

ELEMENTAL EVIL™



ADVENTURERS LEAGUE™

THE HOWLING VOID

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: DDEX2-13

CREDITS

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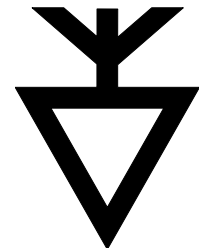
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INTRODUCTION

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 8th-level characters**. Characters outside this level range cannot participate in this adventure.

The adventure is set in the Moonsea region of the Forgotten Realms. A majority of the adventure takes place in an air elemental node below the Monastery of the Yellow Rose. The Monastery is located in the Earthspur Mountains near Mulmaster.

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 8th-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

This adventure builds off of previous adventures wherein the Cult of the Howling Hatred, a cult of elemental evil focused on the air element, attempted to corrupt or infiltrate sources of power with the ultimate goal of destroying Mulmaster from within and by controlling an air elemental node.

In DDEX2-6 *Breath of the Yellow Rose*, the adventurers uncovered a plot by the nobleman Zor Thylius Caramitru to elevate himself to the position of High Blade and, through control of the council of nobles, seize control of Mulmaster. Thylius first kidnapped a monk of the Monastery of the Yellow Rose and used the monks teachings of a philosophy called the Yellow Breath, involving controlled breathing, fasting, and meditation, to create his own cult. Adventurers uncovered the plot, defeated Thylius, and freed the monk.

As was revealed in DDEX2-9 *Eye of the Tempest*, Thylius' plans were but a part of a larger threat orchestrated by The Cult of the Howling Hatred. The Cult had infiltrated the Monastery of the Yellow Rose. In fact the monk Thylius had "kidnapped" was a member of the cult. Their plot in the Monastery is multifaceted. In *Eye of the Tempest* using the power of a massive storm, fueled in part by an elemental rift, they attempted to create an Air Beacon, a floating tower that could assist in them in numerous ways. The characters had a chance to thwart this plan, though doing so may have caused a tower of the Monastery to collapse. Some heroes may have also managed to defeat the onsite-leader of the Cult of the Howling Hatred.

During the days following the *Eye of the Tempest* the Cult of the Howling Hatred created a portal that gave them complete access to the elemental air node deep below the monastery. Because of the interference of adventurers to their previous plans, the cult now wants to open a portal within the node to allow the creatures of the elemental plane unfettered access to this world. The existence of an Air Beacon would make this easier, but is not essential to their possible success.

DEALING WITH WHAT CAME BEFORE

Until the campaign publishes results from the initial run ask the players at your table what was the result when their characters played *Eye of the Tempest*.

Was the air beacon completed and is still floating? If yes then all Howling Hatred cultists gain advantage on saving throws and their first attack during the adventure.

Did the skyweaver Bloodwind escape? If so, he appears in this adventure, but with additional abilities (See Part Two Area 9 and Appendix A for details).

If there are conflicting results (the current group did not play the other adventure together, then majority rules).

Note that it is possible for the beacon to be still floating but that all the cultists died. In that instance the bonus still applies.

When running this adventure after the results are published then use those results and apply any benefits.

OVERVIEW

The characters have either just arrived or where already at the Monastery when It is discovered that several monks have been kidnapped. The characters soon discover the path the cultists took. They must deal with a small group of rear guards before passing into the area of the elemental air node.

The characters gain access to a cavern located beneath the Monastery of the Yellow Rose where there is a portal that allows them to enter an elemental air node. A majority of the adventure takes place within this wondrous air node, where cloud Islands hold encounter locations swirling around a central growing storm. Adventurers have the freedom to explore several locations in a non-linear fashion but cannot complete all the encounters presented. The characters' priorities can impact how the adventure unfolds.

Active within the node are forces of the Cult of the Howling Hatred, seeking to overcome the characters' previous successes by increasing the power of the node and by opening a portal to the Plane of Elemental Air. Thus could creatures from the plane be sent to destroy Mulmaster?

To open the portal they have begun to torment and corrupt four of the Monastery's monks. The corruption visibly powers the storm in the center of the node. To reverse the corruption, the characters must undergo a challenge associated with the teachings of the Monastery of the Yellow Rose. Success frees the monk and provides a helpful vision.

The Cult of the Howling Hatred has several objectives within the node. Once they complete them they gather at the storm and perform a sacrifice to open the portal.

Also present are a small contingent of the Cult of the Black Earth. The factions of the cults of Elemental Evil often compete against one another. The Black Earth members have several objectives and the actions of the party can impact whether they join or oppose the Cult of Howling Hatred.

Events occur simultaneously. Every time the characters complete an encounter, the DM consults a chart to see where the two cult forces are located and whether they achieve any objectives. Characters may engage in conflict with cultists if they share the same location.

The characters can see the storm (Area 9) change when the Cult of Howling Hatred begins to open the portal. They must then travel to the portal (through any means they have secured) and begin the final battle to stop the cult's mad plan. See Appendix 2: DM's Air Node Map and Appendix 3: Cultist Movement Tracking Sheet.

TIMING AND RUNNING THE ADVENTURE

The Adventure Hook and Part One of the adventure should be handled relatively quickly to insure the characters have enough time to complete Part Two. In a four hour time slot you need to reserve at least 2 1/2 hours to 3 hours for Part Two of the adventure. In theory the characters could succeed with only doing the three mandatory encounters, but that would increase the difficulty in achieving success in the final encounter and make retrieving all the captured monks unlikely.

ADVENTURE HOOKS

For some characters, the adventure begins a few days after the events of DDEX2-9 *Eye of the Tempest*.

Characters who have not participated in that adventure have been sent to the Monastery by The House of Suffering in Mulmaster. You can have them being sent as reinforcements to the group sent in DDEX2-9 *Eye of the Tempest* (because of the length of the journey word has not yet reached the town regarding the first groups success or failure). Since the Order of the Gauntlet and the Lord's Alliance factions have been supporting the church in their recent troubles another option is that a priest within one of those orders has had a divination that additional help is needed. Thus the factions arrange for a second party to be sent.

If you have a mixed group, some have played DDEX2-9 *Eye of the Tempest* while others have not, the ones who had not played simply were sent out by their factions to assist the previous group, but the difficulties of the travel resulted in their delay.

Of course there might be those who played DDEX2-9, but have played other adventures since then. Feel free to fudge the timing of this adventure to allow them to make the trek back to the Monastery (which takes about a tenday).

While the storm around the Monastery is not as large (it no longer reaches Mulmaster) it does still exist. However, the Monastery itself remains in the eye of the storm.

Allow for the players to introduce their characters. Once that is complete, continue with **Part 1**.

PART 1: THE END IS JUST THE BEGINNING

The monks of the Monastery of the Yellow Rose are still somewhat shocked that members of the Cult of Howling Hatred not only infiltrated the Monastery but also managed to corrupt some of the 750 monks. This left the leaders of the Monastery to question not only their own hearts but the hearts of all of the monks within. They had barely begun the process of self-examination when several monks turned up missing and Sister Talia was found unconscious in the hallway outside one of the missing monks' room.

If the characters have not played DDEX2-9 Eye of the Tempest, then use this introduction to start them off.

For most of your trip to the Monastery of the Yellow Rose, a raging storm has hindered your progress. But as you reach the Monastery the sky lightens. 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. Several groups of monks seem to be searching the grounds. As you reach the first gate, one group breaks off their search and heads your way.

The monks question the characters closely as for the reason for their visit. They humbly apologize for the need but they have problems of late. Once the characters explain that they were sent to help from Lana and the House of Suffering in Mulmaster they are allowed in and taken to the Grandmaster of Flowers, Periwinkle Shin and brought up to date regarding what has been happening and the current problem regarding missing monks and the injured Sister Talia.

If the characters have played DDEX2-9 Eye of the Tempest, then use this:

The dawn quiet is disturbed with exclamations and raised voices. The peace of the Monastery has once again been disturbed. Perhaps the plan return to Mulmaster should be delayed.

The characters can either search out what is happening or wait in their rooms to be summoned to speak with Grandmaster Periwinkle.

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.

Since he is still unsure of all of the members of his community, he asks the characters to help investigate. He conveys the following details to the characters:

- Early that morning Sister Talia, was found in a hallway outside of a monk's room unconscious
- There was no sign of the monk who normally resided in the room, Sister Thasa, but there were signs of struggle.
- While searching for Sister Thasa, it was discovered that a number of other monks appear to be missing.
- Several of their rooms show signs of struggle.
- He has not yet interviewed Sister Talia, as she was still unconscious. She is in the Monastery's hospital.
- She should be able to answer questions now.

While the characters can search those rooms, the rooms do not reveal any additional rooms and you should not spend a great deal of time on that.

HOSPITAL

The hospital is in a small separate area. It consists of one big room with a couple of beds, an apothecary, a separate 'operating'-room (of sorts) and a private 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 than the rest of the Monastery.

INTERVIEWING SISTER TALIA, KEEPER OF THE CRYPTS

Sister Talia has quietly insured that members of the cult that had sneaked into the Monastery grounds reached the crypts and had maps so they could eventually find their way to the cavern to open the node. However, she also managed to allow in the members of the Cult of Black Earth (they had the right passwords somehow). She also helped in the kidnapping of monks to be sacrificed. It was in the process of doing this that she was struck unconscious. Her compatriots left her behind, they had all they could do to carrying the monks to be sacrificed. Logically she knows that, but she is still embittered and resentful that they left her behind when she was struck down.

ROLEPLAYING SISTER TALIA

Sister Talia, Keeper of the Crypts, is an older human Damaran. Her years as caretaker of the crypts soured both her spirit and her judgment. She was an easy convert to the cult as she had lost belief in suffering so that others might not.

Unfortunately for her, one of the monk victims she had assisted the cult in acquiring, did not docilely accept his fate and had ore martial training than she realized.

The promise of freedom in the node gone, she is vindictive enough to assist the characters with enough knowledge to give the cultists trouble, while trying to keep back anything that might give them a chance to stop the destruction of the Monastery.

Getting Talia to talk takes any combination of Intimidation or Persuasion tactics. But her conversation is laced with bitterness, venom and spitefulness.

You are too late; the creatures of elemental air shall destroy all you self-righteous monks. The node is active and by now they have taken the sacrifices within. Punish me as you may It won't be long before this place is a pile of rubble.

Details she gloats about:

- She has secreted over twenty cultists into the Monastery
- Most of whom she brought into the crypts
- They had found an entrance into a large cavern ideal for housing an elemental node.
- The entrance to the node can be found behind the shrine to Saint Zora in the crypts (she tries to make it sound like the characters dragged this last piece of information out of her).

BENEATH THE MONASTERY

Once the characters gain this information they can them prepare to follow the cultists and retrieve the monks.

The path takes you deeper into the crypts toward a shallow cave in which sits a shrine to Saint Zora. Wind whistles in the cave from behind the statuary. Behind the statuary is an open doorway a sloping path leads down to the floor of the cavern. At the top of the cavern is a whirling mass of glowing clouds from which lightning flashes periodically followed by a thunderous crash.

The entrance is halfway between the ceiling and the floor of the cavern. There are several stalagmites scattered about reaching from 5 to 15 feet high. However there are not any corresponding stalactites on the ceiling. The path is 12 feet wide and while steep does not impose any mechanical difficulties unless running. It takes 60 feet of movement to get from the entrance to the floor of the cavern by walking along the path. Those running must

make a DC 15 Dexterity (Acrobatics) check. Those who fail fall prone and roll for 20 feet, taking 5 (1d10) bludgeoning damage in the process. At that point they can make a DC 15 Dexterity (Acrobatics) check to stop their roll. This check can be made every 20 feet or until the floor of the cavern is reached. The character gains an additional 5 (1d10) damage for every 20 feet they fall.

The cavern is roughly 120 feet across (it is not perfectly circular being a natural cave) and the portal is in the center.

GENERAL FEATURES

Ceilings. 60 feet above the floor of the cavern

Light. Flickering shadows with occasional (once per round on Initiative 20, losing ties) flash of lightning. The lightning does not strike the ground, but rather from one cloud to another within the mass. Constitution (Endurance) saving throw DC10 or be blinded till the end of your next turn.

Sound. A constant rushing wind with a loud boom on initiative 10 Constitution (Endurance) saving throw DC10 or be deafened till the end of your next turn.

THE GUARDIANS OF THE PORTAL

In case someone followed them the cultist left a force to defend access to the node. On the floor of the cavern, in among stalagmites are a **howling hatred priest**, six **howling hatred initiates**, and a **hurricane**. The howling hatred priest and the hurricane move briefly from cover cast and retreat back behind cover.

