

Frozen Flowers

A Living Tal'Dorei module for 5th-10th level Players

Optimized for five 8th level Players

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Play tested and perfected by the Critter Community

Adventure Background

Merrick is a teacher at Toltis Academy and a member of the Arcana Pansophical. After Dyson's attack he become sick with an elemental malady. The Scar in Emon was aggravated and in the aftermath Merrick fell ill. After a successful trip to locate and secure a book containing lore on rare medicine, there is a need for adventurers to retrieve the necessary components for the cure... Lachlan, a fellow teacher and friend, has called for adventurers to help in procuring the ingredients.

Adventure Overview

Sherri's Still Glorious Goods: *(15 minutes)* Assume about 15 minutes for time for both before and after the session for players to make use of Sherri's. A player can use those services either before or after the module but not both.

Part One: Follow the Recipe: *(15 minutes)* The party receives a request from Lachlan, a wizard and teacher at Toltis Academy, that he is in need of a rare ingredient for a cure he is making for his friend's illness. The party will travel to Daggerbay Mountains, via the Emerald Outpost, and retrieve rare frozen flowers from its snowy peak.

Part Two: Strange Things at Play in Daggerbay: *(30 minutes)* Arriving at the Emerald Outpost, the party finds themselves in an Elven home. The home of one of Merrick's old adventuring companions. Drannier shows the party around and shows them a recently found hill giant corpse. The two captains of the outpost are here debating when the party arrives. After a talk, the party begins its climb of the mountain where the flowers they need are.

Part Three: Stormbreakers: *(45 minutes)* The party will find out a Cyclops stands atop the mountain. One with the ability to control storms and fly on their winds. It was the cause of the dead hill giant, and it keeps a garden that grows the special flower. The Cyclops, a worshiper of Vecna, is all too eager to sacrifice the new arrivals

Part Four: Comin' Round the Mountain: *(30 minutes)* Returning down the mountain with the flowers the party has a chance to sell off any extras at the outpost before going back to Emon to deliver the ingredient to Lachlan. When the mixture is ready, Lachlan will give Merrick the cure.

Adventure Hook

Any member of the party who has played 1-11 will be continuing their work in helping Lachlan find a cure for Merrick. Any member of the Arcana Pansophical could have been asked to help Lachlan in curing Merrick and have been sent by the faction to give aid. Members of the Council or Clasp have heard of a Toltis Academy teacher offering gold for rare ingredients and are told to ask for Lachlan. Other adventurers hear rumors of a sick teacher who needs help and money being offered for adventuring work surrounding that.

Sherri's Still Glorious Goods: A Friend in Need

Give the players time to access Gilmore's: *15 Minutes* –This gives Players a window both before and after the game to use his services at the table. If the players have the Story Award: A Friend in Need, they are able to purchase the following items at Gilmore's Glorious Goods before setting off on their adventure.

First Level Spell Scroll: 100gp (arcane only)

Second Level Spell Scroll: 250gp (Arcane only)

Scroll Shield of Faith 100gp (Purchasable by cleric or Paladin)

Scroll of Dissonant Whispers: (Purchasable by Bard)

Scroll of Protection from Good and Evil: (Purchasable by Cleric or Paladin)

Potion of Healing 50gp (Limit 1 per player)

Potion of Heroism 500gp (Limit 1 per player)

Diamond for Revivify: 400gp

Item for Trade: **Moon Touched Melee.** A player may spend 15 off hours and trade any common or uncommon magic item they own to Sherri for a Moon Touched Melee weapon of his/her choice. The Off Hours must be spent at the time of the trade and marked on the log entry for this module.

Part 1

Follow the Recipe

A night has passed since the finding of a cure for the Scar Sickness affecting Merrick. Lachlan, a mage of the Toltis Academy, has studied the recipe and the process of how to make it thoroughly, and has his lab set up to brew the cure. All that remains is the locating of rare ingredients to construct the required medicine. A call has once again gone out from Lachlan to the characters, in search of people capable of finding the ingredients in the places they are likely to be found... dangerous places. When the party arrives at the door of Toltis Academy, a young man answers the door. He looks like a young, bespectacled man of about sixteen years of age, wearing the robes of an apprentice wizard.

“You must be the adventurers that Master Lachlan mentioned would be coming. I’ve never even heard of an Ice Flower before so finding one should be a challenge. By the way, my name is Jacob. Follow me, I’ll take you to where Lachlan is.

