

**ICEWIND DALE:
RIME OF THE FROSTMAIDEN
COMPANION:**

**CHAPTER 7:
DOOM OF YTHRYN**

BY WYATT TRULL



FOREWORD

ONE COMPANION TO RULE THEM ALL

No campaign is easy for a Dungeon Master to run but the *Rime of the Frostmaiden Companion* ("Companion" for short) is devoted to making it easier and more satisfying for you to run. By providing new hooks, variants, flavor text, as well as any referential information for creature statistics or magic items, this supplement should make for a faithful companion to keep at your side.

ABOUT THE AUTHOR

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USING THIS SUPPLEMENT

The *Companion* is quite formulaic; every chapter is designed to be easily digestible, whether you're a veteran reader or just diving into it mid-campaign.

Shorthand. This supplement is *massive*. The abbreviations below must be implemented to reduce the strain on your printer or the scroll wheel of your poor, poor mouse:

RoFM refers to *Icewind Dale: Rime of the Frostmaiden*.

Ch. refers to a chapter of the module (e.g. "Ch. 1").

Appx refers to an Appendix of the *Companion*

MM refers to the *Monster Manual*

VGM refers to *Volo's Guide to Monsters*, the monsters of which are featured in this guide.

MToF refers to *Mordenkainen's Tome of Foes*, the monsters of which are sometimes featured in this guide.

XGE refers to *Xanathar's Guide to Everything*, the spells and magic items of which are sometimes featured in this guide's chapters.

APPENDICES

The *Companion* is devoted to maximizing your playtime and minimizing interruptions at your table.

Appendix A provides the descriptions and locations of magic items found throughout the chapter.

Appendix B provides the statistics of all monsters featured throughout the chapter.

Appendix C provides details for spells, traps, diseases, and other effects that might be featured in the chapter. A qualifying effect is underlined in this supplement.

CHAPTER 7: OVERVIEW

RUNNING CHAPTER 7

Chapter 7 is vast; it's easy to get lost in its many details. Consider divvying it up into three acts and breaking up the monotony of exploration through some well-timed events. See *Into the Necropolis* for details on adding a more nuanced narrative to the chapter. This storyline also includes the final showdown with the Frostmaiden.

Advancement. The adventurers should be 9th-level by now and can expect to level up rapidly in this chapter:

- The adventurers level-up after delving into all eight of the towers of magic (Y4, Y7, Y11, Y18, Y20, Y22, Y24 and Y26).
- The adventurers level-up when they reach Y19Q.
- The adventurers gain a level for accomplishing an extraordinary task, such as slaying Iriolarthas, Auril's three forms, or activating the obelisk in Y21.

Timeline. Ythryn is too large for the party to explore in a single day. Their time in the city should span 12 to 48 hours. Staying for more than 12 hours exposes the party to the Arcane Blight.

ADDITIONS AND VARIANTS

The *Companion* suggests the changes below for Chapter 7. Implement them at your leisure.

KNIGHTS OF THE BLACK SWORD

If you ran the *Avarice's Ploy* event in Chapter 6, in which the wizard attempts to steal *The Codicil of White* from the party, she and the Knights of the Black Sword may be in Ythryn already. Additionally, if the simulacrum was made real in Chapter 2, **Dzaan** is also present, having thrown his lot in with Avarice. See Chapter 2, Lost Spire of Netheril for more information on Dzaan.

Under this variant, Avarice has already set up shop in Y28, Skydock Spire, and her twenty **cult fanatics** can be encountered in Random Encounters from the start.

EXPANDED YTHRYN TREASURES

Rime of the Frostmaiden has been largely devoid of magic items, namely weapons. Ythryn is stocked with foes that are resistant, or outright immune, to the damage of non-magical weapon attacks, and yet none are present in the city (let alone the adventure). Therefore, some have been added by the *Companion*. For details, see the *Ythryn Treasures (Revised)* table in the following pages.

ADDITIONAL LOOT

Additional items have been added:

- A *tome of clear thought* has been added to Y19O.
- A *weapon of warning* was added to Y11.
- A set of *white dragon scale mail* was added to Y29.

PARTY ALLIES IN CHAPTER 7

As mentioned in previous *Companion* chapters, the party may have gained an ally. So far in the campaign, the only options are Hlin Trollbane, Trovus, and Vellynne Harpell. Avarice, Speaker Naerth Maxildanarr, and Yselm will have severed ties with the adventurers already.

Vellynne is already assumed to accompany the party in this chapter, whereas Hlin Trollbane and Trovus will have had to been picked up by the adventurers on their way to the Reghed Glacier. If they weren't present in Chapter 6, it's too late to include them now.

HLIN TROLLBANE

Hlin Trollbane's goals are limited to reversing the Everlasting Rime, but her chief concerns may be much more personal, as described below:

Fate. If she traveled through Area H12 in the Caves of Hunger, Hlin succumbed to the Curse of Hunger. Her fate is still undetermined, but, as the adventurers explore the city, Hlin's hunger deepens. With scant food to be found in the city, Hlin's only hope is to find an *abracadabrus*—a magical box that can conjure food.

TROVUS

Of all NPCs in the campaign, **Trovus** has the most room for character development. He was met as a drunk hungry to relive better days. Who is by now is determined chiefly by whether Caer-Konig survived the dragon's attack. If his people were slain, he is a shell of his former self—and, secretly, may have accompanied the adventurers on this quest to find an honorable death. Should the party end the Everlasting Rime, Trovus instead finds redemption—a development that causes him to fall to his knees and sob for what he's lost and what could have been.

Fate. If Trovus gained Vlagomir's Spark (see Ch. 6, H30), he grows to 21 feet in height. After this adventure, he seeks out a *greater restoration* spell to be turned back into his normal stature.

VELLYNNE HARPELL

It's already assumed that Vellynne will be with the party in Chapter 7. While in the city, she is astounded; if you'd like to contrast the grim tone of the city, she geeks out while the adventurers contend with nothics and mages.

Fate. **Vellynne Harpell** is fated to contract the Arcane Blight. Ultimately, her search for knowledge, power, and respect proves to be her undoing. Barring any intervention on behalf of the party, Vellynne becomes a **nothic**.

QUICK NOTES

There's so much to digest in this chapter that several sub-sections of quick notes are necessary:

COMPANION CHANGES AND ADDITIONS

- The Knights of the Black Sword may already be in the city if you ran *Avarice's Ploy* in Chapter 6.
- Additional loot has been added to the Ythryn Treasures table to better fulfill the expectations of a vast, magical city inhabited by wizards.
- The "Basin of Augmentation" has been added to the Tower of Transmutation (Y26). A weapon quenched in this basin's magical water becomes a magic weapon for the next 24 hours. This change was made to help combat the campaign's dearth of magic weapons.
- Various sources of poison were added so that characters could complete the last step of the Rite of the Arcane Octad. See Areas Y5, Y10 and Y13.

EXPLORATION & NOTABLE CITY FEATURES

- The adventurers are assumed to explore at a cautious rate of 200 feet per 5 minutes.
- After every hour the adventurers explore the city, roll a d100 to determine if a random encounter occurs. On a roll of 1-50, no encounter occurs.
- The city's streets and buildings are lit by *continual flame* spells. Unless noted otherwise, an area is brightly lit.
- Y4, the Tower of Abjuration, contains a magical anvil that can destroy any magic item that isn't an artifact.

RITE OF THE ARCANE OCTAD

- To infiltrate the Spire of Iriolarthas, or access the *Ythryn mythallar* (Areas Y19 & Y23, respectively) a character must complete the Rite of the Arcane Octad.
- To accomplish step 1, the party must visit Y10 and take wood from the Nether Oak, a Ne **treant**. To take wood from the tree without waking it requires a DC 20 Dex. (Stealth) check; to persuade it requires a DC 15 Cha. (Persuasion check).
- The sixth step is found in the Tower of Illusion; the spirit of the High Illusionist masks the inscription with an *illusory script* spell, making it read, "Show your face to the sky." If the adventurers fall for his trick, consider allowing a Wisdom (Insight) check so they may later realize they've been duped.
- The seventh step requires burning a corpse; corpses are easy to come by, but the means to burn them are not. A *fireball* spell is likely the only way to fully burn a corpse. Luckily, a *necklace of fireballs* can be found under the rubble of the Tower of Necromancy (Y18).
- The final step requires the consumption of poison; the only source of poison in Ythryn included by *RoFM* is the *bag of beans* found in Y26.

RITE OF THE ARCANE OCTAD

Step	Instruction	Inscription Location
1	Hold a wand crafted from the Nether Oak over your heart.	Y4
2	Summon a flame in your palm.	Y7
3	Speak a secret about yourself aloud.	Y15
4	Compel another to share a secret with you.	Y24
5	Quench the flame in ice.	Y20
6	Mask your appearance.	Y22
7	Draw a circle on the ground using the ashes of a corpse.	Y18
8	Stand inside the circle and consume poison.	Y26

YTHRYN DENIZENS

When dealing with Ythryn denizens, consider the points below. Remember, Loross is written in the Draconic script and can be spoken by a character fluent in Elvish. Professor Skant can also translate.

Iriolarthas. When featuring the **demilich**, consider:

- The demilich cannot open doors or perform similar acts. He relies on three **nothics** to achieve such tasks.
- The demilich cannot speak, and *RoFM* mentions that he cannot be contacted telepathically. Therefore, he is nothing more than a mute voyeur.
- Iriolarthas has truesight out to a range of 120 feet; he can see through magical and mundane darkness, as well as illusions. However, he only has a passive Perception of 13, making it easy to hide from him.
- The Spire of Iriolarthas, Y19, counts as the demilich's lair, allowing him to take Lair Actions. However, the city is not affected by any regional effects.
- Iriolarthas has resistance to magical weapon attacks and outright immunity to nonmagical weapon attacks.
- A conflict is inevitable with Iriolarthas; he will not allow other creatures to attune to the *Ythryn mythallar*. If the party wishes to end the Everlasting Rime, they must first destroy the demilich.

Magen. When featuring these constructs, remember:

- Magen understand Loross but cannot speak. However, hypnos magen have telepathy to a range of 30 feet.
- Magen bleed a substance similar to both the color and consistency of mercury. Remark on that whenever one is cut.
- Galvan magen can hover and fly at a speed of 30 feet.
- When a magen dies, it disintegrates into a harmless burst of fire and smoke.

AREAS IN SUMMARY

The city's various areas have been summarized below:

