

ICEWIND DALE: RIME OF THE FROSTMAIDEN

# SEA OF MOVING ICE, GODS OF FURY

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Supplement for Icewind Dale: Rime of the Frostmaiden  
Chapter 5: Auril's Abode



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## CREDITS

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## INTRODUCTION

**D**EEP BENEATH THE SEA OF MOVING ICE LIES an ancient temple inhabited by wicked shark-like people known as sahuagin. When these sahuagin find something and drag it down to the frozen depths, there is little hope of ever seeing it again. Will heroes have what it takes to brave to bone-chilling waters of the Sea of Moving Ice to recover what was lost?

### WHAT'S THIS ALL ABOUT?

As written in *Icwind Dale: Rime of the Frostmaiden*, Vellynne Harpell knows the general location of the magical *professor orb* (pg. 315) and then in Chapter 5: Auril's Abode, the party more or less stumbles upon it. Some DMs may want to throw in an additional challenge for their players during this chapter, such as going on a daring mission to recover the *professor orb*.

Furthermore, pg. 274 of the campaign book describes Auril's motivations as the following: "Auril was aligned with the gods Talos, Umberlee, and Malar. Together they wrought terrible destruction, inspiring fear that compelled tribute to hold their power at bay. Umberlee, queen of the wrathful sea, grew to despise the enduring nature of the ice and snow Auril created. Umberlee seethed when Auril's frigid cold transformed her chaotic, unpredictable tides into rigid, motionless sheets of ice. Umberlee brought Talos and Malar into an alliance against Auril, who retreated to the coldest corner of Toril to escape their fury." Unfortunately, the campaign, as written, never gives an opportunity for characters (and players) to learn this backstory and some of the motivations behind the Frostmaiden's deeds.

This supplement provides an exciting dungeon (average party level 6–7) where your party can learn more about this lore and not be so left in the dark (pun intended). The premise is that a group of sahuagin have stolen the professor orb off Nass's corpse and brought it back to their underwater lair. The party must dive down into the depths of the Sea of Moving Ice to recover it.

### ADVENTURE HOOKS

The primary objective of this supplement is to provide an interesting and challenging mission for the party to recover the *professor orb*. The party can be hooked into venturing to the Temple of the Gods of Fury in one of the following ways.

#### SEA HAGS OF SOLSTICE

According to the Shipwreck Discoveries table (pg. 200), there is a coven of three sea hags that is using one of the shipwrecks as their lair. Rather than stumbling across Nass Lantomir's body as described in the book (pg. 200), we can have Nass's weasel familiar, Zelennor run into the party shortly after they arrive on Solstice. Zelennor can lead the party to Nass's body, where the ghost can explain that she no longer possesses the *professor orb*. The ghost or Zelennor can tell the party that the *professor orb* was taken by a group of sea hags who live in a nearby land-bound shipwreck. At your discretion, Nass's ghost may try to possess one of the player characters and tag along.

The sea hags (Ellin Urchingums, Marlin Slugwart, and Atrunia Leechfingers) loot ships and eat survivors that crash into Solstice from time to time and amassed a sizable treasure trove. Recently, however, a group of

sahuagin stole a large portion of their trove, including the *professor orb*. The sea hags are willing to give the party the location of the sahuagin's lair in exchange for the party exacting revenge upon the sahuagins (and perhaps bringing back some eyes and tongues for the hags to use for their brew). The hags allow the party to keep the *professor orb* if they find it.

To enable the characters to make the underwater journey, the hags can perform a ritual to cast the *water breathing* spell on the party. If the party requires cold resistance to survive the journey into the cold waters, the hags can craft enough *potions of resistance (cold)* for the entire party if the party can bring the hags an ice troll heart (pg. 295) from the Garden of Death on Solstice (pg. 202).