Jacob leads the party to a small lab at the back of the Academy. Inside Lachlan stands over an open book surrounded by mixing bowls, tubes and grinding equipment. He looks up from the book to the party as they walk in.

“I am relieved to see you all again, I have a request of you. Thanks to the lore recovered recently we have tracked one of the ingredients we need. It is a rare flower that grows only in the frozen peaks of a mountain. With some divination magic we were able to locate one in the area of the Daggerbay Mountains. For the cure to work we need at least one flower. Some care must be taken while picking it so I suggest someone with proficiency in working with Nature take the lead on that.

Lachlan hands someone in the party a jar of green colored glass, topped with a lid that fits snugly into the opening at the top. He gives the container to whomever he thinks might be the most responsible of the group. Preferably a Paladin or a Cleric, but anyone who is a member of the Pansophical is fine as well.

“Here. This should keep whatever flowers you can recover fresh for use. Even if you damage one or more, or if they seem to wilt bring them back anyways. It’s possible we can still recover what we need. Obviously better-quality reagents yield a better cure, but time is precious in this case. As compensation the Pansophical is willing to pay each of you 2000gp should you come back with a perfect specimen. For parts we are willing to pay 1000gp each. The inside of the jar functions somewhat like a gentle repose spell. It should keep the flower or flowers intact long enough to return here.”

Failing all that anyone who isn’t a rogue/bard.

He removes the test ingredients and lets the party put the jar away.

RP Points for Lachlan

- The jar is magic obviously. Breaking it should be hard but if you try hard enough you can so bear that in mind. We need it back and functional for future missions.
- Since you'll be going to a region of extreme cold, I highly suggest cold weather gear if you don't already own.
- Also climbing gear if you don't already have it. The Daggerbay Mountains are not small.
- Let me know when you have made your preparations.

At this point the characters can choose to shop in the city, or at the elven trade outpost. Pricing will be the same at both locations. Elven characters will be shown far more respect at the outpost since it's about 90% Elves and their military. When the party is prepared, they are ushered to the teleportation circle. Lachlan makes some gestures and speaks the incantation and the party vanishes with a flash.

Part 2 Strange Things at Play in Daggerbay

When the party arrives, they notice they are in a small home. Any player may roll a **History** skill check at DC 12. On a success they recognize they are in an elven home. On a failure they realize they're in a house.

It does not take much looking around to realize you appeared very close to a family seated at a dinner table having a meal. An older looking elf stands up and moves to casually greet the party. The circle you are standing near is in an adjacent room just off the main living space. You realize quickly this room is a bit of a makeshift lab and bedroom mixed into one. Not glamorous by any means but functional and tidy.

His family clears the table and he motions for everyone to come sit a moment as he gathers his things. Once entering the main room, they notice a painting hanging over a small fireplace, engraved are the words

'A Firehawk never forgets.'

The painting is of a group of people and shows Merrick in shining golden armor. He is standing with some others, including Drannier. Drannier wears his adventuring gear in the painting, looking slightly younger than he appears now. His gear sits on a dummy in the corner, and as he takes note that the party sees it

“So. I’ve been told Merrick is sick and you’re here looking for part of the cure on the mountainside. That’s going to be a treacherous climb. I assume you have gear and provisions to handle it? If not there is a place here that sells that sort of gear. Should you need it I can show you around a little.”

RP Points for Drannier

- The mountains are home to many strange creatures. Giants, yetis,
- Be wary of loud noises, avalanches are known to occur from time to time. The outpost was built in such a way that avalanches don’t normally reach it.
- I will send you back when you have completed your mission. I have a scroll I can use to send you back to Emon.
- Should you find extra of the flowers, I know some people in the outpost who will buy them, IF they are still fresh. Though usable when wilted, the buyer who has heard about the rare ingredients will only pay for fresh flowers. The offer is 1000gp a flower.
- A strange occurrence has happened as of late. Storms on the mountain peak have become prevalent, and the other day a scout named Thunderchaser found a dead hill giant on his patrol.
- They brought the hill giant back to the outpost to be studied, if you wish to see the giant, I can take them to it.
- The elven Captain and human Captain don't always agree, but work well together to keep the outpost up and running. They are both currently discussing the giant and will likely know more than I do.