The howling hatred initiates have two daggers each. Half of them are near the end of the path, with the rest near the portal. They are fanatical and all fight to the death.

Remember if the Air Beacon floats above the Monastery then all Howling Hatred cultists gain advantage on saving throws and their first attack.

This is intended as a quick and easy combat for the characters. Do not let it drag on!

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Remove the howling hatred priest and 2 howling hatred initiates.
- **Weak party:** Remove hurricane
- **Strong party:** Add a hurricane.
- **Very strong party:** Add a howling hatred priest and 2 howling hatred initiates.

DEVELOPMENTS

Once the cultists are all destroyed the characters can access the portal. Note that if they wish they can take a rest here without altering the timeline within the node. Proceed to Part Two once the characters enter the portal.

TREASURE

The cultists have a total of 460 gp on their persons.

PART TWO: THE NODE OF EVIL ELEMENTAL AIR

Floating crystal spheres, solid clouds, air ships, and more wonders have been created within the Cult of Howling Hatred's air node, all to further Mulmaster's devastation.

See Player Handout 2: Map of the Air Node, for the node's layout.

GENERAL FEATURES OF THE AIR NODE

The air node is nearly 500 feet in diameter and has a few common features. Exceptions are noted within the encounter areas to which they apply.

Ceilings. Ceilings within the spheres and cloud castles buildings are generally 30 feet high.

Doors. Most entrances are open archways without a door. Where doors are present they are 25 feet tall, made of thin pale wood, and unlocked.

Floating Spheres and Castles. The spheres corrupting the monks are 200 feet above the level of the arrival area. Other floating locations tend to be higher (see each location's description).

Flying and Levitation. The air node's proximity to the elemental plane of air allows a creature without the natural capability to fly or levitate to do so with great effort. A creature desiring to access a location about them begins to levitate. Sustaining this requires spending 2 hit points to levitate (as per the spell) at a speed of 20 feet for one turn. If the creature ceases to levitate, they descend safely to the ground. A creature may instead fly in any direction at a speed of 60 feet for one turn at a cost of 10 hit points. The creature falls at the end of the turn unless they continue the hit point cost, land, or levitate. When a creature spends hit points to fly or levitate a pale amber radiance escapes them, trailing towards the storm. As a rule of thumb, traveling between two adjacent floating islands costs 14 hit points.

Light. The node is brightly lit by a warm blue glow from the node's walls. Near the storm the light becomes the brilliant blue of lightning.

Node Floor. The floor of the node is shrouded in mist. However, below the mist it is solid and curved. A creature falling and striking the floor suffers damage normally.

Node Walls. The curved walls of the spherical node are slippery and offer no purchase. They cannot be climbed.

Winds and Sound. Winds circulate throughout the node, changing constantly. If desired, roll or select an effect for each encounter:

WINDS AND SOUND EFFECTS

d20	Wind and Sound Effect
1-9	A monk's tormented whisper, as she tries to endure her pain. If you choose, a hint could be revealed.
10-12	The boasts of a woman (a member of the Cult of the Black Earth), claiming they will soon gain the Cult of Howling Hatred's glory for themselves.
13-15	A whining cultist, promising to perform his master's (Stormgale or Bloodwind's) bidding. The whine could contain a clue related to their current location.
16-17	A guttural but intelligent voice (belonging to the cloud giant in the cyclops' body), commanding another (the cyclops in the giant's body) to allow him to sleep in.
18-19	Chirps and birdsong, followed by a creature singing sweetly. (The aarakocra. If cultists are there, the song could end abruptly, with the creature begging for kindness.)
20	The voices of human children, hoping someone will rescue them from the temple. (The kenku, repeating something they heard months ago. They may inadvertently repeat it again when visited by the characters.)

CULTIST GOALS AND MOVEMENT

The Cult of the Howling Hatred and Cult of the Black Earth have slightly different objectives within the node. This causes them to visit locations in a different order, creating opportunities for interaction with the characters.

GOALS OF THE CULT OF THE HOWLING HATRED
Because the characters interference in the previous two adventures, the cult has begun a ritual to open a gate to the plane of elemental air, bringing forth the forces of evil elemental air to destroy Mulmaster. The first step was to begin the corruption of four of the monastery monks. This powers the storm at the center of the air node, making the ritual easier.

When the characters enter the air node, the Cult of Howling Hatred does the following, in order:

- **Temple.** Having arrived earlier, the Howling Hatred has secured a ship and is praying to Yan-C Bin, Prince of Elemental Evil Air.
- **Sphere of Corrupted Piety.** Obtain the ritual book.
- **The Aerie.** Capture the aarakocra leader and claim the staff of withering.
- **Prison.** Likely discover the prisoner is gone.
- **Storm Gate.** Prepare the ritual.
- **Storm Gate.** The ritual begins and player characters must travel here for the final encounter.

The leader of the Cult of the Howling Hatred is a fanatical and megalomaniacal villain named Stormgale. If the characters defeat Stormgale prior to the written encounter in section 9, his lieutenant Bloodwind (or Mifru if Bloodwind died in DDEX2-9 Eye of the Tempest) is in charge.

GOALS OF THE CULT OF THE BLACK EARTH

The Cult of the Black Earth came to the Monastery of the Yellow Rose to spy upon the air cult. Seeing the cult's plans begin to fail, they decided to infiltrate the air node. If the air cultists cannot succeed, the Cult of the Black Earth plans to take over. If the air cultists have a chance of success, they plan to join forces and steal some of the glory away from the Cult of the Howling Hatred.

When the characters enter the air node, the Cult of the Black Earth does the following, in order:

- **Sphere of Corrupted Compassion.** Explore, gain ship, and leave one cultist behind.
- **Aerie.** Retreat, unable to negotiate.
- **Prison.** Convince giant to grant them the prisoner as a sacrifice.
- **Sphere of Corrupted Piety.** Explore and study, taking no lasting actions.
- **Temple of Yan-C-Bin.** Retreat once they face the behir.
- **Storm Gate.** Ally with the Cult of the Howling Hatred if the characters have not prevented this.

The leader of this group of Cult of the Black Earth is a human woman, Mica Foebreaker.

TRACKING CULTIST MOVEMENTS

The goals and movement of each group of cultists is tracked in Appendix 3: Cultist Movement Tracking Sheet. After each character encounter, note where each group will be located. If the characters and a group of cultists share are in the same location, they encounter one another.

The Cult of the Howling Hatred and the characters encounter each other at the same location. the cultists leave a **howling hatred initiate** and a **howling hatred priest** behind to do battle while the rest of the cult escapes. This does have an effect on the ritual (see the final encounter).

The Cult of the Black Earth and the characters encounter each other at the same location. The cultists demand the characters explain their presence. They can be convinced to oppose and even fight the Cult of the Howling Hatred if the characters convincingly argue that the Cult of the Howling Wind will be defeated and that they characters will help the Cult of the Black Earth seize power (and likely control of the air node).

If combat breaks out, the cultists are two **Black Earth guard** and two **Black Earth priests**.

If an alliance is formed, the cultists follow the characters along but offer little help, so as to gauge the characters abilities and retain as much of an upper hand as possible. You are encouraged to make this an enjoyable interaction with opportunity for double-crossing by either side.

The two cults encounter each other at the same location (including the Storm Gate). The cultists argue but eventually agree to join forces—unless the characters have convinced the Cult of the Black Earth not to do so.

TAKING A SHORT REST

Characters may take only a single Short Rest during the adventure. The cultists do not change locations during that rest period.

RUNNING AIR NODE ENCOUNTERS

The remainder of the adventure takes place within the air node. The characters begin in the Arrival Area. From there they can access any of the four Spheres, where the monks are being corrupted. They can travel back to the Arrival Area and to another Sphere, or they can travel from a Sphere to adjacent cloud buildings.

There is not enough time to visit all of the encounter areas. The characters must choose their course based on their perception of what is important. As they travel they gain information and at times can see what the two cults are doing. They can sense when the ritual is about to begin. At that time they must travel to the central storm and stop the ritual!

The air node is a place of wonder, with vivid challenges, moral conundrums, role-playing challenges, and high stakes. The DM is encouraged to breathe additional life into the encounter areas, creating an engaging and cinematic experience.

A summary of the nine encounter areas is provided below. Ideally the characters do six of the nine encounters presented. However, they are required to do areas 1 & 2, and area 9 is the final essential encounter.

AIR NODE ENCOUNTER AREAS

Arrival Area. Defended by helmed horrors. The site of the Test of Charity, given by a cultist seeking assistance. Characters can reach any of the Corrupted Spheres from this location.

Sphere of Corrupted Humility. The first sphere visited by the characters. The monk being corrupted provides a vision as the Test of Humility. Succeeding at the test frees the monk and reduces the energy available for the ritual.

Sphere of Corrupted Compassion. The chaos of the elemental node has caused a monk and a member of the Cult of the Black Earth to switch bodies. Characters can undergo the Test of the Cult of the Black Earth.

Sphere of Corrupted Suffering. The monk being corrupted provides a vision of a pain-inflicting puzzle the characters must endure as the Test of Suffering.

Sphere of Corrupted Piety. The monk being corrupted provides a vision of a student attacked by shadow demons as the Test of Piety. This sphere also serves as a repository for the ritual book to open the Storm Gate.

Aerie. Home to the aarakocra. Their leader holds a staff used in the ritual.

Prison. A faction member is held here, guarded by a cyclops and a cloud giant who have switched bodies.

Temple of Yan-C Bin. A place to worship the prince of evil elemental air. It is protected by a trap and demons.

Storm Gate. Located above the torus of clouds around the central storm, this is where the Cult attempts to complete the ritual to open the portal to the plane of elemental air.

I. ARRIVAL AREA

In addition to taking in the sweeping vista of the air node, the player characters must contend with two **helmed horrors** that are charged with protecting the area. The Cult of the Black Earth fought them, destroying one, then escaped to a Sphere.

This encounter is also the first of the monks' tests for the party in the form of a vision of a survivor. The survivor asks for compassion, one of the key teachings of the Monastery of the Yellow Rose. Characters should not discover this is a vision or a test until the conclusion of the encounter.

Having passed through the portal you are standing inside the air node - a sphere of glowing brilliant blue perhaps four hundred feet in diameter. You are in an amphitheater near the bottom of the air node. Two hundred feet above you, clouds orbit around a massive central storm crackling with electricity and booming with distant thunder.

The clouds circling around the storm are themselves imposing, often fifty or more feet in diameter. As they approach and then pass overhead you can see the larger ones support structures. Three of the structures appear as castles or towers of gleaming white stone. Four others are glowing, opaque crystal spheres. A golden beam of light exits each of these spheres, pulsing into the central storm. The storm seems to pull the beams within, as if an entity hungry for power.

The space here contains an open amphitheater of polished gray stone. The amphitheater is surrounded by fog which obscures the floor of the node.

Columns ring the amphitheater, carved with depictions of horrid winged creatures, air elementals and other horrors destroying a city.

Behind you is the portal that brought you here. Another portal, its center black as midnight, is at the center of the amphitheater. Two warriors in plate armor stand in front of the dark portal, surrounding a fallen body in a black cloak and bloodstained leather armor. A groan comes from the body, but there is no movement. Another similarly clothed body lies further away, limbs spread at odd angles.

The two helmed horrors start 20 feet away and attack as soon as any characters move closer without showing a symbol of the Cult of the Howling Hatred (an inverted triangle with three lines converging on its top). The creatures do not hesitate to fly and will target weaker party members and spellcasters.

The characters can note various features of the area before or during combat.

Warriors. A DC 10 Wisdom (Perception) check reveals that the warriors are actually hollow armor. This becomes obvious during combat.

Fog Floor. The fog is mundane and conceals the concave bottom of the air node.

Return Portal. Anyone stepping through this portal exits the air node and appears in the Monastery.

Dark Portal. This portal allows access to a Sphere when one is directly overhead. See Entering the Portal, below.

Body Bent at Odd Angles. This woman clearly fell from a great height. A DC 10 Wisdom (Medicine) check reveals that she was already wounded and bears cuts inflicted by the helmed horrors. In addition, she looks withered, as if drained of moisture. This cultist attempted to fly away from the battle, but ran out of life essence.

Wounded Cultist. Thasa, a member of the Cult of the Black Earth, has just stabilized and regained consciousness. She was left behind when the other cultists escaped. She has no possessions. See Test of Charity, below.

