

Including:
The Temple of the Twin Mongrels
and Other Icy Oddities...

Elysium

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For the Community, By the Community



hothead

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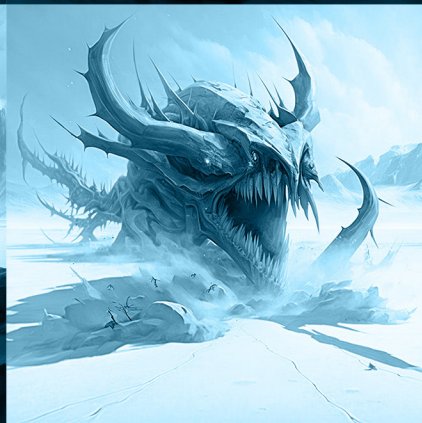
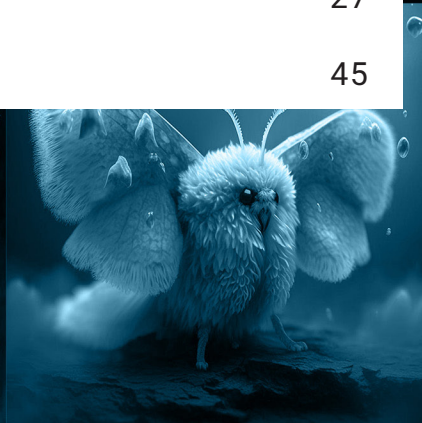
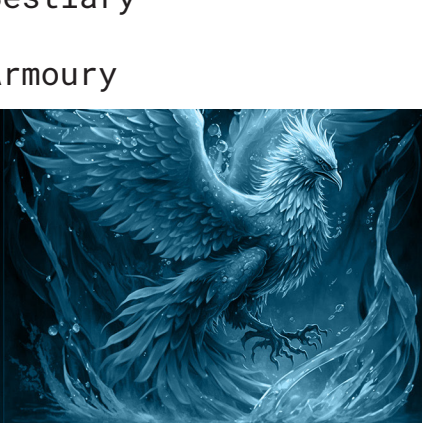
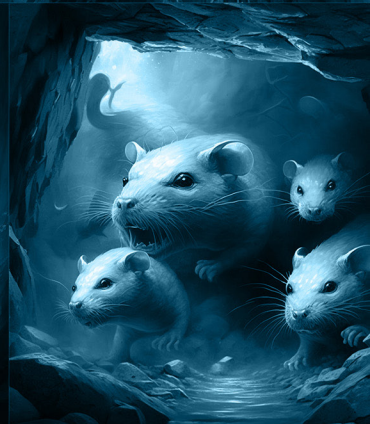
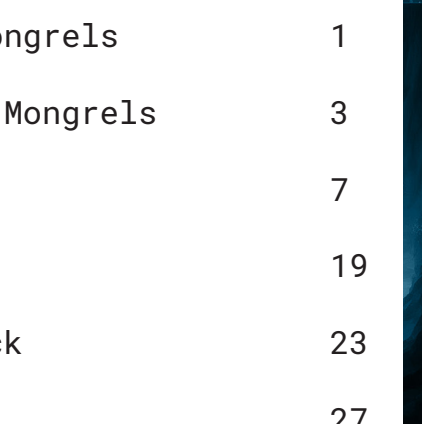
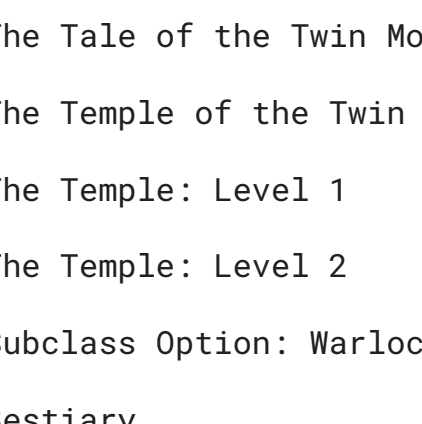
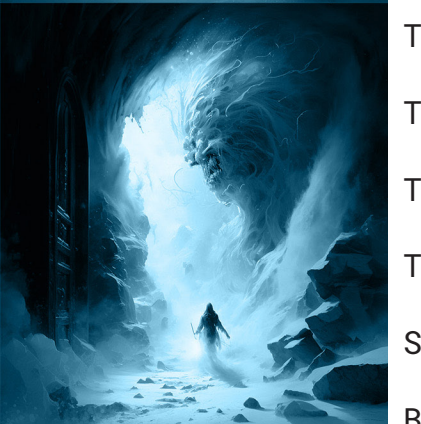
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The Tale of the Twin Mongrels

The Blood War is an ancient conflict. Demon and devil have been at each other's throats since the Age Before Ages. Yet somehow a twisted story of love evolved out of these violent times. Malcanthet, the Demon Queen of the Succubi, and Levistus, the Rogue Archdevil, found themselves parents to twin fiends. Neither fully demon nor fully devil, these mongrel children showed characteristics of both of their fiendish heritages. Enoch, the child prone towards devilish ambitions, grew to become a cunning and conniving villain. Irad, the child overcome with demonic tendencies, embraced a more savage and barbaric temperament as he grew older. Neither the Abyss nor the Nine Hells could be home for the twins due to their tainted bloodline. Instead, they wandered the planes as mercenaries and vagabonds and their reputation grew. Together, they became known as the Arch-Mongrels of Hellfrost and were feared everywhere from the Infinite Battlefield of Acheron to the Murky Depths of the Elemental Plane of Water.

Their wandering was cut short, however, when their mother informed them of their father's betrayal of Asmodeus and ensuing imprisonment. Malcanthet convinced them it was possible to release Levistus and spearheaded a rescue attempt. The brothers were promptly captured and a discovery was made.

Back during Levistus' and Malcanthet's romantic relationship, it wasn't twins that were born, but triplets. The Arch-Mongrels had a sister. And not just any sister. Where Enoch's evil leaned towards lawful and Irad's leaned

towards chaotic, their sister Laileth was a paradox of cruelty. Her evil sensibilities were pure and unaffected by the influence of law and chaos. She was perfect evil and this was too much for her mortal form to contain. Laileth was stillborn, never truly experiencing a life outside of her mother's womb. This hadn't stopped Laileth, however, from sowing disorder and strife amongst Asmodeus' ranks. Long ago Asmodeus had created a fortress in which he bound both Laileth's mortal form as well as her spiritual form. Here, devils were stationed to watch over her and ensure she never reunited with her mortal form. Laileth regularly proved too much to handle, and it wasn't until the Twin Mongrels found themselves Asmodeus's prisoners that suitable guardians were identified.

Enoch and Irad were tethered to Laileth's fortress and forced to watch over and protect her. It's in this solitude that the Twin Mongrels began reaching out to lost souls in the Material Plane, offering glimpses of power and strength. Acting as patrons, warlocks began flocking behind their icy blessings. Through false trust, the Twin Mongrels seduced their followers and convinced them to find their frozen temple in the Frostfell. Here, they would be met with a swift death and reimagining as a berserker in service to Enoch and Irad's growing army.

The Temple of the Twin Mongrels

"In the Frostfell, even the strongest of warriors must tread carefully, lest they become frozen in their own hubris."

- Jadek Windchaser

The Temple of the Twin Mongrels resides deep in a frigid corner of the Frostfell. Within these frozen halls, explorers encounter a vast array of arcane phenomena and terrible foes. The two who preside over this keep are known as The Twin Mongrels. Enoch and Irad may sit upon thrones in their throne room, but their royalty comes with a price. The twins are trapped in this icy prison, forced to guard the tomb of their deceased sister. Laileth, bound to these halls in spiritual form as opposed to physical, treats the temple as a dollhouse. The inhabitants as well as any visitors are subject to her whims and fancies. Some she feels worthy of her blessing, while others fall victim to her scorn. Her brothers protect her tomb not only from outside plunderers, but also from those naïve enough to attempt a resurrection.

Adventure Synopsis

During a journey through the Temple of the Twin Mongrels, characters will encounter strange creatures and magical wonders. Both friend and foe wander the halls of the temple and overcoming obstacles will require brain just as much as brawn. This adventure is designed for 4 11th-level player characters. The adventure has three basic parts:

1. Dragonkin Riddles. As the characters enter the first antechamber, they will be met with three dragonkin statues. These statues animate and will confront the players with three riddles. These riddles offer the characters objectives that will take them all over the first floor of the dungeon. It is on the first floor that the characters can acquaint themselves with their surroundings and can get a beginning glimpse into the lore and background surrounding the dungeon.

2. Sentinel's Skirmish. When the characters eventually find their way to the second floor, they will come across their first few big threats. An ancient ice sentinel as well as a remorhaz reside on this floor so the characters must be careful when exploring this portion of the dungeon. It's not all danger down here, though, as the icy oracle and hidden homestead also are found in this portion of the temple.

3. Confronting the Twins. Finally, the characters will be able to confront the Twin Mongrels themselves. It is in their throne room where the battle will take place. Once the characters claim victory, the spoils of both the mongrels as well as Laileth's tomb are free to be pillaged. the characters must be careful, however, for there is potential to unleash an even darker evil on the world...

Adventure Hooks

It will be highly unlikely that the characters stumble upon the temple while exploring the Frostfell. Instead, the characters will most likely discover the temple through an elemental rift. These two-way portals manifest at locations of extreme elemental power. In this case, a remote cave deep in the arctic countryside is home to our elemental rift that pairs with the region just outside of the temple. Below are three hooks that could lead the players to discovering this rift and what lies beyond. It is recommended to use these hooks only as guidelines. Sculpt these hooks to your particular game and make them your own.

Where's the Warlock? It has been reported that a local medicine man has gone missing in a village located far out in the arctic country. Accounts mention that the shaman frequented a remote cave and one day he never returned from within.

Devilish Deception. Levistus has taken a liking to one of the characters and aims to deceive them. He's convinced them that his daughter needs their help and has pointed them to a remote cave. Here, the characters will discover the rift as well as the temple where Laileth is held captive.

Helm of Jadek. It is rumored that the helm belonging to the legendary warrior Jadek Windchaser resides within a frozen cave.

