival knows nothing about what is going on within the monastery, let alone about why the cultists are interested in the monastery. The characters need to gather such information themselves within the monastery. He can introduce them to his friend the Master of the Door—a man older than himself who he knows is not a cultist.

If the characters fail to prove their worth, he allows them to rest in his home for the evening and gives them a simple meal. The following morning, however, he asks them to leave and refuses additional help. The characters need to find their own way to and into the monastery.

### XP AWARD

If one of the characters successfully rides the remorhaz and the group convinces Mival to assist in their infiltrating the monastery, award each player 100 XP.

### ARRIVING AT THE MONASTERY

Go to Part Two.



## PART 1B: TRAVELING BY ROAD

One of two paths towards the Monastery of the Yellow Rose is by teleporting to a magic circle in the town of Ravensburg in Damara. Roads lead towards the monastery from there. The weather makes the trip unpleasant, but there is no need for survival skills nor is there a chance to get lost. The route is, however, closely watched by cultists in and out of town, and reaching the monastery undetected is nigh impossible. Hiding their power and true reasons for being on the road is easier, but few besides adventurers would risk the roads in this weather and the cultists take no chances.

**Avoiding Notice.** There is little room to divert from the official roads within the Earthspur Mountains. The terrain makes doing so time consuming and dangerous. The weather makes typical disguises unbelievable. Common people avoid the roads under these conditions. If the characters insist to avoid the roads at all costs, make the necessary adjustments (see Avoiding Notice below) and try to give them a fun adventure. Keep in mind though that the Glacier route is there for those favoring wilderness and somewhat straightforward combat.

**The Hermit.** Since there is in game time, the characters might make a slight detour at the end of the journey to the nearby Glacier of the White Worm. Mival lives near the monastery right at the edge of the glacier. Don't stop the players, but keep an eye on the clock when running the adventure in a time sensitive environment. See Part 1A for details.

**Malevolent Winds.** If the characters alerted the monk Ovon in the Introduction, the air elementals/invisible stalkers catch up with the characters when they are at the Dancing Orc. See Malevolent Winds below for more information.

### THE ROAD

The road from Ravensburg to Tomrav isn't so much well-maintained as just not highly traveled—especially when on the last leg of the journey. That said, it is relatively easy for the characters to make good time until they reach Sudrav in the foothills of the Earthspur Mountains.

### TRAVEL PACE

Pace	Distance Traveled per Day	Effect
Fast	30 miles	-5 penalty to passive Wisdom (Perception) scores
Normal	24 miles	—
Slow	18 miles	Able to use stealth

### TRAVEL DISTANCES

Trip Leg	Distance	Terrain	Travel Time*
Ravensburg to Sudrav	60 miles	Rolling hills	2½ days
Sudrav to The Dancing Orc	15 miles	Mountains (slow pace)	1 day
The Dancing Orc to Tomrav	15 miles	Mountains (slow pace)	1 day
Tomrav to the Monastery of the Yellow Rose	15 miles	Mountains (high-altitude, slow pace)**	3 days

\* The travel speeds do not take the ranger's favorite terrain benefit into account.

\*\* Part of path goes above 10,000 feet, meaning 1 hour of travel counts as 2. Ranger's favorite terrain ability does not change this. So if such a ranger is present, the speed is half normal instead of a quarter of normal.

### OPTIONAL ENCOUNTER. MALEVOLENT WINDS

If the characters alerted Ovon in the Introduction, his elemental assassins catch up with the characters while they're on the road. This encounter can be used at any point during Part 1B, though it should not be run in conjunction with another.

An **air elemental** and an **invisible stalker** find the characters and attack them. The air elementals have advantage on the Stealth checks to ambush the characters due to the weather: the storm is a perfect hiding place for air elementals.

The tactics of the elementals are simple; attack the characters until they are dead. Their targets are the characters that have met Avon and they focus their attacks on them. The air elemental is not above using his whirlwind attack to try and throw people in the river. They cannot be reasoned with and fight to the death.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove invisible stalker. Increase air elemental's hit points to 105 and its attacks deal an additional 3 (1d6) cold damage.
- **Weak party:** Replace invisible stalker with air elemental
- **Strong party:** Replace air elemental with invisible stalker
- **Very strong party:** Replace air elemental with invisible stalker. Increase invisible stalkers's hit points to 130.

## RAVENSBURG

Ravensburg is a small farming town of 3,500 inhabitants. The locals are worried about the weather and its impact on the harvest, but know even less about what is going on than the characters do. They advise the characters against traveling to the Monastery of the Yellow Rose as it is a difficult trip at the best of times, but with the ongoing storm the roads are likely to make the trip especially perilous.

Most of the trip from Ravensburg to Sudrav takes the characters through Earthwood, a rocky, healthy evergreen forest whose trees provide cover against the worst of the weather. It is a well-known fact that some kind of ancient magic keeps monsters out of the woodlands. Even humanoid predators seem to avoid it. As such, it is widely regarded as a safe place to camp.

## SUDRAV

Sudrav is a mining village of 600 inhabitants. The locals are sturdy, hardworking people who prefer to be left to their own devices. Because of this, the welcome is decidedly colder than in Ravensburg, but nobody is going to refuse an opportunity to trade. The locals recommend against traveling into the mountains, having heard that the bridge at the Dancing Orc has been swept away. Although they do note that skilled adventurers should be able to cross the river.

From Sudrav, the road to Tomrav winds its way through the mountains—at times clinging precariously to canyons and providing breathtaking views on Lake Icemelt and Earthwood below (or at least, they would have been breathtaking with better weather). While still a relatively good road, the weather has caused some flooding, and there are parts that more closely resemble a river than a passable road. Only desperate travelers use the road these days, and with the bridge gone at the Dancing Orc those are becoming increasingly rarer.

## THE DANCING ORC

Halfway between Sudrav and Tomrav is the Dancing Orc, a large stone tower and a sturdy inn surrounded by wooden palisade; a waystation for the weary traveler. It is a warm, comfortable, if somewhat Spartan inn with a small bathhouse, a large stable and sturdy barn. The Dancing Orc also sits on the shore of a wide river. And, as fate would have it, the bridge crossing it has washed out. The waystation has a garrison of a three soldiers (all three are **guards**).

### THE DANCING ORC

The Dancing Orc is a simple inn, consisting of a single large stone building, and a stable. In addition to the inn there is also one farm and the square watchtower which is home to the three soldiers. The whole thing is surrounded by 10 feet high wooden palisade. The exact details of the inn and its inhabitants are up to you. Remember though that the storm makes travel hard. The innkeeper and his people are unaware of the hostage situation. Travelers are not aware of it either, but they have noted the rise in tension, attributing it to the weather (although they are not entirely sure about it). If the players show interest in trying to find a cult spy, feel free to add one. Just be careful of the time, especially in a time sensitive environment.

### GENERAL FEATURES

There are a number of natural hazards that make traveling across the glacier risky.

**Terrain.** The waystation is nestled in a small bowl among the foothills of the Earthspur Mountains. Within the palisade, the ground is flat and well-tended; free of rocks and weeds.

**Trees.** There are various fir trees and bushes alongside the road on both sides of the river bank. These are difficult terrain, but provide both cover, concealment and ample of places to hide.

**Light.** Despite the overhead cloud cover, the days are well-lit. At night, it is dimly lit; the soldiers and residents always ensure that a few torches are lit and covered from the weather. Even without them, enough light spills out of the Dancing Orc and the other buildings to provide dim light.

**Sound.** Whipping wind. Clinking glass. Chairs scraping against floorboards. Horses whinnying.

**Smells.** Burning wood. Cooking. Rain and freshly-turned mud.

**Weather.** It is storming, heavy wind and hard rain poses an extra challenge to the fight. For simplicity sake, assume that any ranged attack targeted at more than 30 ft. is made at a disadvantage. Saving throws made against fire attacks are at an advantage. At the end of the round throw a d6. On a 1-2 a particular strong gust pushes all

Medium sized or smaller creatures 10 feet or drops said character prone on a failed DC 10 Strength saving throw.

**Raging River.** A character fallen in the river is instantly swept 60 feet downstream, taking 10 (2d10) bludgeoning damage in the process. If the character succeeds on a DC 15 Strength (Athletics) check they are able to swim to either shore of the river 60 feet downstream. If the character fails, that character can try each round thereafter, moving another 60 feet downstream and taking another 10 (2d10) bludgeoning damage in the process. Any character that dies in the river is fished out of Lake Icemelt days later by some of the residents of Sudrav, and subsequently turned over to their faction.

### THE BRIDGE IS OUT!

The Dancing Orc, a waystation halfway Sudrav and Tomrav, lies on the northern bank of a fast flowing river. It is a natural spot for travelers to rest for the night. People coming from Sudrav need to cross the river before they can seek shelter in the inn. There used to be a wooden bridge, but it was destroyed not too long ago. The current weather makes it hard (and pointless) to repair the bridge.

Harsh wind, whipping rain and muddy roads have made the journey harder than normal. It also has kept the roads free of other travelers and wildlife. The sounds of the storm though are overcome by that of a roaring river undoubtedly well above its normal level. When the road reaches the top of the next ridge you can see the source of the sound. In the small valley below through the fir trees you see a small wild muddy river. The bridge is gone though, its remnants clinging to the steep river banks. You also see a square stone tower and several thatched roofs through those same trees. Smoke is rising from the chimneys of the biggest building. It is on the other side of the river though.

The cultists have made a deal with the bugbear chieftain Hrar, helping him wrest control of the Shadow Talon tribe. A group of bugbears of said tribe have been stationed near the Dancing Orc to deal with any travelers as they see fit. Five **bugbears** lay in waiting across the river hiding amongst the bushes. The bugbears have had ambushing the characters when the group is split and crossing the river.

A large fallen tree in the river crashed the bridge a few days ago. The river is about 30 feet wide. Swimming across is not an option. It flows fast, treacherous currents, rocks and debris make doing so potentially lethal. There are ample of spots though to tie a rope to on both sides of the river.

Getting a grappling hook on the other side of the river might take a bit of time, but is eventually successful. Once there is a rope, climbing across is a DC 5 Strength (Athletics) check. Only when a second DC 5 Strength (Athletics) check is failed does a character fall in the water. The real threat is that it costs time, and the bugbears might take the opportunity to cut the rope (although they prefer not to lose loot).

At any point after the combat, three human **guards** from the Dancing Orc arrive on the scene. The soldiers prefer to arrive when the fighting is almost over, not really wishing to risk their skin for strangers unless it is absolutely necessary (and giving the DM a vehicle to speed the game along). Alternatively, they arrive to give struggling characters some much needed breathing space. On their own, the guards though are no real opposition to an angry bugbear and there are only three of them at the station.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 bugbears.
- **Weak party:** Remove 1 bugbear.
- **Strong party:** Add 2 bugbears.
- **Very strong party:** Add 1 bugbear chief and 2 bugbears.

### DEVELOPMENT

The bugbears' main interest is observing the road. Some mindless violence and robbing, however, is just a bonus. If things go wrong, they attempt to flee. They do not willingly surrender. If one bugbear gets away, the cultists know of the characters regardless of what the characters do in Chance for Friendship (below).

Captured bugbears makes threats of violence, revenge from their tribe, coupled with the promised death of the hostages—but they are largely powerless to follow through on them. They do not willingly betray the presence of the human cultists amongst their tribe—not fully understanding why they are there in the first place. After all, Hrar opposes the alliance with the local humans. With the right questions (coupled with some successful Charisma checks, at the DM's discretion), however, they may reveal not everybody in the tribe is content with Hrar's decisions and the hostilities towards Tomrav. However, they simply don't know who is in favor of Hrar and who is not. They make all manner of promises under threat of violence by the character, but have no intention on keeping them, and break them if the opportunity presents itself, even if it means risking their own life—especially if there is a chance that doing so might lead to the death of one or more of the characters.

### THE SOLDIERS THREE

The leader of the soldiers introduces himself as Sergeant Sergor. He extends an invitation to the characters to inn the Dancing Orc; pointing towards the square tower. He apologizes for the attack and the absence of the bridge. He had noted the bugbears, but since there is a treaty of sorts with the local goblins he had not expected them to attack. A DC 15 Wisdom (Insight) check reveals that he is not being entirely honest. If pressured, he tells the characters that alliance has been a bit shaky as of late while somewhat subtly trying to get the characters to drop the subject, since he knows that the trees have ears.

If the characters refuse his invitation or show no interest in talking he shrugs and lets them proceed with their trip. Instead of at the inn, he approaches the character a bit further along the trail. Adjust Chance for Friendship as necessary (below).

### A PLEA FOR HELP

As noted above, the cult has tried to gain control not only of the monastery, but also over Tomrav and its environs. The village is, after all, the gateway to the monastery. As they lack the numbers to conquer the place themselves they have enlisted the aid of Hrar, a powerful bugbear in the area. With the cult's aid, he has assumed control of the tribe and kidnapped several residents of Tomrav as hostages. The people of Tomrav (those who are even aware of the situation that is) are now forced to do the cult's bidding. Thankfully, this is mostly limited to keeping an eye on the road and delaying travelers that appear to be heading towards the monastery.

Sergeant Sergor's family is amongst the hostages, but he is well aware his brother and his brother's wife would never forgive him if he allowed himself to be forced in something nefarious. As such, he has been looking for an opportunity to do something with minimum risk to the hostages—the characters are his chance. He is careful about talking with them though as he believes that there are goblins nearby watching the road (this is not true) and fears more spies amongst the people of the Dancing Orc (again, untrue). Instead he tries to speak to the characters without drawing suspicion to himself, using a secret note to get them to a meeting that night behind the stable. If the characters don't show up, he uses some other method, such as approaching them on the road after they've left the waystation.

Once alone with the characters, he presents the problem and asks the characters for help. He cannot offer a reward but is sure that the cultists have treasure and information on hand and the mayor of Tomrav is likely to provide a reward afterwards as well.

Only after the characters accept, does he tell them that the goblins took the hostages to Deru's Mine, a recently abandoned mine a dozen or so miles west of Tomrav. He knows that the goblins of the Shadow Talon tribe used to be allied with Tomrav and he also overheard the bugbears mention not all goblins were equally happy with the new situation. While the people of Tomrav cannot help due to high risk of betrayal, the characters might find allies amongst the goblins at those mines. He heard rumors the old chieftain Sashtek is still alive and kept within sight of Hrar. Something about the old chief refusing to tell where the tribal treasure is hidden, but it might be something other.

Sergor has only been to the mines once or twice. He remembers two houses and an open shed surrounded by a fence. A solid wooden door blocked the entrance to the mines. As far as he knows there are no other exits. He has never been inside though.

If the characters refuse to help, he becomes surely, but there is little he can do to force the characters into action.

Regardless, he does send a message to the cult. If the characters ask about it and promised to help, he mentions that he suspect there might be more spies. Better safe than sorry, especially since the message is not going to arrive at the mines before the characters. Besides, he is more than willing to let the characters dictate the message, keeping in mind other spies might have send one as well. Only if pressed does he refrain from sending the message, but he is not happy about it.

In reality there are no other spies (unless you decide otherwise as mentioned in the Dancing Orc sidebar) and if Sergor does not send a message, nobody does.

### DERU'S MINE

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Dern's Mine is located about halfway a small draw just outside of Tomrav, eroded by the runoff of the glacier on the other side of the mountains.

#### GENERAL FEATURES

There are a number of natural hazards that make traveling across the glacier risky.

**Terrain.** The ground in the draw is hard stone. The interior of the mine is as well, but planks have been laid to create a flat, even floor.

**Light.** The area is brightly-lit during the day and completely dark at night. The exception is within the tunnel. It is continuously illuminated by evenly-spaced oil lamps and always well-lit.

**Smells.** Unwashed bodies (human and otherwise). Smoke from burning lamp oil.

**Sound.** Whipping wind. Guttural speaking (Goblin). Chairs scraping against floorboards. Sounds of physical abuse. Crying.

**Weather.** It is storming, but the walls of the draw shield all within from a bulk of the wind. Atop the plateau, however, it is dangerous to be too close to the edge, lest an errant gust blow an unsuspecting creature plummeting into the draw below.

**Outbuildings.** At the entrance of the gorge stand three buildings. There is a 20 by 30 feet stone cabin, the single room house for the miners. It is now the home for the bugbear chief. An equally sturdy 10-foot-by-20-foot shed is now in use by the bugbears. The 20-foot-by-20-foot open shed is the camp for the other goblins in the area. A 10-foot-high fence of half-rotted wooden surrounds the cabins and blocks easy access to the gorge. The mine has been abandoned for a few years, and none of its gear remains. All the characters find is what one expects in a temporary goblin war camp.

## THE APPROACH

**Scouting.** Characters choosing to scout can do so easily; the bugbears know that the humans of Tomrav are not foolish enough to pester them. The scout atop the building is idling away the hours whittling and any Wisdom (Perception) checks are made with disadvantage. Note that this applies a -5 penalty to his passive Perception score. If the scout sees the characters, an alarm is sounded (a cowbell), and the bugbears emerge to investigate the noise.

If the characters spend some time watching, they learn the following (which may present additional options):

- The goblins present are treated quite poorly by the bugbears, and regularly subjected to physical and verbal abuse.
- Neither the bugbears nor the goblins venture into the tunnel. One occasionally goes to the entrance to deliver or retrieve something from humans that emerge in response to their call.
- The narrow river above appears to have been diverted by an old dam. A dried up riverbed extends from the dam to the top of the draw. A character succeeding at a DC 10 Intelligence (Nature) check recognizes that this river likely formed the draw millennia ago. Were the dam destroyed, the river will no doubt resume its natural flow.