Flying and Levitation. The air node's proximity to the elemental plane of air allows a creature without the natural capability to fly or levitate to do so with great effort. After spending 15 minutes within the node characters are aware of this option.

A creature desiring to access a location about them begins to levitate. Sustaining this requires spending 2 hit points to levitate (as per the spell) at a speed of 20 feet for one turn. If the creature ceases to levitate, they descend safely to the ground. A creature may instead fly in any direction at a speed of 60 feet for one turn at a cost of 10 hit points. The creature falls at the end of the turn unless they continue the hit point cost, land, or levitate. When a creature spends hit points to fly or levitate a pale amber radiance escapes them, trailing towards the storm. Moving in this manner requires the character to spend their action each turn to maintain concentration.

THASA AND THE TEST OF CHARITY

When approached by the party, Thasa will try to push herself to a seated position, clearly in pain. She calls out, asking for help.

Personality: A dislikable person, Thasa has a nasal voice and whines constantly. She asks for weapons, food, magic, even a new pair of boots. She has a sour smell and stands very close to those with whom she speaks.

The Cult. Thasa openly admits to being a member of the Cult of the Black Earth. If asked, she shares the cult's goal: to determine whether the Cult of Howling Hatred is worthy of their support and otherwise steal their glory.

How much more she shares depends on how she is treated, and how much she is given. However, she never trades information. Instead, she goes back and provides details for a previous question if more is given.

Redemption. The monks she has spied upon in the monastery resonated with her. She whines that she isn't sure, but may want to become a monk.

Failure. If Thasa is not given at least three items in total by at least two characters, the party fails the Test of Charity. Thasa's form becomes insubstantial and her clothing changes to that of a monk. She slowly fades away, whining, "I have hope for you yet, for all can be redeemed. Help my brothers and sisters, please!"

Success. If she is given at least three total things by at least two characters, the party passes the Test of Charity. Thasa's voice becomes strong and kind. "Once, I was a thief. In time, I redeemed myself, becoming a monk. When I first arrived at the Monastery of the Yellow Rose I walked through the Gate of Charity. Every day I relied upon my brothers and sisters while I learned to discipline my spirit." Thasa then becomes ghost-like, slowly fading away. The characters gain a brief vision, seeing a young Thasa in threadbare clothing, begging for stale bread inside a monastery courtyard. The vision then changes, showing the air node's central storm. A gate of clouds hovers over the storm. Thasa's voice speaks one final time. "The Storm Gate. Here the corrupted essence of my sisters and brothers power the ritual. The cultists gather what they need and assemble there to use the power. The gate shall open and unleash elemental evil unless you stop it." The vision fades.

DEVELOPMENT

Provide the players with Player Handout 2: Map of the Air Node, so they may review the node's layout. They should then proceed with examining the portal, below.

ENTERING THE PORTAL

The portal is active only when a Sphere is directly above it. When active, the portal seems to glow with a light from beyond, but nothing can be seen beyond its clouds.

When the party studies the portal, read the following:

The portal is initially dark, as if inactive.

As a sphere rotates around the central storm to be directly over the amphitheater, the portal glows with an inner light, its surface now filled with clouds. The clouds change constantly from dust-filled arid desert winds, to a freezing snowy gale, to a lightning-filled storm, and back again.

When a character approaches, read the following:

The clouds shift, forming into a large face. In a deep hollow voice it asks, "What is your greatest flaw? To what do you aspire? What creature do you fear most?"

This is an opportunity for the characters to share their information that will help with the roleplay later in the adventure when they play the personality of another character (see Encounter 3). As each character answers, provide the player with Player Handout 1: Cloud Portal's Questions.

Until the portal's questions have been answered it cannot be entered and causes 5 (1d10) damage (fire, cold, or lightning damage—DM's choice) when touched.

If a creature provides a reasonably true answer, the clouds separate, once more becoming a calm surface. A creature entering fully into the portal is bathed in warm white light and then appears in the Encounter 2: The Sphere of Corrupted Humility.

The characters can return from a sphere to the amphitheater at any time. On later trips they may choose the exact sphere to which they wish to travel. They may use Player Handout 2 to make decisions. The portal only takes them to spheres, never to cloud buildings.

ADJUSTING THE ENCOUNTER

This encounter is meant to be of medium difficulty. Here are the recommendations for adjusting this combat encounter. These adjustments are not cumulative.

- **Very weak party:** Remove one of the helmed horrors and take 10 hit points off of the remaining helmed horror.
- **Weak party:** Remove 10 hit points from each helmed horror.
- **Strong party:** Each of the helmed horror's attacks has been enchanted to receive a +2 bonus to damage rolls.
- **Very strong party:** Add a helmed horror.

2. THE SPHERE OF CORRUPTED HUMILITY

When characters arrive, read the following, adjusting as necessary if they did not arrive by the portal.

You emerge from the portal, appearing on the island above the amphitheater. The island is composed of clouds that are soft and yielding, but hold your weight. Wisps billow about your feet, rising as you move before slowly settling back down. Your back is to the churning storm at the center of the air node. You face an opaque crystal sphere larger than most houses. No visible entrances can be seen, though a brilliant stream of golden energy exits a point in the curved wall above you.

The cloud islands rotate around the central storm in a clockwise direction. In the trailing direction you see a small structure of white marble. Beyond is empty space, and then a cloud island high above yours. Upon that island you can make out several towers. Small things, perhaps birds, seem to dart from tower to tower.

In the opposite direction you see the edge of your island has a small wooden platform extending, like a dock. A large empty space separates you from a cloud island with a crystal sphere, similar to the one upon which you stand.

This sphere is located between the Aerie and the Sphere of Corrupted Piety. With a successful DC 20 Wisdom (Perception) check, characters may gain glimpses of any activities at those locations.

The portal they came from remains behind them and can be used to return to the amphitheater. If a character touches the crystal sphere, they are immediately transported to the interior. They may also investigate the marble shack or the dock.

MARBLE STRUCTURE

Characters investigating the edges of the island in the direction of the Aerie can find a small white marble storage structure carved with symbols of elemental air.

Within are 10 large but light backpacks. These are balloon packs.

DOCK

Near the storage area is a wooden platform jutting out of the edge of the cloud island. At the far end of the structure is a 10 foot by 30 foot airship (similar to a boat, but capable of flying at a speed of 40' for four hours and only functions within the air node).

On the dock are also five **kenku** pirates. These are taking turns performing tricks with knives, some of which involve throwing them just to the side of a sixth **kenku** standing near a stack of crates.

The kenku begin the encounter standoffish and unwilling to help the landlubbers, especially since the Howling Wind cultists pay them well for their work crewing ships. As the characters may learn through discussion (challenging due to the kenku's mimicry) or analyzing the ship, the airships are hard to pilot without the skilled kenku (the effects of piloting without kenku are a factor in the Storm Gate encounter).

Characters may attempt to negotiate with the kenku. This requires good roleplaying and two skill checks (depending on the negotiation tactic) at DC 15. This encounter can be kept brief if you are short on time.

SPHERE INTERIOR

Though the characters likely won't realize it, they have been pulled into a vision by the monk who is being tortured. The vision is the Test of Humility. Read or paraphrase the following.

The space inside the sphere is not what you would expect. You stand at one end of a twenty foot by sixty foot rectangular room carved from sandstone. Wide steps lead up to the furthest twenty foot portion of the room, where three cultists in white robes work in a laboratory. Two cultists work at tables piled high with alchemical equipment and racks of potion bottles, mixing yellow and blue beakers together. The mixture creates a foul green fog which rolls down the steps and onto the main floor. On the floor are five monks in plain robes. Some of them are making coughing and choking noises, pleading and reaching hands towards you. Others lie still or move only slightly.

The pair of cultists ceases their work as they see you approach. One pauses to drink a clear potion from a rack of similar potions. The other moves to a large torture rack, releasing the creature strapped to it. A third cultist searches for a specific bottle, finding one that seems to crackle with trapped lightning.

This encounter features three **hurricane** members of the Cult of the Howling Wind and one **flesh golem**.

- The flesh golem descends the stairs and attacks the closest character or the one that hit it last.
- The hurricanes use spells to keep characters at bay, taking cover behind tables.
- One of the hurricanes holds a special potion of lightning breath (as potion of fire breath, but it targets any foes in a 30 foot line. Targets must make a DC 13 Dexterity save or take 4d6 lightning damage

on a failed save, half on a success). The hurricane waits to use it until the flesh golem is wounded, including the golem in the area of effect so as to heal it. If the hurricane is killed before it can do so, another hurricane will pick up the potion.

WOUNDED MONKS AND THE TEST OF HUMILITY

The five monks are all unable to breathe, due to prolonged exposure to the green gas. They constantly motion to the characters, begging for help. At the end of each round, roll a d20 for each monk. On a roll of 10 or higher, a monk goes unconscious and will die unless she receives assistance before the end of the following round.

The characters can take several actions to help a monk. The characters may come up with additional ideas.

Potion of Bottled Breath. The laboratory's potion racks hold six clear bottles such as the cultist drank. If a bottle is brought back and fed to a monk, the monk is instantly cured for the remainder of the encounter.

Medicine. An action spent to make a successful DC 10 Wisdom (Medicine) check allows a monk to breathe again.

Air Source. Spells that channel air in a forceful way, such as gust can counter the effect on a monk, allowing them to breathe again.

When a monk is healed, that monk will move away from the gas and the battle as they recover. Once combat has ended, read or paraphrase the following.

The laboratory, cultists, and monks all blur and fade from view, as if a mirage. In its place is an open courtyard in the Monastery of the Yellow Rose. Five young monks sit in contemplation as an older master discusses the virtue of humility. The monks are taught to pray and beg for the bare minimum they need to survive and to endure all hardships, allowing the spirit to overcome the body. While they themselves must be strong, they must give aid to those who are hurt or in need.

The vision fades. You stand inside a golden sphere more than forty feet in diameter. Upon an altar of white marble is the body of a monk. The marble seems to have formed around her tanned Tethyrian arms and legs, turning the altar into a torture rack. The monk whispers in a soft voice, professing to embrace greed and selfishness. A golden radiance escapes the monk's body, concentrating and exiting the sphere as the beam of energy you know fuels the storm.

If fewer than three monks died in the encounter, the Test of Humility is a success. Read the following.

With great effort, the monk closes her mouth. When she does so, the torture rack begins to crack and crumble, releasing her. The radiance ceases to escape her body, no longer fueling the storm.

Otherwise, the test ends in failure and the monk cannot be freed by any means.

MURIEL'S STORY

If the test was a success, the monk introduces herself as Muriel. She can share the following:

- She was captured by the Howling Wind and forced into this rack to power the ritual.
- Three of her fellow monks were captured and placed into similar spheres. They can sense each other while in the torture racks. They worked together to create the vision, hoping the party could overcome the sphere's corruptive magic.
- The torture racks corrupt their teachings, powering the air node's storm. The visions can counter the corruption, but only with help from the characters.
- Before she was freed she felt a change. Something has happened to one of her fellow monks. She asks the characters to investigate the other spheres.
- The ritual is likely to take place very soon at the great storm in the center of the node, at a ring of clouds known as the Storm Gate. The storm should flare when the ritual begins.
- Cultists use airships to travel to the Storm Gate.
- The cult is led by their maniacal leader, Stormgale.
- Stormgale mentioned needing several items. A ritual book and a prisoner were mentioned, as was a staff that can draw a being's life force. This is needed for a final sacrifice. She heard that it is protected by bird-men.
- The cultists also have a prisoner, a member of [choose one of the factions to which a character belongs].

Muriel needs time to recover. She asks the characters to proceed without her.

TREASURE

Any potions of bottled breath remaining at the end of the encounter become treasure.

If it was not used in the fight, the special potion of lightning breath can be gained. A DC 10 Intelligence (Arcana) reveals that its magic functions only within the air node.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The flesh golem is only resistant (not immune) to non-magical weapons. Remove 2 hurricanes
- The hurricane targets only the flesh golem with the potion of lightning breath.
- **Weak party:** The flesh golem is only resistant (not immune) to non-magical weapons. Remove a hurricane
- **Strong party:** Add a hurricane.
- **Very strong party:** Add a hurricane. The chance of the golem going berserk increases to 3-6. While berserk, any attack against a character is made with advantage.

3. THE SPHERE OF CORRUPTED COMPASSION

When characters arrive, read the following, adjusting as necessary if they did not arrive by the portal.