If the party chooses to go see the giant

The two captains, Jorn and Maina, are gathered with their respective lieutenants around the hill giant. Both have ideas as to what has happened, and they are currently arguing that to each other when the party arrives.

They look up and one moment of annoyance on their faces at adventurers showing up is broken when/if they see Drannier with the party. They would rather adventurers not disrupt their day to day, but trust Drannier greatly, and if he approves of the party, then the captains accept their help. If Drannier is not with the party, they will need to explain why they want to see the giant. Allow them to see the giant, but rp some of the interaction if Drannier isn't there to speak for them. Elven characters will find the elven captain Maina more understanding, and vice versa for the human captain Jorn. Jorn is an appointed Captain here by the Council.

A player may make a **Medicine** skill check at DC 15. A success reveals that the giant died from a lightning strike. One eye has been cut out. On a DC 20 the player realizes it was done so almost surgically. On a failure it seems like the giant died to magic and was cut into after death.

Both Jorn and Maina are concerned over the recent storm activity at the mountains top. They warn the party it may be tough traveling ahead, and to take care. If asked what they think it is, their worry is that storm giants may have taken the mountain. Since they found a dead giant, perhaps it's some internal war. But the recent activity in Emon and ties to Vecna are hard for the council to ignore, when a giant has the left eye cut out. Jorn, being a council representative, voices that concern only if the party is asking enough questions to naturally lead to it.

When the party has sufficiently investigated the body and spoken to the captains, Drannier will show them to the gate that leads to the mountainside.

The first part of the climb is somewhat easy, and more of a steep hike than anything else. The mountain is impressive when you get up close, and its snowy peak is shrouded in a cloud. Another hour's worth of climbing the mountain leads to more difficult paths.

Now that the party has reached its first real climbing point, let them set up a climbing plan. Do they have gear to secure themselves? Is there enough rope to go around? Did everyone remember cold weather gear? Anyone who does not have cold weather gear makes all skill checks (including initiative) and attack rolls with Disadvantage until there's a way the cold is negated. (Let them get creative with a solution.)

The ledge to proceed up the mountain is 120' up.

All players who are climbing must make an **Athletics** skill check at DC 15 to free climb. Anyone who gets rope anchored to climb up climbs at DC 12 instead. Guidance cannot be used for these but if someone is proficient in **Athletics**, they may assist one other person.

Once the whole party has passed, they can proceed to climb on foot using a narrow foot path.

From here out, any loud noise, like one from some spells has a 50% chance of causing an avalanche. Roll a d100 and call high or low or flip a coin and call heads/tails. If you win, avalanche. If you lose nothing happens. At this range the avalanche only does minor damage and won't bury anyone. If there is an avalanche each party member must roll a **Dexterity** saving throw at DC 14. On a success each player takes 7 bludgeoning damage. On a failure each player takes 14 bludgeoning damage. Only one avalanche should occur, but if it happens early travel gets harder and you can raise the DC's by two for each roll while the players are on the mountain.

The landscape quickly turns to cold and snow, and before long snow begins falling softly around them. White Bulettes erupt from the ground near the party, throwing up snow and earth as they leap like dolphins would and disappear beneath the snow. You may choose to have one of them begin combat using their **Deadly Leap** ability.

Combat

When the party has finished with the bulettes, they may take a short rest here if they wish.

They may also choose to roll an **Investigation** skill check of the area at DC 15.

On a success they find:

500gp

Potion of Healing

Tatters of Cold Weather Gear sets that could be combined to form a functional suit for one Player.

On a failure they find:

500gp

Adjusting the Encounter

Very Weak

1 Bulette

Weak:

2 Bulettes

Average:

3 Bulettes

Strong:

4 Bulettes

Very Strong

5 Bulettes

It would seem as though this is a familiar hunting ground for the bulettes. As the party looks around, they find pieces of near frozen corpses, blood splatters and scattered coins left behind from previous attacks. Any player proficient in **Survival** or **Nature** realizes there are scattered animal remains here as well. No roll is required for that information.

Part 3

Stormbreakers

If there has not been an avalanche

More hiking and a few smaller climbs of no real significance lead the party into the deep of the storm. It's becoming hard to see and viability is diminished greatly. Everything is lightly obscured from this point on in the trip. All **Perception** skill checks are automatically at disadvantage. This will make all **Passive Perception** 5 points lower. Winds are blowing but not quite to the point of making ranged attacks difficult. The chance of avalanche on a loud noise increases to 75% here. Resolve it the same way as previously except with the increased chance of avalanches. The DC increases to 13 bludgeoning, and the damage will increase to 21 bludgeoning on a fail, 10 on a pass.