**Treating with the Goblins.** The characters might attempt to exploit the friction between the bugbears and the goblins, and perhaps make some kind of deal with Sashtek or one of his followers. In this case some of the additional bugbears and goblins are fighting one another instead. Sashtek himself is not in a condition to fight unless he gets magical healing and even then he has 3 levels of exhaustion. If the characters free him, he is genuinely thankful and earnestly intends to reestablish peace with the humans of the nearby mining communities.

**Sneaking In.** From above, it isn't terribly difficult to enter the mine without being seen by the goblinoids below. They do, however need to quietly dispatch the scout at the mine's entrance.

**Destroying the Dam.** The easiest way to get rid of the goblinoids is by destroying the dam on the top of the gorge. Doing so washes away the buildings (and their occupants) and sends them plummeting to the stones below. However it also floods the mines. While it might not instantly kill the hostages, it makes rescuing them immensely difficult, as the cultists within the mine emerge and must be defeated before the characters can get in. It isn't the best idea if the characters want to keep the hostages alive and any valuables within the mine are most certainly ruined. At the DM's discretion, a few of the prisoners might survive.

As the characters approach the mine, read:

As the road comes to an end, it turns into a narrow draw cut into the side of a sheer cliff face and extends in another 90 feet. A narrow earthen walkway skirts one side of the draw up to a ledge approximately 40 feet above the bottom. A series of beams has been installed across the draw above the ledge and a network of ropes and pulleys dangle underneath. Cut into the wall of the ledge, a tunnel descends into darkness. A handful of small buildings surrounded by a 10-foot-tall fence made of rotted wood blocks entrance into the draw.

## THE OUTBUILDINGS

Hrar, a **bugbear chieftain**, resides within the largest of the mine's outbuildings.

Four **bugbears** and two human **scouts** reside in the smaller 10-foot by 20-foot shed beside it. One of the scouts is on watch; laying down on the roof of the cabin. The other scout guards the mine entrance. Hrar is usually in the cabin or playing games with the bugbears in the shed—leaving on occasion to check the guards or talks with Argath at the mine entrance. The three bugbears tend to patrol the fence, occasionally even climbing up the gorge to check topside.



There are more goblins—specifically a dozen-or-so goblin servitors and an ostracized bugbear in the remaining 20-foot by 20-foot building at the base of the ascending walkway. The old chief, Sashtek, of the tribe is also kept imprisoned in the cabin. Hrar enjoys torturing Sashtek (the rumor about the tribal treasure is false). The occupants of this building do not participate in any fighting outside, they keep out of it and begin fleeing as soon as Hrar is distracted.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove four bugbears
- **Weak party:** Remove one bugbear
- **Strong party:** Remove two bugbears, add one bugbear chieftain
- **Very strong party:** Add one bugbear chieftain

#### INSIDE THE MINES

The mine itself is a simple affair, and is little more than a 15-foot to 20-foot wide tunnel with a few rooms to either side.

**Room 1.** This room has a flat floor, a lantern, a table and two chairs. Two **cultists** guard the entrance, filling their time with games. They are not particularly happy about being here, but promises of gold, power and revenge as well as fear keep them in their place. Unlike the goblins, the cultists know about the air elemental. They are cowards at heart and easy to convince to talk.

**Room 2.** This room is a bit larger and currently occupied by two **cultists**. The cultists have placed wooden planks on the floor and a stove in the middle. There are four (or more) double beds as well as a cabinet and two small chests. There is a small table next to the stove as well as a few chairs. The cultists do not cook, the goblins delivering a meal twice a day. Cultists not on guard duty or helping the fanatic tend to sleep here. Only a religious service or some other kind of mission would get all the cultists out, but unless the characters somehow manipulate them into such an action it is unlikely to happen while the characters are at the mine.

**Room 3.** This serves as the quarters for the **hurricane**, Argath—a weasel banished from his home near Silverymoon. An **air elemental** is here with him, bound into his service by the shrine in this room. The floor is covered with wooden planks. There is a single bed, a small shrine, a solid chest and a desk and chair. The air in this room whips constantly, something that Argath compensates for by placing stones atop any documents. Destroying the shrine (AC 15, 30 hit points) releases it and it immediately turns on Argath.

**Room 4.** Only slightly wider as the corridor, entrance here is blocked by a makeshift wooden wall and a single door. A few iron bars provide additional security. A dozen humans of various ages and genders are locked up here, including Sergor's brother and his brother's wife. They are all cold, hungry, and desperate for escape.

Unless the characters are quiet, the sounds of combat rouse the remaining occupants of the mines, who immediately seek out the characters and attack them en masse. Argath, however, remains in his chambers and uses a spell scroll of sending to warn his leaders at the monastery.

If the players are making easy work of Argath's minions and things look truly bad for the cultist fanatic, he may order the elemental (provided it hasn't been destroyed) to begin killing prisoners. The air elemental is able to enter Room 4 without unlocking it using its air form ability. It immediately begins randomly killing prisoners. If this happens, Sergeant Sergor's family members are fortunately spared.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove cultists and air elemental, add bugbear chief
- **Weak party:** Remove cultists and hurricane, add bugbear chief
- **Strong party:** Remove cultists, add one hurricane
- **Very strong party:** Remove cultists, add 2 hurricanes and 2 thugs

#### DEVELOPMENT

The desk in Room 3 is littered with piles of sketches and notes written in Auran. If the characters are able to read them, they find that they primarily contain the ramblings of a madman with references to cultists littered here and there—specifically someone named Bloodwind in the monastery and somebody in the kitchens. The writings make mention of the cult creating an elemental node, though it does not elaborate on what an elemental node actually is.

Also among the notes is a collection of sketches and notes on balloon design. character succeeding on a DC 15 Intelligence (A or carpentry tool proficiency) check can try to destroy a balloon in Part 3 when they are at 75% of their hit points, gain advantage attacking it and increase the chance of an explosion to 1 to 3 on a d6.

## TREASURE

Once dealt with the cultists, the characters can search Argath's room. Besides three scrolls of sending and a single potion of healing they also find 250 gp. There are several jars with some kind of sticky goo. A character succeeding at a DC 10 Intelligence (Herbalism or Alchemy kit) check identifies the potent-smelling goo as some sort of wildlife repellent.

The rescued hostages are obviously extremely grateful. They don't know what is going on in the monastery. They immediately want to leave for Tomrav and suggest that the mayor may give the characters a reward. This delay the characters even more, so they might want to wait until after having dealt with the cultists. And there are most certainly more spies in the village. Regardless, no action is taken against the characters while they are in Tomrav. It is easier for the cult to await their arrival in the monastery, and time is on the cult's side.

## XP AWARD

If the characters successfully rescue the villagers without any of them dying, award each player 100 XP.

## TOMRAV

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Tomrav is a small mining village, inhabited by 400 humans, dwarves and half-orcs. The geography makes it virtually impossible to avoid by people wishing to travel up the path towards the Monastery of the Yellow Rose.

Tomrav is the last stop in the final leg of the trip to the Monastery of the Yellow Rose. The winding road is nothing more than a wagon trail; at spots it is even barely wide enough for a wagon. Strong wind, rains, wet snow and steep climbs make this part by far the most difficult piece of the journey. Rocks and cliffs provide occasional cover against the wind and rain, but these respites are few and far between. The latter half of the trip to the monastery is high in the mountains, slowing travel to half normal pace, as described in the *Dungeon Master's Guide* 110.

Part of the route between Tomrav and the monastery goes through a long winding tunnel. The tunnel is known as Solitude. Petitioners are expected to traverse it far enough from one another to be alone in the dark, in silent contemplation. Unbeknownst to the adventurers, however, the cultists have released giant spiders in the tunnels. If they fought the cultists in Deru's mine, they may be able to avoid the spiders, otherwise they need to be dealt (See Avoiding Notice, below).

**Adventure Hooks.** Cultists and their bugbear allies have taken some villagers hostage. See Mine Entrance and Prisoners in the Mines for details.

## SISTER CHOURM

Sister Chourm Mristar is a member of the order of the Yellow Rose who resides outside of the monastery in Tomrav and acts as an envoy of sorts between her order and the mining town. She is genuinely glad when she hears Lana is still alive and is quite worried about the rumors of corruption within the ranks. She cannot, however, provide any information that the players have not already been provided. If the characters have not yet liberated the hostages in the mines, she brings it up and pleads with the characters to get to help. She knows all the details about the conflict amongst the goblin tribe and can speak about the subject in detail.

\* Note that while the message to the cultists in the mines does not arrive before the characters do, the cult fanatic has three scrolls with the *sending* spell. His message arrives at the monastery before the characters.

## AVOIDING NOTICE

If the characters did not deal with the cultists in Deru's Mine they ambush the characters at the entrance of the tunnel. If you do, there are four **cultists**, one **hurricane**, and an **air elemental**.

## ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove cultists and air elemental, add bugbear chief
- **Weak party:** Remove cultists and hurricane, add bugbear chief
- **Strong party:** Remove cultists, add one hurricane
- **Very strong party:** Remove cultists, add 2 hurricanes and 2 thugs

Regardless of whether or not you place an ambush at the tunnels entrance, without the goo from the cultists eight **giant snow spiders** attack when the characters traverse the tunnel. If the characters applied the goo found in Deru's Mine, the spiders do not attack. They do, however, defend themselves if the characters initiate combat. The tunnel is long, dark, and foreboding and, unfortunately, filled with sticky webs.

**Web.** Web filled areas are difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability fire, and immunity to bludgeoning, piercing, and psychic damage.

#### **ADJUSTING THE ENCOUNTER 75**

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove giant snow spiders, add 1 umber hulk
- **Weak party:** Remove 2 giant snow spiders
- **Strong party:** Add one giant snow spider
- **Very strong party:** Remove giant snow spiders, add 2 umber hulks

#### ARRIVING AT THE MONASTERY

Proceed with Part 2.

## PART 2: CALM BEFORE THE STORM

The Monastery of the Yellow Rose is an ancient institution, founded over a thousand years ago in the isolation of the Earthspur Mountains. Dedicated to Ilmater, the Crying God, a deity of suffering and endurance, it has been a bastion for civilization for a millennium. Now corruption has seeped into its foundations.

### THE ENTRANCE

The Monastery of the Yellow Rose is built on a rocky ledge high above the Glacier of the White Worm. It stands in the eye of the storm, allowing travelers to see it before reaching its doors and creating a stark contrast.

One moment you are struggling your way through the storm, the next you step out of it. Snow stops falling, the wind lessens to a simple breeze and blue sky can be seen through the remnants of gray clouds. High above you spot an enormous building plastered against the rocky mountain side. A small path winds its way up, passing through several gates before arriving at the main building. The cloister seems to consist of two parts, a group of smaller white structures at the entrance and larger yellowish buildings behind closer to the mountain slope. A large dome glitters in the sun behind that. It looks ancient, peaceful and strong, a piece of civilization in the middle of a most dangerous wilderness.

How the characters approach the monastery depends on their actions in the previous part of the adventure. At its core, there are two methods: openly as guests or secretly (with or without the help of the hermit Mival).

The cultists do not control the monastery. Nobody stops anybody openly approaching the building. The first impression does not change when one comes closer. The first gate looks sturdy. A large bronze bell hangs next door. An engraving is painted in the wall above it:

*“To be suffering with another is to be the other; losing oneself, and the distinction that any suffering is not our own, is our truth.”*

The Doorkeeper, brother Hern, is present near the gate at almost any time of the day. If the characters ring the bell, he is somewhat surprised, but welcomes them somewhat hesitantly. He is an elderly worn human man with long unkempt gray hair, a thin beard and a large hooked nose. After a few cursory questions, sounding more like he is performing a chore than really caring about the answers, he assigns them a guide, the novice Natali, and allows the characters to the monastery. Note that his lackluster reception of the characters has nothing to do with corruption. He simply does not care. Natali on the other hand is young woman with long black hair and an ugly scar on her face. She is enthusiastic and welcoming to any visitors, always eager to hear about the outside world.

Alternatively the characters try to get inside without notice. The easiest way to do so is with the aid of Mival. He takes the characters to a side entrance, contacts his friend Father Hern, the Doorkeeper. While the man gives the same lackluster greeting as at the gate, under the guidance of Mival and some persuasion by the characters he agrees to take the characters in as monks. Since there are over 750 monks that belong to the monastery, some of which leave the place for months, it is actually not that hard to disguise oneself as normal inhabitants, at least not at the start. Without Mival's aid, the characters have to stick to sneaking in. Doing so is not particularly hard, but wandering around without drawing undue attention is much harder and the warrior monks do not look kindly upon uninvited guests.

#### ROLEPLAYING NATALI

Natali is a 13-year old orphan from nearby Damara. Her parents were traveling merchants and they were killed in front of her by orcs. She was rescued by a group of paladins of Ilmater. She tries to act bigger than she is, very interested in adventurers and eager to learn combat skills, although she has not yet decided whether to become a great warrior, a devote priest or powerful wizard. She finds the monastery and its monks a bit stifling. She fears half-orcs and obvious barbarians.

Regardless, once inside anything can happen. The information below should you help run this part of the adventure. Monks of the Rose contains knowledge on the inhabitants of the place. The monastery includes basic descriptions of the areas and a random encounter charts to help you flesh out the place while the characters wander around. Finally Investigations include some of the more likely actions and enquiries the characters might make and how you can deal with it.

### ROLEPLAYING THE DOORKEEPER

Father Hern, the Doorkeeper, is an old tired man whose passions have slowly been grinded down by the suffering he has witnessed over a lifetime. He is depressed, caring little about the outside world, only doing the barest necessity for his duty. There have been some talk about replacing him, but he has been doing his work well for decades and few are willing to admit it is time for the man to retire. Given the right motivation, the characters can inflame his passions again if only for a brief time. Working on his guilt is best.

## THE INVESTIGATION

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Once the characters are inside the monastery anything can happen all depending on how the players approach the problem. The information presented her should help you run this part of the adventure, each location contains a basic description as well what kind of information could be found in that area and potentially the more interesting NPCs in those areas. It is impossible to predict all actions and you should not hesitate to adjust and expand as long as you keep the basics in mind.

There are two groups of cultists. One has infiltrated the monastery and paved the way for the second. They are still in the monastery, trying to keep a low profile and most have only a limited idea on what is going on. They are somewhat angry about being passed by the second group, feeling they took all the risks and now gain none of the rewards. The second group is performing the ritual in the Towers of the Winds and on the roofs out of sight of the people within the monastery. At the moment there is no interaction between the two groups.

- The cultists are mostly insane and/or power hungry worshipping the destructive powers of the wind. Some are better than others in hiding it, but all eventually show.
- The cultists keep an eye out for curious people and they are not above reacting with violence, let alone harming innocents, to put an end to an investigation, although at first they prefer subtle methods. They are not stupid, and they do not leave evidence laying around for the curious to find.
- The characters should at a bare minimum learn the location where the ritual is being performed. At the end of this part the characters should be on their way to the Towers of the Winds to put an end to the ritual. Whether or not they know enough of the ritual to prevent a destructive disruption of the ritual or find the majority of the cultists is another matter.

- Most monks of the Monastery of the Yellow Rose are barely aware something odd is going on with the weather and those that do are not particularly concerned about it. They are turned inwards, living isolated lives and unwilling to believe anything evil has taken root in their own organization. Solid evidence (and what constitutes as solid evidence depends greatly on the person in question) can get them to take a more active role. Few, if any, are more powerful than the characters though and they will not do the characters' job for them.

One path of investigation is with the characters doing research on the storm while others try to learn more about the attackers of Lana. The sections detailing the Library, the Outside, and the Cultist section are their Key encounters. With said knowledge they can try to set up a trap for the two attackers such as luring them to the Shrine of the Howling Wind or getting them to attack and through them follow the chain-of-command up to Father Nym who is one of the few cultists who knows everything of what is going on. Questioning him provides some much needed details on the ritual as well as the location where the ritual is being performed.

At some point during the investigation, the characters might have raised the suspicion of the cultists. The cultists then try to poison the characters. (See Guest Quarter and Kitchen section). Assuming the characters survive, it does give them a new direction to search and perhaps evidence helping make a case towards the leaders of the monastery that something bad is going on. Help of the leaders of the cloister has a large impact on the investigations.

## MONKS OF THE ROSE

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There are over 750 monks in the monastery, one for each of the many saints of Ilmater. In addition there are a few dozen acolytes, hopefuls to replace any open position, and twenty or so novices, orphans from Damara sent here to be raised by the monks. The monastery is a village on its own. It is impossible to detail all inhabitants. Feel free to add your own NPCs when such is necessary for the adventure.



## THREE ORDERS

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The monks of the monastery are divided in three different orders, each with a different focus in their work and religious practices. All three are considered equally important both in theory and in practice. Novices and acolytes are not part of these orders and are assigned to one on their promotion to full monk based on their preferences, skill and recommendations from their superiors. Most enjoy their work, the few that don't endure as is the nature of Ilmater's religion.

**Order of the Chisel.** The monastery is famous for its sculptures, tapestries and blueberry wine. Most of these never leave the premise, but it is one of the sources of income. Next to prayers and meditation, members of this order work on these crafts and are also involved in cooking, housekeeping and a bit of trade. They tend to be hard working, some more outgoing than others. Few of the members are skilled martial artists.

