

WYRMS OF THE REALMS

ARVEIATURACE

USING THE “WHITE WYRM” IN YOUR D&D GAME



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WYRMS OF THE REALMS

ARVEIATURACE

“WHITE WYRM”

Dragons are powerful creatures, and their presence in any region demands both attention and caution under the best of circumstances. Some have faded from current memory, falling into myth and legend, but the greatest dragons inspire the most persistent stories.

In the northern reaches of the Sword Coast, sailors and travelers tell stories of a mighty white dragon known as the White Wyrms. She preys on ships with a nasty habit of snatching victims in her enormous claws before dropping them into the frigid waters – or taking them away to be devoured later. Her massive bulk is made more striking by the form a wordless rider on a specially built harness and saddle.

The White Wyrms is no legend, however. She is Arveiatrace, one of the oldest and largest white dragons in all of Faerun. Her history is intrinsically linked to the wizard who tamed her hundreds of years ago, a wizard who wove powerful spells into the White Wyrms and eventually formed a strong bond with the dragon. The wizard’s death sent Arveiatrace into a deep depression, and now she hunts for a cure for death – when her mind doesn’t slip back to her younger days.

LEGENDS & STORIES

Dragons as ancient as Arveiatrace accumulate stories like street dogs gather fleas. The White Wyrms is not as mysterious as others of her kind, however, owing to her deep melancholy that sometimes spares a captured life in exchange for conversation and companionship for a time. In recent years, Arveiatrace is becoming more desperate to find a “cure” for her beloved rider’s condition, but a recent attempt at just such a cure fractured her mind to the point where she sometimes reverts to a time when Meltharond Thone was still alive.

WRATH OF ICECLAWS

The earliest stories of Arveiatrace focus on her ravaging ships that sail the Sea of Swords north and west of Waterdeep. She earned the nickname Iceclaws due to her habit of snatching sailors off of ships with her massive talons, and then taking the hapless victim high into the air only to drop them onto their ship. Grizzled sailors still tell tales of the wrath of Iceclaws in dockside dives of Neverwinter and Luskan to this day.

Arveiatrace’s early hunting forays seem to be on par with the habits of white dragons – cunning from a predator standpoint but rarely planned out or coordinated attacks. She established her lair on the island of Icepeak during this time but she aggressively expanded her territory southward, facing off against other draconic threats in the Moonshae Isles and the Whalebones. Sailors out of Caer Calidyrr and Mintarn were especially hard hit by Iceclaw’s wrath.

STEED OF MELTHAROND THONE

Sometime around 750 DR, Arveiatrace was captured by the powerful wizard Meltharond Thone and magically forced to serve as his steed. The proud white dragon fought the enchantment with tooth and nail for many years, viewing Meltharond as nothing more than a cruel taskmaster. At about the same time, Meltharond moved into Icepeak, though whether this was done as a concession to the dragon’s original home or another reason is unknown.

While their relationship started with hatred and formidable magical prowess, Meltharond treated Arveiatrace as an equal from the start. Vain and cruel himself, the powerful wizard saw all other creatures as lesser – except for dragons. He consulted with the White Wyrms on numerous occasions, relying on her supreme hunting prowess, predatory nature, knowledge of the Sword Coast, and keen insight to help formulate plans. Eventually, Arveiatrace began to see Meltharond as a friend as well, and that bond strengthened to one of love and mutual respect over the centuries.

Meltharond had a special saddle custom built for Arveiatrace, and together they continued to raid ships up and down the Sword Coast and throughout the Moonshae Isles. The wizard was incredibly interested in diamonds, so they targeted merchant vessels carrying jewels whenever possible. Arveiatrace was not magically gifted, but she learned many tactics involving facing and defeating enemy spellcasters from Meltharond.

Though he was a human, Meltharond wove powerful spells around himself to extend his life, living well beyond his normal lifespan. He used powdered diamonds in magical experiments and eventually became well-known among other wizards of Faerun because of his extensive gem-based arcane research. His lair with Arveiatrace was greatly expanded within Icepeak so that the White Wyrms could assist with tasks in comfort considering her large size, and they shared many companionable evenings talking about a wide range of subjects.

Meltharond had a callous view on life outside of his own and Arveiatrace, and he cared little for the troubles of others. He was supremely interested in advancing his arcane knowledge and staying together with Arveiatrace, and to this end they fought off numerous attacks from rivals – both draconic and wizardly – over the years.

THE WIZARD'S DEATH

Eventually, even the powerful diamond magic of Meltharond Thone could not stave off the hand of death. He had refused to become undead, and over the years the diamond magic keeping him alive began to have less and less effect on his body. He aged, and by 1326 DR he knew the end was coming.

Arveiatrace refused to accept the wizard's fate, and she threw all of her efforts behind keeping Meltharond alive. Meanwhile, seeing no other options, the wizard made final preparations, including using necromantic magic to keep his physical body preserved and connected to Arveiatrace to help ease the burden his passing would have on the venerable white dragon. Meltharond Thone died a peaceful death in their shared lair of Icepeak.

Arveiatrace, however, did not take it peacefully. The death of her loved friend and companion of many centuries sent the dragon into a fierce rage. She flew up and down the Sword Coast, attacking ships with impunity, leaving nothing but wreckage and drowning sailors in her rage-filled wake. Perhaps she attacked so many with the hope of dying as well, joining her beloved Meltharond in death. Regardless of her subconscious desires, Arveiatrace's fierce attacks were sudden and brutal, and none posed a serious threat to the powerful white dragon.

Her rage eventually calming, Arveiatrace returned to Icepeak alone and depressed. For many months she lay in her lair, despondent over Meltharond's death, but eventually she went out hunting again. She found herself craving the kind of companionship she had with the wizard, so she used her talent for snatching up sailors from the decks of ships to bring them back to Icepeak to talk with. Most of them were terrified of the great white dragon, but through these conversations Arveiatrace learned more about the outside world. She usually ended up dropping the poor victim off somewhere along the Sword Coast after a few weeks, unharmed, before resuming her lonely life.

ATTACK ON CANDLEKEEP

A decade or so after the death of Meltharond Thone, Arveiatrace snatched up a kindly sage from the deck of ship bound for Candlekeep. She brought him back to Icepeak for a companionable conversation, and through their talks the White Wyrms learned of a newly penned tome detailing Meltharond Thone! Arveiatrace was initially excited to learn her beloved friend was finally getting noticed among other arcane masters, but her excitement turned to rage when she learned the book portrayed Meltharond as an incompetent fool.

The sage forgotten, Arveiatrace let her rage consume her as she flew off immediately for Candlekeep. She assaulted the Library Fortress, screaming in fury as she desperately sought out the author of the book disparaging Meltharond Thone. She caused enormous damage to several of Candlekeep's towers before they were finally able to drive the White Wyrms away.