While the players hike, they get attacked by Yetis who come running down the mountain and cross their way, directly after a particularly large lightning strike out of nowhere lights up the storm for a brief second. (use the combat → for either part.)

If there was an avalanche in part two

The party arrives at the bulk of where the snow settled. Travel has been slower due to the massive shift in snow and ice. Terrain is difficult and movement is halved here unless the party has a way to negate it. (examples include the Fly spell, a Ranger with an appropriate terrain or anything the players can think up that makes realistic sense.)

Have the party roll a **Perception** group skill check at DC 15. Don't forget the disadvantage from the storm, against a group stealth for the yetis. The Yeti's **Stealth** is set at DC 15 so don't worry about rolling it. The Yetis should be hard to spot as their white fur mixes in well with the snowy conditions.

The Yetis, mad from being shunted down the mountain, attack as an ambush from the snow piles. If the group failed its **Perception** group check, they begin this fight with the Surprised condition. If a player has a class feature or item that negates surprise it still functions as normal but only for that person. All surprised players skip their first round of combat and only get a reaction after their first turn has ended. After their first turn ends, they are no longer surprised and can act normally.

Adjusting the Encounter

Very Weak:

3 Yetis

Weak:

4 Yetis

Average:

1 Abominable Yeti and 2 Yetis

Strong:

1 Abominable Yeti and 3 Yetis

Very Strong

2 Abominable Yetis and 3 Yetis

When the last of them goes down it screams out with its dying breath. An avalanche occurs immediately. Each player must make a **Dexterity** saving throw at DC 15. On a success the player takes 14 Bludgeoning damage. On a failure they take 28 Bludgeoning damage and must make a **Dexterity** saving throw at DC 13 or be swept off the mountain path and fall 20ft to the next ledge.

Any player who falls takes an additional 6 damage as they smack onto a ledge below face first. It's up to the party to figure out how to recover anyone who fell. Climbing gear, spells, teamwork in general can all be used here. The goal is to give the party pause (and maybe a little bit of a scare), not make this a drawn-out section in and of itself. Resolve the party getting back together with some effort and continue from there.

Continuing up the mountain the party enters the worst of the storm. At this altitude the climate is harsh to say the least. The climb and conditions are taking a toll on the party. Have the party roll a **Constitution** saving throw at DC 14. Anyone without cold weather gear or some way to negate the elements automatically fails this roll. On a success nothing happens. On a failure the player adds 1 level of exhaustion.

Cold weather gear or resistance to cold will give Advantage on this save. A few other magic items could make this save not necessary. (Some will be seen in later seasons.)

Someone in the party will need to make a successful **Survival** skill check to stay on course, at DC 15. It may be aided with the help action and/or the guidance cantrip, but it must be decided before any dice are rolled. Do not accept teamwork after the fact.

A failed check requires an additional **Constitution** saving throw as the party gets lost and must wander a little longer to reach their destination.

When they arrive at the pinnacle of the mountain the storm seems to break a bit. From this high up they can make out a large sized hut. As they get closer a figure in the storm emerges.

Beside the hut a frozen garden sits, its flowers in full bloom. As the figure moves closer its large size and bulk comes fully into view.

A Cyclops stares the party down.

“You braved my storm and climbed my mountain. I commend sacrifices to the Whispered One.”

He lifts off the ground as heavy winds pick up, taking flight in the storm. A whistle is heard from his direction on the wind. Winter wolves appear close to the party, getting ready to strike.

Combat

The Stormcaller is wearing Boots of the Winterlands. The party may loot them at the end of the encounter without needing an Investigation skill check.

When the party has defeated the Cyclops and his wolves, they

Adjusting the Encounter

Very Weak:

Cyclops Stormcaller, 1 Winter Wolf on Initiative zero.

Weak:

Cyclops Stormcaller, 2 Winter Wolf

Average:

Cyclops Stormcaller, 3 Winter Wolves

Strong:

Cyclops Stormcaller, 4 Winter Wolves

Very Strong:

Cyclops Stormcaller, 5 Winter Wolves

can attempt to retrieve the flowers. The jar will hold up to 3. The garden has 3 such flowers they would need, and it requires a **Nature** OR **Survival** OR **Herbalism** kit skill check at DC 15. This may be assisted by someone with any of the proficient skills or guidance cantrip but must be called before any rolls are made.