**Order of the Rose.** Ascetics, priests, warriors and adventurers belong to the Order of the Rose. They are in charge of the monasteries defense, both physically as spiritually. These dedicated man and woman tend to be brave, grim and outspoken. They are worldly; they regularly travel to gather lore and to perform good deeds. They do not actively spread their faith—discussing it only when asked about it. This order contains the highest number of martial artists and spell casters.

**Order of the Scroll.** Librarians, scholars and scribes form the third order. They manage the extensive libraries and help those seeking the lore within it. Most members are typical scholars, socially awkward, preferring books to people and discussing genealogy, history and theology to more down to earth subjects. As with the Order of the Chisel few members are martial artists or spellcasters.

## HIERARCHY OF THE MONASTERY

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The hierarchy of the Monastery of the Yellow Rose follows the rule of three. The list below is given so when your players take a left turn you have something to work with. The names of those residents that the characters are likely to interact with are in bold.

- **Grandmaster of Flowers: Grandfather Periwinkle Shin.** Male human, monastery's abbot.
- **Prioress: Mother Savahn, Mistress of the East Wind.** Female human, currently incapacitated. The Prioress is basically the second in rank of the active monks.
- **Acting Prioress: Mother Amra, Mistress of Stone.** Female half-elf, second highest ranked monk in the Order of the Chisel assisting during the incapacitation of Savahn.
- **Doorkeeper: Father Hern Master of Gates.** Male human, primarily responsibility is as a liaison between guests and the rest of the monastery, managing the guest quarters and keeping guests entertained.
- **Master of Quarters: Mother Rosinden.** Female Halfling, leader of the Order of the Chisel and monastery's quartermaster, treasurer, and liaison.
- **Master Cook: Brother Borovik.** Male human.
- **Master Healer: Brother Durmas.** Male human.
- **Master Crafter: Sister Avilda.** Female human.
- **Master Chronicler: Mother Alethra.** Female human, leads the Order of the Scroll
- **Master Scribe: Father Aseir.** Male human.
- **Master Librarian: Mother Lorit.** Female human.
- **Keeper of the Towers: Mother Synilla\*.** Female human.
- **Keeper of the Crypts: Sister Talia\*.** Female human.
- **Master of Summer: Father Blath.** Male human, leads the Order of the Rose
- **Knight Commander: Lady Tace Blueshield.** Female dwarf. See below.
- **Master Teacher: Father Nym\*.** Male half-elf.
- **Sacristan: Mother Wydda.** Female human, in charge of maintaining the reliquary and temple of Ilmater.
- **Regular Members.** Acolytes, monks, and novices.

\* Monks marked with an asterisk are part of the Cult of the Howling Wind. There are a number of additional members of the cult in among the regular members of the monastery. These are not detailed as they only play a significant role in the action of the adventure upon you needing them to do so.

### GRANDMASTER KANE

Rumors have floated about in the monastery for over a hundred years that Grandmaster Kane did not actually die, or if he did he was still here in ghost form. The truth of this was revealed a few years ago. (This is taken from events in *Rise of the King Companions Codex II* by R. A. Salvatore.) Either from his own strong will or that of his god Kane ascended into a higher being. At that time he tied his consciousness to that of the monk Afafrenferre in order to both aid him as well as to monitor events occurring far from the monastery. Because of this Grandmaster Kane rarely materializes or observes events occurring in the monastery. He cannot manifest a corporeal form nor aid them in combat. However, if you need to get the characters back on track or nudge them in the right direction he can make a very brief appearance. He is extremely old and while very thin and frail looking has an aura of power and strength.

### INTERACTION WITH THE MONKS

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The leadership's attitude toward the storm reflects that of most of the monks, although they are a bit more worried about it. They suspect an outside attack of some sort. It wouldn't be the first time they weathered an attack by extremely powerful enemies. If they can keep several flights of chromatic dragons at bay, who cares about a little bit of wind? Getting to talk the leaders of the monastery is not easy. They have a lot of work to do. If security is the issue they are directed to Lady Tace Blueshield, the commander of the few warrior-monks and paladins that guard the monastery and enforcer of the law for as much as the last is needed.

Once the leadership is convinced about the nature of what is going on, they become extremely helpful. The characters can talk with whomever they want and look wherever they want. The downside of this is that news of the characters' work spread quickly and any hope of secrecy is dashed.

Note that ultimately, none of the present monks is much more powerful than the characters. They won't do the characters work for them unless the characters are making a mess.

### ROLEPLAYING LADY TACE

Lady Tace Blueshield is a middle-aged female shield dwarf and a paladin of Ilmater. Grim and disciplined, she has a bit of a drill-sergeant attitude both towards her men as well as the monks. People telling her how to do her job, is not appreciated. She does not talk about her past ever and is more likely to react to questioning characters with anger than helpfulness. She is not a cultist; this is the result of very heated arguments with her family about her choices in life.

As most law enforcing figures, she doesn't want vigilantes in her jurisdiction, but if people start their own private investigations she wants full disclosure. She does not act against her fellow monks unless there is solid evidence. Circumstantial evidence, so-called logic and the character's word do not count. If convinced of somebody's guilt, she quickly arrests them, not believing in trickery, let alone fighting fire with fire.

As far as the storm goes, her job is protecting the monastery. She is expecting some kind of external attack, feeling the storm is the result of an external threat although she places little stock in the angry remorhaz and ancient evil blocked entry rumors.

### CULTISTS WITHIN

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Infiltrating a disciplined well-organized lawful good organization is not easy. Prospective members have to prove themselves before they can join. The religious limitation to the maximum full-time membership did not make things easier. Luckily for the cult, they only needed a few key-people to keep their operation hidden and effective.

Below follows a list of the cultists designed in this adventure. Feel free to add more if that helps with your running of the adventure. The cultists are well aware that they have to remain hidden for now and rarely interact with one another. They are also not as stupid as to leave evidence in their rooms of said membership, no hidden symbols, no diaries, and no remains of sacrifices. They communicate indirectly. For example, hanging a red cloth at the third window of the Eastern Wing indicates danger.

Note that the cultists performing the ritual and protecting the tower have entered the area using fly spells and have suits similar to the wingwear worn by other cultists. They stay in the tower during the whole ritual and are well supplied. None of the cultists in the monastery go up tower or roofs and vice versa.

## PROMINENT CULTISTS OF THE HOWLING WIND

Below are a number of notable cultists for use in the adventure.

**Brother Glavel.** Male human. Glavel is a member of the Order of the Chisel. He is a brewer and cook for both the monastery and the Guest House, and can be found working with the blueberry wine most of the time. He knows that Olara, his lover, is a member of the cult, but otherwise is not aware of who is and who is not a cultist. He is a selfish sociopath and he is not particularly fanatic in his beliefs. The cult simply allows him to perform his hobbies. While an excellent liar, he is quick to switch sides when his life is honestly threatened. His Charisma (Deception) bonus is +7.

**Father Nym.** Half-elf male. First to find the node, central to the infiltration and nominal leader of the cultists within the ranks of the monastery. Only Xern knows he is a cultist. The rest only know their direct leader is a man and is a bit smaller than 6 feet. See *Wolf Among Sheep* below for more details.

**Sister Olara.** Human female. A simple monk, she is a member of the Order of the Scroll, a librarian. She knows the cult is performing some kind of ritual to gather power, something to do with elemental rifts (she helped the cult gain access to the right books). She only knows Glavel, her lover, is a cultist. She is a bit erratic, mumbling to herself on occasion. Getting her to talk is not easy.

**Mother Synilla.** Human female. Recent convert, more out of anger with her lot in life than true conviction. However the role she was required to play in Mother Savahn's accident has convinced her she is irredeemable. See the *Wind Tower* below for details.

**Brother Xern.** Wine master and cook. He occasionally cooks for outside guests as well. See the *Guesthouse* and the *Kitchens* for more details. He does make the "sustaining" cordial used to keep Mother Savahn unconscious.

**Brother Ovon.** Human male. Characters might have rescued the monk in DDEX2-6 *Breath of the Yellow Rose*. He is a member of the Order of the Rose and a regular cult member. See below for more details.

## WOLF AMONG SHEEP

Father Nym is a middle-aged half-elf. He has been raised in the Monastery of the Yellow Rose. Left at an early age to do good in the name of Ilmater. He returned to the monastery a couple of years ago and slowly worked his way up in the hierarchy. Nobody realized something caused him to go mad during his adventures. He had hoped to recover at the monastery, but it only got worse. His hatred has grown to the point that he wants to destroy the world. He found the node and helped the cult set up the beacon ritual, but he feel slighted by Bloodwind ignoring him.

At first the characters have little reason to investigate him. Although characters enquiring about the Yellow Breath Technique might feel differently since he designed it. If confronted with that fact he quickly points out that it was only intended for advance users, agreeing it is much too dangerous for the uninitiated to use. Characters doing some digging do learn he flagellates himself, although he tries to hide it, but he is not the only follower of Ilmater

taking the suffering part of Ilmater's teachings a bit too literal.

## ROLEPLAYING OVON

Ovon is always calm, naive, does not believe in any form of violence or resistance, and tends to be enigmatic. He never gives a straight answer when a riddle will do.

If the characters met Ovon before, they might ask him for help. In that case he is visibly surprised when he meets the characters at the monastery, even more so when he summoned air elementals to kill the characters in Part 1. He acts a bit odd, but that is no proof of his affiliation with the cult (and there is no evidence laying around in his quarters for such membership either). Characters following him unobserved for some time might see him give some kind of signal in the kitchens disguised as an innocuous action. It is a warning for Brother Xern. Sometime later the two have a secret meeting to discuss how to deal with the characters including activating the poison attempt (See *Guesthouse* and the *Kitchens*). Alternatively, if the characters are disguising themselves as monks, his presence is a good foil. He should not automatically recognize the characters, but his presence could have them sweat and force them to make a DC 15 Bluff (Deception) check.

If the characters never met Ovon before, there is little reason for them to interact with the man. It might change once they start investigating the kitchens since he is a known friend of Brother Xern.

At some point the characters might learn of his name from Brother Xern or capture him by luring him in a trap. After all, he knows all cultists and can set up meetings in case of an emergency. Such meetings always leave him an easy way out, but adventurers tend to be very resourceful. Once the characters get him to talk, he reveals the following:

- A few details on the ritual. He tries to accidentally let it slip simply killing the anchors is the best way to end the ritual. While not a lie, a DC 20 Wisdom (Insight) check reveals he is hiding something. Only under extreme pressure does he reveal doing that without taking over their place leads to the storm getting completely out of control.
- Some of the powers of Bloodwind and the anchors, in a way he wants them dead.
- The location of the ritual, although he refuses to name it. He wants to guide the characters towards it and then try to lead them astray. Subconsciously he expects the characters to catch on. He wants the ritual to fail in a most spectacular fashion, although he is not quick to admit this to himself.

### ROLEPLAYING FATHER NYM

Nym has the reputation as a charming patient man who has a talent in teaching others. A few have observed his darker side, his punishments, while rare, can be a bit cruel and when angered he can lash out viciously. Up until recently he has kept his madness and hatred for the world well hidden, but anger over being ignored by Bloodwind and simply time have been gnawing on him. The last few weeks he has been quicker to anger and he has had stronger urges to hurt others. He staved off the worse by hurting himself in private.

## CHARACTERS AS MONKS

The Monastery of the Yellow Rose is huge, and some areas don't see a monk for months or even years. Hiding is not particularly difficult once inside, especially not in the Crypts or the extensive wine cellars. Disguising oneself as a monk is not too hard either. With 750 monks belonging to the cloister, some of whom stay away for months if not years, no monk knows every other monk. As long as the characters have the proper clothing (which they could try to steal) and act properly during a meeting they should be fine. They should only be careful avoiding monks of the same order, especially the leaders of those orders, since they do know all members.

## THE MONASTERY

### GENERAL FEATURES

The monastery has the following features.

**Ceilings.** The ceiling generally is 15' tall unless otherwise noted.

**Light.** Work areas and shrines are well lit; other areas are dim to no light depending on location

**Sounds.** Chanting can be heard, faintly at some times, otherwise extremely quiet, voices can echo occasionally and they carry for some distance.

The monastery complex is enormous. Each generation of monks added new structures and dug out deeper chambers. About half of the rooms face outward windows providing a magnificent view on the glacier below and the storm front in the distance. The other half is underground without windows at all.

The library, crypts, and winery are all underground; however there are not any connecting pathways between them. To go from one to the other requires going to the main floor and crossing a significant portion of the monastery before returning down below. The kitchen and dining hall are above the winery. Aside from that none of the locations the characters are likely to want to investigate are located near one another. Also there is more than one path to reach any one destination.

The following chart can help you convey a sense of space as well as include various hints and important information to help move the characters along. Running in the halls is frowned upon, though in some places there might not be anyone to see.

Remember that the Monastery of the Yellow Rose is high enough in the mountains to cause altitude problems. All monks are well adjusted to the height. The characters are not. Trailing a monk is more challenging than just keeping out of sight. A failed Constitution (Endurance) DC 15 imposes disadvantage to all Strength, Dexterity or Constitution ability checks, saving throws or attacks until the next short rest. An example would be calling for a check after two rounds of combat, running from one end of the monastery to the other or an hour of hiking.

### RANDOM PATH CHART

1d12	Location
1 - 2	Monk cell. This spartan room includes a woven mat on the floor and a small lockbox with valueless personal effects.
3	Orphan's sleeping cell or classroom.
4	Artisan workshop. Room filled with looms or spinning wheels.
5 - 7	Shrine to one of the 750 saints of Illmater.
8	Artisan workshop. Room filled with half-finished stone carvings and uncut stone.
9	Artisan workshop. Room filled with half-finished weaving projects.
10	Meditation area.
11	Unarmed training area.
12	Armed training area.

### RANDOM MONK ENCOUNTERS

While the monastery is large the characters should not be able to totally avoid the occasional monk, acolyte, or orphan while exploring unless they are trying to do so. As the characters travel from one location to the next, consider using a random encounter as an opportunity to insert a piece of gossip/information to assist the investigation. Monks in the artisan areas may be freer with gossip if the characters ask about their work while those in a training area might offer to spare with a character before indulging in conversation.

## GUESTHOUSE

The Guesthouse is a large separate building near the last gate just before the main monastery – a small inn. It is a simple large three floor stone building with small windows. The floors inside are wooden. There is a small kitchen, a common room and an actual bathhouse on the ground floor. Two large well-heated rooms, one for each sex, form the sleeping areas. Guests are also provided with small private studies which are not nearly as well-heated as the sleeping areas. While Spartan compared to most inns, it is more luxurious and furnished than the monks own quarters.

The Doorkeeper runs the inn, helped by a few monks and acolytes. The bed is comfortable, the food simple and hearty and it is cheap. High ranking guests, and followers of Tyr, Ilmater and Torm can ask for private rooms within the monastery, but the monks are quick to remind such guests the inn is more comfortable.

### GUESTS

There are always some guests at the Monastery of the Yellow Rose; sages researching some finer point of history, couriers delivering birth records, and followers of Ilmater seeking temporary reprieve in the isolation of the cloister. Merchants can also be found here either delivering supplies or collecting wine and art. Most of these keep their distance from the monks and their way of life, staying as guests for a short amount of time before returning to the comforts of the life outside the monastery

The monastery currently houses the following guests. The weather has prevented new guests from arriving for a number of tendays. Similarly, only a few dared risk the weather and leave. Some of the guests are longtime residents, sages studying in the library:

- **Adisha Brombottle.** Female halfling merchant. She is here with two human teamsters. Depressed, bored and drinking too much blueberry wine than is good for her, she is a bit paranoid, thinking the characters are agents for the great worm of the glacier here to destroy the barrier that keeps the storm at bay.
- **Ditriv Starkdale.** Male human sage. Grim, blunt and only interested in his own research, namely the development of the settlements by the Damaran people over the last few centuries and their interaction with the Nar, goblins and orcs. He speaks a remarkable number of languages. Auran is not one of those languages, but he does recognize it.
- **Lysander Il'Argad.** Male moon elf agent. He was here to do research for one Damaran noble or another. Bored, desperate for luxury and some excitement, and inquisitive. Characters might mistake him as an agent of the cult, especially since he is not above searching other peoples' belongings mostly to pass the time.

Additional guests may be added if you feel it is necessary.

### ATTITUDES IN THE GUEST HOUSE:

- The sage resident here are somewhat concerned about the odd nature of the weather, but they feel safe and are not ones to speculate.
- More worldly guests, on the other hand, are showing signs of cabin fever, worried about the future, disgusted with the lack of amenities and feeling like prisoners.
- Some guests have started to blame the magic of the Glacier of the White Worm for what is going on. There are whispers of the great worm being angry about the monks riding the remorhazes and preparing for an attack of some sort.
- Others talk about how the dark magic that makes the glacier possible has been awakened and has turned its attention towards the monastery, its holy ground keeping it at bay for now.
- The characters arrival produces questions regarding the travel experiences, especially from those guests who would like to leave.

### THE GUEST BOOK

There is a guest book that goes back months. Getting a quick look at it is easy; a more extensive study requires some effort from the characters whether through deception, diplomacy or stealth. Of note are three groups that left just before the start of the storm. The first was a group of rough prospectors, who were recovering from some kind of ordeal in the mountains. The second was a party of sages here for research, noteworthy because few sages come here as a group. The third party consisted of two merchants looking for artwork. Characters who study the logbook for a few hours and succeed on a DC 10 Intelligence (Investigation) check realize one person, Lotor Wood, visited a lot in the months preceding the storm, apparently to study the local plant- and wildlife.