#### ARVEIATURACE'S REVENGE

Alternatively, you can have Nass's body be on the *Dark Duchess* from Chapter 2: *Icwind Dale* (pg. 127). If the party seeks out Nass's body at this location, you can have them encounter the ancient white dragon Arveiatrace, who is mourning a recent plundering of her treasure hoard. Arveiatrace knows that the hoard was stolen by a group of sahuagins and will eagerly use the party as a vessel for her revenge.

Arveiatrace can gift the party *potions of water breathing* from her remaining treasure. In addition, she can grant the party a supernatural charm that provides them with cold resistance for an hour using a variant of her cold breath. You can have Arveiatrace ask that the party return all of her treasure that she lost (all of the first layer described on pg. 129, including 72 gp, 181 sp, 352 cp, and two pearls), which is now held in location 11. Treasury in the treasury of Umberlee. The party is allowed to keep the *professor orb* and any other treasure they find.

## TEMPLE OF THE GODS OF FURY

As described on pg. 274 of *Rime of the Frostmaiden*, Auril was once aligned with the gods Talos, Malar, and Umberlee (known as the Gods of Fury). For a time, there was a temple where worshipers of these four gods gathered to pray. During their falling out, Umberlee cast the temple to the bottom of the Sea of Moving Ice, where even Auril's frozen touch could not penetrate.

The temple is currently inhabited by arctic sahuagin who worship Umberlee, show indifference towards Malar and Talos, and hatred for Auril. Unbeknownst to the sahuagin, there are other treasures in the temple that have been locked away for a century. If the party is particularly daring, they could not only recover the *professor orb*, but also pass the tests of the Gods of Fury to be worthy of their treasure hoards.

There are two ways into the temple, the first is 1. Entrance Cavern and the second is 12. Orca Pool. Characters who look for another entrance and succeed on a DC 15 Wisdom (Survival or Perception) check notice the concealed entrance to the Orca Pool. Parties that approach through the Orca Pool have a chance to start their infiltration of the temple unnoticed.

Of the sahuagin in the temple, Glauca in 4. Hatchery (Shrine to Auril) is the most likely to be reasoned with. The other sahuagin are likely to be hostile on sight. Parties that declare themselves to be actively working against Auril are brought before Carcharia in 2. Shrine to Umberlee, where she deems them worthy sacrifices to Umberlee.



## GENERAL FEATURES

- **Sunken Temple.** The entire temple is 80 feet underwater. See underwater combat sidebar for rules from the *Player's Handbook*.
- **Corridors and Rooms.** All corridors are 10 feet high. All the rooms are 15 feet high.
- **Doors.** All doors are 4-inch-thick doors made of stone and 10 feet tall. All doors open into the areas they border on metal casters that move along grooves cut into the stone floor.
- **Illumination.** Though the water is clear, there are no light sources in the temple. The sahuagin occupants use darkvision to see.

### Underwater Combat (Player's Handbook)

When making a melee weapon attack, a creature that doesn't have a swimming speed (either natural or granted by magic) has disadvantage on the attack roll unless the weapon is a dagger, javelin, shortsword, spear, or trident.

A ranged weapon attack automatically misses a target beyond the weapon's normal range. Even against a target within normal range, the attack roll has disadvantage unless the weapon is a crossbow, a net, or a weapon that is thrown like a javelin (including a spear, trident, or dart).

Creatures and objects that are fully immersed in water have resistance to fire damage.

## APPROACHING THE TEMPLE

Assuming one or more party members has a light source or darkvision, you can read:

Almost a hundred feet below the surface lies a partially buried stone structure in the eastern side of a rocky mound, which extends to the surface of the water. A four-sided pyramidal roof can be seen above the debris in the middle of the structure. A natural cave entrance appears to lead inward on the northeast side.

The rocky mound that extends to the surface has been hallowed out to form 12. Orca Pool. The pyramidal roof marks the top of the 10. Living Quarters.