*Keep in mind exhaustion when making checks. The first level of exhaustion gives disadvantage to all skill checks which is relevant here. When the party has their flowers, good or bad, they can return from the mountain. The storm breaks quickly after the cyclops is gone.

Part 4 **Comin' Round the Mountain**

As the party arrives back at the Emerald outpost, they are met by both captains. Some questions about what they found follow, but they are both pleased that the adventurers handled the situation. The storm is gone, and the area is safer because of them. Both agree that the party is welcome back anytime and will speak to their Factions, saying how the party helped. With the mystery of the hill giant passed, they can remove the body, and set out to do so, bidding a safe travel to the group. Drannier is patiently awaiting the characters in his home when they arrive.

If the players brought the extra plants back, Drannier takes the party to meet the buyer. They are taken to another elven house in the outpost, where Drannier knocks on the door. A high elf answers and looks over everyone slowly.

An elaborate laboratory is set up, stretching nearly the entire room. Some signs of experimental 'mistakes' are evident around the room. Burned ceiling piece, missing tiles of floor, a hole in the wall, etc.

RP Points for Renley

- Ah, do come in. I was hoping you would all show up.
- I think I can finally complete my experiment now Drannier! HA!
- Oh, I've forgotten my manners, hello to you all...
- They call me Bang around here, but my real name is Renley.
- I am the guy around here you go to if you need an alchemist. He motions to all his stuff.
- So, I believe the price I offered to be 1000 gold per flower, how many did you get?

If the party only got 1 of the plants or none intact, but have the needed ingredient for Lachlan he simply says,

“Say hello to my friend for me. Tell him I shall visit soon as I have time. Shouldn’t be more than a few weeks at most.”

Renley opens the scroll and asks the party to enter the teleportation circle. Using the scroll, he sends the party back to the Toltis Academy where Lachlan and Jacob are ready to mix the ingredients. Any player proficient in **Nature** may make a skill check at DC 18. On a success they recognize some rare components used in spellcasting (Should they ask it is a lodestone, a pile of powdered ruby, and a shaving of licorice root.)

On a failure it looks like there's a bunch of stuff on the table.

With Jacob's help Lachlan begins mixing and mashing ingredients into his bowl. Slowly he pours the contents of a tube into the bowl and swirls it around with a look of intense concentration on his face. It seems as if the two are working as a well-oiled machine, the bond between student and master quickly becomes clear. After a few minutes Lachlan carefully pours the lightly glowing liquid into a potion bottle and rushes from the room.

If the players recovered a fresh flower in the jar

Merrick's eyes open and he tries to sit up but doesn't find the strength immediately.

“What day is it? I feel terrible...how long have I been out?”

Lachlan quickly fills him in on the details, and Merrick thanks the party. He offers them a reward from his own savings of 1000gp each for saving him and signs a letter of transfer for the gold to the party. They can cash it in before leaving the academy.

If the party only brought back a spoiled or damaged flower:

As above, but Merrick does not immediately wake or give the extra rewards to the players. Lachlan, who is attending Merrick closely will inform the party later that Merrick will like to eventually talk to them again.

Experience Summary

Social Experience: 1000XP for positive RP with Drannier and the outpost captains.

Exploration experience: 1000XP for recovering at least one flower.

Combat Experience: 1500XP for surviving the combats.

Off Hours: 10

Honor: 1

Magic Item Rewards:

Boots of the Winterlands- These furred boots are snug and feel quite warm. While wearing them you gain the following benefits:

You have resistance to cold.

You ignore difficult terrain caused by ice or snow.

You can tolerate temperatures as low as -50 degrees Fahrenheit without any protection. If you wear heavy

clothing, you can tolerate temperatures as low as -100 degrees Fahrenheit.

These boots, lined with the white fur of winter wolves, always appear that the fur is clean and never gets muddy or dirty. The stitching in the boots is elaborate and create the effect of looking like falling snow.