## DISCUSSIONS WITH THE GUESTS

Talking with the remaining guests about the two groups that have left, reveals the following:

- The prospectors were an angry bunch, quick to anger and use their fists. They were about to be kicked out when they suddenly cleaned up their act. They appeared very nervous at the time and one showed the signs of a painful fall.
- When the prospectors arrived, they were exhausted and wounded. They were treated at the hospital.
- The prospectors had enough supplies with them for a dozen of people to last for at least one month.
- The four sages kept to themselves often talking in an odd language (Auran). They appeared to be studying some kind of ritual, but they made sure nobody could give the diagrams they were studying more than a glance.
- The sages carried an odd tall iron rod and some odd packages.
- The two merchants were new and here for a very short time. Nobody had seen them talk business, except for a very brief meeting with Mother Synilla.
- The merchants's wagon was full on arrival. Lysander actually took a peek and does not think that it appears to contain the usual load of trading goods. There was a stack of lightweight wooden planks, large pieces of odd cloth and a few barrels.

Note that the above does not directly help the characters find out what is going on, but observant characters might realize that an outside group is performing the ritual and that they did not enter the monastery through the front door.

## SEARCHING LOCATIONS WITHIN THE GUEST HOUSE

While the characters might search any room in the Guest House the only location that can gain them a real clue is the study room of the four sages. Those who search there and who succeed at a DC 15 Intelligence (Investigation) check find a piece of paper behind the desk. It contains research notes written in Auran. The notes mentions how the cultists need to anchor themselves to the storm infuse its power in the heart of the beacon. They cannot rest or leave while infused with such power until the ritual is finished. There is some worry about the ritual taking too long for this to be practical, especially since the winds would dissolve explosively without such an anchor, and the need for being able to transfer the link to others. There is a list of words, ingredients of some kind, most scratched through.

The last is circled with the word success next to it.

Apparently they found something that makes it possible to transfer the anchor.

## TRIGGER POINT

With the lack of new guests before the characters arrival their actions are going to be talked about. While the characters might be able to keep some aspects of their investigation quiet, any conversation with a guest results in gossip. Astute characters might try and disguise the direction of their questions by slipping them into general questions about a given subject's time at the monastery. When this incident occurs is up to you and your judgment of the obviousness of characters actions. You can also use it to assist groups that might be floundering or off track in their investigation.

When the cultists realize the characters are poking into their affairs, they are going to react. Their first attempt to derail the characters is to simply poison them through their food. Two of the cult members work in the kitchens and have access to both the characters' food and poisons. Food is distributed to more than just the characters; innocent bystanders suffer from the poison as well. Of course, if the characters never eat the monastery's food or reveal the cultists on the kitchen staff before they can attempt this, the poisoning does not occur.

When it is decided that the characters are going to be poisoned, the cultists have to switch the healing herbs from the hospital with spoiled ones and then arrange for the correct food to be poisoned. It takes 12 hours to pull off and if the characters are already observing the right cultists, they might stop them in the act.

The onset of the poison is about 1 hour, beginning with stomach cramps and vomiting. Each character must make a DC 13 Constitution saving throw and repeat the saving throw each hour until they either succeed in saving throw, the poison somehow gets purged or they die.

- The first time a character fails in the saving throw they get 1 level of exhaustion (Player's Handbook pg.291). Initially, the symptoms appear to be nothing more than mild food poisoning.
- An afflicted character must succeed on a DC 13 Constitution saving throw each hour thereafter or gain 1 additional level of exhaustion. Success indicates that the character has shaken off the poison, but the levels of exhaustion remain until rested off or otherwise removed.

- A character with an herbalism kit may administer aid to a different character. If successful, the target makes their next Constitution saving throw with advantage. A single healer can treat three patients at a given time.

While the monastery is a religious order, there are few actual clerics among the faithful. There are at least a dozen afflicted people not including the characters. The monks normally rely on herbal remedies in this situation. Unfortunately the healing herbs have somehow spoiled.

### ACCIDENT OR ATTACK?

Recognizing the poison for what it is, requires a DC 20 Intelligence (Nature). Otherwise it looks more like a simple case of food poisoning. The characters may still investigate, especially since the spoiling of the healing herbs is rather coincidental.

Talking with the people involved takes time, but quickly narrows the list of names to a handful (including Brother Glavel or Brother Xern). Cross referencing it with people spotted at the Hospital narrows it down to the culprit. Brother Glavel denies any wrong doing. Divination magic or intensive questioning reveals his guilt though. Alternatively, they can investigate his workspace in the wine cellar and find both the healing herbs and the poison hidden in bottle with a cleverly disguised false bottom. If more than 24 hours has passed after the poisoning, Brother Glavel has had ample time to depose of the evidence.

If the poison attempts fail, the cultists might eventually physically attack the characters. Considering they are simple cultists, chances of success are low and they only do so when there is no other alternative.

### XP AWARD

If the characters successfully identify the poisoner, award each character 300 XP.

## THE LIBRARY

To the outside world the Monastery of the Yellow Rose is most famous for its extensive library. The library is underground in large stone cellars. Most visitors only see the small Spartan reading rooms, never the many dry chilly vaults filled to the brim with books and scrolls.

### ACCESSING THE LIBRARY

Only members of the Order of the Scroll have unrestricted access to the library. Since the librarians all know one another, it is hard to remain undetected. Specific disguises help. Being caught does not automatically lead to trouble. Some quick talking requiring a second check with an appropriate skill can allay any suspicions for now. Getting caught means a tongue lashing by Mother Lorit after spending a day in her office. If the characters have inside allies, they are not punished further. Otherwise they are kicked out and not allowed entry again. Regardless, the whole monastery now knows about the character's presence.

Guests quickly gain permission, but must accept the guidance of a librarian at all time and pay 10 gp per day of research. They are assigned a reading room; reading material is selected by the librarian and not allowed of the room. Copying whole books is prohibited. Their visits and research subjects are registered. Fellow monks follow the same procedure, but don't have to pay.

**Registration.** Careful records are maintained on who researched what book and which librarian was assigned to them. They are kept behind lock and key during the night, but are at the front desk during the day for easy access by the librarians.

The four noteworthy sages in the logbook of the Guesthouse where assigned to Sister Olara and researched local history as well as elemental magic.

**Character Background.** Without outside help characters make research checks at a disadvantage due their unfamiliarity with the index and size of the library. Help from a local librarian removes the penalty which is considered the default for any research. Characters with the Sage (librarian or researcher) background do not suffer penalties on their research if they operate on their own. With the aid of Santir they gain advantage on any check made for their research.

### ROLEPLAYING SANTIR

Santir is a 30-year old scrawny human male with an elven ancestry. Characters requiring a librarian get to work with him.

Santir is a bit of an anomaly in the library. He loves to talk, is a bit of a gossip and very interested in any stories the characters might tell. He is wise enough to realize he is not cut out to be an adventurer himself, preferring the relative luxury and safety of the library and books to the real thing. He is a man of his word though, and if pressed not to talk about the research of the character he keeps his mouth shut even to his fellow monks. Note though the cultist spies amongst the Order of the Scroll are aware of his gossiping ways, and they become very suspicious if he tells nothing.

Santir hates falsifying records. To get him to do so requires good arguments and a DC 20 Charisma (Persuasion) check.

## MAKING RESEARCH INTERESTING

After the initial interaction with the librarians, research tends to turn into a straightforward string of skill checks. Failure simply results in requiring more time.

Depending on the time and the needs of the group you might add some additional complications to the research. The Characters might get subtly wrong books or even come across falsified information. If the characters follow this up it leads to Sister Olara, cultist amongst the librarians and the last person to assist anyone with those particular tomes involving elemental magic.

### ROLE PLAYING SISTER OLARA

She and her lover, Brother Glavel was among the first cult members to infiltrate the monastery. She had trained as a librarian as a young girl hence the cults use of her for this task. She is just one of many librarians in the Order of the Scroll and has no real rank as such. She is a bit erratic, mumbles to herself on occasion and has difficulty staying on topic in any conversation.

## STUDYING ELEMENTAL MAGIC

A DC 15 Intelligence (Arcana) check show that the large storm might very well be caused by an active elemental rift to the Elemental Plane of Air. Characters talking with Mother Wydda or spending a day researching the storm in the library realize this automatically.

Rifts are usually not big enough to have such a huge effect, and they are even less likely to remain open this long without outside interference. Constant magic through a ritual or some kind of powerful magical item on either or both sides of the rift is the most likely reason for it to remain open.

With such information the characters can spend another day researching rifts and similar elemental phenomena. A DC 15 Intelligence (Arcana) provides the Characters with a good amount of information, most of which is not important to this adventure, except for three things:

- Information on how to find and recognize a rift, which must be outside in case of an Elemental Air breach. See below for details.
- Magic involving the rifts can be performed a limited distance away, but only after a magical link has been established. Any controlling magic in the open would be spotted. The link can be detected. Finding the rift might lead the characters to the site of the ritual.
- Earth and air are opposite elements. It is unlikely any such ritual is performed underground.
- Rituals such as these often require anchors to focus the energies.

- Destroying/killing such an anchor can cause the storm to run out of control, causing severe damage in a wide area.
- It is possible for someone to take the place of such an anchor, but they must be adjacent and they take 11 (2d10) lightning and thunder damage at the start of their turn as long as they are not attuned to the ritual (and thus not protected). Characters can attune to the ritual by a DC 10 Intelligence (Arcana) check as an action.

## TEMPLE OF ILMATER

The biggest open room in the cloister is the temple of Ilmater. It is a large circular open room with a dome. The walls are plastered. The floor consists of cold local stone. There are no pews. The statue of Ilmater and the large altar are of excellent quality. It is a simple Spartan place with little comfort and no real luxury as is normal for a place of worship for Ilmater.

Two large rooms on either side of the main temple form the shrines of Saint Sollars and Saint Dionysus. These are decorated with beautiful tapestries depicting the major events from those saint's lives.

A smaller room behind the main temple contains the relics of the cloister. There are no windows, a steel locked door blocks easy entry and various magical wards keep out the uninvited. Since the relics are not magical and hold little worth except to worshippers of Ilmater and his enemies, there is little reason for the characters to rob the area.

Mother Wydda is the sacristan of the monastery, the keeper of the relics, and also the high priestess of Ilmater. She is a middle-aged human woman with a pale skin and short black hair wearing a simple tunic with loose pants and no shoes. She hails from Aglarond and there is some elven heritage in her ancestry. Wydda spends most of her time in the temple, praying and offering guidance to her fellow monks. Her private quarters are directly next to the temple.

Characters might rightfully conclude that any priest of Ilmater constantly handling the deity's holy relic is extremely unlikely to have been corrupted despite her relative recent appointment. She can cast up to 5th-level clerical spells and has excellent theological and magical knowledge. She does not boast of this. Of course, she first needs something more to go upon than the presence of a storm before she can start helping the characters.

Besides Wydda there are always several monks praying in the temple.

### ROLEPLAYING MOTHER WYDDA

Mother Wydda is patient, wise and caring. Her biggest flaw is that she spends more time praying than amongst her flock. This is also the reason that if the characters are poisoned while in the Guest House no one thinks to ask for her assistance. She does know most of the monks in the cloister and would be a great ally for the characters to get on their side. She is most impressed by shows of compassion, endurance and theological knowledge.

Once befriended she can tell the following:

- The cloister is isolated and in the eye of the storm. The monks have little reason to travel far very often. Hence she only became aware of the storm and its magical origin recently. She has not yet found the time to study it. She reacts worried when the characters mention the size of the storm and its duration.
- The storm being the result of a direct weather control spell is ridiculous. Even the most powerful magic only controls the weather for 8 hours within 5 miles. Sounds more like a side-effect of an active manifestation of the elemental plane of Air. These sometimes open naturally, but without outside interference tend to close quickly. Chances somebody is actively keeping such a rift open, but she has no idea for what purpose. She does not know enough about elemental magic to be of more service, but there might be material about in the library. [Strictly speaking she is incorrect, there is no such rift. In practice it does not matter much. An active uncontrolled node and rift are similar enough for research purposes.]
- If the characters bother to ask, they can try to get her to cast a commune spell, but the characters need to provide the questions.
- Shortly before the storm was noticed the Mistress of the East Wind had a very odd accident.
- She occasionally tutored monks who aspire to some mastery of the wind forms in the Tower of the Winds. It was her habit to meditate before such lessons in the topmost chamber.
- She was found near death at the bottom of the tower.
- She has remained unconscious ever since despite magical healing

## THE KITCHENS

The Kitchens and dining room are large; after all, they serve over 750 people a meal twice a day. The monks eat a simple fair; gruel in the morning, stews and bread in the evening. While famous for their wine, most of that is sold water and goat's milk are available. Food is served in shifts. Most monks are temporarily assigned to work at the kitchens, a few monks work here permanently.

The winery, warehouses and wine cellar are all located in the same area. While locked, protection is not particularly high. There is little reason to steal here. Keys are publically available in the kitchens out of easy reach by the orphans.

### TRIGGER POINT

If the characters caught the eye of the cultists as discussed in the Guesthouse above, but instead have taken on the role as monks or live in the monastery, they are targeted here. Instead of fellow guests, people eating in the same shift and general vicinity as the characters get poisoned. More people than in the guesthouse might be involved in the kitchens, but only one batch of food is poisoned and only at the last moment since otherwise the assassins were extremely lucky. In short, the list of suspects is equally short, but the number of victims is tripled.

## WINERY & STORAGE

These areas are kept locked to insure that the orphans do not gain access and either ruin a batch or hurt themselves. The monks also do not normally give tours. This is not a time of year when a great deal of work occurs. The berries from last season have been crushed and the fermenting process has begun. Brother Xern spends time here each day checking on the casks and preparations for spring and he mixes cordials for use in the Hospital. Other than Brother Glavel, no other monk goes down here on a daily basis. Since they are unaware of each other's role in the cult they have used different hiding places within the series of rooms that make up this space.

Unless it is known that poisons have been used searching for out of place items requires a DC25 Investigation taking no less than 1d6+3 hours. This check reveals some suspicious plants and vials of liquid (proficient in Medicine or Nature to identify DC15). Knowing that they are looking for poison takes a DC25 Investigation check but it is much quicker (1d3 hours as it is still a lot of space and each cultist hid things in different locations).

### TREASURE

They also find a hidden stash of 250 gp and a figurine of wondrous power (serpentine owl) that belongs to Brother Glavel. Once the monks understand that Brother Glavel is one of the infiltrators, they insist the characters keep the treasure.

### XP AWARD

If the characters find the poison, award each character 300 XP.

## THE MEDICKA

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The medicka is in a small separate area. It consists of a single, large room with a few beds, an apothecary, a separate examination room (of sorts) and a small shrine of Ilmater. As anything within the monastery, the area is sparsely furnished. The bedding is a bit more comfortable and the area is a bit better heated though. The examination room has been divided into two separate parts. At first Mother Savahn was too critically injured to move. Now, due the monks's inability to wake her, she is being kept isolated from the rest of the patients.

There are a few monks capable of magical healing in the monastery, and the monks believe in the valuable lessons of natural healing. If you break a leg while doing something stupid, spending a few months in bed, contemplating what lead to your accident, is a good thing. A monk is certainly expected to be able to deal with the pain. Guests are not held to the same standards, but they are expected to pay for any services rendered. The Church of Ilmater is always looking for more money to finance their many works of charity.

Talking with the healers about the prospectors reveals that they had wounds one would associate with being in the middle of a thunderstorm on the top of a mountain and remaining in the open. They had claimed to have been surprised by such a storm. The healers had little reason to doubt their story, but one does remember it looked remarkably similar to the wounds one the monk's companions had suffered during a fight with an air elemental.

Talking with the healers about Mother Savahn reveals that she had numerous broken bones and bruising. They had little hope at first that she would survive long enough for magical healing to aid her. In her current state she is very susceptible to diseases, which the children often bring to the hospital, hence they have kept her separate (though her bed is visible from the open archway that separates the "operating" area from the main room). Brother Xern makes a sustaining cordial that we get her to swallow which keeps her from starving (it also is the reason why she has not awakened but they are unaware of that). If asked they inform the characters that the recipe is one that they gave him (which he added a concentrated form of the Torpor poison to).

### INVESTIGATING

Unless the characters have strong evidence, the monks do not let them search the apothecary area. They are, however, willing make a copy of the recipe for the sustaining cordial if asked. Only characters who are able to cast magical healing or can demonstrate advanced knowledge of healing practices with a successful DC 20 Wisdom (Medicine) check are permitted to examine Mother Savahn.

Her current state is due to a combination of subtle poisons and the feblemind spell (which Mother Synilla cast upon her using a scroll). There is otherwise no physical indication of what is ailing her. Savahn is a human women whose age is difficult to discern due to her prolonged illness. Determining that her unconscious state is caused by poison is extremely difficult and requires a successful DC 25 Wisdom (Medicine) check.

The monks assure the characters that magical healing (the faithful have access to nothing more advanced than cure wounds) was attempted, but to no avail. Mother Wydda is currently the only monk in the monastery with access to higher level clerical spells. The effects of feblemind can only be removed by casting greater restoration, heal, or wish. That alone is not be enough to rouse Mother Savahn. The poison must be also be removed to restore her to consciousness and capable of intelligent speech. Without removing the feblemind she'll be awake but be unable to communicate.

### IF SHE AWAKENS

If she awakes but the greater restoration spells were not cast this then should lead the characters to question Brother Glavel.

However if she is fully aware then she can relate the following:

- She did not suffer an accident; she was attacked from behind and pushed down the stairs.
- She remembers seeing Mother Synilla reading from a scroll before being struck in the head and ribs
- If asked about damage to the tower she looks confused briefly and that before she was pushed there was not any damage to the tower.