- Y1. Causeway** – Petrified remains of a dead **tomb tapper**.
- Y2. Spires** – Twelve spires, of the same nature of the Lost Spire of Netheril point of interest (see Ch. 2), each with a 20% chance that 1d3+1 **gargoyles** stand among the other statues.
- Y3. Stadium** – Entering the arena causes a lightning barrier to enclose the area (9d8 lightning dmg whenever a creature touches it). 6 or more **galvan mages** are conjured to fill out the teams. The trophy awarded for the game has the same properties as a *stone of good luck*.
- Y4. Tower of Abjuration** – The exterior is carved with runes, one of which contains a *symbol (insanity)* spell (save DC 18). Inside, 6 **demos mages** guard an anvil that can destroy magic items. Contains the first step of the Arcane Octad: "First, shield thy heart with a wand from the Nether Oak."
- Y5. Prison** – Cells contain frozen corpses; every door is shut with an *arcane lock* spell. Inside the infirmary lies an invisible **doppelganger** named Xerophon, who is under the effects of a *sequester* spell.
- Y6. Spire Entrance** – Leads to the Spire of Iriolarthas; can only be entered by those who complete the Rite of the Arcane Octad at its doorstep. Teleportation fails to penetrate the force field.
- Y7. Tower of Conjunction** – 4 **living Bigby's hands** guard the a miniature tower that, if touched, conjures a door-way to a demiplanar den of **night hags** upon the wall of which is the second step of the Arcane Octad: "Second, summon a flame in the palm of your hand."
- Y8. Academy** – Ruined wizard academy containing a magic goblet that, if drank from, bestows a cantrip and other magical effect.
- Y9. Library** – An **arcanaloth**, **Scrivenscry**, & **Kingsport**, its awakened penguin slave, searches for the *Books of Keeping*, tomes that contain the names of all yugoloths ever created. Scrivenscry carries *spell scrolls of plane shift*, *Leomund's tiny hut*, and *wall of ice*, as well as a *chime of opening*.
- Y10. Arboretum** – A slumbering NE **treant** whose wood is required for the Rite of the Arcane Octad. Gathering wood without waking it requires a DC 20 Dex. (Stealth) check. Convincing it to part with wood requires a DC 15 Charisma (Persuasion) check.
- Y11. Tower of Divination** – A shattered tower that once bore the inscription for the third step of the Rite of the Arcane Octad (found in Y15). Contains a magical orb of divination filled with floating eyeballs. Characters that use it must make a DC 20 Con. save. On a failure, they take 3d6 piercing dmg as their eye is plucked from their skull and magically teleported into the orb.
- Y12. Abomination** – A telepathic monstrosity (a **hydra** with a climbing speed of 30 feet) languishes in a well. It can be used to divine secrets—at the risk of waking it.
- Y13. Bazaar** – A decapitated, **blinded**, **deafened** **iron golem** has destroyed all the stalls and attacks anything it detects.
- Y14. Silk Shop** – 6 **demos mages** guard 5 **galvan mages** and 4 **phase spiders** in the store. Ten silk robes (250 gp each) can be stolen, but doing so causes the **demos mages** to attack.
- Y15. Observatory** – 3 **galvan mages**, 3 **demos mages**, and 1 **hypnos mage** guard the exterior. To gain access, the iron door must be destroyed (AC 19, 30 HP). Within lurks a **blue slaad** that turned the Arch-Astronomer into a **green slaad**. Contains the third step of the Arcane Octad: "Third, a burnt palm loosens the tongue. Shed a secret about yourself for all to hear."
- Y16. Menagerie** – Contains chimeric creator, which can fashion pets with abnormal qualities. Requires 80 hit points of blood to operate.
- Y17. Theater** – Contains five cursed manuscripts; a character that spends an hour reading a manuscript must make a DC 18 Wisdom saving throw or be cursed.
- Y18. Tower of Necromancy** – The tower collapsed; over 200 **crawling claws** are attempting to excavate the rubble while a harmless **ghost** looks on. The ghost's corpse lies under the rubble and wears a *necklace of fireballs*. Beneath the rubble lies the seventh step of the Arcane Octad: "Seventh, trace a circle with the ashes of the dead."
- Y19. Spire of Iriolarthas** – A shimmering force field encloses the area, as well as Y23, and can be accessed only through Y6. It counts as the lair of the **demilich** Iriolarthas. See Y19 in *Areas of Note* for a summary on subareas.
- Treasure: *abracadabrus*, *staff of power*, *scroll of the comet*, *scroll of the tarrasque*,
 - Foes: 1 **hypnos mage**, 4 **brains in a jar**, a **helmed horror**, 2 **living blades of disaster**, up to 8 **barbed devils**, a **living demiplane**, Iriolarthas, and 3 **nothics**, plus 3 **galvan mages** and 2 **flesh golems** inside the **living demiplane**.
- Y20. Tower of Evocation** – 8 **gelatinous cubes** and a step of the Arcane Octad: "Fifth, quench the flame in thy palm with ice."
- Y21. Obelisk** – If touched with a *staff of power*, time is reversed (see Year of Chilled Marrow in the Epilogue)
- Y22. Tower of Illusion** – 8th-level *phantasmal killer* spell (save DC 17) and a false inscription of the sixth Arcane Octad step.
- Y23. Mythallar** – See *Ythryn Mythallar* in Appendix A.
- Y24. Tower of Enchantment** – Contains a cursed, memory-draining crown and the fourth step of the Arcane Octad: "Fourth, coax a secret from another."
- Y25. Hall of Weightless Wonder** – Meditation here allows a character to cast *project image*.
- Y26. Tower of Transmutation** – Contains a *bag of beans* and the eighth step of the Arcane Octad: "Eighth, stand firm in thy circle of death and consume —" The last word, poison, is missing, but can be pieced together from rubble.
- Y27. Music Hall** – A ghostly audience can be put to rest through a well-played concert.
- Y28. Skydock Spire** – A floating glass chamber laired in by **Avarice** once she enters the city.
- Y29. Museum** – 6 **nothics** plundering the museum for relics and 4 **spitting mimics** that guard the display of a phaerimm.

YTHRYN LORE

d20	Lore
1	Ythryn was under the command of a lich named Iriolarthas. He was obsessed with finding relics and magic from Faerûn's ancient past.
2	Ythryn was governed by a group of eight arcanists known as the Wizards of the Ebon Star. Their names and faces are immortalized in the city's museum.
3	The city's creators used giant mimics as construction tools and beasts of burden.
4	Apprentice mages would graduate from the House of the Arcane and join one of eight arcane towers, each one dedicated to a different school of magic.
5	The wizards of Ythryn were entertained by a competitive sport called Chain Lightning.
6	Every wizard in the enclave was obliged to carve their own wand from the Nether Oak at the heart of the arboretum.
7	Ythryn was held aloft by the magic of an arcane sphere known as a mythallar. The mythallar also had the power to recharge magic items and control the weather.
8	Ythryn's mages could extend their lives indefinitely by preserving their brains inside jars.
9	Wonders from across the world of Toril were sold at the enclave's Bazaar of the Bizarre.
10	The city's elite wore robes of silk that displayed shifting, illusory patterns.
11	Many of the city's residents owned strange chimeric pets, with winged hares and venomous baboons being particularly popular.
12	The members of Ythryn's orchestra were known across the world of Toril as masters of their art.
13	By law, every mage was taught the <i>prestidigitation</i> cantrip and was obliged to use it to keep the city clean.
14	The wizards used humanlike constructs called magen as guards, workers, and valets. These constructs were created using a powerful spell.
15	The wizards imbued certain spells with their own life force, turning them into living entities.
16	The wizards of Ythryn were on a mission to find relics and ruins of Ostoria, a 40,000-year-old empire of spellcasting giants.
17	In times of trouble, the wizards raised a force field around the enclave's central spire that only they could pass through.
18	An <i>abracadabrus</i> is a magic box that can create food and drink, among other things.
19	Meditation in the Hall of Weightless Wonder was an invaluable pursuit for the city's elite.
20	An ancient obelisk stands in the shadow of the Spire of Iriolarthas. Using this obelisk and a <i>staff of power</i> , one can turn back time.

YTHRYN ENCOUNTERS

d100	Encounters
1-50	No encounter
51-55	A tomb tapper
56-60	1d3 living Bigby's hands , or 2d4 cult fanatics (Knights of the Black Sword) if Avarice is in Ythryn
61-65	1d3 spitting mimics , or 1d3 coldlight walkers if Auril is in Ythryn
66-70	1d4 + 1 gargoyles , or a frost giant skeleton with 1d3 winter wolves if Auril is in Ythryn
71-75	1d4 + 1 demos magen and 1d4 galvan magen
76-80	1d4 + 1 demos magen and 1d4 hypnos magen
81-90	1d6 nothics (former Netherese wizards)
91-00	Iriolarthas the demilich , with 1d3 nothics

YTHRYN TREASURES

d20	Lore
1-10	No treasure
11	1d4 Netherese art objects (250 gp each)
12-14	1d4 pieces of jewelry (100 gp each)
15	A <i>driftglobe</i> (or another common magic item of your choice)
16-20	A frieze that reveals one piece of Ythryn lore (determined by rolling a d20 and consulting the Ythryn Lore table above)

YTHRYN TREASURED (REVISED)

d100	Lore
1-30	No treasure
31-55	A frieze that reveals one piece of Ythryn lore (determined by rolling a d20 and consulting the Ythryn Lore table above)
56-65	1d4 pieces of jewelry (100 gp each)
65-70	1d4 Netherese art objects (250 gp each)
71-72	A <i>bead of nourishment</i>
73-75	A <i>bead of refreshment</i>
76-80	A <i>thermal cube</i>
81-82	A <i>ruby of the war mage</i>
83-86	A <i>driftglobe</i>
87-92	A <i>hat of wizardry</i>
93-95	A <i>moon-touched sword</i> (any variant)
96-00	1d4 <i>potions of healing</i>

INTO THE NECROPOLIS

When you run this chapter, you can divide it into three separate acts, each with their own special events. While the city is detailed, it lacks a clearly-defined narrative, which you can implement from these events.

ACT I: CITY OF THE DEAD

Act I revolves around exploring the necropolis, just as it's written in *Rime of the Frostmaiden*. You can break up the monotony by running any of the events below.

NOTHIC ELSE MATTERS

This event assumes that Professor Skant is with the party. Once while the adventurers are exploring the necropolis, a group of five **nothics** steal the *professor orb*. These vile creatures seek relics that can free them from Ythryn and have mistaken the *professor orb* as one. This event should occur after the adventurers have learned of the Rite of the Arcane Octad and begun to search the city for the secret steps necessary to complete it. In other words, the event occurs once the adventurers realize how desperately they need Professor Skant.

The nothics spot the adventurers (and Professor Skant) from afar ten minutes before they stage their ambush. A character with a passive Perception score of 15 or higher notices shadows flitting by—the nothics running along rooftops or leaping from window to window. When the nothics ambush the party, it's from the side of a four-story apartment building crowned with a flat terrace. When the adventurers pass by below, the nothics drop in from above (with one landing directly on Professor Skant). On that nothic's first turn, it snatches Professor Skant and climbs upward and into a window on the second floor, out of the adventurers' line of sight.

In three rounds, the nothic will reach the terrace above and leap to the next rooftop; from the street, an adventurer must cover a total of 90 feet to climb the stairs and reach the terrace above. The terrace is also 40 feet above the street; the damaged exterior provides enough handholds that a character can climb it with a successful DC 13 Strength (Athletics) check.

The nothics fight until their companion has escaped with Professor Skant. A nothic also flees when it's been reduced to 30 hit points or fewer.

Escape. Once Skant has been secured, the nothics flee. Through a successful DC 14 Wisdom (Survival) check, the nothics can be tracked. With Professor Skant shouting the entire way, the party can gain advantage on this check while the *professor orb* is within 300 feet.

Lair. The nothics lair in one of the locations below; choose the location closest to the adventurers.

- The nothics lair in one of the twelve spires that ring the city (Area Y2). See the Lost Spire of Netheril map for insight on the tower's interior.
- The nothics live in a partially collapsed sewer tunnel. Although the city's sewers were crushed when it fell from the sky, a few warrens still remain. The lair can be accessed from a manhole in the ceiling; a ladder leads twenty feet below to the tunnel, which is 30-feet-wide and 20-feet-tall. This section of the tunnel is 400-feet-long. The nothics lair at one end of the tunnel. Thanks to the acoustics, characters have advantage on all Wis. (Perception) checks that rely on hearing. The nothics can be heard from afar, fussing over Professor Skant, who has decided to use this as a learning opportunity.

SKULL SOVEREIGN

Once while the party is exploring or resting, Iriolarthas flits by. The adventurers must succeed on a group DC 14 Dexterity (Stealth) check to avoid his gaze. On a failure, the **demilich** begins to observe the adventurers, judging whether they're here to rescue Ythryn or plunder it. As described in *RoFM*, Iriolarthas can be fooled through a successful DC 13 Charisma (Deception) group check.

When Vellynne spots Iriolarthas from afar, she gasps, "A demilich! Cover your gods-damned ears and hide!" Professor Skant remarks, "Of course. Most Netherese sovereigns pursued lichdom. Without souls, however—" Vellynne then whacks the orb, silencing it momentarily.

Saviors. If Iriolarthas is fooled, read the following:

By all laws of nature, a skull should not be able to squint, but that is precisely what this one does. Its amethyst-eyes seem to squint and its brow furrows. The skull watches you, unable to speak. You watch as the miasma clinging to its sides wafts off and forms arcane sigils reminiscent of the schools of magic.

The seconds become years, but eventually the skull leaves, seemingly satisfied. Off it darts into the air, lit by the ghastly firelight from below. You watch as it flies to the megalithic citadel that towers over the city.

Raiders. If Iriolarthas realizes the adventurers are not here to save the city, it unleashes its lethal Howl ability. Read the following:

Miasma wafts off the floating skull, curling into arcane symbols reminiscent to the schools of magic. It has no eyes and no lips and yet you can read its emotions plainly. Its eye sockets widen, as if in shock, and its mouth parts to begin a dreadful wail that saps at your very soul!

If Trovus or Hlin Trollbane are present, one of them bravely decides to tackle the skull, smothering it in their jackets just as the demilich begins to howl. This sacrifice buys the party enough time to escape Iriolarthas.

If no ally is present (not including Vellynne), then roll for initiative. Iriolarthas doesn't pursue the adventurers if they decide to flee.

KNIGHTS OF THE BLACK SWORD

If you did not run *Avarice's Ploy* in Chapter 6, the Knights of the Black Sword arrive in Ythryn twelve hours into the adventurers' exploration of the city. Unless the party has a commanding view of Area Y1, such as from a spire (Y2) or Y4, this event occurs off-screen. If the adventurers are in the Tower of Divination at the time, you can grace them with a vision (provided by the Orb of Divination) of the knights' arrival (who consist of twenty **cult fanatics**).

After an hour of exploration, **Avarice** sets up shop in Area Y28, where she can look out across the city. She is joined by her two **gargoyles**, perched upon nearby rooftops, and twelve **cult fanatics**, who are divided into four groups of three; the other eight are already out combing the city for secrets and treasure. Using a *Rary's telepathic bond* spell cast as a ritual, Avarice links her mind with five cultists and her two gargoyles, allowing telepathic communication for the next hour. All are instructed to return after an hour so she may cast the spell again. See Y28 under *Areas of Note* for further details on interacting with Avarice in Skydock Spire.

An Invitation. As described in *RoFM*, Avarice has her raven familiar deliver a letter addressed to Vellynne that bids the wizard to join her in Skydock Spire.

HOWL OF THE SKULL SOVEREIGN

The Knights of the Black Sword are soon discovered by Iriolarthas. After carefully observing three **cult fanatics**, he deems them raiders worthy of a quick death. This occurs while the adventurers are nearby; the demilich unleashes its Howl, instantly slaying the cultists. The party is close enough to hear this blood-curdling howl but far enough to not be included in its area effect.

When this occurs, read the following:

As you rummage through the debris of what may have been a wand merchant's emporium, you hear a terrified cry from the street over yonder:

"It's here! It's here!" a man shouts in Common. "Arm yourself! May Levistus save—"

The man's shouts are cut off by the most horrendous wail you have ever heard, a howl that curdles the very blood and gnaws upon the soul. In the silence that follows, you hear three bodies crash onto the pavement.