## 1. ENTRANCE CAVERN

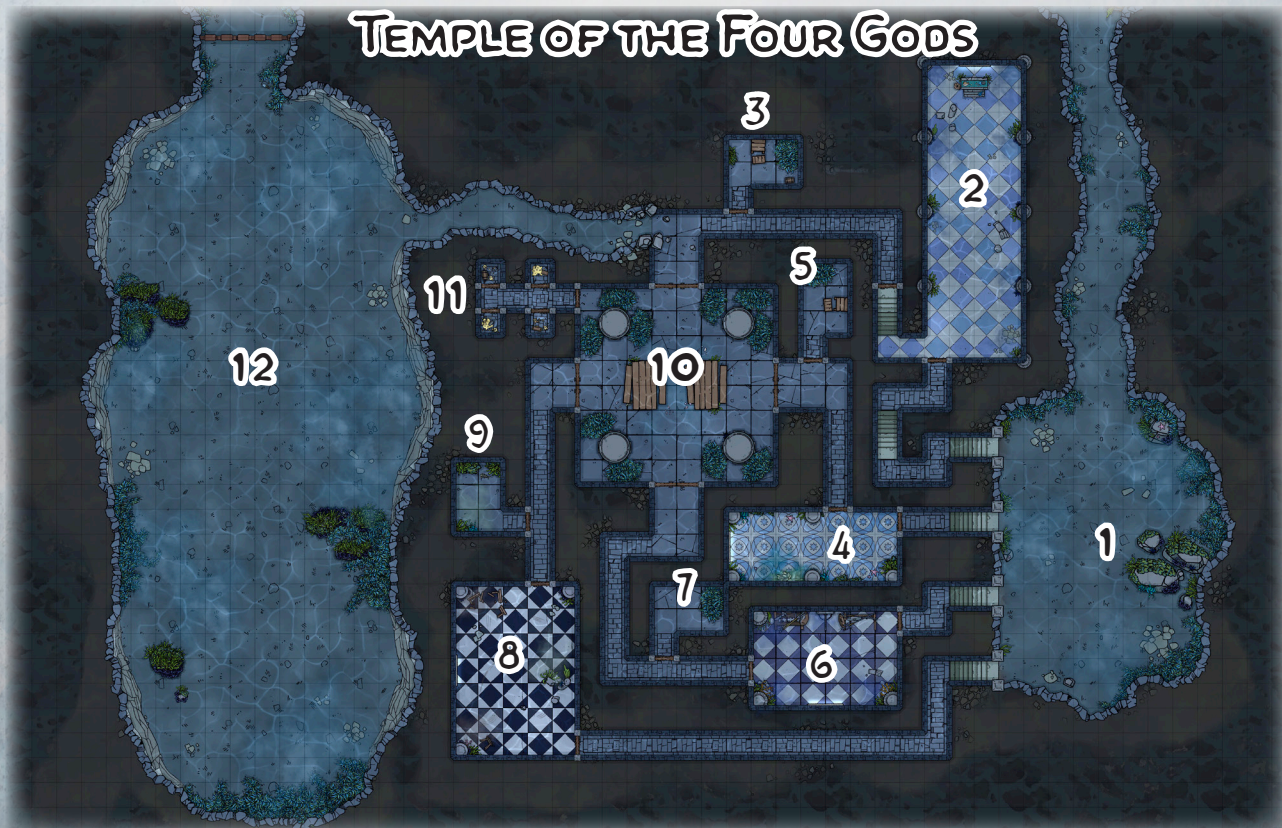
The entrance cavern is the primary entrance to the Temple of the Gods of Fury.

Three of the four walls of this large cavern appear to be naturally formed. The western wall contains wondrous reliefs depicting four entities with tunnels leading downwards beneath each one. Small humanoid figures gather at the feet of these entities laying down sacrifices and treasure. Other humanoid figures on the periphery appear to be running in fear.

Four **sahuagin coral smashers** guard this entrance. If two sahuagin are killed, one of the remaining guards will retreat to 6. Armory (Shrine to Talos) to alert more guards. Once the characters defeat the guards or have time to further take in the wall reliefs, you can read the following:

The first entity is a broad-shouldered, bearded young man with an eye patch gripping a bolt of lightning. The second entity is a hairy bestial man with large fangs and claws. The third entity is an illustrious woman surrounded by swirling waves. The fourth entity is a hunched humanoid with the head of the snowy owl, black talons, cloven hooves, and snowflakes dancing about.