### XP AWARD

If the characters restore Mother Savahn to consciousness award each character 500 XP.



## CRYPTS

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Roughly one third of the below ground structures are the crypts. Monks of all ranks are interred here. Most are placed in larger communal rooms, all decorated with beautiful statues to commemorate their memory. Abbots and those members who made an especially good impression get a crypt of their own. These are all private shrines even more beautifully decorated than the communal areas, statues and fresco's details the more important events from the monk's life. Most corridors and crypts are manmade. A few actually follow natural caverns. Everything is clean and well maintained. Most areas see little traffic, but some of the shrines and the area currently under construction are the exceptions.

The crypts are huge, almost a maze.

The entrance to the crypts is blocked by a large reinforced wooden door. Monks need permission from Keeper of the Crypts to gain entry, although there is enough traffic during daytime to attempt to sneak in. At this point in time the characters gain no advantage by touring the crypts.

## THE TOWER OF THE WINDS

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The tower was added at some point in the monastery's history as a meditation and solitary practice area (no bouts) for those pursuing the Wind form martial arts. Generally only advanced students are allowed in the five upper levels. The top level has balconies on all four sides, none of which have railings. Slender columns support the conical roof. The next four levels each have an opening to a balcony on one side. These match the directions East, North, West and South in descending order. The tower was built on top of an existing building Mother Synilla has locked the access door and it is barred from inside.

### ROLEPLAYING MOTHER SYNILLA

Mother Synilla, Keeper of the Tower, is a young human Damaran. She has been recently appointed.

She is gruff, blunt and quick to anger. Few realize this is because she does not like her work, but tries to quietly endure. In reality she is a cultist, her hate for her job as an as the keeper of the tower, while not actually being allowed to train there (she is a member of the Order of the Chisel but lacks any true artistic ability), have given the opportunity for her corruption. She had fooled herself about just how evil the cult was but after participating in the "accident" she can no longer pretend. She believes she is irredeemable and so makes no effort to atone for her deeds.

The tower is not visible when approaching the monastery as the great dome of the temple blocks the sightlines to it from that direction.

To avoid attention to what is happening in the tower; Mother Synilla has been carting materials to fix the stairs and other weak spots. Since simple masonry and geometric stone cutting are within her abilities she has been left in charge and was allowed to pick her helpers. Her helpers are the only cult members she knows.

Mother Synilla had the cultist help her damage the stairs and make a pillar appear to be weakened before "discovering" Mother Savahn's injured body. She closed the tower to students while she makes repairs. With Mother Savahn's incapacitation no one has questioned her neither her claims nor the length of time the repairs are taking. Before they left the prospectors loosen enough stones so that when the ritual is complete the beacon rises and floats in the air. Meanwhile she has set up a series of mechanical traps in the approach areas to the tower. She locked the doors to these areas to avoid catching any of the orphans or acolytes in the traps. See Part three for further information.

## OUTSIDE

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The Monastery of the Yellow Rose is built on a large ledge under a rocky outcropping offering a great view on the Glacier of the White Worm far below. It is a bare rocky place not far below the snowline. Snow can still be found in shadowy areas. It is a place of beautiful vistas, grassy meadows, dangerous cliffs, and bare rocks with the wildlife you expect high in the mountains. The wind is never silent here, chilling everybody even under the high noon sun.

The monks rarely get out, except when looking for remorhazes to ride or blueberries to gather. It isn't the weather for the first, and not the season for the second. The only monks that can be found outside now are those wanting to directly test their mettle against the elements, searching for cliffs to climb, streams to sit in and rocks to balance on. The few goats they keep for milk have a small barn and outdoor area near the Guest House. There is no list of who goes outside and who stays in. All the cultists except Father Nym and Sister Mother Synilla go out on occasion, and never at the same time. Their names are mentioned amongst others and are not proof of anything. Olara and Glavel are a bit of an odd duck since usually only the members of the Order of the Rose go outside in this time of the year, although again they are not the only ones. Artisans do look for inspiration and brewers for promising areas for growing ingredients.

## CLIFFS

One side of the monastery is a steep cliff—hundreds of feet tall. The rock is rough, easy to climb were it not for the patches of ice and loose rocks. The monks working in the crypts are aware some look out from the cliff, but they have little reason to talk about this with themselves, let alone visiting strangers. These entrances are well hidden, invisible from below, mostly through the use of natural features, but a few are blocked through permanent illusions. All are protected by magical wards.

Searching the cliffs for such entrances costs days, incurs the risk of falling and would most certainly draw the attention of both the cultists as the monks, especially if more than one character is poking around.

However, poking around can gain the characters another clue. Characters searching the area near the cliff might come across the hidden remains of a wagon as well as empty crates. This is the remnants of the wagon that transported the balloons, supplies and ritual components used in the Wind Tower. They are well hidden, and finding them is more a matter of luck than skill. A DC 20 Intelligence (Investigation) check with a cumulative +5 bonus per day of searching simulates the search. Tracks are long gone by the time the Characters get here.

## SHRINE OF THE HOWLING WIND

The cultists erected a small shrine near the monastery. It is nothing more than a large rock on top of a 20-foot-high, rocky outcropping. The rock bears a few glyphs and the remnants of burned incense. Bones of small animals can be found at the feet of the outcrop, sacrifices drop from the top to fall to their death below. These are buried after death to hide any traces. A DC 18 Intelligence (Religion) check associates the shrine with the Cult of the Howling Wind, otherwise the characters are more likely to associate it with Akadi, Lady of the Winds a neutral elemental deity whose worship in the Realms has all but disappeared.

Unless the characters are trailing a cultist, it is extremely unlikely they find it unless they spend an extensive time outdoors. Such a character can make a DC 25 Intelligence (Investigation) check per day with a cumulative +1 bonus for each day of searching. It is a good place to set up a trap, since the monks are supposed to worship Ilmater and the leaders of the cloister would frown heavily upon the worship of something else.

Once the characters have a name, they might decide to follow the cultist, depending on the needs to the story and whether or not the cultists realize he is being followed, it can turn out to be an ordinary hike or a visit to the Shrine of the Howling Wind.

Remember that the Monastery of the Yellow Rose is high enough in the mountains to cause altitude problems. All monks are well adjusted to the height. The characters are not. Trailing a monk is more challenging than just keeping out of sight. A failed Constitution (Endurance) DC 15 imposes disadvantage to all Strength, Dexterity or Constitution ability checks, saving throws or attacks until the next short rest. An example would be calling for a check after a round of combat or an hour of hiking.

## CONFRONTING INDIVIDUALS

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**Brother Glavel.** He knows that Olara, his lover, is a member of the cult, but otherwise is not aware of who is and who is not a cultist. He is a selfish sociopath and he is not particularly fanatic in his beliefs. The cult simply allows him to perform his hobbies. While an excellent liar, he is quick to switch sides when his life is honestly threatened. (Charisma (Deception) bonus is +10). He gets orders via a set of prearranged symbols that uses chalk marks and pieces of colored cloth.

**Sister Olara.** Brother Glavel had her assistance in ruining the healing herbs. She knows the cult is performing some kind of ritual to gather power, something to do with elemental rifts (she helped the cult gain access to the right books). She only knows Glavel, her lover, is a cultist. She is a bit erratic, mumbling to herself on occasion. Getting her to talk is not easy.

**Mother Synilla.** Synilla resents that she has been relegated to a supporting role. That does not mean she automatically wants the cult to fail, but she may be convinced to give the characters the key to the building upon which the tower rests, but she gives a false key for the tower door and does not warn the characters of the traps.

**Brother Xern.** He admits to his part in keeping Mother Savahn quiet, but claims at first that he felt it was necessary for her brain to recover. That is his story and he sticks to it unless forced otherwise: Getting him to reveal all is difficult (DC25 Intimidation or DC30 Persuasion). The reward for success is the identity of the cult's leader within the monastery, Father Nym.

**Father Nym.** See Wolf among the Sheep, above.

## XP AWARD

For each cultist that the characters get to confess or reveal to be infiltrators or corrupted they gain 100 XP, to a maximum of 300 XP.

## SETTING A TRAP

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It has become a cliché for adventurers to just poke around a bit, wait for the cultists to ambush them and then interrogate their attackers. Such a tactic can be effective. Of course, the first step is for the cultists to feel threatened enough to risk such an attempt. The second is to offer an opportunity to be attacked.

The biggest problem in this case is that the cultists are not going to openly attack the characters. Poison is much more effective, especially if others get really sick in the process. Additionally, none of the members not already in the Wind Tower are effective combatants.

## TALKING TO THE GRANDMASTER OF FLOWERS

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At some point the characters need to speak with the head of the monastery. This may occur multiple times depending on the course of their investigation. He wants evidence not theories. Once convinced he is supportive. If the characters reveal what they have learn regarding the ritual, he asks them what protects they have from the elements they are likely to encounter such as lightning. If they are not able to cast protection from energy or have no other means of protection, he offers them each a potion of protection from energy (lightning) but cautions it only lasts 1.

If they have not done any research on elemental rituals he councils them to do so before rushing in.

### **ROLEPLAYING GRANDMASTER PERIWINKLE**

Past middle age, but lean and strong, he is at his core a man who is at peace with himself and retains a sense of humor. His silver hair has recede far past on his head, his blue eyes are bright and intense. While the care and administration of the monastery takes up much of his time, he has not relaxed his training. He does not tolerate subterfuge, and if the characters disguised themselves as monks, he unhappy with them.

## DETERMINING WHEN TO GO ON

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There is no sure way to predict what order events occur in Part Two. If they have discovered the truth about what happened to Mother Savahn, they might want to immediately go explore the Wind Tower. If they have not already learned what they needed from the library, then they won't be able to power down the ritual without the storm causing major destruction.

## HOW LONG UNTIL THE RITUAL IS FINAL?

From various sources the characters might know that the ritual should take 30 days if done with due care. The meeting at the start of this adventure was the 15 day. (They can figure this out based on when the storm started) Even if they took the full 8 days to travel here they should have plenty of time for their investigation and planning.

# PART 3: EYE OF THE STORM

At some point the characters realize at least that the cultists are in the Tower of the Winds and are performing some type of ritual. They can access the Tower through the building it rests upon (requiring dealing with traps and a few guards) or climbing the outside of one of the buildings and making their way across the rooftops and dealing with the guards out there.

Which path they chose can impact how much time they have to interrupt the ritual. Once an alarm is sounded the cultists performing the ritual attempt to hurry its completion. This takes 22 rounds. You need to keep track of combat rounds in each fight. While none of the fights are terribly difficult individually, going through them in such rapid succession is challenging.

## THROUGH THE BUILDING

It is possible that the characters are given keys from Mother Synilla, but if so only the key to the building is the correct key.

### GENERAL FEATURES

The building has the following features.

**Ceilings.** The ceiling is 15 feet tall.

**Light.** Unlit, it has no windows

**Smells.** Dust and faint traces of vinegar

The stonework in this hallway is among the oldest you have seen in the monastery the wooden door has iron strapping,

If the characters have the Mother Sybille's keys then the door is not a barrier to entrance. It is a relatively easy lock to pick, Dexterity with thieves' tools DC 15. Breaking the door down is a bit more difficult (AC 17, 27 hit points; immune to poison and psychic damage).

The only light in here is that which you have brought. Unlike the rest of the monastery the space is cluttered. Boxes, odd pieces of furniture, broken statues, barrels and other odds and ends are jumbled together.

The entrance you seek to the tower is supposed to be in the middle of the structure, at the end of a hallway that is said to lie at the far side of this room.

The characters need to move through the clutter to reach the hallway. Note that no one mentioned the clutter when describing the route the characters would need to take.

### COLLAPSING STACKS

Part of this area included storage of items donated to the monastery that no one has yet found a use for. There are three areas where a stack of rubbish has been rigged to fall if a **tripwire** is sprung. Detecting a tripwire requires a successful DC 15 Wisdom (Perception) check. Unless the characters bring light with them this area is only dimly lit. Once detected, the tripwires are relatively easy to disarm, requiring only a set of thieves' tools and a successful DC 10 Dexterity check. If triggered, the collapsing pile of wood, stone, and debris falls on all creatures within 10 feet of it, dealing 11 (2d10) bludgeoning damage.

The hallway before you has a wooden door at the end. It is lined with stacks of casks leaving only a ten foot wide path before you.

### FALLING NET AND ROLLING SPHERE TRAP

In the 40-foot-long hallway leading to the tower door a **net trap** is set 20 feet down the hall. The hallway is 20 feet wide but on each side are columns of stacked wine barrels (empty) further narrowing the passable hallway to 10 feet. The net is triggered by yet another tripwire which requires a successful DC 15 Wisdom (Perception) check to notice. If sprung, the falling net attacks the triggering creature normally and without further effect.

Beyond that, however, is a more nefarious trap. A cunningly-disguised **pressure plate** is set into the floor 10 feet beyond the net trap (30 feet down the hall). Detecting the pressure plate requires a successful DC 20 Intelligence (Investigation) check. The pressure plate can be disarmed with a set of thieves' tools and a successful DC 20 Dexterity check. If the pressure plate is trod upon, or if the check to disable it fails by 10 or more, then the trap activates, sending a 10-foot-wide stone sphere crashing to the floor at the far end of the hallway.

The sphere immediately moves 20 feet towards the characters, and at initiative count 20 (losing any ties) moves an additional 20 feet towards the other end of the hallway. Any creature whose square the sphere enters takes 22 (4d10) bludgeoning damage and is knocked prone. A character that succeeds at a DC 15 Dexterity saving throw takes only half damage and is not knocked prone. Any creature that is still caught in the net when the trap is triggered makes this saving throw with disadvantage.

The door to the tower is made of wood with the same iron binding of the previous door.

The characters might discern that the door is trapped with a DC20 Intelligence (Investigation) check

## POISON NEEDLE

Besides being locked and barred from the other side this door bears a **poison needle trap**. If the proper key is not used to unlock the door, the trap is sprung when the handle is turned, causing a needle to spring out. The creature opening the door takes 1 point of piercing damage and must succeed on a DC 13 Constitution saving throw or take 11 (2d10) poison damage and be poisoned for 1 hour. The trap is detected with a successful DC 15 Intelligence (Investigation) check and can be disarmed by any character with thieves' tools that succeeds on a DC 15 Dexterity check. Any check made to disarm the trap that fails by 5 or more springs the trap.

## XP AWARD

For each trap that the characters successfully bypass, award each player 100 XP.

## DEVELOPMENT

From here, the characters must decide how to proceed. They can either enter through the door to the tower, or climb up the outside.

## OPTION 1. OVER THE ROOFTOPS

If the characters cannot get past the door to the tower or are simply thinking outside of the box, the characters can access the roofs and gain access to the tower that way.

The roofs make the hodgepodge construction of the monastery very obvious. Keeping your footing while walking over the various rooftops, most of which have steep pitches, is going to be difficult. However, the rooftops are free of snow and dry so that is in your favor.

The cultists have set up two outside sentry posts on the roof of the Wind Tower building. While they both have a view of the tower, they do not actually have a direct line of sight to each other and are hiding from the characters approach. They have been here for a while and so have advantage on Dexterity (Stealth) checks made to hide. One group has five **howling hatred initiates** while the second has another four **howling hatred initiates** and a **knight**. The sentries are using the peak of a roof as partial cover and preferably use ranged weapons. The characters have the same option if they wish to limit themselves to ranged attacks.

Moving over the slate-tiled roofs is difficult to do quietly and Dexterity (Stealth) checks made to do so are made with disadvantage. The sentries should not be surprised.

## ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove initiates
- **Weak party:** Remove 2 initiates
- **Strong party:** Add 3 initiates
- **Very strong party:** Add a knight and 2 initiates.

## KEEPING YOUR FOOTING.

Fighting on the rooftops can be challenging. While the various sloped peaks can give cover for those who use ranged weapons, those using melee weapons have to deal with issues of balance.

- Moving on the slate tile roof during combat requires a successful DC 15 Dexterity (Acrobatics) check. Failure means the creature falls prone.
- Attacks made by characters on the sloped roofs are made with disadvantage, unless the attacking character succeeds on a DC 10 Dexterity (Acrobatics) check.

## WHAT IF THE PLAYERS SPLIT THE PARTY?

It is the intention of the adventure for the characters to face either the sentries in the tower or the sentries on the roof. It is suggested to drop the initiate only group from each location to insure the characters have a chance to reach the next section.

## CLIMBING THE TOWER'S EXTERIOR

The characters need to climb the rough stone surface of the tower. A number of featureless balconies jut from the walls of the tower. The balconies don't have railings or anything else for a grappling hook to get purchase from, so using one is not possible—it simply dislodges and falls as soon as weight is put on the rope.

Each of the first three landings are infested with five **mephits** that attack the characters as soon as they arrive. The final landing (east) houses a group of cultist guards (see Climbing the Tower's Interior, below).

The balconies and their height are as follows:

- **South Balcony.** 30 feet above the rooftops. Dust mephits.
- **West Balcony.** 40 feet above the rooftops. Smoke mephits.
- **North Balcony.** 50 feet above the rooftops. Ice mephits.
- **East Balcony.** 60 feet above the rooftops. Cult guards.

Additionally, four upper balconies jut from the top floor of the tower. Like those below, these balconies have no railings.



## DEVELOPMENT

Unless the fight with the sentries was excessively flashy or loud, the timer for rushing the ritual does not begin until they enter the tower. The amount of time they have is the same. Proceed to Option 2, Entering the Tower, below.