Running the Adventure

Frostfell.

The Frostfell, also known as the Para-Elemental Plane of Ice, exists on the border between the Plane of Air and the Plane of Water. It stands as one monumental iceberg and is a place of horrid cold. Many tunnels and caves exist within the ice, leading to various strange cavities and other icy locales. The Frostfell is a paradise for cold-dwelling creatures. Frost worms, white dragons, frost giants, winter wolves, cryohydras, as well as icy variants of material plane creatures thrive here. The greatest danger for travelers to the Frostfell is the cold. Blizzards are a common occurrence and snowstorms never seem to cease. While adventuring here a heat source should be a high priority.

Regional Effects.

The following regional effects apply within a 1-mile radius of the temple:

1. Endless Winter: The temperature drops drastically, causing the area to be perpetually covered in snow and ice. The snowfall is heavy and unrelenting, making it difficult to move and see more than 30 feet in any direction.

2. Icy Winds: The wind in the area is extremely cold, dealing 1d6 cold damage to any creature for every 10 minutes they spend outside of a shelter or magical protection. The temple counts as shelter.

3. Frostbitten Rest: Whenever creatures attempt to rest within the area, they have a 50% chance of not gaining the benefits of a long or short rest due to the biting cold and a constant feeling of unease.

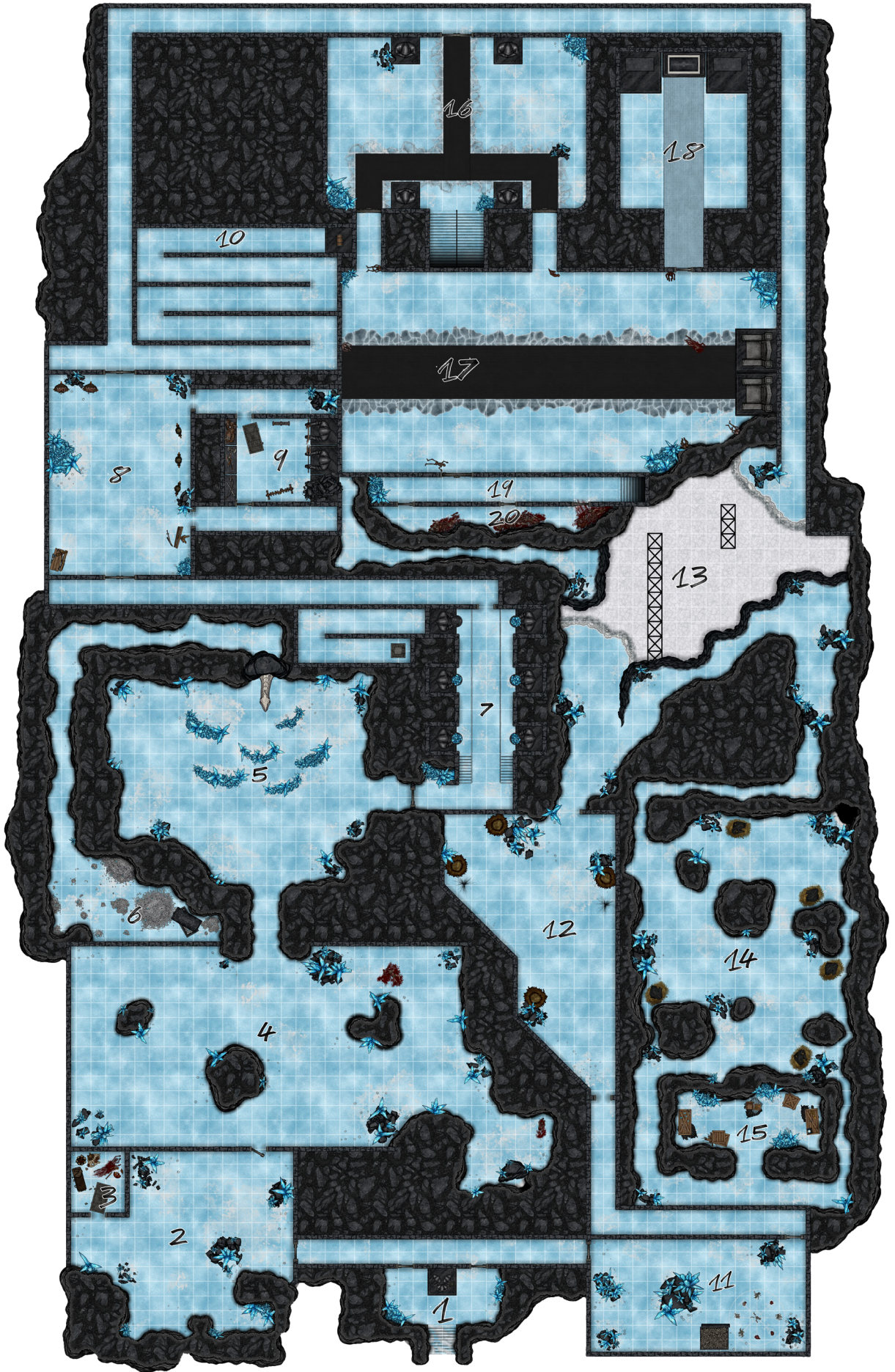
Random Encounters.

Each hour the party is in the temple, roll a d12. On a roll of 1, an encounter occurs. Then roll a d6 and see the following table to determine which creatures show up.

d6 Roll	Result
1	Living Ice Storm (1). When defeated, this result changes to "no encounter".
2	Frostfang Rats (2d4). If all 12 rats present in the dungeon are defeated, this result changes to "no encounter".
3	Grimclaw the Raven. If Grimclaw is killed or convinced to follow the characters, this result changes to "No encounter".
4	Laiileth. When encountered, roll on Laiileth's Bless/Curse table to see how she responds to the characters. If Laiileth is defeated, this result changes to "no encounter".
5	Mongrel Berserkers (1d4).
6	Glaciators (1d4).



THE TEMPLE: LEVEL 1



1. Antechamber.

Before you stands a fortress constructed of ice and rough black stone. The ceaseless snow eventually leads to stairs carved of thick ice. At the top of the steps, a chamber opens up exposing two doorways and a statue depicting three draconic humanoids.

When approached, the draconic stone statues take color and begin to shift and move. There are no longer three inanimate draconic statues, but now three living and breathing dragonkin creatures. One is yellow, one is blue, and one is purple.

Yellow Dragonkin. The yellow dragonkin if spoken to will recite the following riddle:

*I see all without moving an inch,
A glimpse of me can make your heart
flinch.
My gaze is fierce, my stare is bold,
I'm carved of ice, so I am told.
What am I?*

In order to solve this riddle, the party must remove one of the ice blue eyes of **Siatha**. Once the eye has been recovered, they can give it to the yellow dragonkin and they will receive a key. The key bears no ornamentation other than an intricate rune. A successful DC 16 Intelligence (Arcana) check reveals that the rune is a symbolic representation of a feast.

Blue Dragonkin. The blue dragonkin if spoken to will recite the following riddle:

*A creature with feathers, black as
the night,
That soars through the sky with
effortless might,*

*Its piercing gaze sees through the
veil of lies,
A symbol of wisdom, in many people's
eyes.*

What am I?

In order to solve this riddle, the party must locate **Grimclaw the Raven** and bring him back to the blue dragonkin. Once Grimclaw has been coerced into returning to the blue dragonkin, they will receive in trade an **Emerald Elemental Gem**.

Purple Dragonkin. The purple dragonkin if spoken to will recite the following riddle:

*I am a word that describes a change,
A transformation that might seem
strange.
I turn lead into gold, or so they
say,
And make what's old seem new again
each day.
What am I?*

The purple dragonkin is holding a stone cauldron. In order to solve this riddle, the players must cast a spell from the school of transmutation directed at the cauldron. If the dragonkin notices the players about to cast a spell, the dragonkin will hold up the cauldron and gesture towards it in an attempt to direct the players attention. Once the spell has been cast, the cauldron will turn from stone to metal and the dragonkin will offer it to the players as a reward. Upon inspection, the characters will notice that there is an intricate rune carved into the lip of the cauldron. A successful DC 16 Intelligence

(Arcana) check reveals that the rune is a symbolic representation of a feast. If the characters have correctly identified this rune before, no check is required.

Whenever one of the dragonkin's riddles is solved, the corresponding dragonkin will step back into place and fade back into their statue form.

Doors. Both doors are made of a heavy steel. Neither of these doors are locked and a simple push will open them.

Ice Crystals. Found in this antechamber as well as throughout the temple are sharp jagged crystal formations made purely of ice. These ice structures have an AC of 13 and require only one good strike to break apart.

2. Frost Hall.

This chamber bears the marks of time. Ice crystals adorn the corners of this cavernous space. There is a door on the northern most wall as well as a doorway where a door once stood in the northwest corner.

Eastern Door. The door leading into this room is unlocked and swings open freely.

Northern Door. The northernmost door is slightly ajar. If a character successfully rolls a DC 18 Wisdom (Perception) check they can hear the faint sound of four creatures breathing in the next room.

Northwestern Doorway. This doorway's door has been broken down and rests on the ground just beyond the

doorway itself.

3. Unfortunate Respite.

A campsite ravaged by some brutal force sprawls before you. A bedroll and traveler's pack sit next to an unlit fireplace. A corpse lay severed in two amongst the shrapnel of a useless spear and shield. A streak of frozen blood breaks up the frosty ground.

Fireplace. The fireplace houses a stack of unburnt logs. A successful DC 12 Wisdom (Survival) check reveals that there were many attempts to light these logs however none of them were successful.

Corpse. This corpse has been violently ripped apart at the halfway point. A successful DC 16 Intelligence (Medicine) check will reveal that the exposed organs and muscle show signs of partial consumption. It is also clear that multiple creatures are responsible for this gruesome act. If the check also exceeds a DC of 18, then the characters can tell that this body has been here for at least 100 years if not longer. The frigid temperatures have preserved the body delaying decomposition.

Traveler's Pack. A leather backpack and its contents sit on a tattered canvas blanket. A DC 10 Intelligence (Investigation) check find the only useful items: a coin purse containing 30 silver pieces and a copper flask three quarters full of cheap whiskey.