Handing out magic items: If the players can decide between themselves and no one has any objection, this method of handing out items is allowed. If not, the first step is to ask players for their item counts. If multiple people have the same lowest item count, you may check their logs to confirm. Lowest count gets the item, barring a tie, which is broken by D20 roll, highest roll winning the item. The person receiving the item gets to make any call about the item that is allowed. (Such as Any Melee weapon, Any armor, etc.)

GM Rewards: XP 1750, 10 Off Hours, 1 Honor, 2000gp

Enemy Stat Blocks

Bulette

Large Monstrosity, Unaligned

AC17, HP 94, Speed 40 ft Burrow 40 ft

STR 19 (+4) DEX 11 (+0) CON 21 (+5) INT 2 (-4) WIS 10 (+0) CHA 5 (-3)

Skills: Perception +6 Passive Perception 16

Senses: Darkvision 60 ft., Tremor sense 60 ft.

Standing Leap: The bulette's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

Actions:

Bite. Melee weapon attack. +7 to hit, reach 5 ft., one target. Hit 30 piercing damage. Critical 56

Deadly Leap: If the Bulette jumps at least 15 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a **Strength** or **Dexterity** saving throw at DC 16 (target's choice) or be knocked prone and take 14 bludgeoning damage plus 14 slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the Bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the Bulette's space.

Abominable Yeti

Huge Monstrosity, Chaotic evil

AC 15 (natural armor), HP 137, Speed 40ft., climb 40ft.

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

Skills Perception +5, Stealth +4

Damage Immunities: Cold

Senses: Darkvision 60ft., passive Perception 15

Languages Yeti

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

Keen Smell: The yeti has advantage on Wisdom (Perception) checks that rely on smell. Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

Claw. Melee Weapon Attack: + 11 to hit, reach 5 ft., one target. Hit: 14 slashing damage plus 7 cold damage. Critical 21 slashing plus 14 cold damage.

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

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

Yeti

Large Monstrosity, Chaotic evil

AC 12 (natural armor), HP 51, Speed 40ft., climb 40ft.

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

Skills: Perception +3, Stealth +3

Damage Immunities: cold

Senses: Darkvision 60ft., passive Perception 13

Languages Yeti

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

Keen Smell: The yeti has advantage on Wisdom (Perception) checks that rely on smell. Snow Camouflage. The yeti has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.

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

Claw. Melee Weapon Attack: + 6 to hit, reach 5 ft., one target. Hit: 7 slashing damage plus 3 cold damage. (Critical 11 slashing plus 7 cold damage).

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

Winter Wolf

Large Monstrosity, Neutral evil

AC 13 (natural armor), HP 75, Speed 50ft.

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

Skills: Perception +5, Stealth +3

Damage Immunities: cold

Senses: Passive Perception 15

Languages: Common, Giant, Winter Wolf

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

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

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

Cyclops Stormcaller

Large Giant

AC 16, HP 120, Speed 30 ft, fly 60 ft(Storm only)

STR 16 (+3) DEX 10 (+0) CON 18 (+4) INT 15 (+2) WIS 8 (-1) CHA 20 (+5)

Saves: Wis +3, Cha +9

Skills: Arcana +6

Senses: Passive Perception 9

Languages Common, Elven, Giant

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

Storm Wings. Within 1 mile of a storm the cyclops gains a fly speed of 60 feet.

Supernatural Focus. The cyclops has advantage on **Constitution** saving throws made to maintain concentration on a spell and cannot lose concentration because of turbulent weather.

Innate Spellcasting. The cyclops's innate spellcasting ability is Charisma (Spell Save DC 17). The cyclops can innately cast the following spells, requiring no material components:

At-Will: Ray of Frost (3d8), water walk

3/day each: ice storm, sleet storm, wind wall

1/day each: control weather, storm of vengeance

Actions:

Multiattack. The cyclops makes two Ice Claw attacks.

Ice Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 13 slashing damage plus 3 cold. (Critical 23 slashing and 7 cold).

Questionnaire

We value the feedback of our players and GM's. Your input is intended to have an impact on the story moving forward. While this part is not required, we do encourage it. Send responses to contact@livingtaldorei.com

1. Did the party want more than Lachlan could afford when questing yes/no?
2. Did the party have trouble with the climb yes/no?
3. Did the party cause the avalanche yes/no?
4. Did the party succeed in getting a flower yes/no? If so did they get more than 1 yes/no?

5. Did anything of note happen in the mod? (Please limit responses to 500 words or less or they will not be considered.)