The characters enter at whatever balcony they choose. If they somehow enter the tower on the top landing, they find that their cleverness backfire on them as the defenders from the landing below rush up into the fight, arriving at the end of the third round, making for a very deadly final encounter.

## OPTION 2. THROUGH THE FRONT DOOR

The cultists have set up sentries on the ground floor of the tower to guard the stairs.

The door opens with a loud creaking noise dim light from above washes down the stairs that lead up into the tower. A chill breeze fills the interior of this short hallway, bringing with it the faint sound of distant chanting.

### GENERAL FEATURES

The first two levels of the tower have the following features.

**Ceiling.** The north, west, and south landings are set in the open portion of the tower. The east landing encompasses the entirety of the towers interior, however, and has a 30-foot-high ceiling.

**Light.** The landings are brightly lit from floating spheres of glass and light from outside. However, the empty interior of the building is completely dark as there are no windows. In between landings the only light that exists is that which the characters brought with them. Unless the characters cast a silence spell before opening the door the sentries are alerted to their presence by the loud creaking. Once the characters

The stairs open out into a large room. A few supplies and a dozen or so bedrolls are off to one side of the room while another staircase winds up the opposite wall. The interior of the tower is spaciouly, and largely empty save for the landings set at regular intervals as the staircase winds its way up the dizzying height of the tower.

The walls are damaged here, leaving a ring of cracked and gouged stone approximately four feet from the ground.

Men in dark leather with a dagger in each hand are spread about the room, and turn to face you.

The ground floor houses eight **howling hatred initiates** and a **knight**. Completely devoted, there is no such thing as surrender to these cultists. Even if the characters somehow bring Mother Synilla along or imitate her, she is forbidden to use this entrance and is attacked on sight.

### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove initiates
- **Weak party:** Remove 2 initiates
- **Strong party:** Add 3 initiates
- **Very strong party:** Add a knight and 2 initiates.

While the first floor contains a stockpile of supplies that have been gathered including two balloon packs.

Any character succeeding at a DC 15 Intelligence (Investigation) check realizes that the damaged walls are done in such a way that have completely separates the upper portion of the tower from its base, but does not cause the tower to fall. Characters with stonemasonry or those that are proficient in masonry tools automatically succeed at this check.

### TREASURE

The characters recover two unused balloon packs. Additionally, the characters find miscellaneous trade goods, gear and gold worth a total of 1500 gp from the cultists' supplies. It consists of a half dozen large and heavy chests, so the characters will likely need to wait until later to collect it. If the tower crashes before the characters are able to collect the treasure and remove it from the tower, the characters are only able to recover half the treasure's value (750 gp).

### CLIMBING THE TOWER'S INTERIOR

The staircase winds up the tower, hugging the wall. Four regularly spaced landings are arranged in the four cardinal directions, as follows. Each of the first three landings are infested with five **mephits** that attack the characters as soon as they arrive. The final landing (east houses a group of cultist guards).

- **South Balcony.** 30 feet up the stairs. Dust mephits.
- **West Balcony.** 40 feet up the stairs. Smoke mephits.
- **North Balcony.** 50 feet up the stairs. Ice mephits.
- **East Balcony.** 60 feet up the stairs. Cult guards.

Each landing opens to a rail-less balcony that juts from the wall of the tower.

The staircases lead up to the upper floor—from which the east landing juts from the tower. This landing encompasses the entirety of the tower's interior. Another group of cultists awaits the characters here. One **hurricane**, two **balloon grenadiers** and four **howling hatred initiates** are here to prevent intruders from disrupting the ritual, occurring above.

#### BALLOON PACK

*Wondrous item, uncommon*

This backpack contains the spirit of an air elemental and a compact leather balloon. While you're wearing the backpack, you can deploy the balloon as an action and gain the effect of the levitate spell for 10 minutes, targeting yourself and requiring no concentration. Alternatively, you can use a reaction to deploy the balloon when you're falling and gain the effect of the feather fall spell for yourself.

When either spell ends, the balloon slowly deflates as the elemental spirit escapes and returns to the Elemental Plane of Air. As the balloon deflates, you descend gently toward the ground for up to 60 feet. If you are still in the air at the end of this distance, you fall if you have no other means of staying aloft.

After the spirit departs, the backpack's property is unusable unless the backpack is recharged for 1 hour in an elemental air node, which binds another spirit to the backpack.

#### ATTACKING THE BALLOON

The balloons can be targeted and brought down. They have an AC of 12 and 40 hit points. Once at 20 hit points or below the air elemental inside begins to escape and the balloon starts losing altitude. Damaging a balloon in this way renders it permanently unusable.

#### TACTICS

The hurricane uses thunderwave gleefully, ideally positioned to knock targets off of the landing to fall through the interior of the tower. He prefers to use magic, but willingly engages opponents that get close. The grenadiers pepper the characters with grenades until they run out (5 grenades each), though the angle for attacks might be awkward. The initiates know the abilities of the hurricane and keep out of the direct line of his spells.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove 2 initiates and a balloon grenadier
- **Weak party:** Remove a balloon grenadier
- **Strong party:** Add 2 initiates
- **Very strong party:** Add 1 hurricane

#### DEVELOPMENT

Unless the characters were lightning fast on the lower levels the chanting above is rushing to a crescendo. The balloon packs worn by the grenadiers are destroyed during the combat and are not recoverable.

#### TREASURE

Any balloon packs worn by grenadiers are recoverable, though they must be recharged before they can be used.

### THE TOP FLOOR

The staircase continues to the top floor of the tower, emerging onto a large landing.

#### GENERAL FEATURES

**Lightning Rod.** At the center of the tower stands a heavy iron rod and within its center a wand of lightning bolts. It is the central focus of the ritual. Any creature not an anchor (see Ritual below) or the Bloodwind adjacent to the rod takes 11 (2d10) lightning damage at the start of their turn. Anybody touching the rod takes such damage immediately. The rod is bolted to the floor and wrenching it free requires a DC 25 Strength check. Doing so without first powering down the ritual immediately leads to the ritual getting out of control.

It has AC 19 and 18 hit points. It is immune to fire, poison and psychic and resistant to bludgeoning attacks.

The pillars around the outer edge are 20 feet tall and support a conical roof whose peak is 15 feet above that. Four central pillars add additional support to the roof. Four railed balconies jut out from the room at the cardinal points. In the center of the room is a 6-foot-tall iron rod, bolted to the floor. At the top of the rod is a wrought iron cage which holds a slender, glass rod that arcs with electricity.

A humanoid with blue skin and hair stands in front of each of the balconies. Each seems to be standing in the center of a small whirlwind, while a fifth and larger whirlwind swirls around the central post—issuing small bolts of lightning to and from the four pillars.

Standing within the fifth whirlwind is a man wearing heavily embroidered clothing decorated with feathers. Folds of loose cloth hang from his arms.

All those present are chanting loudly in the midst of the storm; their words whipped away by the wind almost as soon as they are uttered.

A **balloon grenadier** hides in the dim light among the roofs rafters. The four blue-skinned humanoids are **elemental anchors**, while the man in the fifth whirlwind is Bloodwind (a **skyweaver**) wearing nonmagical wingwear of his own design. Bloodwind prefers to fight from a distance. He attempts to flee if reduced to 25 hit points or if two anchors have been killed. Bloodwind typically reserves a 1st level spell slot to facilitate this—using it to cast expeditious retreat before disengaging and fleeing (see To Give Chase?, below). He heads to the nearest balcony and leaps off, using his wingwear to glide as far from the monastery as he is able.

The elemental anchors spread out during the course of combat. They attack the central rod if it is clear they are going to lose the fight.

#### ADJUSTING THE ENCOUNTER

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Drop the benefit from the personal storm to +1 and remove the balloon grenadier
- **Weak party:** remove the balloon grenadier
- **Strong party:** Add a balloon grenadier
- **Very strong party:** Increase the benefit from the personal storm to +5 and add a balloon grenadier

#### TIMING

**Rounds 1 to 9.** The Bloodwind must remain adjacent to the rod and can only use cantrips for 3 rounds or the ritual goes out of control.

**Rounds 10 to 15.** The Bloodwind must remain adjacent to the rod and can only use cantrips & 1st level spells for 2 rounds or the ritual goes out of control.

**Rounds 16 to 20.** The Bloodwind need to remain within 10 feet of the rod and cannot use his 3rd level spells

**Rounds 20+.** The ritual is complete enough that the Bloodwind is not restrained. The tower begins to rise in 2 rounds and rises a further 5 feet per round until it is 30 feet in the air.

Once the tower reaches that level then removing the rod no longer causes an issue, the air elementals have been bound to the beacon's structure. The anchors are still an issue as the storm is still out there. Once the tower starts to rise, if the storm gets out of control the winds buffet it around, but as long as the rod remains in place it does not fall.

#### THE ANCHORS

The anchors keep the tempest from growing out of control. They are the eye of their own personal storm which siphons off excess energy from the ritual and the storm. Doing so does not require an active action and the anchors can fight the characters as normal. Chanting does not require an action.

#### KILLING AN ANCHOR

If the characters kill one of the anchors, anyone adjacent—except another anchor—can use a reaction to absorb the deceased anchor's power, becoming an anchor themselves. Any potential recipient is aware of the choice, but not of the consequences of accepting the power.

If no creature absorbs this power, a new anchor is not created, the energy is diffused into the central tempest, causing it to discharge wildly. Each creature within 15 feet of the lightning rod takes 5 (1d10) lightning damage and 5 (1d10) thunder damage. A successful DC 13 Dexterity saving throw halves the damage. Each time this happens the tempest grows in power and becomes more unstable.

At the start of their turn, any character that has become an anchor takes 5 (2d4) lightning damage as long as they are not attuned to the ritual. Characters can use an action to attune to the ritual with a successful DC 10 Intelligence (Arcana) check.

In order to stop the ritual safely, attuned characters need to slowly drain energy away and let it dissipate back into the elemental rift outside. Doing so required an action and takes minutes. It can be safely done after the cultists have been dealt with.

**Out of Control Ritual.** Once the energies of three anchors have been released into the tempest, control of the ritual is lost. Careless characters could trigger cascading explosions resulting in a violent, uncontrolled collapse of not only the ritual, but the beacon itself. Similarly, if the lightning rod at the center of the tower is destroyed before the tower reaches its prescribed height (30 feet), the ritual is disrupted.

Without the ritual to keep it in check, the storm eventually knocks over the tower, which then crashes onto the rooftop of the monastery—releasing the elementals that were once bound to it. Each creatures in the tower take 16 (3d10) bludgeoning damage plus 5 extra bludgeoning damage per 10 feet of height (if it is 30 feet in the air, for example, then creatures within take an additional 15 bludgeoning damage). Any creature that succeeds on a DC 15 Constitution saving throw takes only half damage.

If the storm gets out of control before the tower rises, it does not immediately fall over, but sways unsteadily for 3 rounds before toppling over. Any creature that is still within the tower when it eventually falls still takes 16 (3d10) bludgeoning damage.

## TO GIVE CHASE?

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Bloodwind keeps one third level slot available to escape using the fly spell in case his wingwear does not take him far enough to escape or it is damaged. Unless a character has the ability to fly, they need ranged attacks to stop or kill him. Note that doing enough damage to kill him also renders his wingwear beyond the point of repair. The height of the tower coupled with the height of the monastery allows Bloodwind to glide for miles using the wingwear—well enough to make good his escape.

### **BLOODWIND'S WINGWEAR**

Bloodwind uses a suit of nonmagical wingwear of his own design. While it does not convey the ability of flight, it does allow for indefinite gliding. If falling from height, the wingwear grants a flying speed of 30 feet until the wearer lands. At the end of each of the wearer's turns, his altitude drops by 5 feet. This wingwear does not allow Bloodwind to gain altitude. Despite the practicality of the design, it is exceptionally fragile. If Bloodwind is slain while wearing the wingwear, it is irreparably damaged and becomes nonfunctional.

### **DEVELOPMENT**

If the characters manage to defeat the cultists without having the storm get out of control, then the storm slowly shrinks. It does not go away entirely but it now only affects those living within a 50 mile radius of the monastery.

### **TREASURE**

Any balloon packs worn by grenadiers are recoverable, though they must be recharged before they can be used. Additionally, the characters find, in the iron cage atop the lightning rod, a wand of lightning bolts.

### **XP AWARD**

If the characters successfully stop the ritual before its completion, award each character 500 XP. Additionally, if the characters control the storm, and the tower is not destroyed, award each character an additional 500 XP.

## CONCLUSION

The monastery either has a floating tower that acts as an elemental air beacon, a destroyed tower, or a tower that is dangerously weakened none of these outcomes are upsetting to them. The fact that they missed the signs of corruption within their organization however, is of concern.

### **TREASURE**

If they used all the potions of resistance, he grants them one each. The Grandmaster offers each character a piece of art from the monastery. Examples include a fine tapestry, a lovely statue or even a barrels of an extraordinarily rare ale. Each item is worth 500 gp, regardless of what form it takes.

Additionally, the characters receive the other half of Garwyl's reward upon returning to Mulmaster. As before, it takes the form of 5 platinum trade bars worth 100 gp each.

# REWARDS

## 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. Give all characters in the party non-combat experience awards unless otherwise noted.

### COMBAT AWARDS

Name of Foe	XP per Foe
Swarm of centipedes (insects)	100
Otyugh	1,800
Umber hulk	1,800
Ice mephit	100
Dust mephit	100
Smoke mephit	50
Steam mephit	50
Will-o'-wisp	450
Giant snow spider	200
Winter wolf	700
Frost giant	3,900
Remorhaz hatchling	450
Young remorhaz	1,800
Air elemental	1,800
Invisible stalker	2,300
Scout	100
Bugbear	200
Bugbear chief	700
Thug	100
Cultist	25
Howling Hatred initiate	25
Hurricane	450
Balloon grenadier	450
Bloodwind, skyweaver	700
Knight	700
Cult fanatic	450
Elemental anchor	450

### NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Rescuing bystanders	300
Save the soldiers	100
Recue the villagers	100
Ride the remorhaz	100
Identifying the poisoner	300
Waking Mother Savahn	500
Find the poison in the wine cellar	300
Each cultist compelled to confess	100 (max 300)
Each trap successfully disarmed	100
Stopping the ritual	500
Controlling the storm (tower intact)	500

The **minimum** total award for each character participating in this adventure is **6,000 experience points**.

The **maximum** total award for each character participating in this adventure is **8,000 experience points**.

## TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

**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. See the sidebar if the adventure awards permanent magic items.

### TREASURE AWARDS

Item Name	GP value
Advance payment from Garwyl	500
Frost giant scrimshaw	250
Dead frost giant's purse	250
Argath's room	250
Brother Glavel's stash	250
Cultists supplies	1500 / 750
Grandmaster's Reward	500 per character
Final reward from Garwyl	500

### FIGURINE OF WONDROUS POWER (SERPENTINE OWL)

Wondrous item, rare

This fine statuette has the appearance of a giant snowy owl when activated. A description of this item can be found in the Dungeon Master's Guide.

### POTION OF HEALING

Potion, common

A description of this item can be found in the Dungeon Master's Guide.

### SCROLL OF SENDING

Scroll, uncommon

This scroll contains a single sending spell. A description of spell scrolls can be found in the D&D Basic Rules or the Dungeon Masters Guide.



## WAND OF LIGHTNING BOLTS

Wand, rare (requires attunement)

This slender rod of glass feels solid, but appears to have a constant storm of thunderclouds roiling within. A description of this item can be found in the Dungeon Master's Guide.

### PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

## RENOWN

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**All faction members** earn **one renown point** for participating in this adventure.

**Emerald Enclave characters** earn **one additional renown point** for meeting with Maarika and learning more about the looming threat.

## DOWNTIME

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Each character receives **ten downtime days** at the conclusion of this adventure.

## DM REWARDS

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You receive **800 XP**, **400 gp**, and **ten downtime days** for running this session.

# APPENDIX: MONSTER/NPC STATISTICS

## OTYUGH

*Large aberration, neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	19 (+4)	6 (-2)	13 (+1)	6 (-2)

**Saving Throws** Con +7

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Otyugh

**Challenge** 5 (1,800 XP)

**Limited Telepathy.** The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

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### ACTIONS

**Multiattack.** The otyugh makes three attacks: one with its bite and two with its tentacles.

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.

**Tentacle.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.

**Tentacle Slam.** The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Strength saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.

## SWARM OF INSECTS

*Medium swarm of Tiny beasts, unaligned*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	13 (+1)	10 (+0)	1 (-5)	7 (-2)	1 (-5)

**Damage Resistances** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, paralyzed, petrified, prone, restrained, stunned

**Senses** blindsight 10 ft., passive Perception 8

**Languages** —

**Challenge** 1/2 (100 XP)

**Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

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### ACTIONS

**Bites.** *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

## GIANT SNOW SPIDER

Large beast, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 26 (4d10 + 4)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	2 (-4)	11 (+0)	4 (-3)

**Skills** Stealth +7

**Damage Resistances** cold

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 10

**Languages** —

**Challenge** 1 (200 XP)

**Ice Walk.** The spider can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

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### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## WILL-O'-WISP

Tiny undead, chaotic evil

**Armor Class** 19

**Hit Points** 22 (9d4)

**Speed** 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	10 (+0)	13 (+1)	14 (+2)	11 (+0)

**Damage Immunities** lightning, poison

**Damage Resistances** acid, cold, fire, necrotic, thunder;

bludgeoning, piercing, and slashing from nonmagical weapons

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

**Senses** darkvision 120 ft., passive Perception 12

**Languages** the languages it knew in life

**Challenge** 2 (450 XP)

**Consume Life.** As a bonus action, the will-o'-wisp can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 10 Constitution saving throw against this magic or die. If the target dies, the will-o'-wisp regains 10 (3d6) hit points.