4. Berserkers' Barrow.

This large hall reeks of rotting flesh. The sound of crunching bones echo throughout the chamber. A hallway to the north extends deeper into the temple.

Creatures. Four **Mongrel Berserkers** are present in this room, two are consuming the corpse in the north eastern corner and two are consuming the humanoid remains in the south eastern cave recess. The Mongrel Berserkers have a passive perception of 9 and are therefore fairly easy to sneak up on. However, if the players do not attempt stealth and just march into the chamber the mongrel berserkers will be alerted and will fight to the death.

Secret Tunnel. In the south eastern cave recess there is a hidden tunnel that leads to room 25. A successful DC 18 Wisdom (Perception) check will reveal a slight gap in the stone where the characters can squeeze past to access this passage.

5. Siatha's Crypt.

A large ice sculpture of a dragon's head towers over the northern portion of this room. Waves of ice crystal structures emanate from the dragon's head, as if ripples from an icy disturbance. A metal door remains shut to the east.

Siatha, The Pale Scourge. This is no ordinary ice sculpture. A successful DC 18 Intelligence (History) check will reveal that this is what remains of **Siatha, the Pale Scourge**. Siatha was once an infamous tormentor, notorious for her violent conquests of many arctic kingdoms. Due to her undying

loyalty to Tiamat, she and her hoard were turned to ice. The only parts of Siatha here are her neck and her head.

The characters will easily notice her piercing blue eyes that seem to reflect a kaleidoscopic array of cyan light around the room. One of these eyes is the key to solving the Yellow Dragonkin's riddle. However, if a character attempts to dislodge one of the eyes, Siatha will awaken and attack with no mercy. Upon defeat, Siatha melts leaving only her eyes behind as well as exposing the secret passage to her hoard.

Ice Crystal Cover. There are six different ice crystal structures that can be used to provide half cover against Siatha's ranged attacks. They are destructible, however, and Siatha can and will target them if they become a problem. The structures have an AC of 13, 30 HP, and are vulnerable to fire damage.

Eastern Door. The door on the eastern wall is unlocked but frozen stuck. A successful DC 15 Strength (Athletics) check will break the door free. Alternatively, if flame is applied to the door the ice will melt.

6. Siatha's Hoard.

A twisting tunnel leads to a dragon's impressive hoard. Shiny silver and blue gems are piled high throughout the space. A large black stone chest lay cracked open, overflowing with riches.

Treasure Piles. The characters'

excitement will be quickly extinguished once they get a closer look at the piles of treasure. What at quick glance appears to be sapphires and silver is actually ice crystals and coin-shaped ice. If held in their hands, the riches melt away. This is what remains of Siatha's once legendary hoard.

Black Stone Chest. The chest is already slightly ajar, and it takes minimal effort to remove the lid completely. Within is more of the ice coins and crystals, however, if a character digs around in the chest they will find a pair of magical gauntlets known as **Icy Embrace**.

7. Hall of Heretics.

A hallway precedes ahead, flanked on either side by stairs leading to an upper level. This upper level is 10 feet high and you can glimpse the top of six statues, three on each side. Directly ahead, the hallway continues, turning to the west.

Statues. There are six statues in this hallway, three on the western upper level and three on the eastern upper level. These statues depict hooded figures holding ritual bowls. The bowls are covered in a mixture of infernal and abyssal runes. If one is fluent in both languages they can translate the poem:

*A ghostly sister,
Haunting, menacing presence,
Her wrath a danger.*

Trapdoor. In order to access the secret trapdoor, the final western statue's bowl must be filled with ice. The characters can either

cast a cold-related spell on the bowl or they can manually fill it with ice crystals collected from the dungeon. Either solution will cause the wall behind the statue to shift, revealing the secret passage. The trapdoor is unlocked and leads to room 21.

8. Ancient Training Grounds.

A long abandoned archery range and melee training dummies slowly decay in this room. A set of double doors leads north and two hallways continue east.

Rusty Weapons. All of the arrows as well as the bow and sword are weathered beyond repair.

Northern Doors. The opposite side of these doors bears an explosive rune that triggers when the doors are opened. A successful DC 16 Intelligence (Investigation) check reveals the arcane filament set to trigger this trap. A subsequent DC 16 Dexterity (Thieves' Tools) check can disarm the filament, making the trap inoperable. If the characters charge through without disarming the trap first, everyone within 10 feet of the door must make a DC 16 Dexterity saving throw or take 22 (4d10) cold damage on a failure or half as much damage on a success. Once the trap is triggered, it takes 24 hours for the arcane filament to reset itself.

9. Ancient Armory.

A cache of weapons and armor lies before you. Two statues and the remains of a third line the eastern wall. The northern door lays on the ground, blown off its hinges.

Rusty Weapons and Armor. All of the weapons and shields found in this room are damaged beyond repair. Some lay shattered, others lost to time. None are in a shape to be salvaged.

Statues. The two erect statues hold weapons that once held much renown. Now, however, they are nothing more than rusted relics useful only to hang on the wall.

Rubble. Where a third statue once stood instead is a pile of rubble. A successful DC 14 Intelligence (Investigation) check reveals the secret passageway behind the pile of rubble. If the Intelligence (Investigation) check also beats a DC of 18 then the characters find the **Helm of Jadek** buried amongst the rubble. Regardless of whether the characters succeed investigating or not, if they poke around in the rubble they will be surprised by a pack of frostfang rats.

Creatures. As soon as the players poke around in the rubble, four **frostfang rats** will surprise the party and attack. After the initial surprise round, on initiative count 20 two more frostfang rats will emerge from the rubble and join the attack. If three or more frostfang rats are defeated, the remaining rats will flee the combat through the secret passageway behind the pile of rubble and will go straight back to their nests in room 14.

10. Mimic Maze.

A winding passageway leads to a single chest and a dead end.

Chest. This chest is a simple wooden chest housing no lock, only a fastened latch. If the characters open the chest, they will find within an ornate silver lockbox. On a successful DC 15 Intelligence (Investigation) check the characters will notice the chest has a false bottom. When opened they will find three **Flasks of Levistus' Blood**.

Silver Lockbox. This silver lockbox is a mimic in disguise. The mimic will remain motionless until one of the characters touches it, thus becoming grappled by its adhesive goo. It will then use its surprise round to do as much damage as it can to its grappled target.

11. Laileth's Playroom.

Ice crystals grow over piles of stone rubble. An arcane circle featuring various runes is carved into the ice in the corner of the room. A stone sarcophagus overflowing with bones stands against the southern wall. A northern door remains closed.

Western Door. The door leading into this room is unlocked and swings open freely.

Arcane Circle. If encountered in the characters' first day of exploration, **Laileth** can be found here constructing a doll made of rotten flesh and bone. If this room is explored after the character's first day here, the arcane circle no longer houses the makeshift doll. What remains is only the ritual gore at the end of each runic branch.

Stone Sarcophagus. this sarcophagus is overflowing with ancient bones.

There are arm bones here, but Laileth will be adamant she needs an arm of flesh.

Creature. Laileth, The Paradox Unborn can be found in this room only during the characters' first day of exploration. If she is encountered here, she is not hostile and instead is very curious about the characters. She will ask questions about who they are, where they are from, and why they have come. Any questions directed at her will be ignored, laughed at, or deflected back at the characters. After pleasantries have concluded, Laileth will ask the players very casually if she can have one of their arms. She will explain that her doll is almost complete but she just requires one last arm, and theirs seem perfect. She will admit if asked that, yes, any old arm will do but the characters arms are fresh. The characters can choose to: chop off one of their own arms and give it to Laileth, find another arm from one of the many corpses present throughout the dungeon, or ignore her request and carry on.

If the characters present Laileth an arm for her doll, she will be forever grateful and will bestow a random blessing on each of the characters. It doesn't matter where the arm came from, Laileth will bless them all the same. Laileth will then proceed to finish her ritual, completing the doll and possessing it. In doll form, Laileth skips off in a random direction, disappearing into the ethereal plane once out of view.

Northern Door. This door is unlocked and swings open freely.

12. Snow Beeple Den

Tiny sentient snowballs bounce around this snowy habitat. Small sticks and debris have been collected into various nests scattered throughout this chamber. A northern archway leads deeper into the dungeon.

Creatures. Six **snow beeples** can be found living in this chamber. Some are nesting, some are playing, but all of them will demand constant affection when they notice the characters.

13. Quicksnow Pit.

A large cavernous chamber opens up revealing a large pit of powdery soft snow. A ramp winds up to a ledge on the eastern side of the cavern and a western ledge looks out over the pit, as well. Across the pit, a hallway can be seen heading off to the north.

Quicksnow. Two long stretches of quicksnow are hidden amongst the harmless powdery snow. The only way to discern the difference is by testing the section of snow before stepping on it. If a character steps into quicksnow, they sink 5 feet into the quicksnow and become restrained. In order to escape, they must succeed on a DC 15 Strength check. Another character can instead make a DC 15 Strength check to pull the restrained character out. If either of these checks fail, the restrained character instead falls through the quicksnow and drops 30 feet through the ceiling of room 23 taking 3d6 bludgeoning damage when they hit the ground.

Western Ledge. This ledge is

20 feet tall and offers plenty of handholds and footholds for climbing.

Eastern Ledge. A ramp allows easy access to the top of this ledge. A successful DC 13 Intelligence (Investigation) check looking around the stone and crystal southern outcrop reveals a small rat sized hole leading to a hidden passage.

14. Frostfang Fortress.

The rat sized passageway opens up into a network of nests and cavities. The sounds of squeaking and scurrying fills the air.

Creatures. Depending on where the players have explored so far, the number of **frostfang rats** present here will change. If the characters have encountered the frostfang rats in Room 9, if any of those rats escaped, they will be found here. If the players have encountered any of the rats during a random encounter, the rats killed during that encounter will be subtracted from the 8 found here.

the frostfang rats will fight until they have lost half their numbers. At that point they will flee either through the secret tunnel or the entrance tunnel.

Nests. The nests are made of scrounged sticks and debris and hold nothing of value.