Iriolarthas, satisfied, flits up into the air to continue his search for more invaders. He can be seen in the distance.

If the adventurers inspect the corpses, read:

Three men clad in furs lay supine upon the pavement, chardalyn amulets untucked from their collars. One man was brandishing it as a... weapon? A shield? A comfort?

You find no wounds but for the trauma inflicted on one's skull when he fell over. No cuts, no necrosis. It's as if his soul was merely ripped from its body.

Immediately after the adventurers finish inspecting the corpses, their Icy Doom trait takes affect; their corpses are coated in a thick block of rime.

If Professor Skant is present, it remarks, "The Netherese considered undeath just another chapter of life; most city sovereigns, great wizards that they were, would pursue lichdom rather than face the dismal end. Yet when a lich has no souls to feed to its phylactery, it is reduced to a floating, mute skull whose howl can snuff out lives as if they were candlelight."

Treasure. The cultists each wore explorers' packs with 1d4+4 rations left, chardalyn amulets (see *Chardalyn* in *RoFM*), and 1d6+10 gp. The tallest cultist has a *potion of healing* hanging on his belt as well as a rolled up sketch of Ythryn (drawn by one of Avarice's gargoyles) tucked into his pocket. Four of the Towers of Magic are circled: Areas Y15, Y20, Y24, and Y26.

ACT II: SHADOWS OF YESTERYEAR

Act II involves infiltrating the Spire of Iriolarthas at the behest of Vellynne or drawing Iriolarthas's attention by attuning to the *mythallar* in Y23. By this act's end, both Iriolarthas and Avarice should be dead.

Vellynne suggests waiting for Iriolarthas to leave his lair or drawing him away. If the party doesn't devise their own plan, serendipity comes in the form of three Knights of the Black Sword cultists triggering a game of Chain Lightning in Area Y3. As the lightning cage goes up, Iriolarthas watches from his balcony. After a moment of indecision, he decides to go investigate the disturbance. Therefore, when the adventurers enter Area Y19Q, the demilich's study, Iriolarthas isn't present, although the **living demiplane** is and it ambushes the adventurers.

SHOWDOWN IN THE SPIRE

If **Avarice** is still alive, she follows the adventurers into the spire, accompanied by her two **gargoyles** and **Dzaan**, who also performed the Rite of the Arcane Octad. Ideally, Avarice flies through the balcony (if it's unlocked) or meets with Veneranda in Y19E, who informs them that the party has already passed by. Avarice then proceeds to Area Y19Q. This can occur either on the third round of combat against the **living demiplane** or half an hour into the adventurers' search of the study (your choice). When she arrives, read the following:

The same magical doorway that delivered you here roars open again and out soars twin gargoyles whose presence can mean only one thing: Avarice has arrived. Sure enough, the albino tiefling steps through the doorway, wreathed in thin and wispy flames.

"It seems," she demurs, "I'm not too late to join in on the revelries."

A deal may be brokered with Avarice if the adventurers succeed on a DC 15 Cha. (Persuasion or Intimidation) check. If Vellynne is present, Avarice demands that she be banished. If the adventurers refuse, Avarice decides to break Arcane Brotherhood protocol (which forbids open conflict with other members) and attacks.

Roleplaying Avarice. You can voice Avarice through the sample dialogue below:

- "There is no reason we all can't emerge from this ordeal together richer and wiser."
- "I will not tolerate this late-bloomer—I've worked for everything in *my* life! What has she worked for that her family's fame and fortune did not already buy? And you would let her take the world's greatest arcane secrets? Her, this blue-blooded crone?"
- "Cast her out or lay down your lives in her defense—but remember, death is never the end with Harpell."

Tactics. Avarice and her two **gargoyles** use the tactics below in battle; remember, Avarice's arrival causes the magical doorway to Y19M to open back up, allowing her and the adventurers to escape the study if they wish.

- Provided Avarice is aware of the adventurers, she casts *fire shield* and *mage armor* on herself beforehand. Guessing that the adventurers are inured against the cold, she chooses to deal fire damage with the spell. Thus, whenever she is struck by a melee attack, the attacker takes 2d8 fire damage.
- On her first turn, Avarice casts *Bigby's hand*, choosing its Interposing Hand ability at first. On her second turn, she uses its Grasping Hand ability.
- Avarice is loathe to damage the study and refrains from casting *fireball* while in Area Y19Q. She instead casts *scorching ray* at 4th level (creating five rays).
- The first foe to damage Avarice provokes her Banishing Rebuke reaction. Thereafter, she reserves her reaction for *counterspells*.
- Avarice casts *wall of ice* to seal off her escape, should she have to retreat from the adventurers. If chased, she flees to Area Y19N and threatens to cast a 5th-level *fireball* at the spindle, which would wreak havoc across Ythryn.
- The **gargoyles** each attempt to grapple a foe that would otherwise charge Avarice. Thereafter, they rend these creatures with their stony fangs and claws.

THE SKULL SOVEREIGN RETURNS

Iriolarthas returns while Avarice and the adventurers are here, either on the fifth round of combat or twenty minutes into their search of the study. The **demilich's** arrival forces Avarice to throw her lot in with the adventurers.

Tactics. See Area Y19Q for Iriolarthas's tactics, which remain the same whether Avarice and her minions are present or not.

Iriolarthas: Slain. When the sovereign is slain, read:
A deep fissure appears across the skull, out from which leaks gray miasma and dust. The skull looks left, then right, then turns to the window slits facing Ythryn, as if all it wanted was one final glimpse at the city it devoted its life too—but alas, some last requests are never granted and the skull crumbles into dust half way to the window. Ythryn's sovereign has finally been put to rest—by force.

ACT III: WRATH OF THE FROSTMAIDEN

Act III opens with Auril's invasion of the city. Therefore, it incorporates the *Final Showdown* section in *RoFM*. She arrives in 1d4+5 hours, giving the adventurers the chance to take a rest.

The Frostmaiden's Hello. Auril is heralded by a sudden shift in Ythryn's climate: the temperature drops sharply, and winds begin to howl in the otherwise still and silent city. All creatures, from the dimmest nothic to the most acute adventurer, can sense the ominous change.

The Frostmaiden marches in with a force of six **snow golems**, a pack of six **winter wolves** and three **frost giant skeletons**. Without so much as a word, these minions disperse to search the ruins for mortals audacious enough to excavate what their master buried. Auril, for her part, proceeds to the Spire of Iriolarthas and coats its force field with rime. By squeezing her claws into a fist, the entire field shatters. Read the following:

Thunder echoes out across the necropolis—but not any thunder you've ever heard. It is more akin to the crackling of a fire or the... the cracking of frost. As the wind howls in what was once a silent city, you look to the Spire of Iriolarthas—and see that its shimmering force field is being coated with rime. Like mold, the frost climbs up the hemisphere until at last all of it is encased—and then the thunder screams! It screams with such ferocity that you must clasp your hands to your ears or risk going deaf!

The rime explodes in a storm of icy shrapnel! Even as far away as you are, daggers of frost are hurled at your feet, shattering against the stone nearby or missing you by a hair!

In the frigid aftermath, you hear a new bout of crackling frost—a pillar of ice grows outward from the city streets, reaching towards the balcony roosting on Iriolarthas's spire. Standing upon it is the only creature capable of such power: the Frostmaiden. The Frostmaiden has come to seal the icy sepulcher as she did long ago.

The pillar of ice reaches the balcony; you watch as the deity steps off her pillar of ice to survey the city below. Magic amplifies her murmur so that all may hear her decree: "What was buried must eternal lie. It was never meant for mortal eyes. Leave now, lest you join its dead. Upon the hour, your lives are forfeit."

At your discretion, one random adventurer is targeted by an *ice knife* spell (save DC 13) when the rime explodes. The attack roll has disadvantage.

FIRST CAPTIVES

Nine minutes after the Frostmaiden's ultimatum, a **frost giant skeleton** clambers up the pillar of ice to deliver four Knights of the Black Sword, whom Auril turns into **cold-light walkers**. Read the following:

An amplified cry thunders out across the city, a cry that pleads for mercy and forgiveness—but the Frostmaiden demurs, "You have made your choices."

An alabaster light shines out from the spire's balcony, a light that, for a moment, dwarfs all of Ythryn's ghastly firelight.

Another voice cries out, "No! No!" as they are brought before the Frostmaiden, who murmurs, "You will find now a higher purpose." The screams echo out until yet another ivory light flashes over the necropolis.

There comes a pregnant pause before a woman shouts, her voice amplified, "Levistus take me!" You can see her diminutive form leap out from the balcony, but from below materializes a frozen palm that snatches and delivers her back to the Frostmaiden—and soon she too becomes yet another of the deity's lights.

I. THE FROSTMAIDEN MONSTROUS

The adventurers can meet Auril at the Spire of Iriolarthas or encounter her in the ghastly-lit streets. When they do, read the following:

Fate has delivered you to this moment—the moment in which you face a god, this one as cold and merciless as the winter she embodies. The Frostmaiden is a cloven-hooved, owl-faced monstrosity whose dull eyes bear both disappointment and contempt.

When she speaks, your heart shudders and your blood runs cold. Reaching out with a clawed hand, she murmurs, "In the end, the ice preserves. You have had your time."

There is no reasoning with the Frostmaiden; she will see them dead or twisted into coldlight walkers.

Roleplaying Auril. During this phase, Auril is cold and detached. You can voice her with the dialogue below:

- When she uses her Touch of Frost, Auril murmurs, "Yours will be a cold and bitter end."
- When a foe provokes an opportunity attack from Auril, she murmurs, "Winter is inevitable."
- If Auril reduces a character to 0 hit points, she promises, "Your legacy will be preserved forevermore."
- When she casts *ice storm*, Auril murmurs, "It shall be a remorseless winter, indeed..."

Tactics. While in her first form, Auril employs these tactics ("LA" refers to her Legendary Actions):

- Auril is single-minded; she prefers to focus on one foe at a time unless that tactic proves foolish. She targets unarmored foes, such as spellcasters, and eviscerates them with her talons.
- Auril uses *misty step* every round to close or widen the gap between her and the party. This is usually paired with a Talons or Touch of Frost attack.

- With her first LA, Auril teleports to the weakest foe. If they move, they provoke an opportunity attack. At the next opportunity, she uses a Touch of Frost LA on the creature.
- On her third turn, Auril rises into the air and unleashes an *ice storm* spell on the adventurers. She remains aloft, hurling Chromatic Orbs from above. If she is being fought in the streets, an adventurer can climb rubble to reach a rooftop where they might be able to leap onto the Frostmaiden.

II. THE FROSTMAIDEN FURIOUS

When Auril is reborn into her second form, read:

You've done the impossible. You've struck down a deity. They will call you godslayers! Heroes! Heroes of Icewind Dale, for with the Frostmaiden dead, the land can at last heal from the Everlasting—

The slush shudders into the form of a jagged, glacial maiden armed with a morningstar. "You have made a grave mistake!" thunders the Frostmaiden, all detachment gone, all frigid indifference melted and boiled into a rage that causes the very ice above to tremble!

Auril appears in her second form within 60 feet of where her first form was slain; she uses this to place herself advantageously near the weaker adventurers.

Roleplaying Auril. Auril sheds her detached, frosty demeanor after being reduced to her second form. All her fury and resentment—towards mortals, her rival deities, and fate itself—boils out now.

In this form, Auril may say any of the following:

- "This ends here!"
- "The gods will rue their treachery! The seas will freeze! The sky will weep with hail! The beasts of this land are forfeit, as are the lives of those who dare worship the Great Betrayers!"
- When Auril creates an ice mephitis for the first time, she remarks, "I give you life so that you may take it!"
- When Auril uses her Cone of Cold, she remarks, "Fear the Winds of the Far North!"
- When Auril uses her Ice Stasis ability, she remarks, "There is no better tomb for a mortal as insolent as yourself!"

Tactics. While in her second form, Auril employs these tactics ("LA" refers to her Legendary Actions):

- Auril notably loses her flying speed in this form. Thus, she is grounded.
- Auril's first turn and first LA is devoted to creating two **ice mephitis**.
- Auril uses her Cone of Cold on her second turn or when three or more foes are bunched up. She then uses her Splinter LA to destroy an ice mephitis.
- On her third turn, Auril uses Ice Stasis. Her next three LAs are used on Ice Flurry, if she is surrounded, or Ice Darts if her foes are far away.

III. THE FROSTMAIDEN BRITTLE

When Auril is reborn into her third form, read:

Deep fissures appear along the Frostmaiden's jagged, icy form. One by one, glacial sheets fall off, shattering below, until at last there is nothing left of the deity but a floating diamond that gleams with a divine spark.

Roleplaying Auril. Auril is finally frightened after she's reduced to her third form. If the adventurers are not on the brink of death, she now begins to plot her exit strategy. Her pride has already been bruised by Umberlee, Talos, and Malar; any further humiliation is no concern of hers. There's no guarantee that she'll have enough followers by the next winter solstice to ensure her rebirth, and so the Frostmaiden believes she stands at the brink of oblivion. When she is reduced to 30 hit points or fewer, she begins to float away from the adventurers.

In this form, Auril may use any of the following sample dialogue; a character that succeeds on a DC 19 Wisdom (Insight) check hears a hint of fear in the deity's voice.