About a month after this incident, Arveiatrace was visited by Laeral Silverhand of Waterdeep, who had a fresh copy of a new book – *The High History of the Mighty Mage Meltharond*. She delivered it personally to the dragon at Icepeak, and spent a tenday talking with Arveiatrace under amiable circumstances. The exact topics of their conversation Laeral has kept to herself, but it seems the Lady Mage of Waterdeep struck some kind of bargain with the White Wyrms, for ships bearing the flag of Waterdeep were never assailed by Arveiatrace again.

FRACTURED MEMORIES

Arveiatrace eventually focused her efforts on the subject of reviving Meltharond Thone as a living breathing man. The arcane and divine power to achieve this end was far beyond her personal skill, so she began to snatch up wizards and priests from ships with this direct purpose in mind. She had learned some time ago that Meltharond had magically preserved his body, and she often kept his body – now skeletal – on the special saddle strapped to her back.

Her efforts to revive her beloved Meltharond revealed nothing of substance, but eventually a potential answer came to her. The Cult of the Dragon had long attempted to tempt Arveiatrace into becoming a dracolich and serving their ends, so when an elf named Lashivian came to Icepeak in 1373 wearing the distinct purple robes of the cult, the White Wyrms was not interested. Lashivian came with a purpose, however, and as an accomplished necromancer promised to work arcane power to restore Meltharond Thone to life once again.

The lure was too great for Arveiatrace, and she welcomed Lashivian into her Icepeak lair. They worked tirelessly for years, perfecting the arcane tools necessary to bring back Meltharond without the aid of divine power. The elf necromancer utilized many of the diamonds in the hoard of the White Wyrms in the process, and in 1473 she was ready. She cast the spell intended to bring Meltharond Thone to life.

But the spell misfired, or perhaps it was never meant to work in the first place. Regardless, the powerful magical energy took hold of Arveiatrace's mind and pushed it back to a time when Meltharond was still alive. The White Wyrms lashed out in a fury against the elven necromancer, viewing her as an intruder into her lair, and ended up destroying much of the Icepeak cave that served as her home for so long. Lashivian managed to escape the wrath of Arveiatrace, and she has kept a careful watch over the ancient dragon since.

RETREAT TO REGHED

The magic wrought by Lashivian created a split personality within Arveiatrace. One of the personalities was Arveiatrace as she was currently – ancient, powerful, and fully in possession of her memories. The other one is stuck more than 200 years in the past, and when possessed of this mind she speaks to Meltharond Thone strapped to her back as if he were a living breathing creature.

With her lair on Icepeak all but destroyed and her mind fractured, Arveiatrace flew out over Icewind Dale. She feasted on the creatures of the tundra for several years, largely avoiding the people of Ten-Towners and the barbarians, before finally finding a lair on top of Reghed Glacier. The White Wyrms has been seen infrequently by the residents of Icewind Dale, and she spends much of her time fishing on the Sea of Moving Ice. The frozen skeleton of Meltharond Thone remains firmly attached to the saddle that has become a permanent feature of Arveiatrace's form, and her mind seems caught in the past more often than not in these latter years.

PLOTS & GOALS

The fractured mind of Arveiatrace creates a potential problem for any encounter with the great dragon, as the two personalities have vastly different desires and mental states. Overall, the White Wyrms is a tenacious survivor who has managed to outlive her rivals and countless foes over the centuries, and in either mental state she is a formidable opponent capable of cunning and guile under the right circumstances.

It's unusual for a dragon as old as Arveiatrace to have few far-reaching plots or goals. The time she spent with Meltharond Thone, lasting many centuries, aligned her personal goals to the wizard's, and they were a powerful force together. Since the wizard's death, loneliness drove her to mate with other white dragons in the region, most notably Arauthator in the Sea of Moving Ice. The White Wyrms watched over any eggs that resulted from these unions, though she evicted her children when they were old enough to live on their own for fear of them usurping her own dominance.

COLLECT DIAMONDS

When under the influence of the past personality, the one that talks openly with the skeleton of Meltharond Thone as if he were a living being, Arveiatrace is largely concerned with the mission of her late rider – collect diamonds. Meltharond's obsession with diamonds and the magic they could enable was a great motivator for their hunts along the Sword Coast.

From her new lair on Reghed Glacier known as Iceclaw Cave, Arveiatrace goes out and searches Icewind Dale for diamonds. She largely stays away from Ten-Towns and spends much of her time flying over the glacier, the Spine of the World, or through the Sea of Moving Ice. If she finds any wandering adventurers out in the tundra, Arveiatrace may wing down to speak with them about any diamonds they may carry. The dragon is enormous though old, and the manner in which she speaks to her skeletal rider may suggest a certain senility to adventurers. They should not let down their guard, however; the White Wyrms is an immensely powerful being still capable of tearing apart lesser beings.

One of these encounters in Icewind Dale was with a lost dwarf traveler named Kala Rockbrew. She ended up in Ten-Towns after a string of jewelry robberies in dwarfholds among the north, and she only intended to lay low in the tundra communities for a few months before heading back south. Kala got lost in a blizzard one day, and the White Wyrms appeared suddenly, demanding diamonds. Thankfully for her own sake, Kala had a few on hand, and she managed to appease Arveiatrace with the offering.

The quick-thinking dwarf offered to procure more diamonds for the ancient dragon in exchange for information regarding the ruins of Icepeak. Kala now acts as Arveiatrace's undercover agent in Ten-Towns, stealing diamonds from the wealthy merchants and delivering them to the dragon out in the tundra.

REVIVE MELTHAROND

When the cloudiness of the past personality dissipates, Arveiatrace is determined to find a way to return Meltharond Thone to life. She is steadfast in honoring the dead wizard's desires to not return him to life as an undead monster, so she entertains priestly offers to raise him from the dead. Arveiatrace knows very little arcane magic herself and has only the basic understanding of divine magic, but she refuses to believe there is no hope.

The White Wyrms remains wary of any offers to help but she is willing to hear out theories and possibilities. She listens patiently to suggestions before going off to consult some of the books and manuals at Iceclaw Cave she managed to rescue from Icepeak. At this point she refuses to let the wizard's remains leave her dimming sight.

DOMAIN & LAIRS

Arveiatrace nominally claims all of the lands and seas north of the Nelanther Isles as her domain, and in her younger days she aggressively defended that claim. She graciously allowed other white dragons to lair among some of the islands, notably among the Moonshae Isles, but she made a point to regularly visit these lesser dragons to ensure they remembered and respected her power.