Characters proficient in Religion recognize the entities as the gods Talos (the Stormlord), Malar (the Beastlord), Umberlee (the Queen of the Depths), and Auril (the Frostmaiden), respectively. A successful DC 15 Intelligence (Religion) check allows a character to recall that at one point the gods Talos, Malar, Umberlee, and Auril were all aligned. Together they wrought terrible destruction, inspiring fear that compelled tribute to hold their power at bay.





## 2. SHRINE TO UMBERLEE



### 2. SHRINE TO UMBERLEE

The Shrine to Umberlee is one of the only rooms in the temple that has not been converted to another purpose. The sahuagin that live here worship Umberlee, the Queen of the Depths under the guidance of the high priestess Carcharia.

Iconography of waves, seaweed, and sharks are carved into the walls of this long hall. At the north end of the hall sits a decorated shrine. Atop the shrine sits a few pieces of fine treasure and a small, smooth sphere of smoky gray quartz. Beyond the shrine, a whirlpool is etched into the north wall.

Inspection of the whirlpool reveals a button in the center of it. An inscription around the whirlpool is written in Common and reads:

An trackless ocean outstretched wide  
An endless grave for those who've died  
Many hopeful who have tried  
But chosen few can escape the tide

**Test of Umberlee.** The test was originally intended to try to drown those who would press the button and those who survived would receive a blessing. When pushed, all characters should roll initiative. On initiative count 20, bubbling jets shoot out of the tiny holes in the wall as if the chamber were supposed to fill with water (though it is already full of water) and a whirlpool starts sucking creatures towards the north wall.

The whirlpool forms a vortex that spans the width of the room (15 feet) and is 60 feet long. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 15 Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is pulled 10 feet towards the north wall.

On a successful save, the creature takes half damage, and is not pulled in. Creatures with swim speeds are immune to the whirlpool's effects. The whirlpool lasts for 1 minute.

Regardless of if the alarm has been raised, a **sahuagin high priestess** named **Carcharia** and two **sahuagin priestesses** are located here. If a fight breaks out, one of them presses the button and uses the whirlpool to help fight characters who may not possess a swim speed to escape it. The two junior priestesses let Carcharia do all of the talking. If characters try to reason with her, she may entertain them for a while, drawing them into the room hoping to sacrifice them to Umberlee with the whirlpool trap.

**Treasure.** The shrine holds four 100 gp pearls, one 500 gp black pearl, 170 gp, and the *professor orb*. The Carcharia carries a key to 3. High Priestess's Chambers.

**Blessing of Umberlee.** A creature who press the button and manages to escape the room is blessed with gills and fins that allow them to breathe underwater and grant a swimming speed of 30 feet for 10 days.

### 3. HIGH PRIESTESS'S CHAMBERS

The door is locked and can be picked with a successful DC 15 Dexterity check using thieves' tools.

An ornately carved bench stands near a table in the center of the room. A seaweed bed sits against the northern wall. On the western wall, seaweed vestments are hung from fishing hooks. A small chest lies at the foot of the bed.

**Treasure.** The chest contains a golden shark tooth necklace worth 200 gp as well as a holy symbol of Umberlee worth 50 gp.





## 4. HATCHERY (SHRINE TO AURIL)



### 4. HATCHERY (SHRINE TO AURIL)

The eastern door to this room is barred shut from the inside and can be opened with a successful DC 25 Strength (Athletics) check.

This room contains a cluster of what look like a dozen fish eggs floating against the southern wall. The walls are engraved with iconography of snowflakes with a large 6-pointed snowflake dominating the western wall, though most of the engravings have been defaced or covered in seaweed.