Secret Tunnel. In the northwestern corner of the room a tunnel can be spotted leading to the level below. This does not require a check, only that the players explore the relevant outcropping.

15. Ratigan's Throne Room.

Before you stands a makeshift throne room. Crates have been roughly situated to showcase various stolen trinkets. A small wooden throne sits atop a rug of torn sheets and ripped fabric. Sitting on the throne is a small rat attempting his best to appear larger than he actually is.

Trinkets. Amongst the arrangement of displayed trinkets, only a few of them are actually worth anything. Trinkets of note are: Orb of ice (melts if handled too much), gold-plated candelabra (worth 20 gp), dagger (worth 2 gp), Ratigan's gold crown (worth 50 gp), a pile of 5 gold pieces, and a shattered magnifying glass (worthless).

Creature. King Ratigan is the acting ruler of the frostfang rats that live within the dungeon. When approached he will attempt to flaunt his supposed wealth, although it will be painfully clear he has no idea what he is doing. Ratigan will try to parley with the characters, pretending that he has been expecting "brave adventurers" to heed his call. He will inform them that "Prince Teddy", the rightful heir to the Ratigan Throne, was kidnapped by the dark forces present in this dungeon and that he must get him back. He promises the characters a "kingly" reward. If the quest is accepted, he will inform the characters that Prince Teddy was taken not by the "raging dead" but by the "ice knights" on the lower level.

If Prince Teddy is returned intact, King Ratigan will become overjoyed.

He will give the characters **Icecaller's Flute** as a reward.

If the characters intimidate Ratigan, he will become desperate and will beg them to help him. If the characters attack Ratigan, he will flee to Room 24 and attempt to lead the players to the remorhaz. If killed, the characters find Icecaller's Flute, a shortsword, and 10 gp on Ratigan's body.

16. Frozen Foyer.

A large foyer reveals a descending stairwell and two large steel doors. Black carpet splits the room down the middle, leading whoever finds themselves here deeper within. Four menacing hooded statues gloom over the space and an uneasiness lingers in the air.

Creatures. Four **glaciators** guard this foyer. Two stand against the eastern wall and two stand against the western wall. As soon as the characters enter the room, they attack.

Northern Doors. These doors are unlocked and swing open freely.

Stairs. The stairs lead down to the second level of the dungeon.

Southern Doors. These steel doors are twice as tall and twice as wide as the other steel doors found throughout the dungeon. These doors feature a single handle in the center and a large uncut blue gem set below that. The gem beats as if it were a heart. The door itself is frozen over in thick ice.

A successful DC 16 Intelligence (Arcana) check reveals that

nothing can unlock these doors except pure primordial ice. The two simplest ways to achieve this is to either use the sentinel core collected from defeating the ice sentinel in room 25 or to somehow convince Laileth to touch the door. Other ways to access primordial ice exist, but it is up to the characters to uncover those methods.

17. Throne Room of the Twin Mongrels.

A throne room of epic scale stretches out before you. A long black carpet is capped with two huge stone thrones. Sitting atop the thrones are the Twin Mongrels, Enoch and Irad. Corpses litter the chamber, foreshadowing the most reasonable conclusion...

Creatures. Enoch and Irad are not known to be conversationalists. When the players step into the main chamber, the Twin Mongrels do not hesitate to attack. They strike hard and show no mercy.

Upon death, the Twin Mongrels crumble into ice and necrotic ichor leaving behind **Winter's Wrath**, the **Staff of Hellfrost**, and a large black stone key.

Crypt Door. The door leading to Laileth's tomb is locked with an impressive black stone padlock. A DC 25 Strength (Athletics) check can break the padlock free, unlocking the door. Alternatively, Enoch has the key on his person.

On the door reads a poem:

Lifeless form, now breathless gone,

*A burning pyre, its final song,
Flesh and bone, must turn to ash,
A fiery end, its final task.*

18. Laileth's Tomb.

Ice blue carpet runs to the base of a marble sarcophagus. Two stone chest sit on either side of the tomb. As the temperature descends, frigid dry air claws at the back of your throat. You feel a presence, as if somebody else is in the room with you.

Marble Sarcophagus. This is a large black and white marble sarcophagus. It is sealed with a mixture of black tar and resin and requires a DC 20 Strength (Athletics) check to open. If opened, it is revealed that this sarcophagus holds the corpse of Laileth. Her mortal form is only that of a fetus.

As soon as the sarcophagus is opened, the characters have 6 seconds to light the fetus on fire. If that does not happen within 6 seconds, Laileth unites with her mortal form and escapes the demiplane, free to mature and unleash unbridled evil.

Stone Chests. These stone chests require a DC 20 Strength (Athletics) check to open. However, as soon as Laileth's sarcophagus has been opened, these two chests unseal and open easily.

Within the chests are the treasure hoard of the Mongrel Siblings: 10,000 gp worth of coins and various treasures. (The contents of the treasure hoard are left vague so that they can be sculpted to fit the current campaigns reward-

scaling. This is also a great opportunity to introduce new plot hooks for further adventures. The "Treasure Hoard: Challenge 11 - 16" table on page 138 of the DMG can help with further inspiration for loot.)

19. Alternate Entrance

A hallway stretches between various doors and a descending stairway.

Northern Door. This steel door is twice as tall and twice as wide as the other steel doors found throughout the dungeon. This door features a single handle in the center and a large uncut blue gem set below that. The gem beats as if it were a heart. The door itself is frozen over in thick ice.

A successful DC 16 Intelligence (Arcana) check reveals that nothing can unlock this door except pure primordial ice. The two simplest ways to achieve this is to either use the golem core collected from defeating the ice sentinel in room 25 or to somehow convince Laileth to touch the door.

Southern Doors. All of these doors are unlocked and swing open freely.

Stairs. These stairs lead down to room 23.

20. Corpse Storage.

An immediate stench of refuse and decay washes over you. Three piles of corpses lay strewn about the room.

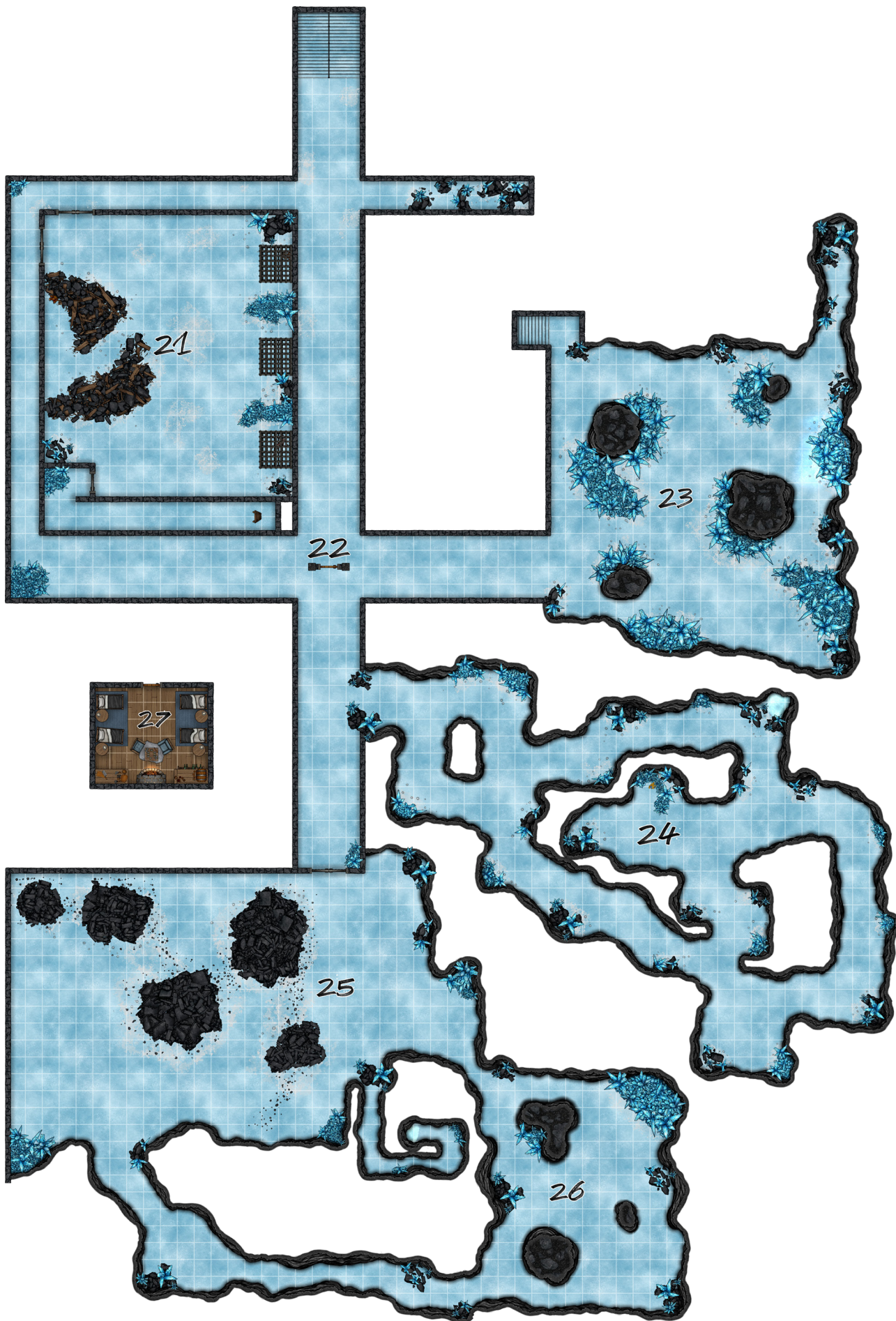
Corpse Piles. The corpses that make up these piles are mangled and torn apart. A successful DC 16

Intelligence (Arcana) check reveals that the majority of these corpses show marks on their fingers and palms consistent with eldritch invocations. They all seem to have been practicing warlocks.





THE TEMPLE: LEVEL 2



21. Glaciators' Garrison

Three cells run along a wall in this makeshift prison. Rubble from a cave-in piles high against the opposite wall.

North Western Doors. These doors are unlocked and swing open freely.