- "You vermin have ruined this world."
- "For what crimes did I deserve to be cast down so low? To muck around with mortals?"
- "Do you truly believe I wish to languish with your lot? All I have ever wanted was to be alone!"
- When she uses her Blizzard Veil, Auril demands, "Leave me! Leave me to shiver like they all did!"
- When she uses her Intensify Aura ability, Auril shouts, "Join me in oblivion!"

Tactics. While in her third form, Auril employs these tactics ("LA" refers to her Legendary Actions):

- At the first opportunity, Auril uses her Blinding Gleam LA to blind her foes. She follows up with a Polar Ray LA.
- If Auril has blinded any foes, she uses all remaining LAs on Polar Rays against these targets.
- If Auril comes under heavy fire, she uses Blizzard Veil to disadvantage attack rolls against her.
- If her foes rely heavily on melee attacks, Auril hovers at a height of 10 feet, so that she may avoid their attacks but still subject them to her Frigid Aura.

DEATH OF A DEITY

When Auril's third form is slain, read the following:

The final blow rings out against the diamond, weaving deep fissures into its facets out from which shines divine light so fierce so you must shield your eyes or risk being blinded—or worse.

"I am winter," the Frostmaiden whispers, her voice shuddering. "I am inevitable... I am eter—"

The diamond shatters into a storm of icy shrapnel that rends your flesh! A cataclysmic light bursts as if it were a bubble, hurling out a shockwave that knocks you to your knees! In the distance, glass and frost shatter from the otherworldly force of the Frostmaiden's death!



AREAS OF NOTE

The following areas of Ythryn are of note. An area that does not appear in this section warrants no changes or won't benefit from further details.

ENTERING YTHRYN

To strike a grimmer tone, consider reading the following text instead of what's presented in *RoFM* when the party enters Ythryn for the first time:

It is a corpse like no other—a city whose last breath was taken eons ago. Its monuments and streets are little more than silent reminders of what once was, and what could have been. Its black bricks are lit by green and violet fire-light, the colors locked in a war started when the world was a younger, humbler place.

There is but one way into the necropolis and it is forward—there is no turning back here. The Caves of Hunger still lie open, yes, but this is the brink, the breach. Dare you enter it?

If Professor Skant is present, it remarks, "It is just as the histories say... A Netherese city, carved by spell-masons in stone as black as night."

If Vellynne Harpell is present, she remarks, "If the Brotherhood could see me now... the 'Little Animator of Longsaddle' has at last come out on top. Hurry. There is no telling what creatures still lurk here, preserved by the very magics once propagated by the wizards of yore."

Y4. TOWER OF ABJURATION

The save DC for the *symbol* spell hidden here is 18, as denoted by the DC of the Intelligence (Investigation) check to discern it.

Changing Gear. Consider changing the mages' gear to vary up your gameplay and to facilitate the tactics they take below. Four mages wield shields (raising their AC to 18) and longswords (+4 to hit, 1d8+2 slashing damage). Two continue to wield light crossbows.

Roleplaying the Mages. The mages cannot speak, so focus on their body language. When the party appears, a mage raises its green fist; the others silently move into formation. Four shield-bearers stand shoulder-to-shoulder to guard the crossbowmen, who enjoy an extra +2 bonus to their AC thanks to interposing creatures.

The lead mage, the one who raised its fist, points at the party and makes a shooing gesture, as if to warn them off from the Anvil of Disjunction.

SYMBOL (INSANITY EFFECT)

The glyph is nearly invisible, requiring an Intelligence (Investigation) check against your spell save DC to find it. Once triggered, the glyph glows, filling a 60-foot-radius sphere with dim light for 10 minutes, after which time the spell ends. Each creature in the sphere when the glyph activates is targeted by its effect, as is a creature that enters the sphere for the first time on a turn or ends its turn there.

Insanity. Each target must make an Intelligence saving throw. On a failed save, the target is driven insane for 1 minute. An insane creature can't take actions, can't understand what other creatures say, can't read, and speaks only in gibberish. The DM controls its movement, which is erratic.

Y5. PRISON

XEROPHON

When the **doppelganger** is awakened, it mutters, "What now, Malhatta? Another round?" in Loross ("Malhatta being the name of the prison warden that *sequestered* Xerophon here). Judging the room's state of disrepair and the party's attire, it quickly realizes that something dire has happened.

Xerophon proves useful when the party reaches Area Y19L, when they must name one of Iriolarthas's eight apprentices to safely pass through one of the chamber's trapped doors.

Previously On... The *Companion* added a journal of Xerophon's to the iron safe in Area H2 of Chapter 6 that crumbles to dust upon exposure to air, but not before Professor Skant glimpsed, "It seems one must not be a mage to complete the Rite of the Arcane Octad—perfect. I will require a mask and some oil if I am to infiltrate Iriolarthas's spire." This precaution was made to ensure that the adventurers don't hit a dead-end if they believe the inscription in the Tower of Illusion, which falsely reads "Sixth, show thy face to the sky."

THE MERCY ROOM

The eighth step of the Rite of the Arcane Octad requires a character to consume poison; however, only one source of poison is included in *Rime of the Frostmaiden*. To combat this dearth, the following room has been added to the prison—and it is, admittedly, a dark but apropos feature of the Netherese, who regularly encouraged lichdom and necromancy. This addition is the Mercy Room.

In Ythryn's heyday, prisoners serving life sentences could elect to visit the Mercy Room, where they would consume deadly nightshade. Their corpses would then be offered to the city's necromancers; after all, the prisoners must still pay their debt to society, no?

The Mercy Room is still intact. It is empty but for a magical chest that preserves all perishable items placed within. Inside the chest are 1d6+4 clumps of deadly nightshade. A creature that eats a clump must succeed on a DC 13 Constitution saving throw or take 3d6 poison damage, or half as much on a success.

Y7. TOWER OF CONJURATION

THE HAGS' DEN

When the adventurers touch the miniature tower, causing the demiplane's entrance to open, read the following:

You lay your hand upon the tower—and a rift roars into existence with such ferocity that you must plant your feet or be drawn further by the force of it! The dust is riled up into a thick cloud and sucked into another realm!

If the adventurers enter the demiplanar doorway, read the following:

You arrive in another realm, equally as silent as the city you've left behind. Standing before you is a mottled tower that has somehow not yet fallen over. The door swings open, revealing three gnarled women crowned with horns—hags, if you ever saw one. The one nearest to you wears a trio of skulls on her belt, and, with a scowl, asks a question in a language you do not understand. After a moment, she asks again, in Common, "Has it been so long you forgot your native tongue, wizard?"

Auntie Pinch first asked in Loross, "It has been a while. Have you come for further charms?"

Roleplaying the Hags. The hags are unaware of the fate of Ythryn, or even the Netheril Empire itself. They soon realize the adventurers are not Netherese citizens and, with a word of Infernal ("Betray"), decide to turn on the adventurers. They allow the party into their den so as to better entrap them. As described in *RoFM*, the hags are content to let the adventurers leave for a price (a plucked memory from each person).

Plucked Memories. If the adventurers acquiesce to the hags' price, it's up to you to determine which memory they each lose. It should be something dear. For example, if the adventurer has a lover, they forget their name, face, or even existence. Assume that memories that are built upon other memories are stolen too (so, if the lover is forgotten, all subsequent memories together are also lost).

As for any NPCs accompanying the players, these are the respective memories randomly plucked by the hags:

- Avarice forgets she has bonded with her **gargoyles** and treats them as foes next time she sees them.
- Hlin forgets the existence of her estranged son (Hlin has no son by default; the *Companion* concocted this).
- Trovus either forgets the secret tragedy that drove him to alcoholism or the motivation he had to quit drinking (your choice).
- Vellynne forgets that her family bought her way into the Arcane Brotherhood and becomes much less insecure.

Tactics. The **night hags** employ the following tactics in battle; remember, they share spell slots.

- At your discretion, the hags can magically slam the door shut at initiative count 20 (losing ties) as if by an *arcane lock* spell. The door then requires a DC 18 Strength (Athletics) check to force open, made as an action. The door can also be destroyed; it has AC 10, 20 HP, and immunity to psychic and poison damage.
- The first hag to act casts *hold person* as a 5th-level spell, targeting four foes. The second hag casts *phantasmal killer* and the third casts *polymorph*.
- The hags *counterspell* the first two spells cast by the party. A third hag uses the last 3rd-level spell slot for a *lightning bolt* spell.
- If a hag is near death, one coven member casts *eyebite*, choosing to put foes asleep.
- When a hag dies, the survivors cast *plane shift* to escape to the Nine Hells, where they stay until they're sure that the adventurers have left their demiplane.

Y8. HOUSE OF THE ARCANE

If Vellynne is present, she drinks greedily from the goblet, eager to undergo the same rites the ancient Netherese did. Unsurprisingly, she gains the Charm of the Necromancer, which wards her with a *death ward* spell 24 hours after drinking from the goblet.

When Vellynne goes to drink from the goblet, read the following text, which assumes Professor Skant is present:

Floating at your side, Professor Skant inspects the goblet with its eyeless sight and remarks, "The fabled Goblet of Graduates. Every House of the Arcane held one. Reserved for only the graduating class, it would bestow magic upon those worthy of its water."

Vellynne comes forward, cussing the goblet in her hands. "It must be mine... It must be my honor. 'Little Animator of Longsaddle,' they called me... See if they still will after I bear the Netherese legacy. May all my detractors eat their hearts out."

Vellynne lifts the goblet to her lips and drinks heartily, curls of steam rising from the rim. Wiping her mouth, she smiles as the magic courses through her—until a look of utter disgust and disappointment grips her features. With an arcane word, she conjures a skeletal hand. "I already knew this spell!" she snarls, lifting the goblet again to her lips—but there is no water for Vellynne Harpell this time.

"Why isn't this working?" she barks.

"I'm afraid," says Professor Skant, "one may only drink once from the goblet."

Gritting her teeth, Vellynne mutters, "Figures." She tosses you the goblet, clearly done with it.

Y9. LIBRARY

The library is an opportunity to learn more about Ythryn, but it doesn't provide enough lore and information for the adventurers. At the least, it should include a map labeled with the city's most important locales; if the adventurers find the map (which they do after 2d6 x 10 minutes of searching the library), show them the DM's copy of the Necropolis map—there's no harm in it, as it doesn't reveal anything a citizen of Ythryn wouldn't already know. With the map, the adventurers can more easily seek out the towers of magic. Additionally, for every hour the party spends studying, they find one of the following tomes:

- *Treatise on the Thaluud*, which describes the creation of the "thaluud" or "faceless" (**tomb tappers**), who were forged from a fusion of magic and elemental earth. These giant constructs "cannot be harmed by fire or frost, and are only inconvenienced by lightning." They consider magic, especially magic items, sacred, and can tunnel by devouring stones. A diagram in the tome reveals that the giant statue in Y1 is a dead tomb tapper.
- *Emerald Rebels*, a dramatic retelling of a failed magen rebellion. The protagonist and architect of the rebellion, a hypnos magen, is captured and experimented upon until the Netherese can fashion a new breed of magen bereft of any desires to be free. Although the tale is dramatized, its elements are true: the first generation of magen almost overthrew a Netherese city of yore before being exterminated. Ambition and resentment were then bred out of future generations of magen.
- *Binding the Tarrasque*, an autobiographical tale of one of the wizards who set forth to attune the legendary scroll of tarrasque summoning to the tarrasque.

Y10. ARBORETUM

That the treant speaks Common makes no sense, as the Netherese spoke Loross. Additionally, even if it did know Common, the language would have evolved in the two thousand years since Ythryn fell.

Roleplaying the Treant. When the treant awakens, it grumbles, "Who dares to interrupt the rest of the mighty Nether Oak. Who—" It then takes one look at the icy ceiling above and sighs with disappointment. "What has the High Arcanist done this time?"

You can voice the treant through the dialogue below:

- "You stand before the mighty Nether Oak, and for but one reason: it is my flesh you require. Tell me, small one, what is it you intend to do with a wand fashioned from my body?"
- "Do not speak to me of good intentions; I have no desire to entreat *good* magi. *Good* magi have ruined the world. It's the foul ones that don't rock the bough. If you intend to wield a wand of my flesh for good, you may as well leave now and take your naivety with you."
- "I do not understand your reasoning. Then again, you are very small..."

Tactics. The **treant** and its four **needle blights** use the following tactics in battle:

- The treant lowers its limb so that the four needle blights can clamber up into its canopy, where they are lightly obscured from attackers and can take the Hide action to become hidden. From a height of 1d4 x 5 feet, they rain needles down on foes below.
- The treant refrains from using its Animate Trees, as it detests the company of others. When reduced to 70 hit points or fewer, it uses that ability to add two more **treants** to the fray, as described in its ability.
- When reduced to 30 hit points, the treant grumbles, "Fine! Fine! Take your bough and begone from my sight! You have bested the mighty Nether Oak today!"

POISONOUS BERRIES

The Rite of the Arcane Octad's final step requires the consumption of poison, but poison is hard to come by in the necropolis. To fill this gap, add several poisonous bushes to the arboretum. A sign in Draconic-Loross reads "Warning: Consume at Thy Own Risk!" A character that succeeds on a DC 15 Intelligence (Nature) check can confirm the berries are poisonous; through a Survival check of the same DC, a character can identify traits that are common to modern poisonous berries.