Since the death of Meltharond Thone, however, Arveiatrace has become less interested in claims over a large domain. She doesn't check in with lesser dragons among the islands, and many have now grown up without the shadow of the White Wyrms looming over them. Arathautor was a favored mate and friendly rival to Arveiatrace for many years, but since she relocated to Reghed Glacier, he has enjoyed a position of dominance over the White Wyrms's former domain.

ICECLAW CAVES

Arveiatrace resides in a series of large tunnels within the heart of Reghed Glacier known as the Iceclaw Caves. She came upon the opening while flying over the glacier in her maddened state, and in her "conversations" with the skeleton of Meltharond, she decided the caves would serve well as a replacement for Icepeak. It took a few months of digging and tunneling, but eventually the Iceclaw Caves were expanded to fit her massive frame comfortably.

The hostile and inhospitable nature of the glacier means there are no visitors, which suits Arveiatrace just fine for now. She carved out caves for Meltharond's remains to rest, within easy sight of her own resting chamber, and she takes comfort in the mass of trinkets, baubles, and coins recovered from Icepeak. The once mighty collection of diamonds was largely reduced by the wizard in the years leading up to his eventual death, but the White Wyrms has amassed a collection of them in the time she's spent in Icewind Dale working with Kala Rockbrew. To date, the cunning dwarf thief has not yet been able to locate the dragon's lair, but she dreams of one day finding it and robbing the dragon blind.

RUINS OF CITADEL ICEPEAK

Arveiatrace's original home was known as Citadel Icepeak, built by both her and Meltharond Thone over the course of their centuries of time together. It was formed from a series of well-carved caves in the highest mountain on the island, and while other monstrous creatures dwelled elsewhere on the mountain, no other dragon was allowed to lair on Icepeak.

When Lashivian's "restoration" spell failed to return Meltharond Thone to life, the White Wyrms' rage ended up destroying much of Citadel Icepeak. The elf necromancer escaped with her life and Arveiatrace was forced to abandon the wreckage once her anger calmed down. She took as much treasure as she could and secreted it away to a smaller lair in the Spine of the World while she sought out a more permanent home.

The ruins of Citadel Icepeak stand to this day, but strange magic has been wrought upon the place as a result of Meltharond Thone's arcane experiments. Several bands of adventurers have ventured out from Aurilssbarg, the largest settlement on the island of Icepeak, intent on looting the abandoned dragon's lair – only to be turned back by living ice monsters, unpredictable magical storms, and more than a few malfunctioning golems.

AGENTS & ALLIES

Arveiatrace's long relationship with Meltharond Thone left little room for her own ambitions, and since his death most of her efforts have been spent trying to find a way to return the wizard to life. She has only recently made significant contact with an outside agent to help with her find diamonds in the Icewind Dale region, while elements of her past remain active with an interest in her presence (or death).

KALA ROCKBREW

Ambitious Dwarf Gemstone Thief

Kala Rockbrew was born in Citadel Adbar as an unwanted child between a dwarf noble and a clan maid, and upon her birth she and her mother were cast out of the noble's house and disgraced. Kala and her mother lived on the streets of Citadel Adbar for several years where they earned the nickname Rockbrew due to their fabled skill of brewing edible soup from rocks. The young dwarf learned the world was cruel early on, especially after her mother died, leaving Kala to survive on her wits, charm – and growing larcenous skills.

She joined the thieves' guild of Citadel Adbar to hone her skills, but she never truly felt at home amongst the more organized dwarf criminals. Kala took what she needed from the guild before setting out on her own into the wider world. She bounced from place to place in the North for many years, always leaving just as her thieving caught the attention of the wrong people, but her resourcefulness kept her one step ahead of the law and other criminals.

Kala ended up in Waterdeep for many years where she earned a living fencing stolen gemstones. Jewels and gems held a special fascination for her, and she learned she had a knack for identifying rare gemstones. She longed to get back her youthful thieving days, and so Kala decided to head out on an ambitious mission to steal all the jewels of the dwarf lords in the North. Her mission took her to Mithral Hall, Citadel Feldbar, Mirabar, Sundabar, and eventually Citadel Adbar.

During the spree Kala acquired a massive amount of gemstones, but she needed to lay low for a time to let her crimes settle from recent news. She headed north to Icewind Dale and settled in Bryn Shander to wait it out for a few years, posing as a simple gem merchant from the south. One day, Kala was making a trip to Easthaven when a terrible storm came up. She got lost and ended up missing the town completely. Lost and alone, Kala was frightened for her life.



Things did not improve when Arveiaturace appeared out of the blizzard. The White Wyrn was unbothered by the cold or the storm, and she seemed to smell the diamonds in Kala's pack. The quick-thinking dwarf struck a deal with the dragon after she learned Arveiaturace was after diamonds in order to complete some sort of ritual involving the dead skeleton on her back. It was strange, sure, but who was Kala to argue with the massive dragon?

Kala gave Arveiaturace all of the diamonds the dwarf had on her and promised to make deliveries every six tendays to a predetermined location. Kala has managed to steal a number of diamonds from wealthy merchants and travelers in Ten-Towns, only rarely dipping into her own stash, but the dwarf's curiosity is starting to get the better of her. What does the White Wyrn want with all the diamond? And what's the deal with the skeleton on her back?

KALA ROCKBREW

Medium humanoid (dwarf), chaotic neutral

Armor Class 17 (studded leather)

Hit Points 112 (15d8+45)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	20 (+5)	16 (+3)	15 (+2)	10 (+0)	14 (+2)

Saving Throws Dex +7, Int +5, Wis +3

Skills Deception +8, Perception +3, Persuasion +5, Sleight of Hand +11, Stealth +8

Damage Resistances poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Dwarven, Thieves' Cant

Challenge 7 (2,900 XP)

Cunning Action. On each of her turns, Kala can use a bonus action to take the Dash, Disengage, or Hide action.

Evasion. If Kala is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Sneak Attack (1/Turn). Kala deals an extra 28 (8d6) damage when she hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of any ally of Kala that isn't incapacitated and she doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Kala makes three attacks with her shortsword.

Shortsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Light Crossbow. *Ranged Weapon Attack:* +8 to hit, range 80/320 ft., one target. *Hit:* 9 (1d8+5) piercing damage.

REACTIONS

Uncanny Dodge. Kala halves the damage that she takes from an attack that hits her. Kala must be able to see the attacker.



LASHIVIAN, WEARER OF PURPLE

Cult of the Dragon Necromancer

Lashivian has always been fascinated with death, and that fascination eventually drove her out of her small community in the Cormanthor when her aptitude for necromancy grew to dangerous proportions. That didn't bother Lashivian – she wanted to explore the world anyway. Not only was she skilled in necromancy, she also had a knack for transmutation magic, and she put that to good use in her travels. Everywhere she went, she adopted a new physical form through magical transformation. Sometimes she was a human noble from Tethyr, other times she was a halfling cleric of Tymora, and so forth.