**Ephemeral.** The will-o'-wisp can't wear or carry anything.

**Incorporeal Movement.** The will-o'-wisp can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Variable Illumination.** The will-o'-wisp sheds bright light in a 5- to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The will-o'-wisp can alter the radius as a bonus action.

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### ACTIONS

**Shock.** *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) lightning damage.

**Invisibility.** The will-o'-wisp and its light magically become invisible until it attacks or uses its Life Drain, or until its concentration ends (as if concentrating on a spell).

## UMBER HULK

Large monstrosity, chaotic evil

**Armor Class** 18 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	9 (-1)	10 (+0)	10 (+0)

**Senses** darkvision 120 ft., tremorsense 60 ft., passive Perception 10

**Languages** UMBER HULK

**Challenge** 5 (1,800 XP)

**Confusing Gaze.** When a creature starts its turn within 30 feet of the umber hulk and is able to see the umber hulk's eyes, the umber hulk can magically force it to make a DC 15 Charisma saving throw, unless the umber hulk is incapacitated.

On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn. On a 1 to 4, the creature does nothing. On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the umber hulk until the start of its next turn, when it can avert its eyes again. If the creature looks at the umber hulk in the meantime, it must immediately make the save.

**Tunneler.** The umber hulk can burrow through solid rock at half its burrowing speed and leaves a 5-foot-wide, 8-foot-high tunnel in its wake.

---

### ACTIONS

**Multiattack.** The umber hulk makes three attacks: two with its claws and one with its mandibles.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage.

## ICE MEPHIT

Small elemental, neutral evil

**Armor Class** 11

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

**Skills** Perception +2, Stealth +3

**Damage Vulnerabilities** bludgeoning, fire

**Damage Immunities** cold, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Aquan, Auran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of jagged ice. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 4 (1d8) slashing damage on a failed save, or half as much damage on a successful one.

**False Appearance.** While the mephit remains motionless, it is indistinguishable from an ordinary shard of ice.

**Innate Spellcasting (1/Day).** The mephit can innately cast *fog cloud*, requiring no material components. Its innate spellcasting ability is Charisma.

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### ACTIONS

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature.

*Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

**Frost Breath (Recharge 6).** The mephit exhales a 15-foot cone of cold air. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 5 (2d4) cold damage on a failed save, or half as much damage on a successful one.

## 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.

## 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)

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### 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.

## WINTER WOLF

*Large monstrosity, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 75 (10d10 + 20)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

**Skills** Perception +5, Stealth +3

**Damage Immunities** cold

**Senses** passive Perception 15

**Languages** Common, Giant, Winter Wolf

**Challenge** 3 (700 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

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### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

**Cold Breath (Recharge 5–6).** The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.



## POLAR BEAR

Large beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 42 (5d10 + 15)

**Speed** 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 2 (450 XP)

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

---

### ACTIONS

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

**Claws.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

## BLACK BEAR (POLAR BEAR CUB)

Medium beast, unaligned

**Armor Class** 11 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** passive Perception 13

**Languages** —

**Challenge** 1/2 (100 XP)

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

---

### ACTIONS

**Multiattack.** The bear makes two attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

## REMORHAZ HATCHLING

Medium monstrosity, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	3 (-4)	10 (+0)	4 (-3)

**Damage Immunities** cold, fire

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

**Languages** —

**Challenge** 2 (450 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

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### ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 3 (1d6) fire damage.

## YOUNG REMORHAZ

Large monstrosity, unaligned

**Armor Class** 14 (natural armor)

**Hit Points** 93 (11d10 + 33)

**Speed** 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

**Damage Immunities** cold, fire

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

**Languages** —

**Challenge** 5 (1,800 XP)

**Heated Body.** A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

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### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

## AIR ELEMENTAL

Large elemental, neutral

**Armor Class** 15

**Hit Points** 90 (12d10 + 24)

**Speed** 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

**Damage Resistances** lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

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

**Languages** Auran

**Challenge** 5 (1,800 XP)

**Air Form.** The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

### ACTIONS

**Multiattack.** The elemental makes two slam attacks.

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

**Whirlwind (Recharge 4–6).** Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

## INVISIBLE STALKER

Medium elemental, neutral

**Armor Class** 14

**Hit Points** 104 (16d8 + 32)

**Speed** 50 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	14 (+2)	10 (+0)	15 (+2)	11 (+0)

**Skills** Perception +8, Stealth +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

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

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Auran, understands Common but doesn't speak it

**Challenge** 6 (2,300 XP)

**Invisibility.** The stalker is invisible.

**Faultless Tracker.** The stalker is given a quarry by its summoner. The stalker knows the direction and distance to its quarry as long as the two of them are on the same plane of existence. The stalker also knows the location of its summoner.

### ACTIONS

**Multiattack.** The stalker makes two slam attacks.

**Slam.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

## THUG

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

**Armor Class** 11 (leather armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	11 (+0)

**Skills** Intimidation +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Pack Tactics.** The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

### ACTIONS

**Multiattack.** The thug makes two melee attacks.

**Mace.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

## BUGBEAR

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

**Skills** Stealth +6, Survival +2

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

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

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

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### ACTIONS

**Morningstar.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

## BUGBEAR CHIEF

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17 (chain shirt, shield)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	12 (+1)	11 (+0)

**Skills** Intimidation +2, Stealth +6, Survival +3

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 3 (700 XP)

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

**Heart of Hruggek.** The bugbear has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Surprise Attack.** If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### ACTIONS

**Multiattack.** The bugbear makes two melee attacks.

**Morningstar.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage in melee or 6 (1d6 + 3) piercing damage at range.

## SCOUT

Medium humanoid (any race), any alignment

**Armor Class** 13 (leather armor)

**Hit Points** 16 (3d8 + 3)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)

**Skills** Nature +4, Perception +5, Stealth +6, Survival +5

**Senses** passive Perception 15

**Languages** any one language (usually Common)

**Challenge** 1/2 (100 XP)

**Keen Hearing and Sight.** The scout has advantage on Wisdom (Perception) checks that rely on hearing or sight.

### ACTIONS

**Multiattack.** The scout makes two melee attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +4 to hit, ranged 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## CULTIST

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

**Armor Class** 12 (leather armor)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Deception +2, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 1/8 (25 XP)

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

### ACTIONS

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

## CULT FANATIC

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

**Armor Class** 13 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	14 (+2)

**Skills** Deception +4, Persuasion +4, Religion +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 2 (450 XP)

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

**Spellcasting.** The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *command, inflict wounds, shield of faith*

2nd level (3 slots): *hold person, spiritual weapon*

### ACTIONS

**Multiattack.** The fanatic makes two melee attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage.

## KNIGHT

Medium humanoid (human), neutral evil

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

**Saving Throws** Con +4, Wis +2

**Senses** passive Perception 10

**Languages** any one language (usually Common)

**Challenge** 3 (700 XP)

**Brave.** The knight has advantage on saving throws against being frightened.

### ACTIONS

**Multiattack.** The knight makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

**Heavy Crossbow.** *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can benefit from only one Leadership die at a time. This effect ends if the knight is incapacitated.

### REACTIONS

**Parry.** The knight adds 2 to its AC against one melee attack that would hit it. To do so, the knight must see the attacker and be wielding a melee weapon.

## BALLOON GRENADIER

Medium humanoid (human), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	13 (+1)

**Saving Throws** Dex +5 (+10 in balloon basket)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP)

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.

**Boomerang.** *Ranged Weapon Attack:* +5 to hit, ranged 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. If the attack misses the grenadier can make a second attack against a target within range (original target included).

**Toxic Gas Grenade.** *Ranged Weapon Attack:* range 80 ft., target one square. Each creature within 5 feet must make a DC 13 Dexterity saving throw or take 9 (2d8) piercing damage poison damage. The target must also make a DC 13 Constitution saving throw or be poisoned for 1 minute. If successful, the target takes half damage.

## HOWLING HATRED INITIATE

Medium humanoid (human), neutral evil

**Armor Class** 13 (leather)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	10 (+0)	9 (-1)	11 (+0)

**Skills** Deception +2, Religion +2, Stealth +4

**Senses** passive Perception 9

**Languages** Common

**Challenge** 1/8 (25 XP)

**Guiding Wind (Recharges after a Short or Long Rest).** As a bonus action, the initiate gains advantage on the next ranged attack roll it makes before the end of its next turn.

**Hold Breath.** The initiate can hold its breath for 30 minutes.

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

## HURRICANE

Medium humanoid (human), lawful evil

**Armor Class** 14

**Hit Points** 33 (6d8 + 6)

**Speed** 45 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

**Skills** Acrobatics +5

**Senses** passive Perception 11

**Languages** Auran, Common

**Challenge** 2 (450 XP)

**Spellcasting.** The hurricane is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *blade ward, gust,\* light, prestidigitation*

1st level (4 slots): *feather fall, jump, thunderwave*

2nd level (2 slots): *gust of wind*

**Unarmored Defense.** While the hurricane is wearing no armor and wielding no shield, its AC includes its Wisdom modifier.

**Unarmored Movement.** While the hurricane is wearing no armor and wielding no shield, its walking speed increases by 15 feet (included in its speed).

### ACTIONS

**Multiattack.** The hurricane makes two melee attacks.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

### REACTIONS

**Deflect Missiles.** When the hurricane is hit by a ranged weapon attack, it reduces the damage from the attack by 1d10 + 9. If the damage is reduced to 0, the hurricane can catch the missile if it is small enough to hold in one hand and the hurricane has at least one hand free.

## DUST MEPHIT

Small elemental, neutral evil

**Armor Class** 12

**Hit Points** 17 (5d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	14 (+2)	10 (+0)	9 (-1)	11 (+0)	10 (+0)

**Skills** Perception +2, Stealth +4

**Damage Vulnerabilities** fire

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Terran

**Challenge** 1/2 (100 XP)

**Death Burst.** When the mephit dies, it explodes in a burst of dust. Each creature within 5 feet of it must then succeed on a DC 10 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw on each of its turns, ending the effect on itself on a success.

**Innate Spellcasting (1/Day).** The mephit can innately cast *sleep*, requiring no material components. Its innate spellcasting ability is Charisma.

### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage.

**Blinding Breath (Recharge 6).** The mephit exhales a 15-foot cone of blinding dust. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



## SMOKE MEPHIT

*Small elemental, neutral evil*

**Armor Class** 12

**Hit Points** 22 (5d6 + 5)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	11 (+0)

**Skills** Perception +2, Stealth +4

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Auran, Ignan

**Challenge** 1/4 (50 XP)

**Death Burst.** When the mephit dies, it leaves behind a cloud of smoke that fills a 5-foot-radius sphere centered on its space. The sphere is heavily obscured. Wind disperses the cloud, which otherwise lasts for 1 minute.

**Innate Spellcasting (1/Day).** The mephit can innately cast *dancing lights*, requiring no material components. Its innate spellcasting ability is Charisma.

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### ACTIONS

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 4 (1d4 + 2) slashing damage.

**Cinder Breath (Recharge 6).** The mephit exhales a 15-foot cone of smoldering ash. Each creature in that area must succeed on a DC 10 Dexterity saving throw or be blinded until the end of the mephit's next turn.

## STEAM MEPHIT

*Small elemental, neutral evil*

**Armor Class** 10

**Hit Points** 21 (6d6)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	11 (+0)	10 (+0)	11 (+0)	10 (+0)	12 (+1)

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

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

**Languages** Aquan, Ignan

**Challenge** 1/4 (50 XP)

**Death Burst.** When the mephit dies, it explodes in a cloud of steam. Each creature within 5 feet of the mephit must succeed on a DC 10 Dexterity saving throw or take 4 (1d8) fire damage.

**Innate Spellcasting (1/Day).** The mephit can innately cast *blur*, requiring no material components. Its innate spellcasting ability is Charisma.

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### ACTIONS

**Claws.** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature.

*Hit:* 2 (1d4) slashing damage plus 2 (1d4) fire damage.

**Steam Breath (Recharge 6).** The mephit exhales a 15-foot cone of scalding steam. Each creature in that area must succeed on a DC 10 Dexterity saving throw, taking 4 (1d8) fire damage on a failed save, or half as much damage on a successful one.

## BLOODWIND, SKYWEAVER

*Medium humanoid (human), chaotic evil*

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	11 (+0)	10 (+0)	16 (+3)

**Skills** Deception +5, Persuasion +5

**Senses** passive Perception 10

**Languages** Auran, Common

**Challenge** 3 (700 XP)

**Spellcasting.** The skyweaver is an 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells:

Cantrips (at will): *blade ward, light, message, ray of frost, shocking grasp*

1st level (4 slots): *feather fall, mage armor, witch bolt*

2nd level (3 slots): *gust of wind, invisibility*

3rd level (3 slots): *fly, lightning bolt*

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### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

# ELEMENTAL ANCHOR

Medium humanoid (air genasi), chaotic evil

**Armor Class** 14 (leather armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	12 (+1)	11 (+0)	14 (+2)	13 (+1)

**Saving Throws** Dex +5

**Skills** Perception +4

**Damage Resistances** acid, cold, fire, lightning, thunder

**Senses** passive Perception 14

**Languages** Common

**Challenge** 2 (450 XP)

**Personal Storm.** The elemental anchors are surrounded by swirling elemental energy. This energy provides resistance versus elemental attacks and +3 to AC against ranged attacks.

**Storm Lash.** Any creature that hits an elemental anchor with a melee attack causes an energy discharge and takes 3 (1d10) lightning damage.

**Unleashed Storm.** When an elemental anchor's hit points are reduced to 0 or lower the personal storm is disrupted. A character adjacent to the elemental anchor can spend their reaction to become the new eye of the personal storm, gaining the benefits, but becoming part of the ritual.

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## ACTIONS

**Multiattack.** The elemental anchor makes two shortsword attacks or two ranged attacks.

**Shortsword.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Boomerang.** *Ranged Weapon Attack:* +8 to hit, range 20/60 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage. On the first miss the anchor can make an attack roll against another target within range including the original target.

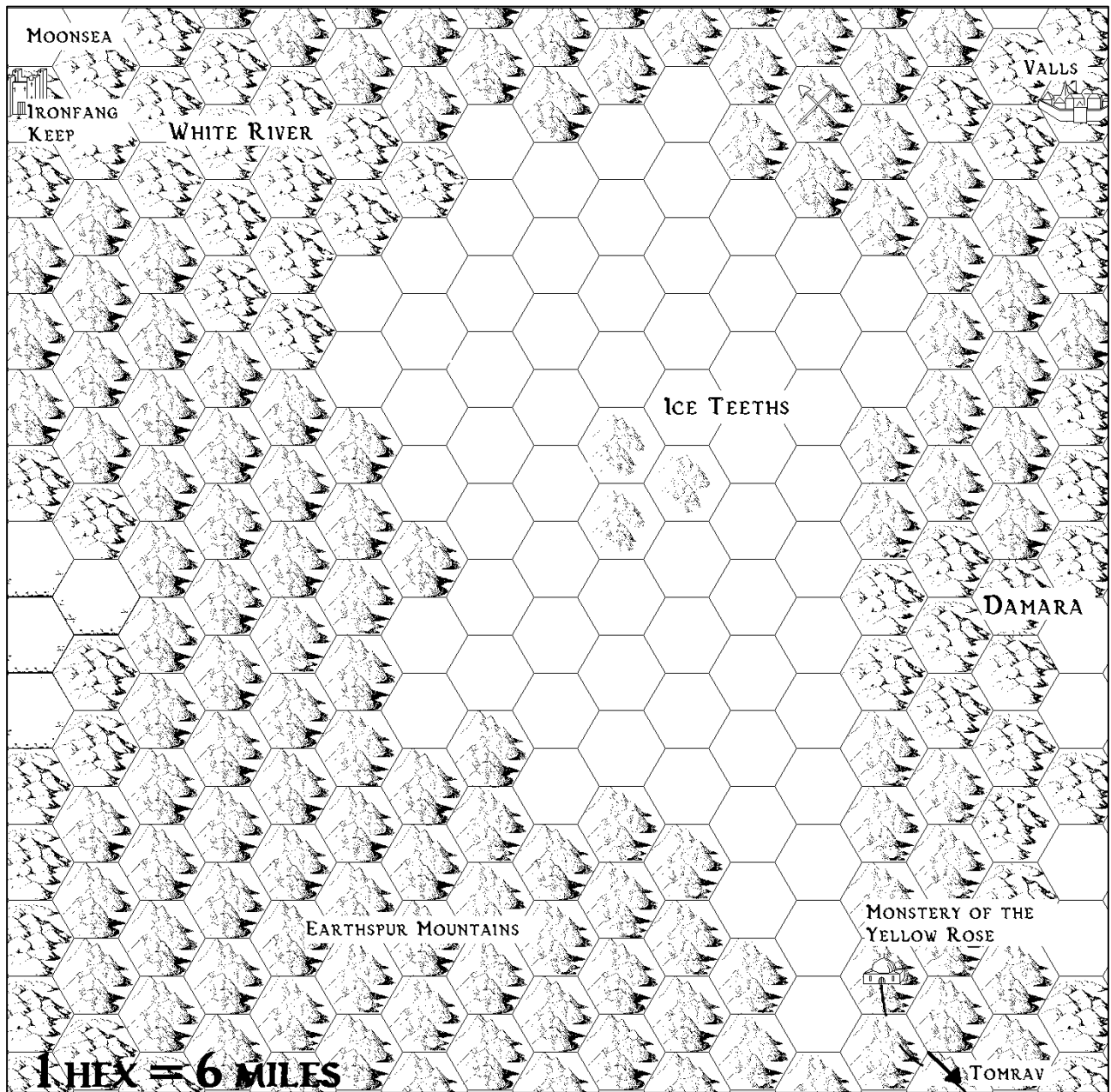
**Mingle with the Wind.** Once per encounter the elemental anchor can cast the *levitate* spell requiring no material components.