KNIGHTS OF THE BLACK SWORD

If **Avarice** has already infiltrated the city, the adventurers may find 1d4+2 **cult fanatics** here, if not Avarice as well. The cultists are attempting to gather wood for Avarice's Nether Oak wand. Desperate to avoid waking the treant, one is standing on the shoulders of another cultist. While in this state, they both have disadvantage on Dexterity saving throws. If one takes damage, they both fall **prone**.

If a battle breaks out here, the treant is awoken on the third turn of combat. It shouts, in Loross, "Who dares bring war to my woods?" A character that speaks Loross can attempt to placate the treant with a DC 15 Charisma (Persuasion) check; otherwise, the treant flattens a cultist and attacks the survivors. The four **needle blights** spring up from the ground to join the fray.

If Avarice is present, she is also joined by her two **gargoyles**, provided they haven't already been destroyed. Should defeat look likely, a gargoyle carries her from the grove while the other breaks off a small branch from the Nether Oak (and earning a swat for the audacity).

Y11. TOWER OF DIVINATION

A character that loses their eye gains a lingering injury that can be remedied through a *regenerate* spell or similar magic. A creature with one eye has disadvantage on any Wisdom (Perception) checks that rely on sight and on ranged attack rolls. A creature with no eyes is blinded.

Additional Loot. The *Companion* adds a *weapon of warning* to this area to help combat the dearth of magic weapons in *RoFM*. Choose whichever weapon your party prefers, such as a rapier for a rogue. If all martial party members already have a magic weapon, do not include this magic item.

The weapon is displayed on an intact stretch of wall on the tower's uppermost floor, lit by the silvery light cast by the orb of divination.

Y12. WELLSPRING OF ANSWERS

If the Telepathic Pentacle is disturbed through wayward thoughts, read the following; if it was disturbed because light was shone into the well, skip to the last paragraph.

Sitting upon the bench, your mind begins to drift, much like a raft at sea. A vision swamps your mind, a vision that sheds warmth into your very brain and bestows upon you unimpeachable tranquility... but as your thoughts ripple out across this calm sea, the waters begin to churn and darken. The sun continues to shed light, but not warmth, and soon even that is gone too as clouds drift in across the sky. The waters have grown black and pregnant; you feel doom coming up below but are unable to act.

Whatever's down there is getting closer now! It's body glows an ivory light! You can hear it now, the mad gibbering of some thing that was better left alone! You hear it: five voices not melded together but conjoined like some sort of abomination! Just as the beast's five heads burst from below, your eyes are hurled open!

The first of the abomination's heads peers out from the well—and when it turns its head, you realize that there are more faces to face, all fused together into one blasphemy. Its many thoughts crowd your mind, sharing with you the madness it is plagued with!

As an added difficulty, any person that disturbed the Telepathic Pentacle through wayward thoughts must make a DC 14 Intelligence saving throw or succumb to a form of Short-Term Madness.

Y13. BAZAAR OF THE BIZARRE

With the golem blinded and deafened, the adventurers can easily scurry past it. They have advantage on all Dexterity (Stealth) checks to remain hidden from the golem, who has a passive Perception score of 10.

POISONS OF THE WORLD

The Rite of the Arcane Octad can't be completed without consuming poison, but there's only one source of poison in *RoFM*: the *bag of beans* in Y26. To combat this dearth, a stall entitled "Poisons of the World" has been added to the bazaar. This wheeled stall is enchanted so that its contents—vials and the like—remain firmly affixed to the shelves within the stall. Therefore, the poisons survived Ythryn's crashed. By sheer luck, the **iron golem** has not yet destroyed this stall.

The stall contains eight vials of assassin's blood, or "Kingsbane" as the Netherese once called it. A creature subjected to this poison must make a DC 10 Constitution saving throw. On a failed save, it takes 6 (1d12) poison damage and is poisoned for 24 hours. On a successful save, the creature takes half damage and isn't poisoned.

Y15. OBSERVATORY

When the **hypnos magen** sees the adventurers, read:

Standing before the observatory is a platoon of men, all green, but human nonetheless. They number seven in all: three warriors, three floating sages that crackle with electricity, and one abbot whose eyes lack pupils. Those very eyes lock onto you, projecting a firm voice into your mind that tells you, "Leave this place at once. The creature has been contained. This does not concern you. Leave this place at once or die."

If the party refuses to vacate the area, the magen attack.

Tactics. The magen employ the following tactics. It is suggested that you break up their initiative into three groups (demos-, galvan- and hypnos magen).

- The three **galvan magen** float upwards to an altitude of 30 feet.
- The three **demos magen** open ranks to allow each of the **galvan magen** to step forward; each unleashes a Static Discharge attack, then float upwards to a height of 20 feet. They take the Dodge action until Static Recharge is available again.
- The **demos magen** surround the **hypnos magen**, firing crossbows until the adventurers close the gap. On the third round, the hypnos magen orders them to charge the adventurers.

If the battle goes south for the adventurers, and you're feeling merciful, you can have the **blue slaad** break out from the observatory and maul at the hypnos magen. It then leaps upward and snatches onto the feet of a galvan magen, plunging its claws into the magen's back as it clambers upward.

It's suggested that the slaad attempts to leave Ythryn altogether; a character with the Slaad Host secret may take matters into their own hands to prevent the aberration from infecting more innocents.

THE ARCH-ASTRONOMER

The Arch-Astronomer has been reduced to a **green slaad**. *RoFM* seems to forget the slaadi have telepathy. Although two millennia of isolation must surely take a toll on the mind, the Arch-Astronomer should still attempt to speak (telepathically) to the adventurers.

Roleplaying the Slaad. The Arch-Astronomer has been here so long that she has forgotten her name—little use it has when her form has been forever changed into a slaad. She still retains her memories and personality; however, isolation and transfiguration have left scars upon her soul and mind that she will never heal from. The astronomer longs only for freedom at this point; if the adventurers tell her that a way out from Ythryn has been secured, she leaves the city (although Iriolarthas might find and end her before she does).

You can voice the slaad through the sample dialogue below; all conversation is conducted telepathically.

- "How have you made it into Ythryn? Is there a way out? Tell me! Is there a way out?"
- "I was once human... Now, I don't know what I am."
- "Ythryn is nothing more than a corpse; I could be one too, but why should I waste my destiny?"

Y18. TOWER OF NECROMANCY

When Cadavix's spirit appears, read the following:

A blue glow is cast upon the rubble; the undead hands pause, turning to point their palms down the street. From around the corner floats a luminous spirit—an older man clad in robes adorned with necromantic symbols. The spirit takes one look at the toppled tower and heaves a heavy sigh.

Roleplaying Cadavix. The arcanist is a melodramatic spirit that has languished in a self-thrown pity party for the last two thousand years. He complains to passersby (mainly nothics who have learned to avoid this area lest they be accosted by his ceaseless groans). Cadavix also uses sighs as punctuation.

You can voice Cadavix with the dialogue below:

- "Oh, dearest Ythryn. What glory you once had! Why, why would the gods be so unkind?"
- "Oh, the tapestries I could share of what a wonderful life we once had... The pursuit of good wine and greater knowledge, the surety that nothing could topple us, the warmth of the sun on our skin..."
- "If only we could turn back the sundial! If only..."
- "Put your back into it! My corpse has languished for long enough!"

Y19. SPIRE OF IRIOLARTHAS

If you use this *Into the Necropolis* storyline proposed by the *Companion*, entering the Spire of Iriolarthas marks the transition into Act II. By now, the Knights of the Black Sword, with Avarice at the helm, should have entered the city. Additionally, the adventurers should have glimpsed Iriolarthas from afar. For further details, see the storyline.

Area Summary. The subareas are summarized below:

- **A.** 1 **hypnos magen** politely turns away visitors from the overlooking window in Area Y19D.
- **B.** Illusory courtiers are in the midst of a perpetual ball. They can share Ythryn lore. Also contains 3 **brains in a jar**.
- **C.** Messy office with a document mentioning the spindle.
- **D.** 1 **hypnos magen** (see Y19A).
- **E.** A **brain in a jar** named Veneranda bolted upon the body of a **helmed horror** that can transfer brains into jars.
- **F.** Collection of staves
- **G.** Illusory courtiers surrounding an *abracadabrus*.
- **H.** Illusory courtiers milling about at a bar with aged wine.
- **I.** Invisible, 5-foot-wide bridge of force connecting to Y19J.
- **J.** Living spell known as Everlast & a secret hatch to Y19K.
- **K.** A hemispherical *wall of force* that ends if a nearby green crystal is removed from its socket. 2 **living blades of disaster** guard the chamber.
- **L.** A *flesh to stone* trap (save DC 17) that triggers when a creature that isn't undead or a construct steps over it for the first time. The trap can only be triggered thrice and 1 creature can't set it off for than once. Eight doors swathed in magical darkness lead to the next chamber; if one does not name an apprentice of Iriolarthas, a **barbed devil** is conjured.
- **M.** DC 20 Int. save against perpetual dread. Contains locked door to Y19P (DC 18). Magical entrance to Y19Q.
- **N.** Contains the spindle artifact that caused Ythryn to crash. It can't be moved from this location. If targeted with a spell of 5th-level or higher, all magic items and magical effects in a 3-mile-radius are suppressed for 24 hours.
- **O.** The library contains the key to Y19P, info on how to reach Y19Q, and the *scroll of the comet*.
- **P.** Magical balcony that amplifies the voice of anyone who stands upon it.
- **Q.** Contains Iriolarthas's spellbook and *staff of power*, plus the *scroll of the tarrasque summoning*. Laired in by Iriolarthas (**demilich**), 3 **nothics**, and a **living demiplane** that contains 3 **galvan magen** and 2 **flesh golems**.

Areas of Note. The following areas are of note:

Y19A. MAIN ENTRANCE

When the **hypnos magen** of Area Y19D peers through the overlooking window, read the following:

A green face appears in the window overlooking the entrance. A voice slips into your mind, its psychic words polite and delicate.

"The High Arcanist is not accepting guests at this time," the voice tells you. It is by the green face's furrowed brow that you know he's the source of the psychic warning. "Please return next year, should his mood improve."

If the magen must resort to a *suggestion* spell, it suggests, "You should visit the Museum of the Arcane." The save DC for this spell is 12.

Y19B. BALLROOM

The courtiers can namedrop Iriolarthas's apprentices; this gives the adventurers a better chance to triumph over Y19L without conjuring **barbed devils**. See the following sample dialogue:

- "This wonderful time has been brought to you by High Illusionist Ajamar."
- "Have you heard? High Evoker Zadalus has burned yet another of his brides. Lady Meltajar's family seeks justice but Zadalus's tongue is quite popular among the Grand Judiciary..."
- "You didn't hear it from me, but High Abjurer Taruth uses discount platinum dust and pockets the difference. How else do you think he affords those robes?"
- "If I must endure High Necromancer Cadavix's sigh just one more time, I might scream."
- "High Conjurer Damorith has been known to summon herself some fiendish company on cold nights..."
- "It seems the one secret Apilus could not divine was his wife's infidelity. I hear Iriolarthas is seeking to pass the office of High Diviner onto Litvius Melacruze."
- "The last person to spurn High Transmuter Metaltra's advances, I heard, was *polymorphed* into a hare."
- "You can't trust High Enchanter Ivira; she'll modify your memory. Keep clear from that one."

Y19E. LIQUEFACTION CHAMBER

Thanks to her Detect Sentience trait, Veneranda cannot be surprised by the adventurers. She is already waiting for them when they arrive, greeting them in Loross: "Well, it's about time someone new showed up. Tell me... have you ever wished you could turn back time?"

Veneranda is wholly devoted to restoring Ythryn to its former glory. She sees the adventurers as useful tools. She is familiar with the spire's every chamber up until Area Y19K; Iriolarthas has never invited her beyond that point and she does not know how to breach its *wall of force*. "Were I not a brain in a jar," she admits, "and instead the wizard I once was, I could easily bring down the wall."

Into the Necropolis. As part of the storyline proposed by the *Companion*, Avarice and her forces invade the spire after the party does. Veneranda offers the same proposition: bust into Iriolarthas's study and reverse time to restore Ythryn to its former glory. She mentions that the adventurers have already passed by.

Y19I. FORCE BRIDGE

The invisible bridge would make for an incredibly iconic battle. If you can pit Vellynne and Avarice against each other here, do so. If you want to risk a cease-and-desist letter from a certain corporation, have both wizards cast *flame blade* and duel it out.

FLESH TO STONE

Duration: Concentration, up to 1 minute

You attempt to turn one creature that you can see within range into stone. If the target's body is made of flesh, the creature must make a Constitution saving throw. On a failed save, it is restrained as its flesh begins to harden. On a successful save, the creature isn't affected.

A creature restrained by this spell must make another Constitution saving throw at the end of each of its turns. If it successfully saves against this spell three times, the spell ends. If it fails its saves three times, it is turned to stone and subjected to the petrified condition for the duration. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.

If the creature is physically broken while petrified, it suffers from similar deformities if it reverts to its original state.

If you maintain your concentration on this spell for the entire possible duration, the creature is turned to stone until the effect is removed.

Y19K. DOME

This area is a graveyard waiting to be filled. The **living blades of disaster** score critical hits on rolls of 18-20, which deal a whopping 78 (12d12) force damage. If you need to soak one or two blows for the adventurers, have a blade mistakenly target Professor Skant, destroying him at your discretion.