Inspection of the large snowflake reveals a button in the center of it. An inscription is written in the branches of the snowflake that in Common and reads:

Embrace the cold to share my might  
Resist the blast winter's bite  
A blessing to survive the rite  
Or be preserved in snowy white

The test was originally intended to expel a blast of cold from the wall when the button was pressed and those who survived would receive a blessing. Now that the room is flooded with water, the blast of cold makes the water turn to a block of ice in a 15 foot wide, 30 foot long line originating from the button.

A creature trapped within the ice is paralyzed and begins to suffocate (see Suffocating sidebar), though spells can still be cast that only require verbal components (or no components at all, such as with Subtle Spell Metamagic). Additionally, trapped creatures must succeed on a DC 12 Constitution saving throw at the start of each turn or take 3d6 cold damage. A 5 foot square block of ice has 18 hit points, an AC of 13, is vulnerable to fire damage (which is negated by the fact that it is fully immersed in water), and is immune to psychic, poison, and cold damage. The ice melts away by itself after 10 minutes.

A **sahuagin priestess** named **Glauca** is responsible for tending to the eggs. She understands the importance of tending to the eggs, but resents high priestess Carcharia who has assigned her to this duty rather than being able to spend her days worshiping Umberlee. If caught by herself, Glauca may surrender to the party if they help her overthrow Carcharia so that Glauca may take the

mantle of Umberlee's favorite. If characters inquire about the defaced Frostmaiden symbology in the room, Glauca can explain the following:

- The sahuagin in this temple are worshipers of the goddess Umberlee, queen of the wrathful sea.
- Auril was aligned with the gods Talos, Umberlee, and Malar. Together they wrought terrible destruction, inspiring fear that compelled tribute to hold their power at bay.
- Umberlee grew to despise the enduring nature of the ice and snow Auril created. Umberlee seethed when Auril's frigid cold transformed her chaotic, unpredictable tides into rigid, motionless sheets of ice.
- Umberlee brought Talos and Malar into an alliance against Auril, who retreated to the coldest corner of Toril to escape their fury.
- After a world-shaking event known as the Sundering, most of the gods withdrew from Toril, leaving mortals to govern their own fates without the gods' meddling, but Auril seems to have returned.
- Glauca nor any of the sahuagin have ever pressed the button as it is likely linked to the blasphemous magic of the Frostmaiden.

**Treasure.** Glauca carries a holy symbol of Umberlee worth 50 gp.

**Blessing of Auril.** Creatures who press the button and survive are granted the ability to cast the *absorb elements* spell at 1st level for 10 days. Once a creature casts a spell with this trait, it can't cast that spell with it again until it finishes a long rest. Charisma is the spellcasting ability for this spell.

### Suffocating (Player's Handbook)

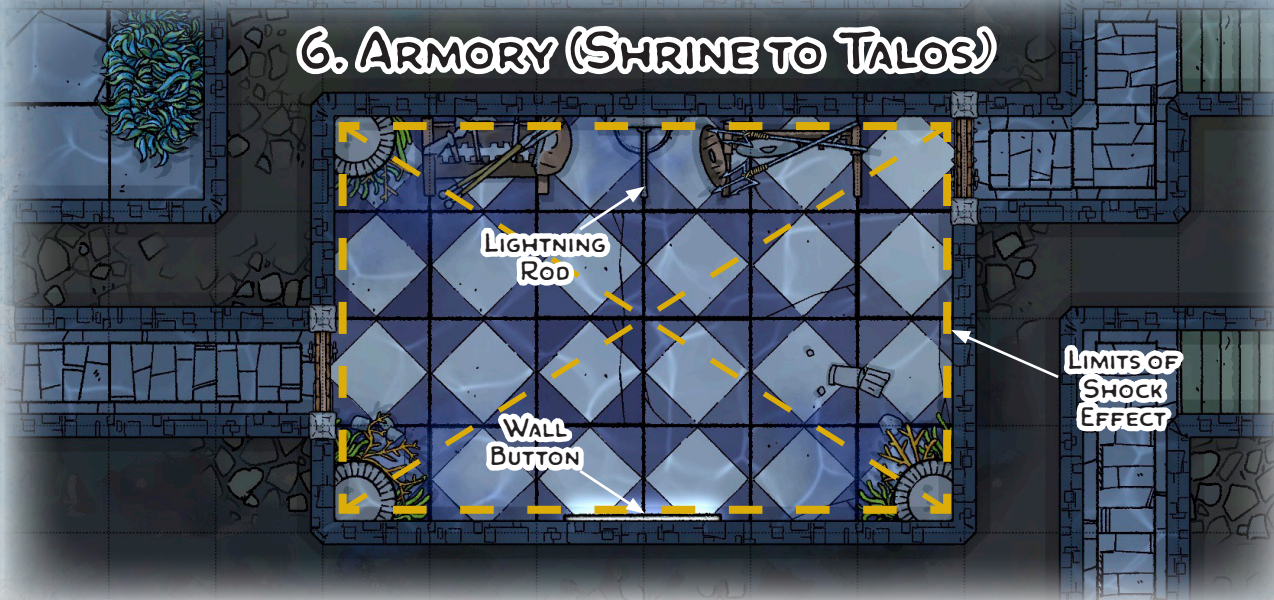
A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of breath, it can survive for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its next turn, it drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again.