LASHIVIAN

Medium humanoid (elf), neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 82 (15d8+15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	13 (+1)	20 (+5)	14 (+2)	10 (+0)

Saving Throws Int +9, Wis +6

Skills Arcana +9, History +9, Perception +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Elven, Infernal

Challenge 12 (8,400 XP)

Spellcasting. Lashivian is a 15th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). Lashivian has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*, *toll the dead*

1st level (4 slots): *cause fear**, *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *alter self*, *blindness/deafness**, *ray of enfeeblement**

3rd level (3 slots): *animate dead**, *bestow curse**, *vampiric touch**

4th level (3 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *cloudkill*, *enervation**, *negative energy flood*

6th level (1 slot): *circle of death**, *soul cage**

7th level (1 slot): *finger of death**

8th level (1 slot): *Abi-Dalzm's horrid wilting**

* Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When Lashivian kills a creature that is neither a construct nor undead with a spell of 1st level or higher, she regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

Master Necromancer. Lashivian adds her Intelligence modifier to any necrotic damage inflicted by her spells. Creatures making a saving throw against one of Lashivian's necromancy spells of 1st level or higher suffer disadvantage on the roll.

ACTIONS

Multispell. When Lashivian casts a 1st-level or higher spell, she can cast a cantrip as part of the same action.

Chill Touch. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. *Hit:* 18 (3d8+5) necrotic damage, and the target can't regain hit points until the start of Lashivian's next turn.

Toll the Dead. A visible target within 60 feet must succeed on a DC 17 Wisdom saving throw or suffer 13 (3d8+5) necrotic damage. If the target is missing any of its hit points, it instead takes 24 (3d12+5) necrotic damage.

Her travels and research into necromancy put her on a collision course with the Cult of the Dragon, who were obsessed with turning dragons into dracoliches and then controlling them for their own purposes. The sheer power contained within a dracolich fascinated Lashivian, and she joined the secretive cult eagerly and with great enthusiasm. The elf necromancer managed to convince several chromatic dragons to join in the efforts of the cult and transform into dracoliches, a process she documented thoroughly each time.

Lashivian's efforts were rewarded by Sammaster himself and the elf was promoted to full Wearer of Purple in the cult. After the Cult of the Dragon learned of Meltharond Thone's death, they set their eyes upon Arveiatrace – turning such an ancient dragon to the cult's interest, perhaps even converting her to a dracolich, would give them a significant boost in power and reach over the Sword Coast. Lashivian was assigned the task, and she took on the guise of a Tethyrian noble when she approached the White Wyrms.

It took many years of trying, but eventually Lashivian was able to convince Arveiatrace she was only interested in gaining the dragon's trust. To prove it, the elf promised to work her necromantic powers to return Meltharond Thone to life. In reality, Lashivian had no such power to do anything of the sort, and the wizard's remains were magically warded against undead reanimation. So the clever elf necromancer decided to trick Arveiatrace into believing Meltharond was still alive by reverting her mind back to a point when the wizard lived.

The ritual was complicated, and Lashivian was thankful for the resources of Citadel Icepeak the White Wyrms allowed her to use. When the time was right, Lashivian cast the spell, but the magic placed upon Arveiatrace by Meltharond interfered with the ritual. Instead of permanently casting her mind back in time, it split Arveiatrace's personality in twain!

The White Wyrms destroyed her lair on Icepeak in a terrible fit of draconic rage. Lashivian escaped, but by this time the Cult of the Dragon was changing tactics. A new element was growing amongst the cult dedicated to bringing Tiamat the Dragon Queen back to Faerun, and the old members like Lashivian were pushed aside. It didn't matter to Lashivian – the Cult of the Dragon was only a means to an end to her, and she had gained a wealth of knowledge from her time with the organization.

And she had Arveiatrace to study now. The split mind of the dragon as a result of Lashivian's spell fascinated the elf, and she wanted nothing more than to cut open the White Wyrms' skull and study her brain. From a secret lair in Neverwinter, Lashivian has watched over Arveiatrace since the destruction of Citadel Icepeak.

THASLAUG ICEFANG

Half-Dragon Frost Giant Raider

Over her long life, Arveiatrace has had many dragon children. These offspring are usually the result of mating with Arathautor, and neither draconic parent care much for the children after they leave the lair. Many of these younger dragons have gone out of their mother's territory, some by force, to find their own way in the world. A few stuck around the North and plotted to overthrow Arveiatrace, but none were so ambitious as Frossurth, a female white dragon also known as Icefang who had dreams of ruling from Icepeak.

Frossurth decided the key to usurping the White Wyrms' reign was to ally herself with the frost giants that patrolled the Sea of Moving Ice. Frost giants and white dragons have long had a bitter relationship in the North, but when Frossurth approached Jarl Gunnjot and proposed an alliance, the canny frost giant leader decided to hear her out. A deal was struck, and Frossurth joined the frost giant tribe in raiding and pillaging while they plotted to attack Icepeak.

The younger white dragon was smitten by the swarthy frost giant pirate, and over the years the two became close, eventually blossoming to love. They had a child, Thaslaug, a half-dragon frost giant who had a cold heart and scales but otherwise resembled a regular giant. Unfortunately, the rest of Jarl Gunnjot's tribe did not view this union as blessed, and their bitterness towards their leader's partnership with a white dragon boiled over into open rebellion when Thaslaug was just a child.

The resulting coup claimed the lives of both Frossurth and Jarl Gunnjot. Thaslaug, the unwanted bastard child of their love, was cast out into the Sea of Moving Ice to die or live according to the whim of Thrym, the frost giant god. Thaslaug did live, and he swore vengeance on the giant tribe that killed his parents and left him to die. He became a skilled warrior amongst the glaciers of the sea, and when he visited his wrath down upon the frost giants, none were left alive.



Thaslaug took the name Icefang to honor his mother, and he traveled the north in a bitter rage for many years. He fought frost giants whenever he came upon them – in fact, he fought everything he came upon! Eventually, he sought to learn more about his draconic lineage in a clear rebuttal of his frost giant blood. He learned of Arveiaturace, his dragon grandmother, but by the time he visited Icepeak it was a ruin, and the White Wyrms had fled to Reghed Glacier.

THASLAUG ICEFANG

Huge giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 207 (18d12+90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	21 (+5)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Con +10, Wis +5, Cha +6

Skills Athletics +12, Perception +5, Survival +5

Damage Immunities cold

Senses passive Perception 15

Languages Common, Draconic, Giant

Challenge 13 (10,000 XP)

Berserker Rage (1/Day). As a bonus action, Thaslaug can enter into a berserker rage lasting 1 minute. During this duration, he has resistance to bludgeoning, piercing, and slashing damage, and can use a bonus action to make one additional melee weapon attack.