Y19L. TESTING CHAMBER

See the *Flesh to Stone* sidebar for details on the spell. If Xerophon the **doppelganger** (see Y5) is present, it can prove itself useful here; it knows the names of Iriolarthas's eight apprentices, just as any citizen of Ythryn would.

Y19N. STASIS CHAMBER

If any characters have been informed of the spindle's role in the doom of Ythryn, they might offer some remarks:

- Vellynne remarks, "No doubt this is the cause of all Ythryn's woes... and our day of triumph. Cast no magic here, friends. There's no telling what could happen."
- If Xerophon the doppelganger is present, it remarks, "I had heard the news shortly before being sequestered into that vile prison... Master Iriolarthas and his magi dredged this up from the Frigid Sea. All the city was abuzz with delight. Oh, the parades..."

Into the Necropolis. If Avarice enters the spire after the adventurers, she might threaten to hurl a 5th-level spell at the spindle. "Stay back!" she shouts, a spell-wreathed hand pointed at the artifact.

Y19O. LIBRARY

If Vellynne is present, she insists on rooting through the shelves in search of spellbooks.

Additional Loot. The *Companion* has added a *tome of clear thought* to this library, which can be found after 1d6 x 5 minutes of combing through books. A character under the effects of a *detect magic* spell immediately detects the tome.

Y19Q. IRIOLARTHAS'S STUDY

The events of this chamber are described in Act II of the *Into the Necropolis* storyline proposed by the *Companion*. In short, Iriolarthas is not yet present (although the **living demiplane** is); instead, **Avarice**, **Dzaan** and her two **gargoyles** arrive on the heels of the adventurers and battle it out against the party and Vellynne. During the fracas, Iriolarthas appears and the battle shifts. If Avarice is dead or unable to show up here, run the battle with Iriolarthas as it's written in *Rime of the Frostmaiden*.

Tactics. Iriolarthas and his three **nothics** use the following tactics in battle ("LA" refers to Iriolarthas's Legendary Actions):

- Iriolarthas uses his first Lair Action to violently shake the chamber.
- Iriolarthas cannot afford to use his Howl unless all his minions are dead or near death, or if they're more than 30 feet away from him. Although he is resistant or even immune to most attacks, Iriolarthas is still frail; he won't expend his minions so quickly. Therefore, he uses his Life Drain action.
- Iriolarthas's first LA is spent on Cloud of Dust, blinding foes nearby. Until his minions are dead or distant, he must refrain from using Energy Drain. After his second turn, he unleashes a Vile Curse on whichever warrior is attacking him.
- The nothics interpose themselves between Iriolarthas and his foes, using their Rotting Gazes until the gap is closed. Unfortunately, Iriolarthas cannot tell them to disperse so it can unleash its Howl or other area-effects, and the aberrations follow him around.

Y23. YTHRYN MYTHALLAR

Upon seeing the *mythallar* in person, the characters below, if present, remark:

- Vellynne Harpell remarks, "It is as I promised you—the *mythallar*. An engine capable of lifting cities into the sky and altering the weather. I am a wizard of my word. Here is the engine of Icewind Dale's salvation."
- If Hlin Trollbane is aware of the *mythallar's* function, she remarks, "Icewind Dale's liberation is at hand. We can at last be free of the Frostmaiden!" She then turns to the party's resident spellcaster and insists that they "do their stuff."
- If Trovus is aware of what the *mythallar* can do, he reveals, "Gods above... When we set out, I never truly believed we could save Icewind Dale—only that I would find peace in the frozen wastes. Never did I truly believe I might find redemption."
- If present, Avarice remarks, "Here is your deliverance. Aid me now and I will free Icewind Dale of its icy doom once the spire is looted."

PROJECT IMAGE

Range: 500 miles

Duration: Concentration, up to 1 day

You create an illusory copy of yourself that lasts for the duration. The copy can appear at any location within range that you have seen before, regardless of intervening obstacles. The illusion looks and sounds like you but is intangible. If the illusion takes any damage, it disappears, and the spell ends.

You can use your action to move this illusion up to twice your speed, and make it gesture, speak, and behave in whatever way you choose. It mimics your mannerisms perfectly.

You can see through its eyes and hear through its ears as if you were in its space. On your turn as a bonus action, you can switch from using its senses to using your own, or back again. While you are using its senses, you are blinded and deafened in regard to your own surroundings.

Physical interaction with the image reveals it to be an illusion, because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check against your spell save DC. If a creature discerns the illusion for what it is, the creature can see through the image, and any noise it makes sounds hollow to the creature.

IRIOLARTHAS

As described in *RoFM*, if Iriolarthas is still alive, he can sense when others attempt to attune to the *mythallar* and counters their efforts. Rather than becoming alarmed, Iriolarthas takes the time to gather his three **nothics** and visits the area 1d6+4 minutes later. If the adventurers are still there, he attacks.

Y25. HALL OF WEIGHTLESS WONDER

The *project image* spell has been described in the sidebar. Thanks to this spell, the caster can technically infiltrate the Spire of Iriolarthas. If Vellynne encounters a frieze that depicts the Hall of Weightless Wonder (see Ythryn Lore), or otherwise learns of the *project image* spell it can provide, she insists they head straight there to gain insight into the Spire's interior.

Y26. TOWER OF TRANSMUTATION

THE BASIN OF AUGMENTATION

Rime of the Frostmaiden has a serious dearth of magic weapons, which martial characters will need to wound Ythryn's many denizens, like the **iron golem** of Y13 or Iriolarthas, the **demilich**. To shorten this gap, consider this variant:

As a counterpart to the Anvil of Disruption in the Tower of Abjuration, the Tower of Transmutation has the Basin of Augmentation. This magical, mithral basin is affixed to the floor and cannot be moved. A *detect magic* spell reveals an aura of transmutation magic. Dazzling, magical water is stored in the basin. When a weapon is dipped into the water, it becomes a magical weapon for the next 24 hours. When this occurs, much of the water evaporates. A weapon that is dipped into the basin thrice permanently becomes a magical weapon. A weapon does not need to be fully submerged to be enchanted.

The water loses this property if removed from the basin. There is only enough magical water left to enchant 1d4+1 weapons or pieces of ammunition. Thereafter, the Basin of Augmentation becomes yet another corpse in Ythryn.

When the adventurers see the Basin of Augmentation (in the same chamber with the statue of High Transmuter Metaltra, read the following text:

At the heart of the chamber sits a mithral-wrought basin, the kind you would expect near a blacksmith's forge. Some water remains inside, dazzling with all the colors of a rainbow. An inscription stretches across the basin's rim. The inscription reads, "Warriors, quench your steel in magic and watch as all the world's foes bleed before you."

Y28. SKYDOCK SPIRE

Once Avarice enters the city, she takes Skydock Spire as her lair. If the Knights of the Black Sword are already in Ythryn, she can be encountered here. How she treats the adventurers is determined by whether Vellynne Harpell is with the party; Avarice tolerates no competition with her other Arcane Brotherhood magi.

Dzaan. If the simulacrum was made real in Chapter 2, **Dzaan** is present as well; he has set aside his (creator's) pride and thrown his lot in with Avarice, who knows that he is but a meeker shadow of the true Dzaan. She tolerates him as a useful tool.

Gargoyles. One, if not both, of Avarice's **gargoyles** is always perched on a rooftop nearby to warn its master if intruders are approaching the spire. Thanks to her *Rary's telepathic bond* spell, Avarice can summon her minions at a moment's notice.

Meeting Avarice. If Avarice is present, read:

"And so, we meet again," murmurs Avarice, as you climb up into the rotating chamber. Supplies are piled around her—the provisions for her expedition. The albino tiefling has fresh scars upon her cheeks and her staff has been scorched by fire. "It seems our fates are entwined."

NEGOTIATIONS

As described in *RoFM*, Avarice is willing to strike up an alliance with the adventurers, but she won't tolerate Vellynne's presence. If the adventurers refuse to cast out Vellynne, she remarks, "Then you leave me no choice. Ythryn is mine, by rights, and I will tolerate no thieves in my dig site." She then readies her staff for battle.

Tactics. Should a battle break out here, Avarice and her minions employ the following tactics:

- On her first turn, Avarice casts *wall of ice* to separate the adventurers. She aims the spell so that she and Dzaan are in the same section. She relies on her *staff of frost* in this battle, for she must reserve her spell slots for her foray into the Spire of Iriolarthas.
- On his first turn, Dzaan casts *slow* on the adventurers. He then follows up with a *fireball* spell; with Avarice resistant to fire damage, he can afford to include her in the blast if it will make the difference between victory or death.
- If Dzaan must flee, he casts *confusion* and makes a break for it, his allegiance to Avarice evaporated. Once he has left Skydock Spire, he cloaks himself with a spell of *invisibility*.
- On the third round of combat, 1d2 **gargoyles** enter the spire to defend Avarice. The gargoyles carry Avarice to safety if she's severely wounded.

Y29. MUSEUM

THE WHITE DRAGON

The *Companion* adds another display to the museum: the first white dragon slain by the Netherese when they came to Icewind Dale. The dragon's display case was warded with a permanent *gentle repose* spell, but the spindle's surge of magic destroyed the spell. Although the signs read that the dragon is perfectly preserved, and will be forevermore, it is nothing more than a skeleton now.

Disturbing the skeleton causes the same four **spitting mimics** that guard the other displays to attack.

Additional Loot. *Rime of the Frostmaiden* has a dearth of magic items. At your discretion, you can add a set of *white dragon scale mail* to the museum; it is in a glass display next to the dragon skeleton. The sign reads that the armor was fashioned from the consort of the dragon displayed nearby.

Should the adventurers ever worry about encountering Arveiatrace, this armor allows them to sense the distance and direction to her so long as she's within 30 miles.

APPENDIX A: MAGIC ITEMS

The following magic items are found on this level:

ABRACADABRUS

Wondrous item, very rare

An *abracadabrus* is an ornate, gemstone-studded wooden chest that weighs 25 pounds while empty. Its interior compartment is a cube measuring 1½ feet on a side.

The chest has 20 charges. A creature can use an action to touch the closed lid of the chest and expend 1 of the chest's charges while naming one or more nonmagical objects (including raw materials, foodstuffs, and liquids) worth a total of 1 gp or less. The named objects magically appear in the chest, provided they can all fit inside it and the chest doesn't contain anything else. For example, the chest can conjure a plate of strawberries, a bowl of hot soup, a flagon of water, a stuffed animal, or a bag of twenty caltrops. Food and drink conjured by the chest are delicious, and they spoil if not consumed after 24 hours. Gems and precious metals created by the chest disappear after 1 minute.

The chest regains 1d20 expended charges daily at dawn. If the item's last charge is expended, roll a d20. On a 1, the chest loses its magic (becoming an ordinary chest), and its gemstones turn to dust.

Location. See Ch. 7, Ythryn, Y19G.

BAG OF BEANS

Wondrous item, rare

Inside this heavy cloth bag are 3d4 dry beans. The bag weighs ½ pound plus ¼ pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The DM can choose an effect from the following table, determine it randomly, or create an effect.

Location. See Ch. 7, Ythryn, Y26.

BAG OF BEANS

d100	Effect
1	5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary hit points for 1 hour.
2-10	A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (DM's choice) 30 feet into the air for 1d12 rounds.
11-20	A treant sprouts. There's a 50 percent chance that the treant is chaotic evil and attacks.
21-30	An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
31-40	A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).
41-50	1d6 + 6 shriekers sprout.
51-60	1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the DM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.
61-70	A hungry bulette burrows up and attacks.
71-80	A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the DM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
81-90	A nest of 1d4 + 3 eggs springs up. Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.
91-99	A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a mummy lord . The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the DM's choice.
100	A giant beanstalk sprouts, growing to a height of the DM's choice. The top leads where the DM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

BEAD OF NOURISHMENT

Wondrous item, common

This spongy, flavorless, gelatinous bead dissolves on your tongue and provides as much nourishment as 1 day of rations.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

BEAD OF REFRESHMENT

Wondrous item, common

This spongy, flavorless, gelatinous bead dissolves in liquid, transforming up to a pint of the liquid into fresh, cold drinking water. The bead has no effect on magical liquids or harmful substances such as poison.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

CHIME OF OPENING

Wondrous item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time it cracks and becomes useless.

Location. See Ch. 7, Y9, Ythryn; the item is carried by Scrivenscry.

THE CODICIL OF WHITE

Wondrous item, legendary

The Codicil of White is a tall, thin volume bound in white ermine fur over seasoned boards of white pine and sealed with a clasp and lock of tarnished silver. The book is cold to the touch, and the fur is worn about the edges from use. The twenty-seven pages within are of vellum painted with silver gilt on the outer edges. The whole is sewn to a leather binding with strips of sinews, making it quite durable.

A creature with the codicil in its possession has resistance to cold damage.

The codicil was written by followers of Auril as a primer on her worship. The first page is a title page with the snowflake symbol of Auril on it. The remaining pages describe various priestly rituals and ceremonies in chilling detail. Nestled among these descriptions is a spell that wizards can learn (*frost fingers*, and a poem called "Rime of the Frostmaiden" (see appendix E)). The poem is an incantation, the power of which can be used to split a glacier (see chapter 6, *RoFM*). The poem might have other capabilities, at your discretion.

Location. See Ch. 5, Grimskalle, G22.

DRIFTGLOBE

Wondrous item, uncommon

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

Location. See Ch. 7, Ythryn, Ythryn Treasures table.