**Homebrew:** To add an additional challenge, you can have a character that takes damage while holding their breath make a successful DC 10 Constitution saving throw or lose 1 minute of air.



## 6. ARMORY (SHRINE TO TALOS)



### 5. PRIESTESS'S CHAMBERS

A bench stands near a table in the center of the room. A seaweed bed sits against the eastern wall.

There is nothing more to find in this room.

### 6. ARMORY (SHRINE TO TALOS)

Spears and tridents line the northern wall of this square room on metal racks. Jutting out from the north wall is a three foot long metal rod. On the southern wall, three lightning bolts carved into the wall seem to point to a central location on the wall.

Inspection of the lightning bolts reveals a button at the center of where the three lightning bolts point. An inscription is written around the lightning bolts in Common and reads:

A lightning strike, a charge ejected,  
A single man would die affected,  
Power fails if undirected,  
But current flows with arms connected.

The test was originally intended to expel a thin bolt of lightning when the button was pressed. A clever individual or an individual with allies could form a link between the button and the lightning rod to dissipate the charge and survive to receive a blessing.

However, now that the hall is underwater, the charge shocks everything in the room. A creature within the room that is affected by the shock must succeed on a DC 15 Constitution saving throw taking 6d8 lightning damage on a failed save and half damage on a success. The solution remains the same and if the character pushing the button is physically touching another creature or object touching the rod, the charge passes harmlessly through them into the wall, though all other creatures in the room are shocked.

The sahuagin have tried this riddle, but when several died, they decided not to mess with it further. They now use it as a trap if characters enter the room, throwing tridents at the button from just outside the room. For the purposes of this, the button has an AC of 16 from the western doorway of the room and releases the shock if hit. The button resets after 1 minute so the trap can essentially only be sprung once per combat.

Two **sahuagin coral smashers** reside in the armory at any time unless they are alerted to danger elsewhere.

**Treasure.** This room contains 6 tridents and 6 spears.

**Blessing of Talos.** Creatures who allow the current to pass through them from the button to the rod receive the Blessing of Talos, which gives them resistance to lightning damage for 10 days.

### 7. CHAMPION'S CHAMBERS

This plain room contains a seaweed bed but is otherwise devoid of furniture or decorations.

A **sahuagin champion** rests here unless alerted to intruders. He will hear and join any conflict that erupts in 6. Armory (Shrine to Malar) or 10. Living Quarters.

**Treasure.** The sahuagin champion carries the key to 9. Prison Cell.





## 8. LARDER (SHRINE TO MALAR)



### 8. LARDER (SHRINE TO MALAR)

The walls of this room are decorated by carvings of vicious bestial creatures, including wolves, rats, bears, boars, and tigers. Various kelp-like vegetation grows in shelved gardens in the corners of the room. Claw marks riddle the floor, though many appear to be quite old. Some objects in the room appear to be overturned or broken, suggesting a recent struggle. On the western wall, large jaws are carved into the wall.