The portal's magic transports you to another cloud island dominated by an enormous opaque crystal sphere. Here too, a brilliant stream of golden energy exits a point in the curved wall above you and feeds the central storm. A small wooden dock can be seen jutting out from the edge of your island to one side of the crystal sphere.

The closest island in the clockwise direction the islands rotate is a large cloud high above and in front of yours. You can make out several towers. Small things, perhaps birds, seem to dart from tower to tower.

Upon the closest cloud trailing yours is a single tall tower seemingly built from clouds.

This sphere is between the Aerie and the Prison. With a DC 20 Wisdom (Perception) check characters may gain glimpses of any activities at those locations.

An airship is the easiest way to travel directly from this island to the Aerie. Cultists sometimes call to the aarakocra, forcing them to come carry them up. It is also possible for characters to expend hit points to levitate and then fly across (a cost of 14 hit points).

The portal they came from remains behind them and can be used to return to the amphitheater. If a character touches the crystal sphere, they are immediately transported inside. Characters may also explore the dock.

DOCK

The dock is a simple wooden platform. A small wooden shed stores eight sets of gray winged clothing. These are wingwear and can be used to glide down to the Prison.

If the party arrives here after the third encounter, the airship is missing from the dock and two dead kenku are here, slain in battle with the Cult of the Black Earth.

If visited before the third encounter, tied to the dock is a 10 foot by 30 foot airship (similar to a boat, but capable of flying at a speed of 40' for four hours and only functions within the air node).

If the ship is still present then five **kenku** pirates are also here, taking turns mimicking voices they have heard from the tortured monks. The kenku begin the encounter standoffish and unwilling to help the landlubbers, especially since the Howling Wind cultists pay them well for their work crewing ships. As the characters may learn through discussion, the airships are hard to pilot without the skilled kenku (the effects of piloting without kenku are a factor in the Storm Gate encounter).

Characters may negotiate with the kenku (made challenging due to their mimicry), requiring good roleplaying and two skill checks (depending on the negotiation tactic) at DC 15. This encounter can be kept brief if you are short on time.

SPHERE INTERIOR

The element of air is imbued with chaotic energy, including sudden change. Some of that chaotic nature has infused itself into this sphere. The result is that creatures in the sphere may suddenly swap bodies, the personalities of one trapped in the bodies of the other. The duration is unpredictable. When the Cult of the Black Earth explored this node, one of the cultists swapped bodies with the monk. The cultist is now tortured upon the rack, her cult teachings being corrupted instead of those of the monk. The monk feels terribly guilty, for now the cultist bears the pain she was meant to endure - something contrary to the teachings of her god, Ilmater.

You stand inside a golden sphere more than forty feet in diameter. Upon a table of white marble is the body of a monk, her head shaved but for a long topknot. The marble seems to have formed around her arms and legs, turning the altar into a torture rack. The monk whispers through clenched teeth, speaking out against elemental earth. A golden radiance escapes the monk's body, concentrating and exiting the sphere as the beam of energy you know fuels the storm.

Huddled at the base of the marble rack is a human male dressed in a black cloak and red-brown leather armor. He cries softly to himself, "Why? Why does he bear my pain?"

The skinny monk and the member of the Cult of the Black Earth have exchanged personalities, though this should take a while for the characters to discern. The cultist's personality is currently being tortured, his love for earth corrupted into the teachings of the Cult of Howling Hatred.

The cultist's body is now inhabited by the mind of the monk. The Monastery teaches monks compassion and to bear pain for others, so she is now suffering under the realization that this evil cultist now bears the monk's pain.

If characters speak to the person in brown and black (the monk in the cultist's body), the information given is cryptic. Use the following as guidance, and then improvise.

- "I never would have wished for this to happen. He," (pointing at the cultist on the rack) "should never have had to endure this!"
- "I was Marren, but my name is now Luross. I think he would like that."
- "I do not wish to be free. Not while he suffers."
- "Is there a way for me to become him?"
- "It started when he touched my arm, to see if I was alive."

If the characters touch the monk on the rack (who has the cultist's personality), they initiate the vision. Read or paraphrase the following:

The moment you touch the monk upon the rack, you are somewhere else. You stand upon an earthmote, so high up in the sky that you can see no land below, just more sky and scores of other slowly rotating earthmotes. A woman robed in white, a cultist of the Howling Hatred, is commanding you to obey. She says this is your last chance to join the cult. Failure is death. You must find a mount and claim it as your own. She points to the nets and climbing gear at your feet, then at a cluster of floating rocks near the far edge of your earthmote.

THE TEST OF THE ELEMENTAL CULT

This encounter has one **manticore** for each character.

This vision is different, the test reflecting that a cultist is upon the rack and the chaotic nature of elemental air. To succeed at this test each character must find a mount, proving them worthy of joining an elemental cult.

The manticores have a series of nests on earthmotes. Each earthmote varies in size from six feet to twenty feet in diameter. Many of them pivot in place slowly, while a few drift from place to place (sometimes crashing into another earthmote).

There are three parts to this test. All checks are DC 10, though the DM may modify this to fit the narrative and adjust the challenge for a stronger or weaker party. DMs should run this as a cinematic narrative, using die rolls only to punctuate the action and build tension.

Climbing the Earthmotes. Characters must scramble over and jump across the earthmotes to reach the area with the nests, each character must succeed at a Strength (Athletics) test. Failure results in disadvantage on the next check in this encounter

Catching the Manticore. Each character must make an attack with the net to grapple and safely climb onto the beast. All characters can add their proficiency bonus to the check. If the attack check fails, the character still jumps on but the manticore gains a multiattack action against the character.

Riding and Taming the Manticore. Each "round" a character must attempt a check of their choice to tame the manticore as it flies through the maze of floating earthmotes and the character hangs on for dear life. Applicable skills include Strength (Athletics), Dexterity (Acrobatics), Intelligence (Nature), Wisdom (Survival), and Charisma (Intimidation). After the check, the manticore gains a multiattack action against him or her.

The mount is tamed once the character has made three successful checks. If a character is unable to succeed due to taking too much damage, the group fails the test. Characters may aid one another if they think to do so.

Once success or failure has been determined, the vision ends. If the test succeeded, read the following.

Just as your commanding officer is congratulating you, the earthmote and mounts fade, returning you to the Sphere.

Upon the marble torture rack, the monk closes her mouth. When she does so, the torture rack begins to crack and crumble, releasing her. The radiance ceases to escape, no longer fueling the storm. The cultist at the foot of the rack stands. "I am me again."

It is then that you glance down and realize your body is not your own.

If the test failed, read the following instead.

Just as the cultist leader is ordering you to jump off the earthmote to your death, the earthmote fades, returning you to the Sphere.

Upon the marble torture rack, the monk's body continues to be tortured, the corrupted life essence still fueling the storm. The cultist at the foot of the rack stands up. "I am me again! That fool of a monk!"

It is then that you glance down and realize your body is not your own.

SWITCHING BODIES

Whether they succeeded or failed, the characters have just switched bodies! A player's character retains their character sheet, but should give the card they filled out from Player Handout 1: Cloud Portal's Questions to the player to their left. Players now get to roleplay the personality (and flaws and ideals) of the person to their right.

To encourage this, place several tokens, poker chips, or dice in the center to act as a pool of inspiration. You or any player may grant one to another player who does a great job roleplaying another player's personality.

By default, this effect lasts until the party completes another encounter. However, you may end it earlier or extend it based on whether the table is enjoying the experience.

THE MONK AND THE CULTIST

If the test succeeded, the monk (Marren) thanks the characters and asks to stay here recuperating. The cultist (Luros) will profess to help the party while planning to double-cross them. Good roleplaying could cause the cultist to reform and turn to their cause.

Both can share the location of the prison and the name of the prisoner. The cultist can identify the domed building as a temple to Yan-C-Bin, prince of evil elemental air. They can share the information provided by Muriel in Area 2, if the party has not yet learned it.

TREASURE

The cultist has a malachite brooch inscribed with the symbol of the Cult of the Black Earth, worth 400 gp.

ADJUSTING THE ENCOUNTER

The skill DC can be adjusted to create a more enjoyable challenge. In addition, the manticore may gain extra or fewer attacks to act as a proper threat on especially weak or strong characters.

4. THE SPHERE OF CORRUPTED SUFFERING

When characters arrive, read the following, adjusting as necessary if they did not arrive by the portal.

You emerge from the portal, arriving on another cloud island dominated by an enormous opaque crystal sphere. A small dock structure is located on the far side of the island. Closer is a small marble structure.

The cloud islands rotate around the central storm in a clockwise direction. Upon the closest cloud trailing yours, and slightly above the plane of your island, is a tall tower made entirely of clouds.

In the direction of the islands' forward movement you see a large domed building surrounded by hundreds of thin and delicate spires. The building and spires glow with silvery radiance. Winds gust around that island, whistling as they weave through perforations in the spires.

This sphere is located between the Prison and the Temple of Yan-C-Bin. With a DC 20 Wisdom (Perception) check characters may gain glimpses of any activities at those locations.

The portal they came from remains behind them and can be used to return to the amphitheater. If a character touches the crystal sphere, they are immediately transported to the interior. Characters may also investigate the marble structure or the dock.

The **marble structure** is similar to the one in encounter 3, containing 10 balloon packs. The **dock** is also similar to that in encounter 3, though four of the kenku who watch the airship are currently bullying and beating up a fifth, who is smaller and has a broken wing.

SPHERE INTERIOR

The interior immediately triggers a vision, in the form of a puzzle testing the character's ability to endure damage.

ADJUSTING THE ENCOUNTER

If there are only three or four characters, there are only four gargoyle heads in this sphere.

You stand inside a golden sphere more than forty feet in diameter. Six busts carved from chalky white stone have been secured to the walls around the room's perimeter, their feathered forms resembling harpies, owlbears, chimeras, and horrid demonic creatures. Heads tilted to their right, each of the open mouths blows chalk dust and howling winds which spin around the room like a funnel cloud, exiting with a rush through a 10 foot hole in the floor.

A torture rack stands a few feet from the hole, but the marble straps are broken, as if the captive escaped. That is when you hear a cry and see a monk at the edge of the hole, holding onto a length of chain for dear life.

Note: it is recommended that you go around the table asking for character actions, so as to track the two rounds the players have to solve the puzzle.

The room is a puzzle, requiring characters to point the gargoyle faces in different directions, thereby removing the dangerous whirlwind. The room has several important features.

Akla, female Monk. Akla is tired. Speaking with her or making a DC 10 Wisdom (Perception) check reveals she can hold on for only two rounds.

Gargoyles. Surprisingly life-like and horrific, they each unleash a powerful blast of wind from their open mouth.

- A DC 5 Wisdom (Perception) or Intelligence (Investigation) check (no action) notes that each of the heads faces the same direction.
- A DC 15 Wisdom (Nature) or Intelligence (Arcana) as an action notes that the direction of the wind causes the powerful whirlwind effect.
- A DC 15 Intelligence (Investigation) check as an action notes a groove where the gargoyle's neck and head meet, potentially allowing the head to pivot.
- A gargoyle head can be rotated as an action, so as to cause the head to blow in a different direction. Doing so causes the head to animate slightly snarl, bite, or scream at the character.
- A character rotating a head must make a DC 12 Dexterity saving throw or take 2d10 points of damage. The head rotates only if the saving throw is successful.

- If all six gargoyle heads are pointed so the winds are in different directions, blow upward, cancel each other, or other clever design of the players, the whirlwind effect stops and the monk is saved.

Hole. The circular hole in the center of the room seems to lead out over the air node. A fall would be certain death. There are no other handholds. Player ingenuity could help the monk hold on for one additional round or more, at your discretion.

SUCCESS

If the characters stop the whirlwind in two rounds, the test is a success. Read or paraphrase the following:

As you help the monk up, she and then the room all blur and fade from view. You are walking through a gate into a small courtyard filled with monks perform amazing feats of endurance. Some place their hands into burning braziers, making no sound as the flesh reddens. Others repeatedly punch through blocks of ice, their fists bleeding from countless cuts and bruises. Others engage in acrobatics, balancing and supporting the weights of others for hours. A monk turns to you. "Suffering is necessary for the spirit to overcome the flesh." The vision blurs and becomes a view from the top of the air node. You feel as if you could fly down to any of the islands and get a closer view.

The party may select a single island or sphere, gaining a brief vision of your choosing. This can include the interior of buildings or a sphere, if so desired. Once the vision has ended, continue.