HAT OF WIZARDRY

Wondrous item, common (attunement by a wizard)

This antiquated, cone-shaped hat is adorned with gold crescent moons and stars. While you are wearing it, you gain the following benefits:

- You can use the hat as a spellcasting focus for your wizard spells.
- You can try to cast a cantrip that you don't know. The cantrip must be on the wizard spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

HORN OF SILENT ALARM

Wondrous item, common

This horn has 4 charges. When you use an action to blow it, one creature of your choice can hear the horns blare, provided the creature is within 600 feet of the horn and not deafened. No other creature hears sound coming from the horn. The horn regains 1d4 expended charges daily at dawn.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

MOON-TOUCHED SWORD

Generic variant (sword), common

In darkness, the unsheathed blade of this sword sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15 feet.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

NECKLACE OF FIREBALLS

Wondrous item, rare

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the fireball by 1 for each bead beyond the first.

Location. See Ch. 7, Ythryn, Y18.

POTION OF HEALING

Potion, common

You regain 2d4 + 2 hit points when you drink this potion. The potion's red liquid glimmers when agitated.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Location. See Ch. 7, Ythryn, Y7. The item is found in the night hags' demiplanar lair.

POTION OF LONGEVITY

Potion, very rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *potion of longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

Location. See Ch. 7, Ythryn, Y7. The item is found in the night hags' demiplanar lair.

PROFESSOR ORB (PROFESSOR SKANT)

Wondrous item, rare

Each *professor orb* takes the form of a smooth, solid, 5-pound sphere of smoky gray quartz about the size of a grapefruit. Close examination reveals two or more pinpricks of silver light deep inside the sphere.

A *professor orb* is sentient. This one, Professor Skant, is lawful good, and has an Intelligence of 18, a Wisdom of 11, and a Charisma of 9. The orb can see and hear normally out to a range of 60 feet. It speaks and reads Common, Draconic, Elvish, and Loross (the dead language of the Empire of Netheril). Professor Skant is a chatterbox and assumes all humanoids are dunderheads. When it is elaborating on its areas of expertise, it adopts an unintentionally patronizing tone. It has the following four areas of expertise:

- The history of Netheril
- Vampirism and the traits of vampires

- Rituals surrounding the making, bottling, and drinking of Elverquisst (a rare, ruby-colored elven liquor distilled from sunshine and rare summer fruits)
- The tarrasque

When making an Intelligence check to recall lore from any of its areas of expertise, the orb has a +9 bonus to its roll (including its Intelligence modifier).

In addition to the knowledge it possesses, a professor orb can cast the *mage hand* cantrip at will. It uses the spell only to transport itself. Intelligence is its spellcasting ability for this spell.

Location. See Ch. 5., Island of Solstice, I3.

RUBY OF THE WAR MAGE

Wondrous item, common (attunement by a spellcaster)

Etched with eldritch runes, this 1-inch-diameter ruby allows you to use a simple or martial weapon as a spellcasting focus for your spells. For this property to work, you must attach the ruby to the weapon by pressing the ruby against it for at least 10 minutes. Thereafter, the ruby can't be removed unless you detach it as an action or the weapon is destroyed. Not even an *antimagic field* causes it to fall off. The ruby does fall off the weapon if your attunement to the ruby ends.

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

SCROLL OF TARRASQUE SUMMONING

Scroll, legendary

Using an action to read the scroll causes the **tarrasque** (see the creature's entry in the *Monster Manual*) to appear in an unoccupied space you can see within 1 mile of you. The tarrasque disappears when it drops to 0 hit points and is hostile toward all creatures other than itself.

Location. See Ch. 7, Ythryn, Y19Q.

SCROLL OF THE COMET

Scroll, legendary

By using an action to read the scroll, you cause a comet to fall from the sky and crash to the ground at a point you can see up to 1 mile away from you. You must be outdoors when you use the scroll, or nothing happens and the scroll is wasted.

The comet creates a 50-foot-deep, 500-foot-radius crater on impact. Any creature in that radius must make a DC 20 Dexterity saving throw, taking 30d10 force damage on a failed saving throw, or half as much damage on a successful one. All structures in the crater are destroyed, as are all nonmagical objects that aren't being worn or held.

Location. See Ch. 7, Ythryn, Y19O.

SPELL SCROLL

A spell scroll bears the words of a single spell, written as a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is determined by the scroll's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

Leomund's Tiny Hut. To cast this spell, the caster must succeed on a DC 13 ability check using their spellcasting ability. This spell scroll is carried by Scrivenscry in Area Y9 (see Ch. 7).

Plane Shift. To cast this spell, the caster must succeed on a DC 17 ability check using their spellcasting ability. The spell cast from this scroll has a save DC of 18. This spell scroll is carried by Scrivenscry in Y9 (see Ch. 7).

Wall of Ice. To cast this spell, the caster must succeed on a DC 16 ability check using their spellcasting ability. The spell cast from this scroll has a save DC of 17. This spell scroll is carried by Scrivenscry in Y9 (see Ch. 7).

STAFF OF POWER

Staff, very Rare (attunement by a sorcerer, warlock, or wizard)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. It regains 2d8+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage roll but loses all other properties. On a 20, the staff regain 1d8+2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

STAFF OF POWER: RETRIBUTIVE STRIKE

Distance from Origin	Effect
10 ft. or closer	8 x the number of charges in the staff
11-20 ft. away	6 x the number of charges in the staff
21-30 ft. away	4 x the number of charges in the staff

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Location. See Ch. 7, Ythryn, Y19Q.

STONE OF GOOD LUCK

Wondrous item, uncommon (attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

Location. See Ch. 7, Ythryn, Y3.

THERMAL CUBE

Wondrous item, common

This 3-inch cube of solid brimstone generates enough dry heat to keep the temperature within 15 feet of it at 95 degrees Fahrenheit (35 degrees Celsius).

Location. See *Companion*, Ch. 7, Ythryn Treasures (Revised).

TOME OF CLEAR THOUGHT

Wondrous item, very rare

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

Location. Added by the *Companion* to Ch. 7, Y19O.

WEAPON OF WARNING

Generic variant (weapon), uncommon (attunement)

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

Location. Added by the *Companion* to Ch. 7, Y11.

WHITE DRAGON SCALE MAIL

Medium armor (scale mail), very rare (attunement)

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued. While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to cold damage.

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest white dragon within 30 miles of you. This special action can't be used again until the next dawn.

Location. Added by the *Companion* to Ch. 7, Y29.

YTHRYN MYTHALLAR

Wondrous item, legendary (attunement by a spellcaster)

A mythallar looks like an enormous crystal ball held in an ornate cradle. The globe sheds bright light in a 300-foot radius and dim light for an additional 300 feet. The globe draws magic from the Weave that can be harnessed for various purposes. For example, Netherese mages used mythallars to keep their cities aloft and empower their magic items. The bigger the mythallar, the more magic it can hold. The largest mythallars are 150 feet in diameter.

The *Ythryn mythallar* is a relatively small device—a mere 50 feet in diameter. To attune to this mythallar, a creature must finish a short rest within 30 feet of it, meditating on the mythallar. Up to eight creatures can be attuned to it at one time; otherwise, the *Ythryn mythallar* follows the attunement rules in the *Dungeon Master's Guide*. If a ninth creature tries to attune to the mythallar, nothing happens.

All creatures attuned to the *Ythryn mythallar* can sense when the device is being used. A creature attuned to the device can use any of its properties, but only if all other creatures attuned to the device agree to allow it. The *Ythryn mythallar's* properties are as follows:

- While you're on the same plane of existence as the *Ythryn mythallar*, you can use an action to cause it to fly in any direction you choose at a speed of 30 feet. All matter within 500 feet of the device moves with it. The *Ythryn mythallar* and all structures held aloft by it hover in place when not in motion.
- As an action, you can cause one magic item you are holding within 30 feet of the *Ythryn mythallar* to immediately regain all its expended charges or uses. A magic item recharged in this manner can't be recharged by the *Ythryn mythallar* again until after the item regains expended charges or uses on its own.
- You can use the *Ythryn mythallar* to cast the control weather spell without requiring any components and without the need for you to be outdoors. This casting of the spell has a 50-mile radius. For the duration of the spell's casting time, you must be within 30 feet of the *Ythryn mythallar* or the spell fails.

Touching the Mythallar. Any creature that touches the globe of the mythallar must make a DC 22 Constitution saving throw, taking 180 (20d10 + 70) radiant damage on a failed save, or half as much damage on a successful one. Undead have disadvantage on this saving throw. Any object that touches the globe, other than an artifact or the mythallar's cradle, is disintegrated instantly (no save).

Location. See Ch. 7, Ythryn, Y23.

APPENDIX B: BESTIARY

The following creatures are present in this chapter.

Due to DMs Guild's licensing policy, the statistics of *Rime of the Frostmaiden*-exclusive creatures cannot be replicated in this supplement. We apologize for this inconvenience; this directive was handed down after this series was already begun. The following *RoFM*-exclusive creatures appear in this chapter; their page numbers are:

- Auril *RoFM* 275-278
- Avarice *RoFM* 269
- Brain in a Jar *RoFM* 278
- Coldlight Walker *RoFM* 284
- Demos Magen *RoFM* 300
- Dzaan *RoFM* 270
- Frost Giant Skeleton *RoFM* 288
- Galvan Magen *RoFM* 301
- Hypnos Magen *RoFM* 301
- Kingsport *RoFM* 243
- Living Bigby's hand *RoFM* 298
- Living Blade of Disaster *RoFM* 299
- Living Demiplane *RoFM* 299
- Mountain Goat *RoFM* 304
- Snow Golem *RoFM* 308
- Spitting Mimic *RoFM* 302
- Tomb Tapper *RoFM* 310
- Vellynne Harpell *RoFM* 273

ARCANALOTH

Medium fiend (yugoloth), neutral evil

Armor Class 17 (natural armor)

Hit Points 104 (16d8 + 32)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	20 (+5)	16 (+3)	17 (+3)

Saving Throws Dex +5, Int +9, Wis +7, Cha +7

Skills Arcana +13, Deception +9, Insight +9, Perception +7

Damage Immunities acid, poison

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, poisoned

Senses truesight 120 ft., passive Perception 17

Languages all, telepathy 120 ft.

Challenge 12 (8400 XP)

Innate Spellcasting. The arcanaloth's innate spellcasting ability is Charisma (spell save DC 15). The arcanaloth can innately cast the following spells, requiring no material components:

At will: *alter self*, *darkness*, *heat metal*, *invisibility* (self only), *magic missile*

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

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

Spellcasting. The arcanaloth is a 16th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The arcanaloth has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *identify*, *shield*, *Tenser's floating disk*

2nd level (3 slots): *detect thoughts*, *mirror image*, *phantasmal force*, *suggestion*

3rd level (3 slots): *counterspell*, *fear*, *fireball*

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

5th level (2 slots): *contact other plane*, *hold monster*

6th level (1 slot): *chain lightning*

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

8th level (1 slot): *mind blank*

ACTIONS

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage. The target must make a DC 14 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Teleport. The arcanaloth magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)
Hit Points 110 (13d8 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5
Skills Deception +5, Insight +5, Perception +8
Damage Immunities fire, poison
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 18
Languages Infernal, telepathy 120 ft.
Challenge 5 (1800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

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

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

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

BLUE SLAAD

Large aberration, chaotic evil

Armor Class 15 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	7 (-2)	9 (-1)

Skills Perception +1
Damage Resistances acid, cold, fire, lightning, thunder
Senses darkvision 60 ft., passive Perception 11
Languages Slaad, telepathy 60 ft.
Challenge 7 (2900 XP)

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be infected with a disease called chaos phage. While infected, the target can't regain hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point maximum to 0, the target instantly transforms into a red slaad or, if it has the ability to cast spells of 3rd level or higher, a green slaad. Only a wish spell can reverse the transformation.

BULETTE

Large monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 94 (9d10 + 45)
Speed 40 ft., burrow 40 ft.

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

Skills Perception +6
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 16
Languages -
Challenge 5 (1800 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 30 (4d12+4) piercing damage.

Deadly Leap. If the bulette jumps at least 15 ft. 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 DC 16 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) bludgeoning damage plus 14 (3d6 + 4) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 ft. 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.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12
Hit Points 2 (1d4)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	5 (-3)	10 (+0)	4 (-3)

Damage Immunities poison
Condition Immunities charmed, exhaustion, poisoned
Senses blindsight 30 ft. (blind beyond this radius) passive Perception 10
Languages understands Common but can't speak
Challenge 1/8 (25 XP)

Turn Immunity. The claw is immune to effects that turn undead.

ACTIONS

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) bludgeoning or slashing damage (claw's choice).

CULT FANATIC

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

Armor Class 13 (leather armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft.

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

Skills Deception +4, Persuasion +4, Religion +2
Senses passive Perception 11
Languages any one language (usually Common)
Challenge 2 (450 XP)

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

Spellcasting. The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:
Cantrips (at will): *light, sacred flame, thaumaturgy*
1st level (4 slots): *command, inflict wounds, shield of faith*
2nd level (3 slots): *hold person, spiritual weapon*

ACTIONS

Multiattack. The fanatic makes two melee attacks.

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

DEMILICH

Tiny undead, neutral evil

Armor Class 20 (natural armor)
Hit Points 80 (20d4)
Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11
Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Resistances bludgeoning, piercing, slashing from magic weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned
Senses truesight 120 ft. passive Perception 13
Languages -
Challenge 18 (20000 XP)

Avoidance. If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Legendary Resistance (3/Day). If the demilich fails a saving throw, it can choose to succeed instead.