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

Reckless. At the start of his turn, Thaslaug can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against him have advantage until the start of his next turn.

ACTIONS

Multiattack. Thaslaug makes three greataxe attacks.

Greataxe. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 33 (4d12+7) slashing damage.

Frost Breath (Recharge 5-6). Thaslaug exhales cold in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

Thaslaug Icefang now wanders the North in search of Arveiaturace. He doesn't know what to expect when he finds her. Acceptance? Refusal? Or something else entirely?

TOOLS & MAGIC

White dragons are not known for their magical aptitude, and despite Arveiatrace's longtime partnership with the wizard Meltharond Thone she did not pick up anything more than a few basic cantrips. However, the wizard extended his diamond experimentations to the dragon, and in the process created a few permanent magical protections for the White Wyrms.

Primary among these is a permanent effect on Arveiatrace that functions like a *ring of spell turning*, reflecting some spells back to the caster. Others have noticed the White Wyrms heal much quicker than other dragon species, suggesting a regeneration-like spell permanently attached to her. At one point, Arveiatrace was the target of a specialty spell created by Meltharond allowing the dragon to trigger magical items in their collective hoard, such as wands and rods. That power seems to have faded or been dispersed with the disastrous effect created by Lashivian.

RECENT ACTIVITY IN THE REALMS

In the most recent years of Faerun (1490 and forward), Arveiatrace has confined herself to the Iceclaw Caves in the Reghed Glacier. Nonetheless, the presence of such an ancient dragon in the region can still have a profound effect on any of the major storylines affecting the Sword Coast region.

TYRANNY OF DRAGONS

Severin Silrajin's takeover of the Cult of the Dragon while redirecting their efforts towards freeing Tiamat from Avernus is a large, sweeping storyline that encompasses much of the Sword Coast. Lashivian, the elf necromancer who worked with Arveiatrace, once belonged to the cult, and their recent focus on living dragons rather than dracoliches poses little interest to her.

However, the cult may be very interested in recruiting Arveiatrace into their ranks. During the *Rise of Tiamat* adventure, the characters travel to the Sea of Moving Ice to confront Arathautor in his lair, who is grooming the tiefling wizard Maccath to become Arveiatrace's new master. The characters likely head out in search of the tiefling who has studied dragon lore.

The White Wyrms doesn't feature directly in this role, but she could make an appearance by shuffling some of the later information around. Perhaps Maccath went to Reghed Glacier directly, skipping Arathautor's lair entirely.

Alternately, perhaps the *White Dragon Mask* was actually stolen by Lashivian, who uses it to try and repair the splintered mind of Arveiatrace in the Iceclaw Caves. This can create an interesting moral dilemma for the characters. Arveiatrace is a powerful ancient white dragon, but the idea of repairing her mind could win her favor. Of course, Lashivian plans on using the mask to usurp the White Wyrms' current personality and replace it completely with the one stuck in the past, and then use her transmutation powers to take on the role of Meltharond Thone herself.

ELEMENTAL EVIL

The elemental cults growing in the Dessarin Valley represent a real threat to the peace and stability of that region, and the Elemental Evil storyline focuses on a group of heroes rising up to put an end to their various machinations. Dragons don't feature prominently in the adventure as presented, and Arveiatrace herself is a greater threat than any other save for the Elemental Princes themselves.

Still, there are ways to incorporate the White Wyrms into the storyline. Perhaps a key to creating or defusing one of the *devastation orbs* is found amongst the ruins of Citadel Icepeak among the forgotten treasures of Meltharond Thone. An excursion to Icepeak could run afoul of one of Arveiatrace's draconic children looking to claim her domain, or perhaps Thaslaug Icefang himself.

Another way to utilize Arveiatrace is through Kala Rockbrew. Her quest for diamonds for the dragon could bring her to the Dessarin Valley after learning about a particularly large or rare gemstone in the possession of the Cult of the Black Earth. Characters could team up with the dwarf thief on a venture to capture the diamond. Does Kala betray the party and steal the diamond away? Or does she convince the party to help her return to Icewind Dale and present it to the great dragon?

RAGE OF DEMONS

Demon lords pulled into the Underdark by the careless sorcery of a drow wizard wreak havoc and destruction below the ground in this storyline, with their evil threatening to spill out into the surface world. Many of the adventure scenes take place in locations beneath the ground of the North, creating a worthwhile opportunity to use Arveiatrace as a potential ally or enemy.

With the demon lords running amok, it's possible word reaches the White Wyrms and she latches on to the idea of Meltharond's resurrection by one of their hands. In this case, she may send an agent to bargain with one or more of the powerful fiends; perhaps Thaslaug Icefang found his grandmother and now acts as her proxy in this effort. The mighty half-dragon frost giant could run into the party at an inopportune moment, disrupting a delicate plan with rage-filled bravado meant to grab the attention of a formidable demon lord.

Though he isn't featured directly, Kostchtchie would be a likely target of Thaslaug and Arveiatrace in their quest to restore Meltharond Thone to life. The self-stylized Prince of Wrath may be lurking elsewhere in the Underdark, perhaps even below the Reghed Glacier. What terrible atrocities could this mighty force wreak if allied with a dragon of Arveiatrace's age and power?

STORM KING'S THUNDER

Giants and dragons have long been mortal enemies, and the disappearance of the Storm King and the sundering of the Ordning puts giants front and center in this storyline. A large portion of the adventure sees the characters wandering around the North, eventually meeting up with the frost giant Harshnag before traveling to the Eye of the All-Father in the Spine of the World.

All of this takes place pretty close to Icewind Dale and Arveiatrace's current lair in Reghed Glacier. To prove themselves worthy of the All-Father, the characters must visit several sites sacred to the giants around the North. One of these could easily be the lair of the White Wyrms, requiring a grueling trip to the glacier. Though the airship of the red dragon Klauth can certainly help with travel woes! A foray into the Iceclaw Caves to recover the sacred object would likely involve at least a conversation with Arveiatrace, perhaps culminating in a harrowing chase through the icy tunnels!

TOMB OF ANNIHILATION

The jungles of Chult are a fair distance from Arveiatrace's current stomping grounds in Icewind Dale. Nonetheless, the death curse affects creatures all across the land of Faerun. Perhaps it interferes with the magic created by Meltharond Thone around his physical remains, and suddenly the wizard returns to life briefly to speak with his old companion. Such a moment would be brief but it could fuel Arveiatrace's need to find the source of the power granting such a moment.