Your final vision fades, returning you to the sphere. Only a marble torture rack occupies the room, a female monk (Akla) with a shaven pate secured to it. With great effort she breaks free of the torture rack's bindings. When she does so, the torture rack begins to crack and crumble, releasing her. The radiance ceases to escape her body, no longer fueling the storm.

Akla knows the same things as the monk in Encounter 2.

FAILURE

If the characters could not rotate all of the heads in two rounds, the test failed. Read or paraphrase the following:

Your final vision fades, returning you to the sphere. Upon the marble torture rack, the monk's body continues to be tortured, the corrupted life essence still fueling the storm.

With a failure, the characters are unable to free the monk.

5. THE SPHERE OF CORRUPTED PIETY

When characters arrive, read the following, adjusting as necessary if they did not arrive by the portal.

The portal's magic dissipates, leaving you on another cloud island dominated by an enormous opaque crystal sphere.

Past a small mountain of clouds on your island you can see the closest island ahead of yours. Upon it is a large domed building surrounded by hundreds of thin and delicate spires. The building and spires glow with silvery radiance. Winds gust around that island, whistling as they weave through perforations in the spires.

In the opposite direction there is a large open space. A wooden ramp on this island leads out into open space. Further beyond can be seen another sphere - the one you first visited upon entering the air node.

This Sphere is located between the Temple of Yan-C-Bin and the Sphere of Corrupted Humility. With a DC 20 Wisdom (Perception) check characters may gain glimpses of any activities at those locations.

The portal they came from remains behind them and can be used to return to the amphitheater. If a character touches the crystal sphere, they are immediately transported inside.

MOUNTAIN OF CLOUDS

A cache of balloon packs is stored under a pile of loose clouds at the leading edge of the island, allowing travel up to the Temple of Yan-C Bin.

DOCK

Character can also find a dock, but the airship and kenku normally found here have been taken by the Cult of Howling Hatred. A single dead kenku is here, punished for being disrespectful. A DC 10 Wisdom (Medicine) check reveals that the kenku has only been dead for a few hours.

SPHERE INTERIOR

A vision takes place as soon as the party enters.

The interior of this forty foot sphere seems to serve a dual purpose of lore and torture. Six bookshelves are distributed around the perimeter of the sphere's interior. Each has a plaque atop of it, bearing an inscription.

The torture rack in this room appears to be a chair of white marble, straps formed to hold fast a scrawny seated monk; His arms are bound together with a red cord, his hands holding a lit candle.

As you draw closer, the sphere becomes dark, but for a golden halo created by the candle's light. The monk cries out, "Quickly, my studies! They must be completed before the fiends break through!" He glances to the side, where a yellowed sheet of parchment rests on the floor.

Two beings of shadow rise from the darkness, their pale eyes fixed upon the monk.

Shadow Demons. The two **shadow demons** will strike at the monk on each of their turns. However, the golden halo of light acts as a solid shield. The shadow demon's attacks cause it to crack like a crystal, promising to give way. A character adjacent to the shield can interpose themselves, automatically stopping the blow but taking the damage (no to hit roll needed). Characters may also draw up to one of the demons away by attacking while wielding a light source.

Candle Shield. The shield has an Armor Class of 12 and 40 hit points.

Shelves and Inscriptions. Each of the shelves bears an inscription in a different language. A character fluent in the language can read the inscription. A DC 15 Intelligence check allows a character who cannot speak the language to recognize what the language is, but not to read the inscription. The languages and inscriptions are:

- Elven: "Supernatural Beings"
- Dwarven: "Geography"
- Giant: "Famous Personages"
- Draconic: "Magic"
- Infernal: "History"
- Gnomish: "Politics"

Scroll. The parchment is **Player Handout 3: Parchment Scroll**, and bears five questions:

The elves of Kryptgarden Forest are wary of this Fey king, for he shows little regard for those who serve him.

Bookshelf: Elven/Supernatural Beings

Answer: King Witchthorn (encountered by some parties in DDEP1 Corruption in Kryptgarden).

Name two of the ten towns of Icewind Dale.

Bookshelf: Dwarven/Geography

Answer: Any two of Bryn Shander, Lonelywood, Caer-Konig, Caer-Dineval, Termalaine, Targos, Easthaven, Dougan's Hole, Good Mead, Bremen.

What two creatures are depicted in a single statue in the center of a square in Baldur's Gate?

Bookshelf: Giant/Famous Personages

Answer: Minsc and his pet hamster, Boo.

What school of wizardry is favored by the Red Wizards who have controlled Thay in recent history?

Bookshelf: Draconic/Magic

Answer: Necromancy.

What many-towered fortress requiring an unusual entrance fee was recently attacked by the forces of Asmodeus?

Bookshelf: Infernal/Devils

Answer: Candlekeep.

SOLVING THE TEST OF PIETY

Characters must answer the questions before the demons breach the shield. The five questions can be answered if the character (or player) already knows the answer. Otherwise, they must decipher the shelf with the answer.

Any creature touching the incorrect shelf is assailed with a **blast of force** that inflicts 11 (2d10) force damage. A successful DC 13 Constitution saving throw reduces this damage by half.

If the correct shelf is found, the same character's action finds the answer. Once all of the answers have been found, the demons disappear and the monk is freed.

If the characters succeed, read the following:

The shadow demons disappear and the light returns to normal. The shelves remain, as does the marble chair. Standing up from it is the monk, now freed. As he looks into your eyes you gain a brief vision of this man, Santir, filling a small book with prayers and lore. He bows to you.

Santir can provide the same information as the monk in encounter 2. In addition, he says the Howling Wind have been here recently to claim a book necessary for the ritual. They came from the Temple and likely already have whatever they needed from there.

Santir is a 30 year old human male with elven ancestry. Characters who participated in DDEX2-9 Eye of the Tempest and researched in the Library would have met him and remember him as talkative. His experiences here have curbed that tendency somewhat. He shall urge them to continue on without him as his skills reside in research and gossip.

FAILURE

If the characters could not answer the questions before the demons pierced the shield, the test failed. Read or paraphrase the following:

Your final vision fades, returning you to the sphere. The candlelight and darkness are gone, as are the demons, but the marble chair and bookshelves are still here. Seated on the chair, the monk's body continues to be tortured, the corrupted life essence still fueling the storm.

The characters are unable to free the monk should they fail the test.

TREASURE

Four rare tomes can be found, worth 50 gp each.

If the characters arrive here as their second encounter, they likely drove off the cultists and can claim the ritual book. The value is stated in the final encounter.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** The shield has 50 Hit Points and the demons have only 55 Hit Points.
- **Weak party:** The shield has 50 Hit Points.
- **Strong party:** The shadow demons do not need to roll to hit the shield.
- **Very strong party:** Add a shadow demon. The shadow demons do not need to roll to hit the shield.

6. THE BELLS OF THE AERIE

Ten **arakocra** (including one elder) live and work in this aerie. The masters of the Howling Hatred use magical compulsion to force these arakocra to maintain the bells at the top of 5 towers on this cloud island. The bells are vital components in various rituals for summoning creatures of elemental air that serve the cult, but also contain an invisible stalker that watches over the aerie and controls the arakocra through magic.

This cloud island holds 5 towers of differing heights. The shortest is 20 feet tall, while the tallest is 60 feet, with the rest increasing 10 feet between the shortest and tallest.

Thick, strong grape vines cover all of the towers, with plump, delicious-looking white grapes hanging amid the vines. At the top of each tower, highly polished brass bells hang from strong wooden beams. Although the bells sway in the strong breeze, they make no sound. Stone platforms decorate the towers at ten-foot intervals vertically.

Hundreds of birds of various shapes and sizes whistle, chirp, and caw in a cacophonous orchestration. The flocks move around each other, flying from tower to tower, in a chaotic dance.

As your group surveys the island and its 5 towers, a winged humanoid figure appears on the top of the tallest tower. It screeches at you to be heard above the wind. [If none of the characters speak Auran, they only hear unintelligible squawks. The arakocra speaks these words again in Common if none of the characters understand Auran.] "You must leave this sacred place. Our aerie is forbidden to those who tread on the ground."

If the characters visit this island as their fourth or later encounter, the elder arakocra has been taken, along with her arcane staff, to the Storm Gate (to sacrifice) by the Howling Hatred cult. In this case, the arakocra speaking is the second in command. If not, the elder is the one who speaks. The elder's name is Lazra; the second in command is Thalen.

Each of the towers has a 10-foot-by-10-foot platform jutting from it at every 10 feet interval vertically. There are no ladders or stairs on the towers, but the vines are easily climbable with a successful DC 10 Strength (Athletics) check.

The aarakocra are bound here by the magic of the bells. Two aarakocra stand atop each tower, hiding behind the bells when the Characters arrive. A successful DC 20 Wisdom (Perception) check lets a character notice that each of the aarakocra (once they reveal themselves from their perches atop of the towers) wears a brass band on the left wrist. The brass around their wrists is the same type as that of the bells, and similar swirls are etched into both the bells and the wrist bands.

Anyone noticing the similarities in the bells and bands can attempt a DC 15 Intelligence (Arcana) check to understand that there is strong magic involved, forging an arcane connection between the bells and the creatures wearing the bands. Simply put, anyone wearing a band is forced to stay within proximity of the bells, and cannot really control their own actions. How the bells control the actions of band-wearers is a mystery though.

PARLEY WITH THE AARAKOCRA

In order to start a peaceful dialog with the aarakocra, the characters must first persuade the creatures to allow them onto the cloud island. This requires a successful DC 15 Charisma (Deception or Persuasion) check. Creatures that can speak Auran or who can fly for at least a minute have advantage on the check. If the characters go to great lengths to be peaceful, allow a second Charisma check if the first fails. Otherwise, the aarakocra attack immediately.

If the Characters are able to open a dialog with the aarakocra, use the bullet points below to guide the conversation:

- The aarakocra worship and care for the bells. They clean and maintain them, and the bells protect the aerie.
- When needed by the humans, the aarakocra use the bells to summon air creatures to help create the structures on the islands or perform other menial tasks. This work pleases the bells.
- If Lazra has been taken, Thalen is conflicted, having difficulty reconciling concern with the bell's compulsion.

After conversing with the aarakocra, any character succeeding on a DC 10 Wisdom (Insight) check realizes that these creatures are under some sort of mental compulsion. This could trigger another Intelligence (Arcana) check to let the characters understand that something within the bells is magically controlling the aarakocra.

DISABLING THE BELLS

An **invisible stalker** inhabits the bells, being able to move into and out of the bells as an action. The invisible stalker has been ordered to remain here and keep the aarakocra in line. It does not want to fight, so it remains in one of the bells until the aarakocra attack the characters (or vice versa), or until the characters disable the first bell.

If the characters have conversed with the aarakocra successfully, they may quickly learn that the bells are a threat. The aarakocra are proud of the bells, and they happily allow the characters to examine them. A close study reveals that the bells are obviously magical, both as a conduit for controlling the aarakocra and as a component in a ritual to summon creatures from the elemental plane of air.

Disabling a bell requires a successful DC 15 Intelligence (Arcana) check or a DC 15 Dexterity (thieves' tools) check. On a success, the hold of the invisible stalker over the aarakocra is weakened. On a failure, the bells all ring loudly, pushing any creatures on the tower tops off unless they succeed on a DC 15 Strength saving throw.

The bells can also be physically destroyed (AC 18, 100 hit points), but time a bell is stuck in this manner, the creature attacking it takes 16 (3d10) thunder damage.

The number of bells that must be disabled to completely free the aarakocra varies depending on table strength. When the threshold of disabled bells is reached, the following happens:

- The aarakocra are released from their compulsion. They immediately stop fighting.
- The flocks of birds stop harassing the characters (see below).
- The invisible stalker becomes visible for the rest of the combat.

COMBAT

The **aarakocra** and the **invisible stalker** attack in tandem, either immediately or after the Characters tamper with the first bell. When the disabled bell threshold is reached for the encounter, the aarakocra cease attacking.

While the aarakocra are attacking, the many flocks of birds may get involved in the combat. At the beginning of the round, roll 1d10. On a result of 1 or 2, flocks of birds inhibit the characters.

This inhibition can take many forms, but do not hamper a character more than once in a round. If a character is making a ranged attack, the flock obscures the target, giving the attack disadvantage. An attack against a character might have advantage as the flock blinds the character with wing buffets. Characters attempting to climb the vines of a tower have disadvantage as the birds swoop and peck. Spellcasters who are concentrating on a spell must make a DC 20 check to maintain concentration.