Cells. The cell doors are locked. A successful DC 12 Dexterity (Thieves' Tool) check can unlock the doors. These cells contain old remains of dead prisoners. Their clothing has deteriorated into grimy rags. A search of the corpse in the southern most cell reveals a **Wand of Stone Shaping.**

Rubble. Two large piles of rubble obscure a portion of the room. In one corner, the characters will find Prince Teddy. Prince Teddy is a teddy bear wearing an ornate crown.

Southern Door. This door is frozen stuck. A successful DC 15 Strength (Athletics) check breaks it free. Also, casting fire spells on the door melts the ice. The ladder at the end of the hall leads up to the trapdoor in room 7.

Creatures. Three **glaciators** stand guard outside of the cells, one at each cell. They will immediately attack any disturbances they notice. All three glaciators have a key that unlocks the cell doors.

22. Mysterious Door.

A wooden door sits in the center of the hallway intersection. The door is framed by two marble pillars and a black stone archway.

Wooden Door. This door is locked

with what appears to be a simple mundane deadbolt lock. Regardless of which side of the door you are on, there is the same keyhole access. This door has an arcane lock which requires a successful DC 30 Dexterity (Thieves' Tools) check to unlock. If knock is cast on the door, then the DC lowers to 20. Alternatively, the key rewarded by the yellow dragonkin in Room 1 unlocks this door. A successful DC 30 Strength (Athletics) check can break down the door. Alternatively, if knock has been cast on the door, the DC lowers to 20. If the door is removed from the archway, it can still be unlocked and used normally.

A rune is carved into the center of the door. A successful DC 16 Intelligence (Arcana) check reveals that the rune is a symbolic representation of a feast. If the characters have correctly identified this rune before, no check is required.

Once the door has been successfully unlocked, stepping through transports the players to Room 27.

23. Crystal Concourse.

As the ceiling raises into a cavernous expanse, this room glitters with an abundance of ice crystal structures. To the north, a crevice exposes a recessed stairwell heading up to the next level. On the western wall a particularly dense collection of ice crystals glow a faint blue...

Stairs. These stairs lead up to room 19.

Glowing Ice Structure. A successful DC 13 Wisdom (Perception) check

notices the outline of a javelin, **Arctic Impaler**, encased in the ice. This is the cause of the glow. In order to reach the javelin, three sections of ice crystal must be successfully cleared either through brute force (AC 13) or other magical means.

24. Remorhaz Lair.

A network of tunnels branches out before you. The tunnels are carved out of rough hewn black stone.

Tunnel Origin. A successful DC 15 Intelligence (Nature) check reveals that these caves were burrowed through with the use of heat. The ice has been melted and frozen over and over again and the stones show scorch marks.

Secret Tunnel. In the northern crevice slightly obscured by stone, a tunnel leading to Room 14 on the upper level can be found.

Creature. A **remorhaz** calls these winding tunnels its home. If the characters enter the tunnels quietly then they have the potential to surprise the remorhaz who rests in the center chamber. If the characters are noisy, the remorhaz will burrow below the ice and surprise the characters by erupting from the ground below them.

Treasure. The remorhaz has collected a small hoard of valuables from throughout the dungeon and has stockpiled them in the central chamber. Items of note include: four blue tourmaline gemstones (100 gp each), a **Cloak of Remorhaz Flame**, and 100 gold coins.

25. Sentinel's Structure.

Construction is underway. The sounds of crushing stone and excavation fill the chamber. Large mounds of stone waste fill the room. The chamber narrows on the west, leading into a restricted tunnel.

Creatures. Here one **ice sentinel** is clearing away stone against the southern wall. Two **glaciators** aid the sentinel in excavation. They become aggressive as soon as they are confronted.

Secret Tunnel. Next to the excavation site is a collection of stones and ice crystals that mask a small tunnel. A successful DC 16 Wisdom (Perception) check notices this alternate route.

26. Icy Oracle.

An ice structure spanning the entirety of the western wall emits a musical hum. A face has been carved into this ice structure and seems to be the source of the humming.

Icy Oracle. The face carved into this crystal structure is known as the Icy Oracle. She will answer three questions truthfully that the characters may have about the dungeon, but only if they play the melody she is humming on the **Icecaller's Flute**. Until then, she will gladly hum and ignore the characters.

27. Hidden Homestead.

You enter into the warm embrace of a relaxing cottage. Four well made beds line the walls of this space. A roaring fire sheds an orange glow across the walls. A pair of lounge chairs sit on either side of a coffee table, complete with playing cards and a loaded tobacco pipe. Two tables contain various cutlery, plates, and mugs. A barrel of good ale sits on one table with a rack of various wine bottles below.

Place of Rest. This cottage is the only location in the dungeon where the characters can take a proper rest. Regardless of whether the characters sleep in a bed or on the floor, they won't suffer from the regional effect **Frostbitten Rest**.

Fireplace. This fireplace is forever lit, requiring no upkeep. A rune is carved into the mantle of the fireplace. A successful DC 16 Intelligence (Arcana) check reveals that the rune is a symbolic representation of a feast. If the characters have correctly identified this rune before, no check is required. A cauldron rack hangs over the flames. If the players place the cauldron they received from the purple dragonkin on the cauldron rack, then it magically fills with stew. This stew acts exactly like the spell **Heroes' Feast**. When this has happened once, the rune on the cauldron and fireplace disappear and this effect can't happen again.



Subclass Option: Warlock



The Twin Mongrels

You have made a pact with the Arch-Mongrels of Hellfrost. These fiends rule over their temple in the Frostfell, spreading icy violence to all who step foot in their domain. Due to their imprisoned state, the twins spread their influence across the planes, forming pacts with mortals in the hope to continue their legacy beyond.

Enoch or Irad

You choose one of the brothers, either Enoch or Irad, to be your primary patron. This choice influences features included in this subclass.

Expanded Spell List

The Twin Mongrels let you choose from an expanded list of spells when you learn a warlock spell. The Twin Mongrels Expanded Spells table shows the spells associated with your primary patron that are added to the warlock list for you.

Twin Mongrel Expanded Spells		
Spell level	Enoch	Irad
1	Bane	Armor of Agathys
2	Enthrall	Rime's Binding Ice
3	Sleet Storm	Summon Lesser Demon
4	Confusion	Freedom of Movement
5	Infernal Calling	Cone of Cold

Brotherly Bloodlust

1st-level Twin Mongrel feature

As part of a long rest you can perform a ritual with a willing creature to make it your Blood Brother. You can have only one blood brother at a time.

You gain a telepathic connection with your blood brother, allowing you to communicate with them over any distance.

Additionally, while you are within 60 feet of each other you can use a reaction to transfer up to 10 hit points of damage from yourself to your blood brother, or vice versa.

You can do this a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Fiendish Patronage

1st-level Twin Mongrel feature

If you chose Enoch to be your primary patron, you gain the following:

You learn the **chill touch** and **thaumaturgy** cantrips. They count as warlock cantrips for you, but they don't count against your number of cantrips known.

If you chose Irad to be your primary patron, you gain the following:

At 1st level, you acquire the training necessary to effectively arm yourself for battle. You gain proficiency with medium armor, shields, and martial weapons.

The influence of your patron also allows you to mystically channel your will through a particular weapon. Whenever you finish a long rest, you can touch one weapon that you are proficient with and that lacks the two-handed property. When you attack with that weapon, you can use your Charisma modifier,

instead of Strength or Dexterity, for the attack and damage rolls. This benefit lasts until you finish a long rest. If you later gain the Pact of the Blade feature, this benefit extends to every pact weapon you conjure with that feature, no matter the weapon's type.

Runic Chill

6th-level Twin Mongrel feature

You begin to take on the frosty characteristics of your patrons. You now have resistance to cold damage.

In addition, you and your blood brother gain the ability to mark a creature with fiendish runes. As an action, you can choose a creature within 30 feet of you and your blood brother and mark it with fiendish symbols. The creature takes 1d6 cold damage, and for the next minute, you and your blood brother have advantage on all attacks against the marked creature.

Once you use this feature, you can't use it again until you finish a short or long rest.

Frosty Tempest

10th-level Twin Mongrel feature

If you chose Enoch to be your primary patron, you gain the following:

You learn the spell **Ice Storm**. It counts as a warlock spell for you, but it doesn't count against the number of spells you know. You can also cast it once without a spell

slot, and you regain the ability to do so when you finish a long rest.

When you cast this spell, your patron's magic bolsters you, granting you a number of temporary hit points equal to your warlock level.

Frigid Strikes

10th-level Twin Mongrel feature

If you chose Irad to be your Primary patron, you gain the following:

Your weapon attacks become imbued with frigid energy, allowing you to freeze your enemies with each strike. Whenever you hit a creature with a weapon attack, you can choose to expend a spell slot to deal an additional 1d8 cold damage and cause the target to make a Constitution saving throw against your warlock spell save DC. On a failed save, the creature is also paralyzed until the end of its next turn.

At higher levels, the additional damage of your Frigid Strike ability increases. When you reach 17th level, the additional cold damage increases to 2d8, and when you reach 20th level, it increases to 3d8.

Icebound Pact

14th-level Twin Mongrel feature

You and your blood brother gain immunity to cold damage and whenever you or your blood brother takes cold damage, you gain temporary hit points equal to your warlock level.

Additionally, if either you or your blood brother would be reduced to 0 hit points, you can use your reaction to transfer the damage to the other. This transfer occurs before the damage is applied, and it can only be used once per short or long rest.



Bestiary



Glaciator

Products of Irad's ruthless experimentation, glaciators act as sentries and soldiers throughout the passages of the Temple of the Twin Mongrels. Although crafted from only black stone and ice, glaciators also contain a sliver of fiendish essence that is responsible for their



lack of empathy and bloodthirsty aggression. Glaciators don't need to sleep. they don't need to eat. There is no reasoning with a glaciator. If confronted, prepare to show no mercy because you will receive none.

GLACIATOR

Medium elemental, lawful evil

Armor Class 18 (Plate)

Hit Points 93 (11d8 + 44)

Speed 30 ft.