On inspection, there is a button in the center of the jaws. An inscription around the jaws is written in Common and reads:

A bestial kaleidoscope  
From polar bear to antelope,  
To hunt by moonlight is one's trope,  
The blessing of a lycanthrope.

When a creature presses the button, one or more lycanthropes appear in the room. The test was meant to challenge warriors against mighty foes and bestow a blessing to the survivors. Because none of the lycanthropes are aquatic, the combatants are now more like fish out of water (or the other way around). When the button is pressed, roll 1d6, and consult the following chart to determine what appears.

#### Lycanthrope Table

d6	Discovery
1–2	2 werebear
3–4	4 wererats
5–6	3 werewolves

The lycanthropes appear in animal form and use their natural weapons in an attempt to transmit the curse of lycanthropy and then kill whomever pressed the button. The creatures disappear when slain.

The sole occupant of this room is the cook named Cuvier. He's spent a lot of time in this room and in experiments with the button, contracted lycanthropy. Because of his sharklike heritage, the curse manifested itself such that Cuvier became a **sahuagin wereshark**. He recently had an episode that caused him to wreck a bit of the room and eat most of the food stores.

**Blessing of Malar.** A creature that presses the button and survives the encounter has its Strength score become 19. The blessing has no effect if the creature's Strength is already 19 or higher. The blessing lasts 10 days.

### 9. PRISON CELL

At your discretion, party members may be captured rather than killed. Any captured party members are taken to this room and put in manacles. The prison cell is otherwise empty. The temple's sahuagin champion possesses the only key to this room and the manacles. Alternatively, this room is a holding pen for knucklehead trout caught by the sahuagin hunters.

### 10. LIVING QUARTERS

This central chamber was where the priests of the four gods came together to revel in the shared might of their gods. Each sect had a different treasure room that could be accessed through here (see 11. Treasury).

This large area is supported by four large pillars and has a pyramidal ceiling. Two tables with benches are set in the center of the room with beds of seaweed arrayed around the perimeter. Four double doors lead out of each side of this rectangular room. A door-sized outline is visible on a portion of the wall on the western side of the room carved with a lightning bolt, a bestial claw, a snowflake, and a whirlpool.

Six **sahuagin** reside in this chamber at any time. Two **sahuagin coral smashers** reside in this chamber as well unless called to defend somewhere else in the temple. Sounds of battle in this room draw the attention of the **sahuagin champion** in 7. Champion's Chambers.

The section of wall on the western side of the room is marked with the symbols of Talos, Malar, Auril, and Umberlee. A creature affected by the blessing of one of those gods may open the door by placing a hand on it.

### 11. TREASURY

Behind the door, four more door-sized outlines are visible. The north-east depicting a lightning bolt, the north-west depicting a bestial claw, the south-west depicting a snowflake, and the southern-east depicting a whirlpool.

The sections of walls are marked with the symbols of Talos, Malar, Auril, and Umberlee, respectively. A creature affected by the blessing of one of those gods may open a door marked with the symbol of the god for which they have the blessing of by placing a hand on it. **Carcharia** (see 2. Shrine of Umberlee) and **Glauca** (see 4. Hatchery [Shrine of Auril]) are both affected by the blessing of Umberlee and can access that treasury as they please. **Cuvier** (see 8. Larder and Shrine of Malar) is affected by the blessing of Malar, but has not yet realized he can open the treasury.

**Treasury of Talos.** Contains 170 cp, 735 sp, 348 gp, four 50 gp citrine gems, and a quiver of twenty +1 arrows (or crossbow bolts).



## 11. TREASURY



**Treasury of Malar.** Contains 162 cp, 1,750 sp, 580 gp, a silver ewer worth 25 gp, and a *staff of the adder*.

**Treasury of Auril.** Contains 138 cp, 750 sp, and 410 gp, one ruined piece of art, and snowflake embroidered *mithral chainmail*.