In this scenario, Arveiatrace is unlikely to travel to Chult herself, but she may work with Kala Rockbrew to try and mount an expedition south to investigate the death curse. Or, perhaps the White Wyrms takes up the journey herself – the climate is not comfortable for a white dragon but her desire for Meltharond Thone's return outweighs any feelings of personal discomfort. She may settle in the Mistcliff Mountains on the northwestern end of the Chultan peninsula, and from there make flyovers across the jungle to see what she can find.

Imagine the party's surprise to be hiking through the jungle only to see an enormous white dragon flyby overhead! Arveiatrace may swoop down to speak with such travelers, asking about the death curse. She may be able to provide some aerial reconnaissance for the characters in exchange for a promise to help restore Meltharond Thone. The exact likelihood of such attempts is ultimately up to the Dungeon Master.

WATERDEEP: DRAGON HEIST

The lure of the vast amount of gold and treasure held within the Vault of Dragons is enough to entice even a dragon, though Arveiatrace is long past the point of hoarding gold for its own sake. She would be interested in a particular diamond jewel said to rest in the vault, however, and beseech Kala Rockbrew to head to Waterdeep to procure it.

In this setup, Kala serves as a wildcard and can be introduced to add complexity to any existing scene, regardless of which of the four villains are chosen for the campaign. The dwarf thief doesn't ally herself with any of the four powers, but she may be willing to help out a band of adventurers in exchange for her own share of the loot and first dibs on the diamond sought by the White Wyrms. The final showdown in the Vault of Dragons may get a bit tense if Kala betrays the party – or if the party betrays Kala!

If the setup ends with the recovery of the diamond, Kala would certainly be willing to invite the party along on her journey north to deliver the item to Arveiatrace. Exactly what the White Wyrms does with the jewel (magical or not) is up to the Dungeon Master to decide.

BALDUR'S GATE: DESCENT INTO AVERNUS

On the surface, the fall of Elturel into the Nine Hells and the threat to Baldur's Gate poses little interest to Arveiatrace. The story of the Hellriders and the fall of Zariel is not intrinsically linked to the White Wyrms, but perhaps there is something in Elturel sought after by Arveiatrace, a key to restoring Meltharond Thone to life.

Alternately, perhaps a clue to unlocking the *infernal puzzle box* is found in one of the Candlekeep tomes, *The High History of the Mighty Mage Meltharond*. The clue may lead the party to the ruins of Citadel Icepeak where they could encounter Thaslaug Icefang in a terrible showdown.

In Avernus itself, Zariel has imprisoned the demon lord Kostchchie and stole his magical hammer. Thaslaug Icefang may see this as a potential cure for his grandmother's condition and actively seek out the prison of the Prince of Wrath, setting up another potential showdown with the party if they follow the Path of Demons.

ICEWIND DALE: RIME OF THE FROSTMAIDEN

Arveiatrace is featured directly in this storyline as a potential random encounter while the characters travel around Icewind Dale. As presented in the adventure, the White Wyrms is convinced Meltharond Thone is still alive, coloring any encounter she has with a party of adventurers out in the tundra. The dragon and her current mission could easily be introduced using the "Cursed Diamonds Are Forever" encounter detailed later in this supplement.

Auril's unrelenting winter wrath and the ceasing of the sun from rising over Icewind Dale certainly colors any encounter with Arveiatrace in the region. A cagey party may try to reason with the dragon, encouraging her to face Auril and her white roc directly, though Arveiatrace is certainly not bothered by the eternal winter blanketing the tundra.

Convincing the dragon that Auril possesses the power to restore Meltharond Thone to life would only have a chance at success when Arveiatrace's personality aware of current history is active. Lashivian may be able to assist with such a plan, though the elf necromancer is likely to betray the party eventually.

MONSTER STAT BLOCK

Dangerous, fearsome, and possibly quite mad given the wrong moment, Arveiatrace is a powerful dragon capable of laying waste to entire companies of heroes.

These statistics for Arveiatrace incorporate some elements from [The Book of Dragons for 5th Edition](#) by Conner McCall, a fantastic resource that includes more options for making dragons unique and deadly.

ARVEIATURACE

Colossal dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 526 (27d20+243)

Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	28 (+9)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +7, Con +16, Wis +8, Cha +9

Skills Arcana +8, Perception +15, Stealth +7

Damage Immunities cold

Senses blindsight 120 ft., darkvision 60 ft. (blind beyond this radius), passive Perception 25

Languages Common, Draconic

Challenge 24 (62,000 XP)

Freeze. If a creature takes cold damage from Arveiaturation, the creature's speeds are reduced by half until the end of its next turn.

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

Legendary Resistance (3/Day). If Arveiaturation fails a saving throw, she can choose to succeed instead.

Regeneration. At the start of her turn, Arveiaturation regains 10 hp if she has at least 1 hp.

Spell Turning. Arveiaturation has advantage on saving throws against spells that target only her. If she successfully saves against a spell of 7th level or lower targeting only her, the spell has no effect on Arveiaturation and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

ACTIONS

Multiattack. Arveiaturation can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 25 (3d10+9) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 22 (3d8+9) bludgeoning damage.

Frightful Presence. Each creature of Arveiaturation's choice within 120 feet of her and aware of her must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Arveiaturation's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Arveiaturation exhales an icy blast of hail in a 100-foot cone. Each creature in the area must make a DC 24 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Arveiaturation can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Arveiaturation regains spent legendary actions at the start of her turn.

Detect. Arveiaturation makes a Wisdom (Perception) check.

Tail Attack. Arveiaturation makes a tail attack.

Wing Attack (Costs 2 Actions). Arveiaturation beats her wings. Each creature within 15 feet of her must succeed on a DC 24 Dexterity saving throw or suffer 16 (2d6+9) bludgeoning damage and be knocked prone. Arveiaturation can then fly up to half her flying speed.

ENCOUNTERS

Arveiatrace is a tragic figure, but remains a potent threat and a powerful force if riled. Her confused mental state makes dealing directly with her unnerving, but she does have an agent in the Icewind Dale region who can be used without directly involving the White Wyrms.

The two encounters included here are “Cursed Diamonds Are Forever” for tier 2 characters, and “Star of Reghed” for tier 4 characters. They both take place in the Icewind Dale region of Faerun and can easily be inserted into an existing campaign.

CURSED DIAMONDS ARE FOREVER

Tier 2, Ten-Towns of Icewind Dale

Kala Rockbrew is a dwarf who knows her gemstones and isn't afraid of a little skullduggery to get them. Lately, she's been recruited by Arveiatrace to get as many diamonds as possible, and she's been hitting Icewind Dale's only populated region, Ten-Towns, for a few months without problem. Now she has a problem, and she needs a group of heroes to help deal with it.