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

Saving Throws STR +5, CON +6

Skills Athletics +5

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 10

Languages Aquan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Aggressive. As a bonus action, the glaciator can move up to its speed toward a hostile creature that it can see.

Actions

Multiattack. The glaciator makes two Longsword or Ice Bolt attacks.

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, plus 4 (1d8) cold damage.

Ice Bolt. *Ranged Spell Attack:* +5 to hit, range 120 ft., one target. Hit: 12 (2d8 + 3) cold damage.

Frost Fury (1/Day). Each creature of the glaciator's choice that is within 30 feet of it, can hear it, and is not already affected by Frost Fury gain advantage on attack rolls until the start of the glaciator's next turn. The glaciator can then make one attack as a bonus action.

Reactions

Frigid Rebuke. When the glaciator takes damage from a creature the glaciator can see within 60 feet of it, the glaciator can force that creature to succeed on a DC 13 Constitution saving throw or take 5 (1d10) cold damage.

Grimclaw the Raven

Grimclaw is a raven that can be randomly encountered flying about the temple. Nobody knows how long Grimclaw has lived there or where he came from but he knows many secrets found throughout the dungeon. If a character offers Grimclaw food or a trinket and successfully passes a DC 13 Wisdom (Animal Handling) check, Grimclaw will follow them around the temple. If a character does the same thing again in one of the rooms of the dungeon, Grimclaw will guide them to the nearest secret which could be anything from a magic item to a secret tunnel (Grimclaw will only do this once per hour and only if the characters offer new items to trade).

GRIMCLAW THE 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 13

Languages --

Challenge 0 (10 XP)

Proficiency Bonus +2

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.



ICE SENTINEL

Large elemental, lawful evil

Armor Class 15 (Natural armor)

Hit Points 105 (10d10 + 45)

Speed 30 ft.

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

Saving Throws CON +8

Damage Immunities Cold; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Adamantine

Senses Darkvision 120 ft.

Languages Understands Aquan but can't speak

Challenge 8 (3,900 XP) **Proficiency Bonus** +3

Cold Absorption. Whenever the sentinel is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

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

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

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

Actions

Multiattack. The sentinel makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) bludgeoning damage.

Ice Beam (Recharge 5–6). A stroke of ice forming a line 100 feet long and 5 feet wide blasts out from the sentinel in a direction of their choice. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 45 (10d8) cold damage and becomes petrified in ice for 1 minute on a failed save, or half as much damage on a successful one.

A creature petrified by ice beam can make a DC 15 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Ice Sentinel

The ice sentinel is the last of the temple architects. These were constructs designed and tasked with the purpose of building the temple itself. Since fabrication is all an ice sentinel knows, without direction they will continue to build, expanding a structure indefinitely.

The temple architects were actively hunted and wiped out for one main reason: their primordial cores. The temple architects all were built around a pure elemental ice core. When defeated, this core can be harvested and used for a myriad of arcane uses.

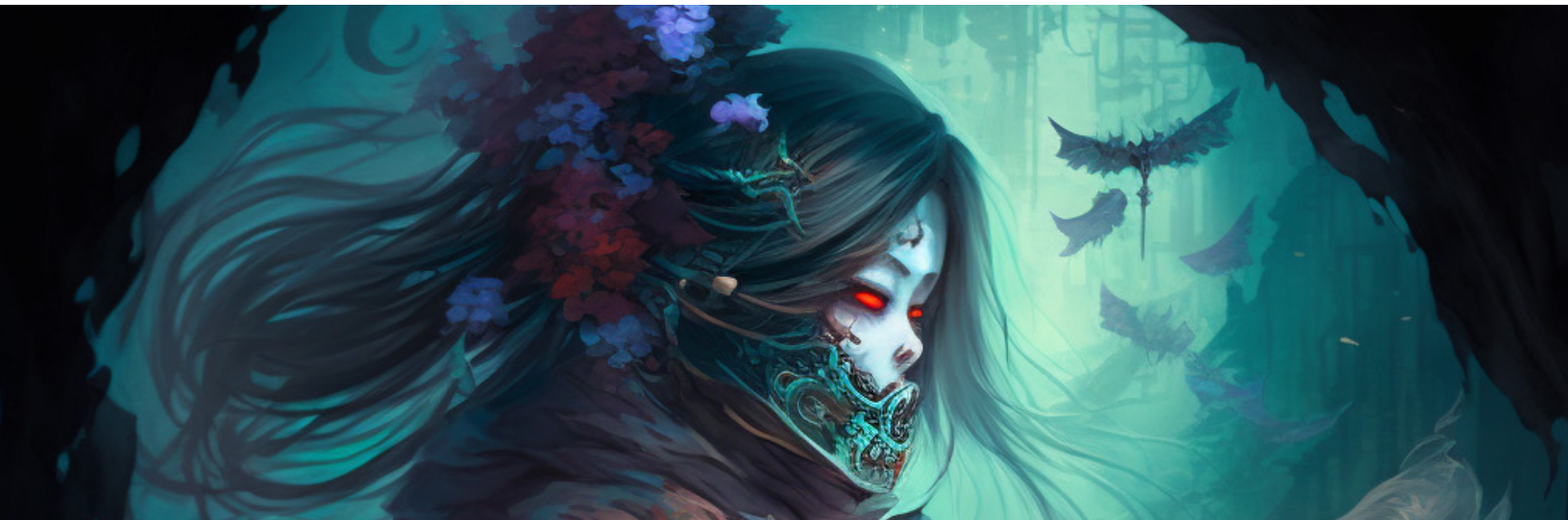


Lailleth, The Paradox Unborn

Daughter to Levistus and Malcanthet, Lailleth is the ghost sister to the Twin Mongrels. Due to Lailleth's perfect combination of devil and demon ancestry, she contains a hybrid of evil that rivals the psychopaths of history. Her lack of empathy and disregard for emotion comes across as a childish naivety. She views all mortal life as her playthings and the world as her dollhouse. When encountered in the temple, Lailleth will bestow either a curse or a blessing on the characters. The DM can tailor these results based on their previous encounters or embrace the chaos and keep it entirely random, regardless of the characters' actions.

If confronted violently, Lailleth will play with her victims until she feels threatened. Once threatened, Lailleth will fade into the Ethereal plane and recuperate before returning to cause more mischief.

Lailleth's Blessings/Curses		
d6 Roll	d12 Roll	Result
1	1	Curse: Your vision becomes blurry and you have disadvantage on wisdom (perception) checks for the next hour.
2	2	Curse: Your movement speed is halved for the next hour.
3	3	Curse: You lose 1d4 points of maximum hit points until you finish a long rest.
4	4	Curse: Your legs become clumsy and you have disadvantage on dexterity (acrobatics) checks for the next hour.
5	5	Curse: You are affected by the confusion spell for the next minute.
6	6	Curse: You become vulnerable to a damage type of the DM's choice for the next hour.
1	7	Blessing: You gain proficiency in a skill of your choice until you finish a long rest.
2	8	Blessing: You gain temporary hit points equal to your level.
3	9	Blessing: You have advantage on your next saving throw.
4	10	Blessing: You gain resistance to a damage type of your choice for the next hour.
5	11	Blessing: You can add your proficiency bonus to your AC for the next hour.
6	12	Blessing: You gain a +2 bonus to your next attack roll.



LAILETH

Medium undead, neutral evil

Armor Class 17 (Natural Armor)

Hit Points 156 (24d8 + 48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	12(+1)	14(+2)	16(+3)	18(+4)	20(+5)

Saving Throws CHA +9

Skills Deception +9, Persuasion +9

Damage Immunities Poison, Cold, Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Condition Immunities Charmed, Exhaustion, Frightened, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained

Senses Darkvision 60 ft.

Languages Abyssal, Common, Infernal

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Ethereal Sight. Lailleth can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. Lailleth can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Turn Immunity. Lailleth is immune to effects that turn undead.

Innate Spellcasting. Lailleth's innate spellcasting ability is Charisma (spell save DC 17). She can innately cast the following spells, requiring no components:

At will: detect evil and good, detect thoughts, mage hand (the spectral hand is invisible)

1/day each: scrying, true seeing, telekinesis

Actions

Multiattack. Lailleth makes two Withering Touch attacks.

Withering Touch. *Melee Spell Attack:* +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) necrotic damage.

Etherealness. Lailleth enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of Lailleth that can see her must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to Lailleth's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a greater restoration spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that Lailleth can see within 5 feet of her must succeed on a DC 17 Charisma saving throw or be possessed by Lailleth; Lailleth then disappears, and the target is incapacitated and loses control of its body. Lailleth now controls the body but doesn't deprive the target of awareness. Lailleth can't be targeted by any attack, spell, or other effect, and Lailleth retains her alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. Lailleth otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, Lailleth ends it as a bonus action, or Lailleth is forced out by an effect like the dispel evil and good spell. When the possession ends, Lailleth reappears in an unoccupied space within 5 feet of the body. The target is immune to Lailleth's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

Legendary Actions

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

Detect Thoughts. Lailleth uses her Innate Spellcasting to cast detect thoughts.

Etherealness. Lailleth enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while she is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.

Spectral Throw (Costs 3 Actions). Lailleth chooses one Small or smaller object that isn't being worn or carried that she can see within 60 feet of her, and she magically hurls the object at a creature she can see within 60 feet of the object. The target must succeed on a DC 17 Dexterity saving throw or take 31 (9d6) bludgeoning damage.



Living Ice Storm

Latent arcane energy can collect in dark corners of the Frostfell. When natural turbulence is introduced, a living ice storm can emerge.

It's best to steer clear of these unfaltering forces of destruction. They will pay no heed to what stands in their path and will continue pressing forward on their frozen crusade.

LIVING ICE STORM

Large construct, unaligned

Armor Class 15 (Natural Armor)

Hit Points 57 (6d10 + 24)

Speed 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	15(+2)	18(+4)	3(-4)	10(+0)	6(-2)

Saving Throws STR +6, CON +6

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold

Condition Immunities Blinded, Charmed, Deafened, Exhaustion, Frightened, Grappled, Poisoned, Prone

Senses Darkvision 60 ft.

Languages --

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Amorphous. The living spell can move through a space as narrow as 1 inch wide without squeezing.