TREASURE

If the elder aarakocra is present, she gifts the party her staff of withering. It can also be taken from her through combat.

A DC 10 Intelligence (Nature) check shows that these grapes are a rare species of the fruit. Characters picking the best grapes from these vines and selling them to a master vintner could get 40 gp.

DEVELOPMENTS

If the aarakocra are freed from the Howling Hatred's control, Lazra and/or Thalen are overjoyed. If the party has an airship but no pilots, the aarakocra are a capable crew. In addition, the aarakocra agree to join the party when they reach the Storm Gate (see the final encounter for details).

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Change the invisible stalker to an air elemental, and half of the aarakocra do not attack. Only two bells need to be disabled. Eliminate the interference of the bird flocks.
- **Weak party:** Change the invisible stalker to an air elemental. Only two bells need to be disabled. Reduce the interference of the bird flocks from 20% to 10%.
- **Strong party:** Four bells need to be disabled.
- **Very strong party:** Add an air elemental. All five bells need to be disabled. Increase the interference of the bird flock from 20% to 40%.

7. PRISON

This tall tower is a prison holding a faction representative (DM's choice; choose from the factions represented by the characters), and is guarded by a **cloud giant** and a **cyclops**. Due to the Sphere of Corrupted Compassion, the two have switched personalities. The cloud giant (in the cyclops' body) orders the cyclops (in the giant's body) to stay quiet while he sleeps. This can provide the party with the leverage to avoid a combat and rescue the prisoner. The Black Earth comes to the prison during Encounter 3. After that point the prisoner is with the Black Earth (and taken to the Storm Gate).

Faction

Lords Alliance
Order of the Gauntlet
Harpers
Emerald Enclave
Zhentarim

NPC

Gregur Illinov (male human)
Zakk Bilnis (male gnome)
Shael (female half-elf)
Yurl Dirtmonger (male halfling)
Kros Barash (female drow)

Characters may arrive here in an airship, or by using wingwear. Read or paraphrase the following:

A single tower some eighty feet tall and thirty feet wide rises from this cloud island. The tower's walls appear to be made of the very same cloud material. A 25-foot-high iron door is flanked by long stained-glass windows. A crooked sign hangs on the door. In very poor handwriting it reads, "Stand rite, not left. Nock soft."

Sign and Trap. The sign was written by the cyclops (in the giant's body), to prevent any cultists from stepping on the **trap** by mistake and waking up the giant. Anyone walking on the left side must succeed at a DC 15 Wisdom (Perception) check to notice a pressure plate buried under light clouds. If not noticed, the creature stepping on the plate must make succeed on a DC 13 Constitution saving throw or take 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one. Walking on the right side does not trigger the trap.

Listening or Peeking. A successful DC 10 Wisdom (Perception) check hears loud snoring within, while someone else tiptoes slowly around the room. The same check by someone looking through the window shows a cyclops asleep on an enormous bed, while a cloud giant comically tries to tiptoe across the room with a bowl of food. The jail cell can be seen from the window, including whether a prisoner is within. If the prisoner has been taken and you have time, you could allow the party to travel to a different location and not count this island as an encounter.

DEVELOPMENTS

If characters take pains to be quiet (opening the door quietly, knocking softly) the cloud giant (with the cyclops personality and dim intelligence) is likely to think they must be cultists and quietly greets them. A single DC 15 Charisma check is sufficient to settle any doubts and he gladly will allow them to take the prisoner.

However, the key is on a key chain held by the snoring cyclops (with the cloud giant's brain). A successful DC 15 Dexterity (Stealth) check is required to lift the keys without making a noise.

If a noise is made, the cyclops (cloud giant) begins to wake. Allow the characters to devise one more plan and assign a DC based on the plan. If successful, the cyclops continues sleeping and the party has one more chance to rescue the prisoner.

If noise is made a second time, the cyclops wakes up and orders the giant to fight. The party may wish to consider an escape plan!

FACTION PRISONER

If the party has arrived in time, the prisoner is in good shape and very thankful for the rescue. The prisoner can share one piece of information you consider to be important, based upon what the party has yet to explore.

TREASURE

The key ring is actually a giant's ring, made of silver and etched with electrum. It is worth 500 gp.

8. TEMPLE TO YAN-C-BIN

The temple honors Yan-C-Bin, the prince of evil elemental air. The temple holds a magical gong, a spyglass observatory, and is protected by a **behir**.

Characters may arrive here in an airship, or by using balloon packs. Read or paraphrase the following:

The architecture of the large domed building on this cloud island is as wondrous as it is terrible. Hundreds of thin and delicate spires whistle and moan as gusts of wind race through perforations in the spires. The dome and spires are inlaid with golden marble, the patterns depicting tornadoes, hurricanes, and other disasters destroying the cities of the Sword Coast. Details include elementals and demons tearing through the cities, showing no mercy.

Double doors fifty feet high stand open, revealing an opulent interior of marble veined with whorls of pink and blue. Small chimes and bells are suspended throughout the room, softly ringing as the winds rush through the chamber.

Two large tapestries flank the entranceway. One depicts a formless cloud of smoke, tentacles and eyes floating as if disembodied limbs. The other depicts an old mystic in robes, with brown skin and white hair.

The center of the room is a shimmering pool of electricity, from which rises a 40 foot tall obelisk of obsidian. A golden gong atop the cone hums as if recently struck, never changing its tone.

Tapestries. These depict two of Yan-C-Bin's common forms. The tapestries are non-magical, but enormous. A DC 15 Strength (Athletics) check is required to pull the tapestries off the wall. If pulled over the pool, the electricity only does half damage.

Gong. The gong was struck by Stormgale as part of his prayers. A character succeeding at a DC 15 Wisdom (Religion) or Intelligence (Arcana) check notes that the golden gong is etched to appear like a storm and reveals the gong's religious and magical significance to the ritual. Stopping the gong from ringing will weaken the ritual. To do so, the characters must reach the gong and succeed on a DC 15 Strength check. A character may make any number of attempts, but each one takes an action and the character takes 11 (2d10) thunder damage from the vibrations.

Gravity. Gravity functions differently here. Characters may walk on any surface, including walls, the angled cone, or even the domed roof (roughly 50 feet above the gong). This can make for a cinematic battle.

Pool. Any creature entering the electric pool must make a DC 12 Constitution saving throw, taking 11 (2d10) lightning damage on a failed save or half as much on a successful one.

Behir. The behir waits under the pool's surface, immune to the damage. It emerges as the characters negotiate the pool, using its climb speed to maintain the upper hand. It can grapple a creature to pull it into the pool, or sit in the pool when it has swallowed a creature so that it will be regurgitated into the pool.

TREASURE

A spyglass is on the cone, near the gong. It functions as a normal spyglass outside the air node. Within the air node it allows the viewer to unerringly find someone (including someone known only by name). This can be used to find Stormgale's location and spy on his movements. It can be used on creatures known only by name, such as Mica Foebreaker of the Black Earth (it is possible that the characters met her in this adventure previously). The spyglass is exquisitely designed, and would be worth 750 gp to a collector in Mulmaster.

9. STORM GATE

This is intended to be a cinematic conclusion to the adventure trilogy. It is less important if it is a challenging battle than if it is an enjoyable cinematic experience. Characters should shine. This is a great encounter to say "Yes" to player ideas, even if it shortcuts the encounter. For example, pushing Stormgale into the swirling storm could be tremendously satisfying for the players.

When the party finishes its fifth encounter, read the following:

As you begin to consider your next destination, the storm at the center of the air node suddenly pulses with thunderous power, cold air and the tang of electricity rushing over you.

An airship hovers above the swirling storm. The sounds of the cultists' fevered chanting reaches you even here. As if in response, a mouth opens in the storm below the cultist's airship - the gate has begun to form!

APPROACHING THE STORM

The characters must immediately head to the Storm Gate. An airship is the best way to reach the gate.

If they have a kenku crew, one of the kenku asks in a mimicked voice, "Shall we ram our foe, captain?" To do so, one character must act as captain, attempting a DC 20 Dexterity or Intelligence check. On a failure, the two ships collide but no damage is done. The two ships float 5 feet apart, above the swirling storm. On a success, the ships crash into each other, momentarily stuck. All Howling Hatred suffer 11 (1d10) bludgeoning damage from the impact.

If they lack an airship, but befriended the aarakocra, the aarakocra arrive and carry them to the storm, depositing them on the cultist's airship. Characters have disadvantage on their initiative checks due to the rough handling by the aarakocra.

As a last resort, characters can spend fly out to the Storm Gate, but lose 16 (3d10) necrotic damage as their life essence drains into the storm.

DETERMINING EFFECTS

Consult Appendix 4: Storm Gate Accomplishments, to determine how the actions of the characters in the adventure have impacted the final battle. Make a note of changes directly on the monster statistics in Appendix 1. Make a note of any effects that may happen on rounds 2 or 3. At a minimum on the airship are five **kenku pirates**, a **Stormgale**, **Bloodwind** and a **howling hatred priest**. If Bloodwind died in DDEX2-9 then Mifru is there (same stats. If Stormgale is killed earlier in the adventure then add Bloodwind is not present then Mifru takes his place and a different **skyweaver** is present.

EFFECTS OF THE RITUAL

The ritual, if not stopped, will open a gate to the Plane of Elemental Air at the start of round 4. Provide warnings to the characters as the time approaches, encouraging them if necessary to take drastic measures (such as shoving a cultist over the edge, sacrificing themselves, etc.).

In addition, the ritual's power transforms **Stormgale** into an **air elemental myrmidon**. This would happen at the end of the first round, but is delayed by one round for each successful test taken by the characters. You may wish to roleplay the transformation happening each round - even if it never takes place the characters can get a sense of what would happen.

If the transformation happens, replace the cultist with the air elemental myrmidon. Remove half of the damage the cultist had taken before the transformation.

If the portal is opened by the ritual, the characters have failed. If the foes are defeated prior to that, the ritual is stopped. See the Conclusion, below.

CINEMATIC COMBAT

In this combat you can lead by example. Foes should verbally challenge the characters, highlighting the cult's successes (such as sacrificing the aarakocra elder). Cultists may leap onto the character's ship or use ropes to swing away from a character. Though the ships are not detailed, introduce features as needed for fun and encourage the characters to do the same. Barrels, rigging, steps up onto a platform - all can be present.

The ships move above a huge storm. At your discretion, player or enemy tactics could require skill checks to avoid falling prone... or even overboard.

TACTICS

Because the cultist leader expects to be transformed by the ritual, he or she is rash. Best spells are used first and the leader shows little fear for taking damage. Overconfidence!

The other cultists are also brash; sure that victory is at hand. They do whatever makes the combat the most fun for the players, while trying to deal damage and defeat the characters.

TROUBLESHOOTING / SIMPLIFYING

If the number of effects is overwhelming, pick the ones that seem the most fun and run only those, highlighting these during the battle to draw attention to the impact of the party's actions.

ADJUSTING THE ENCOUNTER

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

- **Very weak party:** Delay the arrival of Black Earth cultists by one round. Aarakocra or even kenku can lend aid, granting players heal checks to stabilize or even healing them to get them back into battle. Encourage characters to use the terrain to their advantage (such as pushing foes overboard). Remove 20 Hit Points from the Stormgale.
- **Weak party:** Remove howling hatred priest.
- **Strong party:** Add two howling hatred initiates.
- **Very strong party:** Add a hurricane and increase the damage of all attacks by +2.

CONCLUSION

If the ritual is interrupted, the Storm Gate begins to pull at the air node, consuming it for power. Acting as a black hole, the gate pulls the cloud islands and eventually the entire node into itself, destroying it utterly. The characters have time to escape in cinematic fashion - flying to the exit portal or using a sphere island to escape to reach the Amphitheater and escape. Note that only those monks already freed can also escape.

If the ritual succeeds, the Storm Gate begins to open. The characters can see into the Plane of Elemental Air as the gate opens. An army of evil elemental air creatures prepares to enter. The characters have time to escape, and to hear the mocking laughter of any remaining cultists.

The monks of the monastery invite the characters to a feast in their honor. If the characters succeeded in at least three of the tests, they may be named honorary members of the Monastery of the Yellow Rose at your discretion. This title confers no in-game benefits, but may provide additional roleplay opportunities in later adventures.

TREASURE

If the characters succeed then the Lord's Alliance and Order of the Gauntlet grants them a bonus of 200 gp each upon their return to Mulmaster.