SETUP

This encounter can take place in any of the Ten-Towns of Icewind Dale, though thematically Targos or Bryn Shander are the best options. Kala Rockbrew has been watching merchants come into the Dale for several months and carefully monitoring their goods, keeping a watch out for diamonds. She has been tasked by Arveiatrace, the White Wyrms, to gather as many as she can, and it tickles the dwarf to work for such a powerful dragon.

She has been careful to only steal what she can get away with, and her efforts have been richly rewarded. At least until her last job, where she managed to sneak into a merchant's room at an inn and steal away a large diamond. This diamond turned out to be cursed and holds the imprisoned spirit of a vengeful dao genie!

The dao is Charakha Shiramun Khasar, a minor noble from the Sevenfold Mazework on the Plane of Earth. He was tricked by a wicked summoner some years ago and imprisoned in the diamond, but he managed to pull a trick of his own. Charakha placed a curse on the diamond so the owner of the jewel would be visited by a voracious copy of the genie who could only be satiated with gemstones. The owner could only get rid of the diamond by having it stolen, which is why Kala found the impressive item so easy to pilfer.

The hungry dao spirit has emerged twice, and Kala has managed to keep it at bay by throwing gemstones at it, but her supply is quickly running out. Kala needs help, badly, and she's desperate enough to turn to adventurers for help, especially if they've already proven themselves allies of Ten-Towns in the past.

USING THE ENCOUNTER

Kala Rockbrew is a thief with almost no regard for the law, but she respects power. Like the power of a massive white dragon, for example. She doesn't let on that she's working for Arveiatrace to gather diamonds unless the party proves themselves as friends, but she could turn into an ally for the characters in Ten-Towns.

The dwarf has no experience dealing with curses or otherworldly entities, and the destructive power of the dao scares her almost as much as the dragon. Kala is starting to figure out the genie is quelled only by gemstones of a certain value but she's loath to give up her entire stash. She seeks out the party to help, only to have the dao rise up!

HUNGER OF THE DAO

The encounter begins anytime the characters are together in Ten-Towns. Any of the Ten-Towns could work, and it could start when they are all in a tavern or inn. Adjust the opening scene as necessary to fit the situation.

Read or paraphrase the following to begin.

The bitter cold of Icewind Dale settles over Ten-Towns, and people all around stomp their feet and rub their hands together for warmth. Out of the crowd moves a stocky figure in your direction, a female dwarf with a tightly wound braid of chocolate brown hair. Her gray eyes focus on you, not noticing the shadow rising from the ground behind her. The shadow solidifies into an enormous dark-skinned figure with craggy features and stone-like hands. Its eyes blaze like rubies as it reaches out for the dwarf!

Roll initiative! The **dao** rising to attack is the spirit of the cursed gemstone. It has all the same stats as a dao genie except it lacks the Innate Spellcasting feature. Kala Rockbrew moves to get out of the way as the genie spirit groans out “hungry!” in Terran.

The dao fights until reduced to 0 hp or if it consumes 1,000 gp worth of gemstones. After the creature is defeated, Kala thanks the party profusely and asks for their further help.

HIGHLIGHTING THE PILLARS: HUNGER OF THE DAO

Combat. Depending on the scene location there could be many obstacles and tools around to utilize in combat. If you think the party would have too easy a time with the dao, consider throwing in a pair of **earth elementals** to join in the fray. Alternately, if the dao would be too difficult, you can have it use only its fists in combat rather than its more dangerous maul.

Exploration. The background of the scene can provide opportunities to slow the attacks of the dao if the party gets bogged down. Kala shouts to the party that the creature feeds on gemstones. A gemstone of at least 250 gp value causes the dao to stop and use its action to eat the item.

Social. The dao only speaks Terran and only moans the word “hungry” over and over, so the characters are not going to have a productive time negotiating with the creature. Kala provides the information about the creature’s gemstone appetite, though she doesn’t know the exact value of gemstones to appease it.

BREAKING THE CURSE

Kala explains the following about the situation as she knows it with the diamond and the genie spirit:

- She is an honest thief stealing from fat rich merchants coming into Ten-Towns, and she liberated a diamond recently from someone. Unfortunately, the diamond seems to have come with a curse that summons a hungry dao!
- The dao spirit doesn’t talk any language Kala understands, but she’s managed to keep it at bay so far by throwing gemstones at it. She’s out of gemstones (a lie detectable with a DC 18 Wisdom (Insight) check) and at the end of her rope with what to do.
- The dao appears no matter if she’s carrying the gemstone or not.
- The merchant she stole the gemstone from disappeared mysteriously. This is the truth, and the merchant was actively looking for someone to steal the item (though Kala doesn’t realize this).
- The diamond has some intelligence inside of it, but Kala hasn’t been able to communicate with it. She has tried feeding the diamond to the dao but something blocks her from successfully offering the diamond. If she were mentally stronger she may be able to push through that, however.

The diamond radiates conjuration and abjuration magic and appears to be a valuable item on its own, appraising at about 5,000 gp in value. Anyone holding the diamond can mentally communicate with Charakha inside, but the dao spirit only speaks Terran (and refuses to use its *tongues* power). If a character speaks the language or uses magic to translate, they learn Charakha Shiramun Khasar is an angry, arrogant dao who wants to be free of the diamond prison. He explains the diamond must be fed to the dao spirit but doing so requires a monumental mental effort.

To feed the diamond to the dao spirit, the holder of the diamond must use an action to make a DC 15 Wisdom saving throw. After succeeding a total of three times they can force the genie to eat the diamond. The genie only appears once a day at a random time; roll 2d12 to determine the hour. It cannot be coaxed or coerced to come out sooner.

The random time for the genie’s appearance makes picking the battleground difficult but not impossible. Kala is happy to stick around the characters for protection. Once the diamond is fed to the dao, it stops taking any actions, lets out an enormous belch, and then disappears with a pop, taking itself and any summoned earth elementals with it (along with the diamond).

CONCLUSION

Once the diamond is destroyed and the curse lifted, Kala is happy if somewhat disappointed. If the characters have acted without hostility towards the dwarf thief, she may explain her situation with Arveiatrace, and would welcome any assistance in finding diamonds for the White Wyrms. She has no idea why the dragon wants diamonds; a DC 20 Intelligence (History) check by a wizard or sage recalls the basic information about Meltharond Thone’s obsession with diamond magic over 150 years ago.

Exactly what the characters do with this information is up to them, and Kala is happy to go back to her role “acquiring” gemstones from wealthy merchants in Ten-Towns.

STAR OF REGHED

Tier 4, Reghed Glacier

Reghed Glacier is a massive, dominating presence in Icewind Dale. It forms an effective eastern border of the region, though the sheet of ice extends much further north and east, creating an icy cap on the world of Toril. Stories and legends abound regarding Reghed Glacier, named after a barbarian hero, but most pay them little heed.