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

Actions

Multiattack. The living spell makes two Magical Strike attacks.

Magical Strike. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. Hit: 21 (5d6 + 4) cold damage.

Spell Mimicry (Recharge 5–6). A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within 300 ft. Each creature in the cylinder must make a DC 15 Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

Hailstones turn the storm's area of effect into difficult terrain until the end of the living spell's next turn.

Mongrel Berserker

Products of Enoch's sick necromancy, mongrel berserkers are the resurrected corpses of warlocks who made the pilgrimage to the temple. When the warlocks finally make it to the throne room of their patrons, they are rewarded with eternal servitude. In their undead form, they feed on all life that enters the walls of the frozen temple. Ice magic permeates their flesh, allowing them to stitch together wounds and freeze over injuries with ease.



MONGREL BERSERKER

Medium undead, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 68 (8d8 + 32)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	13(+1)	19(+4)	7(-2)	9(-1)	7(-2)

Saving Throws STR +6, CON +6

Damage Resistances Necrotic

Damage Immunities Cold

Condition Immunities Poisoned

Senses Darkvision 60 ft., Passive Perception 9

Languages Understands the languages it knew in life but can't speak

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Undead Fortitude. If damage reduces the mongrel berserker to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the mongrel berserker drops to 1 hit point instead.

Turn Immunity. The mongrel berserker is immune to effects that turn undead.

Actions

Multiattack. The mongrel berserker makes two Frozen Fist attacks.

Frozen Fist. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage plus 4 (1d8) cold damage.

Freezing Stare. The mongrel berserker targets one creature it can see within 60 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 35 (10d6) cold damage and be paralyzed until the end of its next turn.

Bonus Actions

Icebound Recovery (3/Day). The mongrel berserker voluntarily freezes themselves in place. Until the mongrel berserker uses a bonus action to release this effect: the mongrel berserker's movement speed becomes 0, the mongrel berserker regains 10 hit points at the start of its turn, and each creature within 5 feet of the mongrel berserker takes 5 (1d10) cold damage at the start of its turn. If the mongrel berserker takes fire damage, it does not regain hit points at the start of its turn.

When the mongrel berserker uses a bonus action to release this effect, each creature within 10 feet of it must make a DC 14 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one.

Frostfang Rat

Generations and generations of life spent in the Frostfell have shaped frostfang rats into what they are now. Once common giant rats, frostfang rats now boast exclusively shaggy white coats and an incredible resilience to the cold. Their fangs are their primary weapons, piercing like icicles however their claws are also extremely sharp and extremely dangerous.

Frostfang rats have also developed an understanding of their environment, forming a mutually beneficial relationship with local herds of snow beeples. Frostfang rats will use snow beeples as long ranged projectiles, raining explosive snowfire down on their targets. Since snow beeples reproduce through self-explosion, they find these interactions fulfilling.

FROSTFANG RAT

Small beast, typically chaotic neutral

Armor Class 13 (Natural Armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft.

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

Skills Stealth +4, Perception +3

Damage Immunities Cold

Senses Darkvision 30 ft., Passive Perception 13

Languages --

Challenge 2 (450 XP)

Proficiency Bonus +2

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

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

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

Actions

Multiattack. The rat makes one frostfang attack and two claw attacks.

Frostfang. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage and 4 (1d8) cold damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw or have its speed reduced by 10 feet until the start of its next turn.

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

Beeple Bomb(1/day). The rat throws a snow beeples up to 60 feet. Each creature within 20 feet of the beeples's detonation must make a DC 12 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.



King Ratigan

King Ratigan is the leader of the frostfang rat mischief present in the temple. It is unclear exactly how Ratigan secured control over the frostfang rats, however Ratigan does possess an above average IQ for a rat. He can even speak common. How this happened is unknown, although it is rumored Lailith may be responsible.

If a combat encounter breaks out involving King Ratigan, use the frostfang rat statblock but replace the claw attack with:

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



Siatha, The Pale Scourge

Siatha was once a greatly feared white dragon. Her reign over dozens of arctic kingdoms was long and lucrative. She amassed a great horde for herself and carved out a comfortable home deep in the Frostfell. In the end, it was her undying loyalty to Tiamat that spelled her demise. Siatha set out to aid in freeing Tiamat from her prison in the Nine Hells. She allied with the Cult of the Dragon Queen and made great gains in uncovering lost artifacts and hidden knowledge. Unfortunately, her activity was halted when she was captured by Bahamut's forces. They decided to transform her and her horde entirely into ice before dismembering her in an effort to stop her returning.

All that remains in the Temple of the Twin Mongrels is Siatha's head, neck, and the frozen remains of her once legendary treasure horde.

Lair Actions .

On initiative count 20 (losing initiative ties), Siatha takes a lair action to cause one of the following effects; Siatha can't use the same effect two rounds in a row:

Chilling Fog. Fog fills a 20-foot-radius sphere centered on a point Siatha can see within 60 feet of her. The fog spreads around corners, and its area is heavily obscured. The fog makes it

difficult to breathe. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, becoming poisoned until the end of their next turn on a failed save. A creature that ends its turn in the fog becomes poisoned until the end of its next turn.

Frozen Ground. The ground beneath the feet of the characters becomes slick with ice, making it difficult to keep their footing. All creatures within 30 feet of Siatha must make a DC 10 Dexterity saving throw, falling prone on a failed save, or having their movement speed reduced by half until the end of their next turn on a successful one.

Frostbite. The cold within the dungeon becomes so intense that it begins to numb the extremities of those near Siatha. All creatures within 30 feet of Siatha must make a DC 10 Constitution saving throw or suffer disadvantage on dexterity checks and dexterity saving throws until the end of their next turn.

SIATHA

Large dragon, chaotic evil

Armor Class 13 (Natural armor)

Hit Points 230 (20d10 + 120)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	1(-5)	22(+6)	8(-1)	12(+1)	18(+4)

Saving Throws CON +10

Skills Perception +5, Intimidation +8

Damage Vulnerabilities Bludgeoning

Damage Immunities Cold, Poison

Condition Immunities Exhaustion, Poisoned, Prone

Senses Blindsight 60 ft., Darkvision 120 ft.,
Passive Perception 15

Languages Common, Draconic

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

Unusual Nature. Siatha doesn't require air, food, drink, or sleep.

Actions

Multiattack. Siatha makes two attacks with her Bite or Frozen Nova.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Frozen Nova. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. Hit: 15 (2d10 + 4) cold damage.

Breathe Weapons (Recharge 5-6). Siatha uses one of the following breath weapons.

Cold Breathe. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Vacuum Breathe. The dragon siphons the air in a 60-foot cone. Each creature in that area must succeed on a DC 18 Strength saving throw. On a failed save, the creature is pulled 30 feet toward Siatha. If a creature collides with an object, the target stops, and both the target and the object take 3 (1d6) bludgeoning damage for every 10 feet they were pulled.

Legendary Actions

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

Detect. Siatha makes a Wisdom (Perception) check.

Frozen Nova. Siatha makes a Frozen Nova attack.

Ice Barrier (Costs 3 Actions). Siatha creates a wall of ice on a solid surface within 60 feet. The wall is 10 feet long, 5 feet tall, and 1 foot thick.

If the wall cuts through a creature's space when it appears, the creature within its area is pushed to one side of the wall and must make a Dexterity saving throw. On a failed save, the creature takes 35 (10d6) cold damage, or half as much damage on a successful save.

The wall is an object that can be damaged and thus breached. It has AC 13 and 30 hit points, and it is vulnerable to fire damage.

Snow Beeples

Snow Beeples are adorable manifestations of primordial frost and ice. Native to the Para-Elemental Plane of Ice, these sentient snowballs have also been found throughout the deep tundras and other frigid locales of the Material Plane.

Often mistaken as just a pile of snow, Snow Beeples draw in potential affection through their big innocent blue eyes and harmless appearance. Don't be fooled however, because Snow Beeples have an interesting quirk that might make one second guess immediate adoption. Snow Beeples reproduce in an explosive way. When a Snow Beeples dies, their body spontaneously bursts sending chunks of ice and snow in all directions. Over the course of the next 3 to 5 days, these chunks slowly draw in nearby snow and form new Snow Beeples. Because of this, Snow Beeples have no fear of predators or danger.

SNOW BEEPLE

Tiny elemental, neutral

Armor Class 12

Hit Points 20 (8d4)

Speed 20 ft.

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

Skills Persuasion +4

Damage Immunities Cold

Senses Darkvision 60 ft., Passive Perception 10

Languages --

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Death Burst. When the snow beeples dies, it explodes in a burst of ice and snow. Each creature within 20 feet of it must make a DC 12 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.

Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage and 2 (1d4) cold damage.



The Twin Mongrels: Enoch and Irad

Half demon and half devil, the twin mongrels defy the general understanding of fiend. As twins their blood unites them with a powerful bond allowing them to feed off the other in battle. Take heed all who dare enter their temple, let alone their throne room...

If Enoch and Irad are both present in their lair, they can collectively trigger 1 lair action per round.

Lair Actions.

On initiative count 20 (losing initiative ties), Enoch and Irad take a lair action to cause one of the following effects; Enoch and Irad can't use the same effect two rounds in a row:

Summon Ice Mephits. Enoch and Irad can summon 1d4 ice mephits to aid in battle. These creatures appear in unoccupied spaces within 60 feet of either Enoch or Irad and act on

initiative count 20.

Slippery Hazards. Enoch and Irad conjure smooth ice that briefly covers a 20-foot by 20-foot square surface within 60 feet of one of the twins. Each creature within the area must make a DC 17 Dexterity saving throw or fall prone.

Frostbite. The cold within the dungeon becomes so intense that it begins to numb the extremities of those near the twins. All creatures within 30 feet of either Enoch or Irad must make a DC 17 Constitution saving throw or suffer disadvantage on dexterity checks and dexterity saving throws until the end of their next turn.