Turn Immunity. The demilich is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5-6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

DEMILICH

LEGENDARY ACTIONS

The demilich 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. The demilich regains spent legendary actions at the start of its turn.

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of it, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the greater restoration spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the demilich rolls a d20. On a result of 11 or higher, the demilich takes a lair action to cause one of the following effects. It can't use the same effect two rounds in a row.

- The tomb trembles violently for a moment. Each creature on the floor of the tomb must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- The demilich targets one creature it can see within 60 feet of it. An antimagic field fills the space of the target, moving with it until initiative count 20 on the next round.
- The demilich targets any number of creatures it can see within 30 feet of it. No target can regain hit points until initiative count 20 on the next round.

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft. passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

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

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the its concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

FLYING SWORD

Small construct, unaligned

Armor Class 17 (natural armor)

Hit Points 17 (5d6)

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

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

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

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 7

Languages -

Challenge 1/4 (50 XP)

Antimagic Susceptibility. The sword is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the sword must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the sword remains motionless and isn't flying, it is indistinguishable from a normal sword.

ACTIONS

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

FLESH GOLEM

Medium construct, neutral

Armor Class 9

Hit Points 93 (11d8 + 44)

Speed 30 ft.

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

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

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

Senses darkvision 60 ft. passive Perception 10

Languages understands the languages of its creator but can't speak
Challenge 5 (1800 XP)

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

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

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

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

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

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

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

ACTIONS

Multiattack. The golem makes two slam attacks.

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

GARGOYLE

Medium elemental, chaotic evil

Armor Class 15 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	16 (+3)	6 (-2)	11 (+0)	7 (-2)

Damage Immunities poison

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

Condition Immunities exhaustion, petrified, poisoned

Senses darkvision 60 ft. passive Perception 10

Languages Terran

Challenge 2 (450 XP)

False Appearance. While the gargoyle remains motionless, it is indistinguishable from an inanimate statue.

ACTIONS

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

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

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

GELATINOUS CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (8d10 + 40)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	3 (-4)	20 (+5)	1 (-5)	6 (-2)	1 (-5)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 8

Languages -

Challenge 2 (450 XP)

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage.

The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent. Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

ACTIONS

Pseudopod. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

GREEN SLAAD

Large aberration (shapechanger), chaotic neutral

Armor Class 16 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	12 (+1)

Skills Arcana +3, Perception +2

Damage Resistances acid, cold, fire, lightning, thunder

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages Slaad, telepathy 60 ft.

Challenge 8 (3900 XP)

Innate Spellcasting. The slaad's innate spellcasting ability is Charisma (spell save DC 12). The slaad can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect thoughts*, *mage hand*

2/day each: *fear*, *invisibility* (self only)

1/day: *fireball*

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

Regeneration. The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

Shapechanger. The slaad can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The slaad makes three attacks: one with its bite and two with its claws or staff. Alternatively, it uses its Hurl Flame twice.

Bite (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

Claw (Slaad Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage.

Hurl Flame. *Ranged Spell Attack:* +4 to hit, reach 5 ft., or range 5 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

HELMED HORROR

Medium construct, unaligned

Armor Class 20 (plate armor, shield)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

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

Skills Perception +4

Damage Immunities force, necrotic, poison

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

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

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

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

Challenge 4 (1100 XP)

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

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

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

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

HLIN TROLLBANE

Medium humanoid (dwarf), neutral good

Armor Class 17 (splint armor)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

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

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

Skills Athletics +10, Intimidation +5

Damage Immunities poison

Senses passive Perception 11

Languages Common, Dwarvish

Challenge 5 (1800 XP)

Brave. Hlin has advantage on saving throws against being frightened.

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

Dwarven Resilience. Hlin has advantage on saving throws against being poisoned.

ACTIONS

Multiattack. Hlin makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12+4) slashing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 7 (1d6+4) slashing damage.

REACTIONS

Parry. Hlin adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

HYDRA

Huge monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	2 (-4)	10 (+0)	7 (-2)

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages -

Challenge 8 (3900 XP)

Hold Breath. The hydra can hold its breath for 1 hour.

Multiple Heads. The hydra has five heads. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the hydra takes 25 or more damage in a single turn, one of its heads dies. If all its heads die, the hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The hydra regains 10 hit points for each head regrown in this way.

Reactive Heads. For each head the hydra has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the hydra sleeps, at least one of its heads is awake.

ACTIONS

Multiattack. The hydra makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d10 + 5 piercing damage.

ICE MEPHIT

Small elemental, neutral evil

Armor Class 11

Hit Points 21 (6d6)

Speed 30 ft., fly 30 ft.

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

Skills Perception +2, Stealth +3

Damage Immunities cold, poison

Damage Vulnerabilities bludgeoning, fire

Condition Immunities poisoned

Senses passive Perception 12

Languages Aquan, Auran

Challenge 1/2 (100 XP)

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

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

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

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 3 (1d4 + 1) slashing damage plus 2 (1d4) cold damage.

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

IRON GOLEM

Large construct, unaligned

Armor Class 20 (natural armor)

Hit Points 210 (20d10 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite

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

Senses darkvision 120 ft., passive Perception 10

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

Challenge 16 (15000 XP)

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

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

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

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

ACTIONS

Multiattack. The golem makes two melee attacks.

Slam. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8+7) bludgeoning damage.

Sword. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10+7) slashing damage.

Poison Breath (Recharge 5-6). The golem exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

NEEDLE BLIGHT

Medium plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

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

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius) passive Perception 9

Languages understands Common but can't speak

Challenge 1/4 (50 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Needles. *Ranged Weapon Attack:* +3 to hit, range 30/60 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

NIGHT HAG

Medium fiend, neutral evil

Armor Class 17 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	16 (+3)	14 (+2)	16 (+3)

Skills Deception +7, Insight +6, Perception +6, Stealth +6
Damage Resistances cold, fire, bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Condition Immunities charmed
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Common, Infernal, Primordial
Challenge 5 (1800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: *detect magic*, *magic missile*
2/day each: *plane shift* (self only), *ray of enfeeblement*, *sleep*

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

ACTIONS

Claws (Hag Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Change Shape. The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. She reverts to her true form if she dies.

Etherealness. The hag magically enters the Ethereal Plane from the Material Plane, or vice versa. To do so, the hag must have a heartstone in her possession.

Nightmare Haunting (1/Day). While on the Ethereal Plane, the hag magically touches a sleeping humanoid on the Material Plane. A *protection from evil and good* spell cast on the target prevents this contact, as does a magic circle. As long as the contact persists, the target has dreadful visions. If these visions last for at least 1 hour, the target gains no benefit from its rest, and its hit point maximum is reduced by 5 (1d10). If this effect reduces the target's hit point maximum to 0, the target dies, and if the target was evil, its soul is trapped in the hag's soul bag. The reduction to the target's hit point maximum lasts until removed by the *greater restoration* spell or similar magic.

NOTHIC

Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft.

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

Skills Arcana +3, Insight +4, Perception +2, Stealth +5
Senses truesight 120 ft., passive Perception 12
Languages Undercommon
Challenge 2 (450 XP)

Keen Sight. The nothic has advantage on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The nothic makes two claw attacks.

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

Rotting Gaze. The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 12 Constitution saving throw against this magic or take 10 (3d6) necrotic damage.

Weird Insight. The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.

PHASE SPIDER

Large monstrosity, unaligned

Armor Class 13 (natural armor)
Hit Points 32 (5d10 + 5)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +6
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 3 (700 XP)

Ethereal Jaunt. As a bonus action, the spider can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 7 (1d10+2) piercing damage and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

TARRASQUE

LEGENDARY ACTIONS

The tarrasque 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. The tarrasque regains spent legendary actions at the start of its turn.

Attack. The tarrasque makes one claw attack or tail attack.

Move. The tarrasque moves up to half its speed.

Chomp (Costs 2 Actions). The tarrasque makes one bite attack or uses its Swallow.

RAVEN

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 11

Languages -

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

SHRIEKER

Medium plant, unaligned

Armor Class 5

Hit Points 13 (3d8)

Speed 0 ft.

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

Condition Immunities blinded, deafened, frightened

Senses passive Perception 6

Languages -

Challenge 1/8 (25 XP)

False Appearance. While the shrieker remains motionless, it is indistinguishable from an ordinary fungus.

ACTIONS

Shriek. When bright light or a creature is within 30 feet of the shrieker, it emits a shriek audible within 300 feet of it. The shrieker continues to shriek until the disturbance moves out of range and for 1d4 of the shrieker's turns afterward.

TARRASQUE

Gargantuan monstrosity (titan), unaligned

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	30 (+10)	3 (-4)	11 (+0)	11 (+0)

Saving Throws Int +5, Wis +9, Cha +9

Damage Immunities fire, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, paralyzed, poisoned

Senses blindsight 120 ft. passive Perception 10

Languages -

Challenge 30 (155000 XP)

Legendary Resistance (3/Day). If the tarrasque fails a saving throw, it can choose to succeed instead.

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

Reflective Carapace. Any time the tarrasque is targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll, roll a d6. On a 1 to 5, the tarrasque is unaffected. On a 6, the tarrasque is unaffected, and the effect is reflected back at the caster as though it originated from the tarrasque, turning the caster into the target.

Siege Monster. The tarrasque deals double damage to objects and structures.

ACTIONS

Multitask. The tarrasque can use its Frightful Presence. It then makes five attacks: one with its bite, two with its claws, one with its horns, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 36 (4d12 + 10) piercing damage. If the target is a creature, it is grappled (escape DC 20). Until this grapple ends, the target is restrained, and the tarrasque can't bite another target.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Horn. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the tarrasque's choice within 120 feet of it and aware of it 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, with disadvantage if the tarrasque is within line of sight, 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 the tarrasque's Frightful Presence for the next 24 hours.

Swallow. The tarrasque makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the tarrasque, and it takes 56 (16d6) acid damage at the start of each of the tarrasque's turns.

If the tarrasque takes 60 damage or more on a single turn from a creature inside it, the tarrasque must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the tarrasque. If the tarrasque dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

TREANT

Huge plant, chaotic good

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances bludgeoning, piercing
Damage Vulnerabilities fire
Senses passive Perception 13
Languages Common, Druidic, Elvish, Sylvan
Challenge 9 (5000 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6+6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/180 ft., one target. *Hit:* 28 (4d10+6) bludgeoning damage.

Animate Trees (1/Day). The treant magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the treant. The tree remains animate for 1 day or until it dies; until the treant dies or is more than 120 feet from the tree; or until the treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

TROVUS

Medium humanoid (humanoid), any alignment

Armor Class 18 (plate armor)
Hit Points 65 (10d8 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +6, Perception +3
Damage Resistances cold
Senses passive Perception 13
Languages Common, Draconic
Challenge 5 (1800 XP)

ACTIONS

Multiattack. Trovus makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Cold Breath (Recharge 5-6). Trovus exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.

WINTER WOLF

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 75 (10d10 + 20)
Speed 50 ft.

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

Skills Perception +5
Damage Immunities cold
Senses passive Perception 15
Languages Common, Giant, Winter Wolf
Challenge 3 (700 XP)

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

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

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

ACTIONS

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

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

APPENDIX C: EFFECTS

The following effects are present in this chapter:

ARCANE BLIGHT

Any humanoid that spends 12 hours in the necropolis must succeed on a DC 15 Constitution saving throw or contract an arcane blight. This magical disease transforms the humanoid into a **nothic**, but only after the victim experiences hallucinations and feelings of isolation and paranoia. Other symptoms include clammy skin, hair loss, and myopia (nearsightedness).

A player character infected with the arcane blight gains the following flaw: "I don't trust anyone." This flaw, which supersedes any conflicting flaw, is fed by delusions that are difficult for the character to distinguish from reality. Common delusions include the belief that that allies are conspiring to steal the victim's riches or otherwise turn against the victim.

Whenever it finishes a long rest, an infected humanoid must repeat the saving throw. On a successful save, the DC for future saves against the arcane blight drops by 1d6. If the saving throw DC drops to 0, the creature overcomes the arcane blight and becomes immune to the effect of further exposure. A creature that fails three of these saving throws transforms into a **nothic** under the DM's control. Only a *wish* spell or divine intervention can undo this transformation.

A *greater restoration* spell or similar magic ends the infection on the target, removing the flaw and all other symptoms, but this magic doesn't protect the target against further exposure.

EXTREME COLD

Weather

Whenever the temperature is at or below 0 degrees Fahrenheit, a creature exposed to the cold must succeed on a DC 10 Constitution saving throw at the end of each hour or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold weather gear (thick coats, gloves, and the like) and creatures naturally adapted to cold climates.

INJURY: LOST EYE

Lingering Injury

You have disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. Magic such as the *regenerate* spell can restore the lost eye. If you have no eyes left after sustaining this injury, you're blinded.

SHORT-TERM MADNESS

d100	Effects (lasts 1d10 minutes)
1-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, slime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

MADNESS

Madness can occur in one of three forms:

- A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.
- A character afflicted with **long-term madness** is subjected to an effect from the Long-Term Madness table for 1d10 × 10 hours.
- A character afflicted with **indefinite madness** gains a new character flaw from the Indefinite Madness table that lasts until cured.