REWARDS

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

EXPERIENCE

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

COMBAT AWARDS

Name of Foe	XP per Foe
Black Earth guard	450
Black Earth priest	700
Air elemental	1,800
Howling Hatred initiates	25
Hurricane	450
Howling Hatred priest	450
Helmed horror	1,100
Kenku	50
Flesh golem	700
Manticore	700
Shadow demon	2,200
Aarakocra	50
Invisible stalker	2,300
Cyclops	2,300
Cloud giant	5,000
Behir	7,200
Skyweaver	700
Stormgale	2,300
Bloodwind	700
Air elemental myrmidon	2,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Test of Charity	200
Test of Humility	200
Test of the Elemental Cult	300
Test of Suffering	200
Test of Piety	200
Disabling the Bells	200
Freeing prisoner without combat	200
Disabling the gong	200
Stopping the ritual	200

The minimum total award for each character participating in this adventure is **3,000 experience points**.

The maximum total award for each character participating in this adventure is **5,000 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
Cultists gold (part one)	460
Brooch (section 3)	400
Rare tomes (section 5)	200
Rare grape vines (section 6)	40
Giant's ring (section 7)	500
Spyglass	750
Reward	200 (each)

POTION OF BOTTLED BREATH

Potion, uncommon

This bottle contains a breath of elemental air. When you inhale it, you either exhale it or hold it.

If you exhale the breath, you gain the effect of the gust of wind spell. If you hold the breath, you don't need to breathe for 1 hour, though you can end this benefit early (for example, to speak). Ending it early doesn't give you the benefit of exhaling the breath. The full effect of gust of wind can be found in the Player's Handbook.

STAFF OF WITHERING

Staff, rare (requires attunement by a cleric, druid, or warlock)

This staff of lightweight wood blows is constantly surrounded by an unseen breeze. To those attuned to it, the winds whispers words of warning, granting a +2 bonus on Dexterity checks made to determine initiative in combat. A full description of this item can be found in the Dungeon Master's Guide.

BALLOON PACK

Wondrous item, uncommon

A full description of this item can be found in the adventure Princes of the Apocalypse. Unless used in the adventure it is fully charged.

WINGWEAR

Wondrous item, uncommon (requires attunement)

A full description of this item can be found in the adventure Princes of the Apocalypse. Unless used in the adventure it is fully charged.

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

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

Lord's Alliance and **Order of the Gauntlet** members earn **one additional renown** point for successfully completing the adventure.

Emerald Enclave members earn **one additional renown** point for restoring the balance by closing the node and reporting their findings to their faction.

A character that rescued a fellow faction member who was a prisoner in the node earns **one additional renown point**.

DOWNTIME

All characters earn **ten downtime days** at the conclusion of this adventure.

DM REWARDS

You receive **400 XP**, **200 gp**, and **ten downtime days** for running this session.

APPENDIX: MONSTER/NPC STATISTICS

BLACK EARTH GUARD

Medium humanoid (human), neutral evil

Armor Class 18 (plate)
Hit Points 39 (6d8 + 12)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	10 (+0)	10 (+0)	9 (-1)

Skills Intimidation +1, Perception +2
Senses passive Perception 12
Languages Common
Challenge 2 (450 XP)

ACTIONS

Multiattack. The guard makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Unyielding. When the guard is subjected to an effect that would move it, knock it prone, or both, it can use its reaction to be neither moved nor knocked prone.

BLACK EARTH PRIEST

Medium humanoid (human), neutral evil

Armor Class 17 (splint)
Hit Points 45 (7d8 + 14)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	12 (+1)	10 (+0)	16 (+3)

Skills Intimidation +5, Religion +3, Persuasion +5
Senses passive Perception 10
Languages Common, Terran
Challenge 3 (700 XP)

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It knows the following sorcerer spells (an asterisked spell is from appendix B):

Cantrips (at will): *acid splash, blade ward, light, mending, mold earth**

1st level (4 slots): *earth tremor,* expeditious retreat, shield*

2nd level (3 slots): *shatter, spider climb*

3rd level (2 slots): *slow*

ACTIONS

Multiattack. The priest makes two melee attacks.

Glaive. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) slashing 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.

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.

HOWLING HATRED PRIEST

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	14 (+2)	10 (+0)	14 (+2)

Skills Acrobatics +5, Intimidation +4, Religion +4

Senses passive Perception 10

Languages Auran, Common

Challenge 2 (450 XP)

Hold Breath. The priest can hold its breath for 30 minutes.

Spellcasting. The priest is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 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*, *shocking grasp*
1st level (4 slots): *feather fall*, *shield*, *witch bolt*
2nd level (3 slots): *dust devil*,* *gust of wind*
3rd level (2 slots): *gaseous form*

ACTIONS

Multiattack. The priest makes two melee attacks or two ranged attacks.

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

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

HELMED HORROR

Medium construct, neutral

Armor Class 20 (plate, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

Languages understands the languages of its creator but can't speak

Challenge 4 (1,100 XP)

Magic Resistance. The helmed horror has advantage on saving throws against spells and other magical effects.

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *fireball*, *heat metal*, and *lightning bolt*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

KENKU

Medium humanoid (kenku), chaotic neutral

Armor Class 13

Hit Points 13 (3d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	11 (+0)	10 (+0)	10 (+0)

Skills Deception +4, Perception +2, Stealth +5

Senses passive Perception 12

Languages understands Auran and Common but speaks only through the use of its Mimicry trait

Challenge 1/4 (50 XP)

Ambusher. The kenku has advantage on attack rolls against any creature it has surprised.

Mimicry. The kenku can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

ACTIONS

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

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever the golem starts its turn with 40 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 40 hit points or fewer, the golem might go berserk again.

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

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

Lightning Absorption. Whenever the golem is subjected to lightning damage, it takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. The golem has advantage on saving throws against spells and other magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

MANTICORE

Large monstrosity, lawful evil

Armor Class 14 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	17 (+3)	7 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Tail Spike Regrowth. The manticore has twenty-four tail spikes. Used spikes regrow when the manticore finishes a long rest.

ACTIONS

Multiattack. The manticore makes three attacks: one with its bite and two with its claws or three with its tail spikes.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Tail Spike. *Ranged Weapon Attack:* +5 to hit, range 100/200 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4

Skills Stealth +7

Damage Vulnerabilities radiant

Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities cold, lightning, poison

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

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 4 (1,100 XP)

Incorporeal Movement. The demon 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.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.

AARAKOCRA

Medium humanoid (arakocra), neutral good

Armor Class 12

Hit Points 13 (3d8)

Speed 20 ft., fly 50 ft.

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

Skills Perception +5

Senses passive Perception 15

Languages Auran

Challenge 1/4 (50 XP)

Dive Attack. If the arakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

ACTIONS

Talon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

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

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.

CYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

CLOUD GIANT

Huge giant, neutral good (50%) or neutral evil (50%)

Armor Class 14 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	22 (+6)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Con +9, Wis +7, Cha +7

Skills Insight +7, Perception +7

Senses passive Perception 17

Languages Common, Giant

Challenge 9 (5,000 XP)

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

Innate Spellcasting. The giant's innate spellcasting ability is Charisma. It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fog cloud*, *light*

3/day each: *feather fall*, *fly*, *misty step*, *telekinesis*

1/day each: *control weather*, *gaseous form*

ACTIONS

Multiattack. The giant makes two morningstar attacks.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

BEHIR

Huge monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	18 (+4)	7 (-2)	14 (+2)	12 (+1)

Skills Perception +6, Stealth +7

Damage Immunities lightning

Senses darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 11 (7,200 XP)

ACTIONS

Multiattack. The behir makes two attacks: one with its bite and one to constrict.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Constrict. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 17 (2d10 + 6) bludgeoning damage plus 17 (2d10 + 6) slashing damage. The target is grappled (escape DC 16) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Lightning Breath (Recharge 5–6). The behir exhales a line of lightning that is 20 feet long and 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Swallow. The behir makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the behir, and it takes 21 (6d6) acid damage at the start of each of the behir's turns. A behir can have only one creature swallowed at a time.

If the behir takes 30 damage or more on a single turn from the swallowed creature, the behir must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the creature, which falls prone in a space within 10 feet of the behir. If the behir dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

BLOODWIND (OR 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*

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.

STORMGALE, CULT LEADER

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (10d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +8, Wis +5

Skills Arcana +9, History +9

Damage Resistances cold, fire, lightning, thunder

Senses passive Perception 12

Languages Common, Draconic, Giant, Ignan

Challenge 6 (2,300 XP)

Spellcasting. Stormgale is a 10th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +7 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots): *detect magic, mage armor**, *magic missile, shield*

2nd level (3 slots): *detect thoughts, mirror image, misty step*

3rd level (3 slots): *fireball, lightning bolt, sleet storm*

4th level (2 slots remaining): *dimension door, fire shield, stonewall**

5th level (1 slot): *cone of cold, wall of force*

*Stormgale casts these spells on himself before combat.

ACTIONS

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

AIR ELEMENTAL MYRMIDON

Medium elemental, neutral

Armor Class 18 (plate)

Hit Points 117 (18d8 + 36)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	9 (-1)	10 (+0)	10 (+0)

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

Damage Immunities poison

Condition Immunities paralyzed, petrified, poisoned, prone

Senses darkvision 60 ft., passive Perception 10

Languages Auran, one language of its creator's choice

Challenge 7 (2,900 XP)

Magic Weapons. The myrmidon's weapon attacks are magical.

ACTIONS

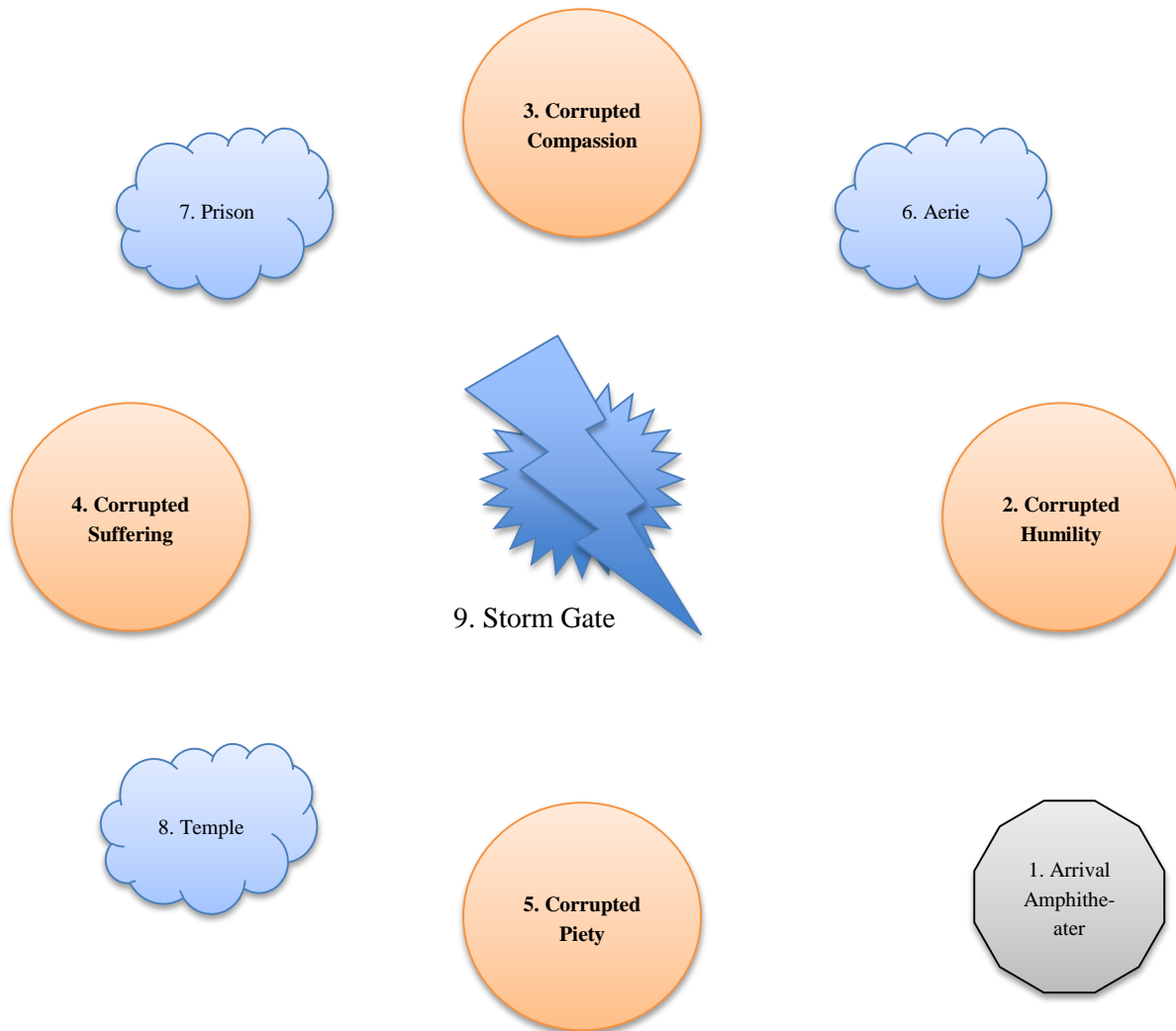
Multiattack. The myrmidon makes three flail attacks.