ENOCH

Huge fiend, lawful evil

Armor Class 17 (Half plate)

Hit Points 184 (16d12 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18(+4)	20(+5)	20(+5)	18(+4)	16(+3)	20(+5)

Saving Throws CON +9, INT +8, CHA +9

Skills Insight +7, Perception +7, Persuasion +9

Damage Resistances Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Cold, Necrotic

Condition Immunities Charmed, Poisoned

Senses Darkvision 120 ft.

Languages Abyssal, Common, Infernal

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Devil's Sight. Magical darkness doesn't impede Enoch's darkvision.

Liar's Eye. Enoch has advantage on Wisdom (Insight or Perception) checks. As a bonus action, he automatically detects the location of all illusions and hidden creatures within 15 feet of it.

Staff of Hellfrost. Enoch is wielding the Staff of Hellfrost and can use any of its actions in place of his own.

Spellcasting. Enoch casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):
at will: Frostbite, Sapping Sting, Mage Hand, Thaumaturgy
1/day each: Dominate Monster, Mirror Image, Geas, Faerie Fire, Enemies Abound, Incite Greed

Actions

Multiattack. Enoch makes two attacks, each of which can be a Quarterstaff or a Frost Bolt attack.

Staff of Hellfrost (Quarterstaff). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 17 (3d6 + 6) bludgeoning damage, or 20 (3d8 + 6) bludgeoning damage if used with two hands, plus 7 (2d6) cold damage.

Frost Bolt. *Ranged Spell Attack:* +9 to hit, range 120 ft., one target. Hit: 27 (4d10 + 5) cold damage.

Fiendish Charm. One humanoid Enoch can see within 30 feet of it must succeed on a DC 17 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys Enoch's spoken commands. If the target suffers any harm from Enoch or another creature or receives a suicidal command from Enoch, the target can repeat the saving throw, ending the effect on itself on a success.

If a target's saving throw is successful, or if the effect ends for it, the creature is immune to Enoch's Fiendish Charm for the next 24 hours. **Wall of Ice (Recharge 6).** Enoch magically forms an opaque wall of ice on a solid surface he can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the Enoch is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Reactions

Bound By Blood (3/day). As a reaction to Irad taking damage, Enoch gains temporary hit points equal to half the damage Irad received.

Legendary Actions

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

Sibling Mastery. If Irad is alive, Irad can make one melee weapon attack using his reaction, if available, and has advantage on the attack roll.

Fiendish Charm. Enoch uses Fiendish Charm.

Icebound (Costs 3 Actions). Enoch targets a creature he can see within 60 feet of him. The target must succeed on a DC 17 Dexterity saving throw or be restrained by ice until the end of Enoch's next turn, whereupon the ice melts freeing the target.

The target can use an action on their turn to make a DC 17 Strength (Athletics) check. On a success, they break free of the ice restraints.

IRAD

Huge fiend, chaotic evil

Armor Class 18 (Plate armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

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

Saving Throws STR +9, DEX +9, CON +9

Skills Athletics +9, Perception +7, Intimidation +7

Damage Resistances Poison; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered

Damage Immunities Cold, Necrotic

Condition Immunities Charmed, Poisoned

Senses Darkvision 120 ft.

Languages Abyssal, Common, Infernal

Challenge 11 (7,200 XP) **Proficiency Bonus** +4

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

Devil's Sight. Magical darkness doesn't impede Enoch's darkvision.

Liar's Eye. Enoch has advantage on Wisdom (Insight or Perception) checks. As a bonus action, he automatically detects the location of all illusions and hidden creatures within 15 feet of it.

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

Actions

Winter's Wrath (Greatsword). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 28 (6d6 + 7) slashing damage or 32 (6d6 + 11) slashing damage while raging, plus 7 (2d6) cold damage.

Cold Blast (Recharge 5-6). Irad unleashes a 30-foot cone of frozen energy from his greatsword. Each creature in that area must make a DC 16 Dexterity saving throw, taking 28 (8d6) cold damage on a failed save, or half as much damage on a successful one.

Bonus Actions

Winter Warmonger (Recharges after a Short or Long Rest). Irad enters a rage. The rage lasts for 1 minute or until Irad is incapacitated. While raging, Irad gains the following benefits:

- Irad has advantage on Strength checks and Strength saving throws.

- When he makes a melee weapon attack, Irad gains a +4 bonus to the damage roll.

Reactions

Bound By Blood (3/day). As a reaction to Enoch taking damage, Irad gains temporary hit points equal to half the damage Irad received.

Legendary Actions

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

Sibling Mastery. If Enoch is alive; Enoch can cast a spell using his reaction, if available. If the spell requires an attack roll, Enoch has advantage on the roll.

Winter's Wrath. Irad attacks with Winter's Wrath.

Frost Aura (Costs 3 Actions). Irad releases a burst of frigid energy, creating an aura of frost around him. Any creature within 30 feet of Irad takes 9 (2d8) cold damage and has their movement speed halved until the end of their next turn.

Armoury



Arctic Impaler

Weapon (Javelin), rare

This javelin is a magic weapon. Instead of an attack, you can choose to throw the javelin at a location within 120 feet. When you hurl it and speak its command word, it crystallizes in ice, storing up cold energy on its journey to your target. Upon impact, the javelin releases the stored energy in an arctic blast. Each creature within a 60-foot-radius sphere must make a DC 15 Constitution saving throw. On a failed save, a creature takes 10d6 cold damage. On a successful save, it takes half as much damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

Proficiency with a javelin allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Cloak of Remorhaz Flame

Wondrous Item, rare (requires attunement)

While wearing this cloak you can use an action to cause the cloak to erupt in flames hitting all creatures within a 20-foot radius of the wearer. Any creatures caught in the blast must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or have as much damage on a success. The wearer takes no damage from the burst and gains a temporary boost

in speed, allowing them to move an additional 10 feet per turn for the next minute.

Once used, this property of the cloak can't be used again until the next dawn.

Flask of Levistus' Blood

Potion, rare

For 1 minute after you drink this potion, you have resistance to cold damage.

If you drink another Flask of Levistus' Blood within the duration of effect, roll a d100. On a 1-10, you suffer the petrified condition for 1 round after which you lose all beneficial effects. On an 11-100, you gain immunity to cold damage and you get the effects of the spell *Armor of Agathys* for the remainder of the duration of effect.

Helm of Jadek

Wondrous Item, very rare (requires attunement by a creature that can speak Primordial)

This ornate helm has a slot to hold elemental gems in its forehead. During a long rest, whoever is attuned to the helm may remove the current elemental gem and slot in a new elemental gem.

While wearing the helm, you know the exact location and type of all elementals corresponding to the slotted elemental gem within 1,000 feet of you. You can telepathically communicate with an elemental

corresponding to the slotted elemental gem within range, or you can broadcast your thoughts to all elementals corresponding to the slotted elemental gem within range. The elementals receiving your broadcasted thoughts have no special means of replying to them.

The helm has 3 charges. As an action, you can expend 1 charge to cast dominate monster (save DC 21), which affects elementals corresponding to the slotted elemental gem only. (The spell fails and the charge is wasted if you target any creature that's not an elemental.) If an elemental can see you when you cast this spell on it, the elemental knows you tried to charm it. The helm regains all its charges 24 hours after its last charge is expended.

If you are not an elemental, using the helm's dominate monster property in the elemental plane corresponding to the slotted elemental gem has a 20 percent chance of attracting a genie corresponding to the elemental plane, which arrives in 1d4 hours. The genie tries to recover the helm, killing you if necessary to obtain it. If it gets the helm, the genie claims the helm as their own and guards it with their life.

Icecaller's Flute

Wondrous Item, uncommon (requires attunement by a Bard)

While attuned to this flute, you can use an action to play a chill melody. Doing so will cause you to summon 4 ice mephits that appear in

unoccupied spaces that you can see within 90 ft.

All ice mephits summoned by this melody disappear when they drop to 0 hit points or after 1 hour.

The ice mephits are friendly to you and your companions. Roll initiative for the ice mephits as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions.

The flute's property can't be used again until the next dawn.

Icy Embrace

Wondrous Item, rare

You gain a +1 bonus to attack and damage rolls for unarmed strikes while wearing these gauntlets.

You can use an action to cause jagged ice to freeze over the surface of these gauntlets. The ice remains for 1 minute or until an unarmed strike while wearing these gauntlets hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 cold damage and have their speed halved for 1 minute. The gauntlets can't be used this way again until the next dawn.

Staff of Hellfrost

Staff, very rare (requires attunement by a spellcaster)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

Ice. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 cold damage.

Frozen Snare. You can use an action to cause jagged ice and thick snow to rise from the ground in a 20-foot square starting from a point within range. For 1 minute or until you lose your concentration (as if you were concentrating on a spell), the ground in the area becomes difficult terrain. A creature in the area when you use this feature must succeed on a DC 17 Strength saving throw or be restrained by the ice until the spell ends. A creature restrained by the ice can use its action to make a DC 17 Strength check. On a success, it frees itself.

Necrotic Strike. You can use an action to cause a beam of necrotic energy to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 necrotic damage on a failed save, or half as much damage on a successful one.

Blizzard. You can use an action to cause the staff to issue a violent snowstorm. Each creature within

60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 cold damage and its speed is reduced by 10 feet until the start of your next turn. On a successful save, a creature takes half damage and its speed isn't reduced.

Hellfrost. You can use an action to use the Necrotic Strike and Blizzard properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

While you are holding the staff, you can use it as a spellcasting focus for your spells.

Wand of Stone Shaping

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the Stone Shape spell from it. For every charge you expend beyond the first, the size of the object you can shape increases by 5 cubic feet.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a roll of 1, the wand crumbles into dust and is destroyed.

Winter's Wrath

Weapon (greatsword), very rare (requires attunement)

You gain a +2 to attack and damage

rolls made with this magic weapon. Whenever you roll a 20 on your attack roll with this weapon, each creature of your choice within 5 feet of the target takes 2d6 cold damage.

As an action, you can unleash a 30-foot cone of frozen energy from the weapon. Each creature in that area must make a DC 16 Dexterity saving throw, taking 8d6 cold damage on a failed save, or half as much damage on a successful one. Once this action is used, it can't be used again until the next dawn.

Proficiency with a greatsword allows you to add your proficiency bonus to the attack roll for any attack you make with it.