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## REACTIONS

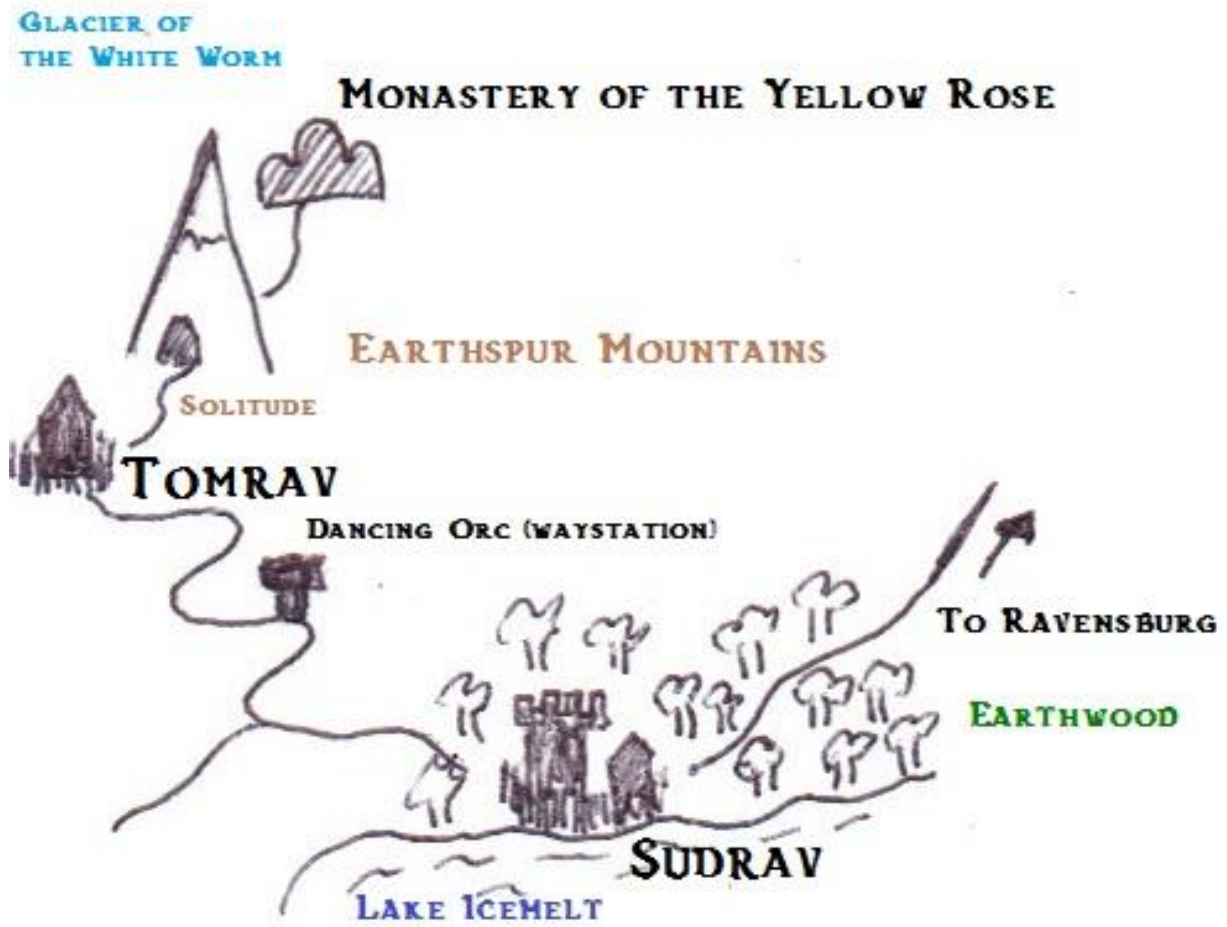
**Whirlwind Rush.** Once per encounter, when missed by an attack, the elemental anchor can move up to 30 feet without provoking attacks of opportunity. The anchor must end this movement adjacent to another creature.

# MAP 1: GLACIER OF THE WHITE WORM

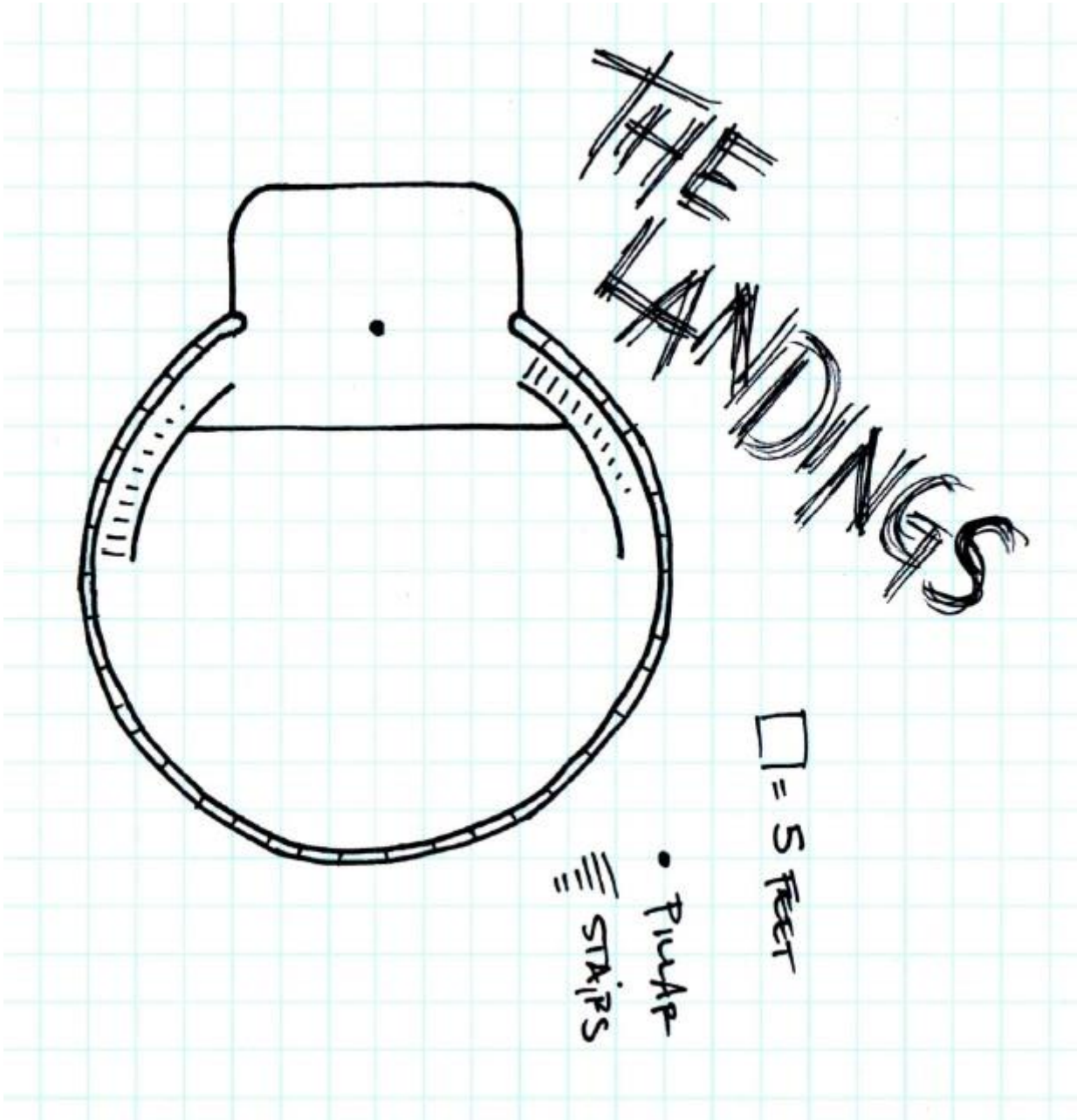


Approximate locations for encounters in Part 1a.

# MAP 2: ROAD TO THE MONASTERY OF THE YELLOW ROSE

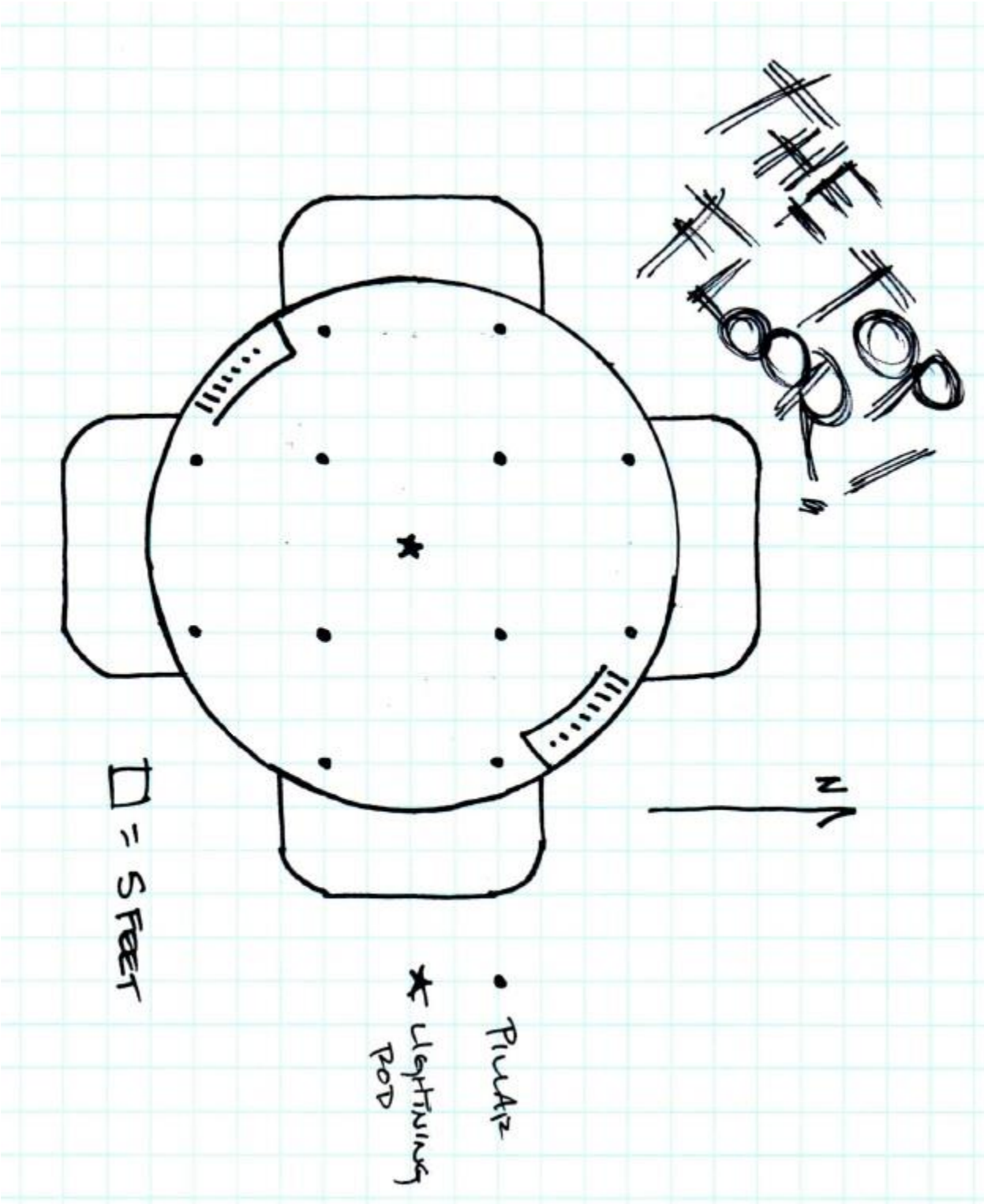


# MAP 3: THE LANDINGS





# MAP 4: THE TOP FLOOR



## PLAYER HANDOUT 1: LETTER EMERALD ENCLAVE

*The unnatural storm that has hovered over the Earthspur Mountains should be stopped. We do not know its origin except that it appears to be some kind of vile destructive magic, an anathema to the balance of Faerûn. We trust you will look into it and deal with it to the best of your capacity. There is little help we can offer, except a bit of advice. A friend of ours, Maarika, has made her home at the Icy Peaks in the center of the Glacier of the White Worm. We have no means of contacting her with this weather, but she is a powerful druid, a protector of the white worms. I doubt she knows much, but even a little bit of information might tip the balance in your favor. If you happen to meet her, you know the proper signs to reveal your heart. Still, don't risk your life of yourself or your companions. Her knowledge is not worth the risk of getting lost on the Glacier in a snow storm.*

(The letter is unsigned)

## DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

### IN MULMASTER

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**Dornal Whitebeard (DORE-null)**. Male dwarf, gregarious, Lords Alliance contact, formerly of Phlan  
**Lana (LAH-nuh)**. Human female, monk of Ilmater from the Monastery of the Yellow Rose  
**Zor Garwyl Gos (GAR-will GOSS)**. Male human, appeared in other adventures, providing funds and payment for adventurers  
**Zern Xerkstil (SERN ZERK-shtill)**. Male half-orc, contact of the Order of the Gauntlet

**Bloodwind**. Male human skyweaver of the Cult of Howling Hatred, leader of the ritual  
**Brother Borovik (BORE-oh-vik)**. Male human oversees the kitchens  
**Brother Durmas (DOOR-mah)**. Male human oversees the hospital  
**Brother Glavel (GLAH-vull)**. Cook, member of cult, poisons the characters  
**Brother Ovon (oh-VONN)**. Male human, appeared in DDEX2-6. He is a member of the Order of the Rose, as well as the cult  
**Brother Santir (SAN-teer)**. Male human librarian who likes to talk, assigned to guide characters while they are in library  
**Brother Xern (SHERN)**. Male human wine master and cook, member of the cult that makes the cordial that keeps Mother Savahn incapacitated  
**Father Aseir (uh-SEAR)**. Male human In charge of the recording of genealogies  
**Father Blath**. Male human. Leads the Order of the Rose  
**Father Hern aka The Doorkeeper**. Male human, His primary responsibility is as a liaison between guests and the rest of the Monastery, managing the guest quarters and keeping guests entertained. Needs to retire.  
**Father Nym (NIMM)**. Male half-elf, highest ranking monk who is also a member of the cult.  
**The Grandmaster of Flowers, Grandfather Perwinkle Shin (PEAR-ee-wink-kull SHIN)**. Male human, the abbot of the Monastery.  
**Knight Commander Tace Blueshield (TAYSE)**.

### ON THE ROAD

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**Corporal Segor (SAY-gore)**. Male human, stationed at the Dancing Orc, family are hostages  
**Marrika (muh-REE-kuh)**. Female frost giant druid, agent of the Emerald Enclave  
**Mival (MIH-vull)**. Male human, hermit monk of Ilmater lives on the glacier near the Monastery of the Yellow Rose  
**Sister Chouror Marista (CHORE-rur muh-RE-stuh)**. Female human monk of Ilmater currently located in the village of Tomrav

### AT THE MONASTERY

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Female dwarf. In charge of the Monasteries defenses.  
**Mother Alethra (uh-LETH-ruh)**. Female human. Leads the Order of the Scroll  
**Mother Amra, Mistress of Stone (AM-ruh)**. Female half-elf. Second highest ranked monk in the Order of the Chisel assisting during the incapacitation of Savahn.  
**Mother Lorit (loo-REET)**. Female human in charge of the Library  
**Mother Rosinden (ROSE-in-din)**. Female Halfling. She leads the Order of the Chisel and is the quartermaster, treasurer and main diplomat of the Monastery.  
**Mother Savahn, Mistress of the East Wind (suh-VAN)**. Female human, currently incapacitated, targeted by the cultists to insure the Tower can be isolated from the monastery.  
**Mother Synilla (sin-ILL-uh)**. Female human, member of the cult, participated in Mother Savahn's "accident" and is in charge of repairs to the tower.  
**Mother Wydda (WHY-duh)**. Female human, In charge of the relics and maintaining the chapel of Ilmater  
**Natali (NAT-uh-lee)**. Female human novice, is assigned as the characters guide when they first enter the monastery as guests.  
**Sister Avilda (UH-fill-duh)**. Female human directs the artisans  
**Sister Olara (OH-lar-uh)**. Female human, librarian and member of the cult, aided cult scholars and altered books

## IN THE GUEST HOUSE

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**Adisha Brombottle (A-dih-shu).** Female halfling merchant. She is here with two human teamsters.

**Ditriv Starkdale (DEE-treef).** Male human sage. Grim, blunt and only interested in his own research. He speaks a remarkable number of languages. Auran is not one of those languages, but he does recognize it.

**Lysander Il'Argad (LIE-sayn-deer ILL-are-gahd).** Male moon elf agent for one Damaran noble or another.

## RESULTS CODE: MAY-JUNE 2015

If you are DMing this adventure during the months of May or June 2015, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to [dndadventurersleague.org/results](http://dndadventurersleague.org/results) to enter their results.