One tale speaks of Reghed knocking a diamond-like shooting star that fell from the sky across the tundra to embed itself deep into the glacier. This is not just a story, however, and the fabled Star of Reghed re-emerges from its slumbering hole in the side of Reghed. Forces from across the Dale seek it out – including the mighty dragon Arveiatrace.

SETUP

A band of Reghed nomads from the Tribe of the Elk recently came into Ten-Towns with a wild story to share. They were hunting a herd of reindeer along the eastern edge of Icewind Dale when a great shudder shook the glacier. They watched as a huge slab of ice fell away, revealing a cavernous recess with a glittering diamond in its center, bigger than a human! They swear it is the Star of Reghed and did not approach it out of reverence – and fear for something they could not quite identify.

The story spread quickly throughout Ten-Towns and beyond. What was the Star of Reghed? What power did it hold? The Arcane Brotherhood quietly sent agents to the region to investigate, and other powers in the region took note as well.

Wherever they are, the characters get drawn into the search for the Star of Reghed by one of these various powers. If they've made allies with groups or individuals in Icewind Dale already, such as the leadership of Ten-Towns, they receive a personal invitation to come and investigate the strange site on their behalf. Characters interested in keeping an eye on the nefarious Arcane Brotherhood out of Luskan may notice increased activity in the Dale and decide to investigate.

The trek across Icewind Dale to the foot of the Reghed Glacier can be as quick or eventful as you need it to be. The random encounter table in the ***Rime of the Frostmaiden*** book can help flesh this out if the party decides to use conventional means, but characters of this level likely have other travel means available to them.

USING THE ENCOUNTER

The big showcase for this encounter is a direct confrontation with Arveiatrace outside of a straightforward dragon lair assault. The White Wyrms is large, powerful, and determined to claim the Star of Reghed for herself, and she attacks everyone else at the site with reckless abandon.

On her own, Arveiatrace should prove a difficult encounter for 20th-level characters, and if the party averages lower level, other factors can be used to reduce the lethality. The Star of Reghed itself is a source of some these factors, but it can also be used to increase the difficulty as needed.

DIAMOND IN THE ROUGH

The encounter opens with the characters arriving at the foot of the Reghed Glacier where the nomads reported the collapse. The map of the encounter area shows the broken terrain. Each square on the map is 10 feet, and walls of the canyon creating the maze-like terrain stand 30 feet.

Read or paraphrase the following as the characters arrive on the scene.

Reghed Glacier looms on the eastern edge of Icewind Dale with a brooding, silent menace, its wall of ice rising up several hundred feet to dominate the horizon. A jagged scar in the ice wall marks the point identified by the Elk Tribe nomads, beyond which the broken ground gives in to a shallow canyon open to the darkened sky. A sharp, ghostly light radiating from inside the cave bathes the area in pale illumination.

The entire area is icy and considered difficult terrain. As the characters approach, the wind howls over the lip of the glacier and a fierce blizzard picks up. The blizzard's wind limits hearing to a range of 100 feet and imposes disadvantage on ranged weapon attack rolls. Wisdom (Perception) checks that rely on hearing are made at disadvantage, and visibility is reduced to 30 feet. Creatures concentrating on a spell or spell-like effect must succeed on a DC 10 Constitution saving throw at the end of each turn or lose concentration.

The Star of Reghed is a pulsating crystal appearing as a 10-foot wide diamond embedded in the ice wall at the point marked A on the map. It radiates strong transmutation magic, and any spell cast within 300 feet of it automatically triggers a wild magic surge.

BLIZZARD STRIKE

The blizzard presages the appearance of the true threat – **Arveiatrace**, the White Wyrms of Reghed Glacier. She flies in after the characters have had a chance to approach the Star of Reghed. Her booming voice carries through the blizzard, demanding the deaths of everyone attempting to steal her precious diamond.

In Arveiatrace's delusional mind, the characters are thieves and the Star belongs to Meltharond Thone. The bones of the dead wizard sit upon the dragon's harness, and during the battle the White Wyrms speak openly to the skeletal figure as if having a conversation about the tactics of the situation.

Arveiatrace fights until the characters are driven off or she is reduced to below 50 hp, at which point she abandons the Star of Reghed and flees under the cover of the blizzard. Even if the party manages to kill the great dragon, her natural regeneration ability eventually stitches her body back together, but the process takes many tendays to complete.

CONCLUSION

Killing or driving off Arveiatrace leaves the characters in the presence of the Star of Reghed. The unusually huge gemstone resembles a shard of white diamond, and it disrupts the natural weave of magic in a large area around it. It can be carved out of the canyon and taken elsewhere for study, where priests of Mystra and Azuth identify it as a *warpstar* – a strange item believed to be a splinter of Mystra's divine power!

If the characters made a deal with Arveiatrace, or were forced to flee from the dragon's wrath, the White Wyrms dig the Star of Reghed out of its canyon hole and take it back to Iceclaw Caves. What happens next is up to you. Perhaps the strange magic of the *warpstar* is enough to restore Meltharond Thone to life, or perhaps it simply animates him as a cursed undead monster.

HIGHLIGHTING THE PILLARS: BLIZZARD STRIKE

Combat. Arveiatrace is a tremendous powerhouse in physical combat, and her natural spell turning ability makes her a threat to spellcasters as well. She opens by using her cold breath on the party in a strafing attack before circling back around under cover the blizzard. She delights in landing in the middle of the canyon and lashing out with all of her attacks. If you feel the combat is going too well, feel free to introduce a few **abominable yetis** attracted to the site by the Star of Reghed.

Exploration. The White Wyrms talk openly to the skeletal rider on her back, and at first the characters may think it's another combatant. It doesn't move, talk, or respond in anyway, though the skeleton radiates abjuration magic. Knocking the rider off the saddle disorients Arveiatrace for a round as she frantically moves to protect the fallen skeleton and place it back on her back. The skeleton is strapped down good to the saddle, however; attempts to physically force it off use the dragon's statistics to resist. The skeleton is immune to damage of any kind, but the saddle could be targeted specifically by certain spells or effects.

Social. Arveiatrace firmly believes the Star of Reghed belongs to Meltharond Thone, and she is willing to die to protect it. Trying to reason with the dragon, perhaps by offering her the diamond without condition, requires a DC 24 Charisma (Persuasion) check. If successful, Arveiatrace pauses in consideration – creating a perfect moment for three **abominable yetis** to jump into the scene, reigniting the dragon's belief that everyone in the canyon must be destroyed!

STAR OF REGHED ENCOUNTER MAP

ONE SQUARE = 10 FEET

STAR OF REGHED



Get a full-sized version of this map (plus variants) from [Cze & Peku's Patreon!](#)