Flail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 8 (1d8 + 4) bludgeoning damage.

Lightning Strike (Recharge 6). The myrmidon makes one flail attack. If the attack hits, it deals an extra 18 (4d8) lightning damage, and the target must succeed on a DC 14 Constitution saving throw or be stunned until the end of the myrmidon's next turn.

APPENDIX: DM'S AIR NODE MAP

Numbers match encounter areas and are also used on the Player's Map. The Arrival Amphitheater is at ground level. All other locations float within the air node. All other locations float within the air node, 200 feet above. Spheres and cloud dwellings rotate clockwise around the central Storm.



APPENDIX: CULTIST MOVEMENT TRACKING SHEET

Check off the first column every time the characters visit a location. The party's first encounter is always the Arrival Amphitheater and the second is always the Sphere of Corrupted Humility. The 6th encounter is always the Storm Gate.

Encounter Progress	Location visited by characters	Howling Hatred location	Black Earth Location
1st ____	1, Amphitheater	8, Temple - Pray to Yan-C Bin	3, Sphere of Corrupted Compassion - Explore, gain skiff, leave cultist behind
2nd ____	2, Sphere of Corrupted Humility - Gain skiff, choice of where to proceed	5, Sphere of Corrupted Piety - Obtain ritual book	6, Aerie - Retreat, unable to negotiate
3rd ____		6, Aerie - Capture elder, staff	7, Prison - Convince guards to give prisoner
4th ____		7, Prison - Come to gain prisoner, may be picked up by Black Earth	5, Sphere of Corrupted Piety - Explore, learn some lore
5th ____		9, Storm Gate - Prepare for ritual	8, Temple - Retreat, unable to defeat guardians
6th ____	9, Storm Gate - Must fight cultists to stop ritual	9, Storm Gate - Begin ritual	9, Storm Gate - Either help or hinder Howling Hatred

APPENDIX: STORM GATE ACCOMPLISHMENTS

You may wish to track the accomplishments of the characters on this table, using it in encounter 9, **Storm Gate**, to determine the battle's parameters. Cross out rows that do not apply.

Encounter Location	Action Taken	Impact on Storm Gate Encounter
Previous Adventure	Failed to stop Air Beacon from being created and it still floats above	Howling Hatred cultists gain advantage on saving throws and their first attack during the adventure
Docks / Kenku	No Kenku crew on character airship	Any attempt to ram a ship is at disadvantage
Any	Party and cultists visited a location simultaneously and fought	If some Black Earth forces were defeated and are foes in the Storm Gate encounter, one Black Earth Priest begins at 22 (instead of 45) Hit Points. If some Howling Hatred Forces were defeated, one Skyweaver begins at 22 (instead of 44) Hit Points.
Any	Black Earth become allies	Arrive on round 2 and engage any Skyweaver and Hurricanes, removing them from the battle. They defeat each other "off screen."
Any	Black Earth are foes	2 Black Earth Guards and 1 Black Earth Priest arrive on round 2 and bolster the Howling Hatred from afar. To represent this, add +2 damage to the weapon or spell attacks of each Howling Hatred cultist. This effect ends if a character engages them in battle, or if (DM discretion) they feel the tide of battle has turned against the cultists (at which point they flee).
2-5, Spheres	Each successful test	The cultist leader's transformation is delayed by one round
3, Compassion	Gained manticores mount	If a character should fall, rescued by a manticores and dropped back into battle at position of their choice
5, Piety	Recovered the ritual book	The cultist leader makes a mistake during round 1, taking 20 points of damage from the storm
6, Aerie	Disabled the bells	If a character should fall, rescued by an aarakocra and dropped back into battle at position of their choice
6, Aerie	Recovered the staff and saved the elder	The ritual falters on round 2, dealing 15 damage to each cultist foe
7, Prison	Rescued faction prisoner	The faction NPC aids the characters. Once per round, a character may choose to gain advantage on an attack.
8, Temple	Disabled gong	The island with the temple crashes down to the bottom of the node on round 2, causing all cultists to suffer disadvantage on attacks and saving throws.

APPENDIX FIVE: THE MONASTERY OF THE YELLOW ROSE

While not necessary to run this adventure, since the characters may have been here before the information below may assist you in answering player questions:

There are over 750 monks members of the Monastery, one for each of the many saints of Ilmater, though not all are continuously present. 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. Built over time, additions have been added with functionality and balance a higher priority than comfort.

THREE ORDERS

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 also are worldlier, regularly traveling in the world to gather lore and to do good. They do not actively spread their faith, only discussing their religion when asked. 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.

An abbreviated list of the Monasteries hierarchy:

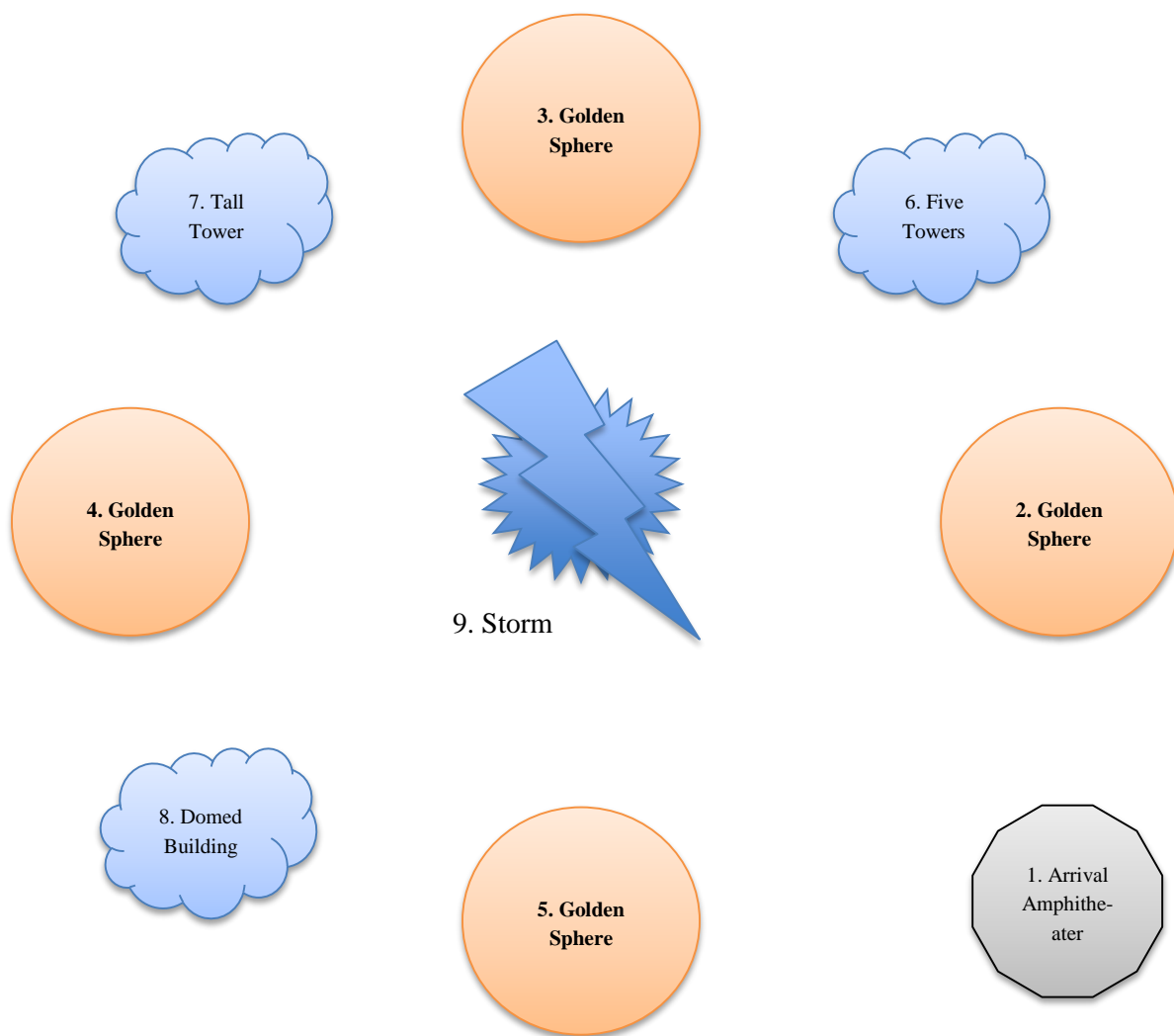
- **Grandmaster of Flowers.** Grandfather Perwinkle Shin (male human), the abbot of the Monastery.
- **Prioress.** Mother Savahn, Mistress of the East Wind (female human), the Prioress is basically the second in rank of the active monks.
- **Doorkeeper.** Father Hern (male human) Master of Gates. His 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). She leads the Order of the Chisel and is the quartermaster, treasurer and main diplomat of the Monastery.
- **Master Healer.** Brother Durmas (male human)
- **Master Chronicler.** Mother Alethra (female human). Leads the Order of the Scroll
- **Keeper of the Crypts.** Sister Talia (member of the Howling Hatred Cult)*.
- **Master of Summer.** Father Blath (male human). Leads the Order of the Rose
- **Knight Commander.** Lady Tace Blueshield (female dwarf).
- **Sacristan.** Mother Wydda (female human). In charge of the relics and maintaining the church of Ilmater.

PLAYER HANDOUT 1: CLOUD PORTAL'S QUESTIONS

<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>	<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>
<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>	<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>
<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>	<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>
<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>	<p>The face in the cloud portal asked you two questions: What is your greatest flaw? _____ _____</p> <p>To what do you aspire? _____ _____</p> <p>What creature do you fear the most? _____</p> <p>Name: _____ Class: _____ Race: _____ Background: _____ Faction: _____</p>

PLAYER HANDOUT 2: PLAYER'S MAP OF THE AIR NODE

The descriptions for each encounter area are what can be seen from a distance. The Arrival Amphitheater is at ground level. All other locations float within the air node, 200 feet above. Spheres and cloud dwellings rotate clockwise around the central Storm.



PLAYER HANDOUT 3: PARCHMENT SCROLL

The parchment appears to be part of an examination given to a student. Five questions are printed on the page. Six shelves are in the room, each bearing an inscription in a different language.

1. The elves of Kryptgarden Forest are wary of this fey king, for he shows little regard for those who serve him.
2. Name two of the ten towns of Icewind Dale.
3. What two creatures are depicted in a statue in the center of a square in Baldur's Gate?
4. What school of wizardry is favored by the Red Wizards who have controlled Thay in recent history?
5. What many-towered fortress requiring an unusual entrance fee was recently attacked by the forces of Asmodeus?

DM APPENDIX: NPC SUMMARY

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Mother Alethra (uh-LETH-ruh). Female human. Leads the Order of the Scroll

Brother Durmas (DOOR-mah). Male human oversees the hospital

Brother Santir (SAN-teer). Male human librarian who likes to talk, assigned to guide characters while they are in library

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.

The Grandmaster of Flowers, Grandfather

Periwinkle Shin (PEAR-ee-wink-kull SHIN). Male human, the abbot of the Monastery.

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, subordinate only to Grandfather Periwinkle Shin.

Knight Commander Tace Blueshield (TAYSE).

Female dwarf. In charge of the Monasteries defenses.

Sister Talia (TALL-ee-uh). Female human. Former Keeper of the Crypts; recent convert to the Cult of the Howling Wind.

Mother Wydda (WHY-duh). Female human, In charge of the relics and maintaining the chapel of Ilmater.

Stormgale. Male human. Leader of the Cult of the Howling Wind at the Monastery of the Yellow Rose.

RESULTS CODE: JUNE-JULY 2015

If you are DMing this adventure during the months of June or July 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 to enter their results.