**Treasury of Umberlee.** Contains 288 cp, 2,765 sp, 942 gp, two pearls (100 gp each), a golden sea horse worth 250 gp, and a *ring of swimming*. 72 gp, 181 sp, 352 cp, and the two pearls were stolen from Arveiaturance (or the sea hags).

If you want your party to have access to more powerful items (*spear of talos*, *malar's greatsword*, *shield of auril*, or *umberlee's crest*), consider adding one of the items from the Optional Magic Items section in the back of this supplement.

## 12. ORCA POOL

This massive natural cavern opens up to the surface above. Three massive shadows move about in the dark water.

This cavern is the holding area for the sahuagin's four **killer whales**, which the sahuagin coral smashers and sahuagin champion ride when hunting. The killer whales attack non-sahuagin creatures on sight, but cannot fit through the small tunnel or the portcullis bars. The north exit to the cavern is blocked by a portcullis with bars spaced 3 feet apart. A medium or smaller creature can squeeze through the bars. The lever to raise and lower the portcullis sits just inside the small tunnel on the east side of the cavern.

## CONCLUSION

Ideally the party will be able to obtain the *professor orb*, the treasure for either the hags or Arveiaturance, some bonus treasure for themselves, and some divine blessings. The next step for the party will likely be to return the treasure to the sea hags or Arveiaturance and then continue to Grimskalle.

If the party keeps all of the treasure for themselves, you can have the sea hags or Arveiaturance seek vengeance on them. This could come into play at a dramatic moment when the party completes their business in Grimskalle or when they are hurrying to reach the entrance to the Caves of Hunger.

## TROUBLESHOOTING

**Motivation.** The allure of treasure is likely enough to keep most parties exploring the temple even after they find the *professor orb*. If you think that your party may dip the moment they find it, you can have the *professor orb* to be located in the Treasury of Umberlee rather than the Shrine to Umberlee. Additionally, you can have Glauca or another NPC suggest that it may be worth looting the other treasure rooms to find magical items that may help them defeat Auril. It is also okay if they do not get all of the treasure in the temple.

**Time Constraints.** Because only one character per party needs to complete the test in each of the shrine rooms to access the treasure, it is fairly likely that a level 7 party will have enough resources to complete everything without taking a rest. Depending on how the party arrived at the temple, they may be under a bit of a time crunch as *potions of water breathing* and *potions of resistance (cold)* only last for one hour. Characters who complete the test of Umberlee can gain water breathing, or you can have Glauca or a wizard NPC be able to re-cast the spell. If you don't want to deal with frigid water at all, you can have the temple be heated by underwater thermal vents, but have characters need to deal with the frigid water on the way to and from the temple as a sort of skill challenge.

### Frigid Water (Dungeon Master's Guide)

A creature can be immersed in frigid water for a number of minutes equal to its Constitution score before suffering any ill effects. Each additional minute spent in frigid water requires the creature to succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures that are naturally adapted to living in ice-cold water.

**Killing Glauca.** Glauca is not an essential NPC, but the party kills her, they will not get to learn the lore about the four gods or figure out what they need to do in the temple. If the party gets stuck in this way, you can have a friendly triton NPC or an awakened knucklehead trout be in 9. Prison Cell that can provide helpful information about the temple or have the *professor orb* be able to provide historical information.

**Lycanthropy.** If any of the party members contract lycanthropy and are unhappy about it, you can have Arveiaturance gift them the figurine that acts as a *spell scroll of remove curse* from the second layer of her treasure trove (pg. 129). Alternatively, you can have the hags remove the curse for in exchange for something from the party.

**Wereshark.** The character gains a Strength of 18 if his or her score isn't already higher. Attack and damage rolls for the natural weapons are based on Strength. The character gains a **hunter shark's** speeds in nonhumanoid form (40 ft. swimming), traits (blood frenzy and water breathing), and the bite attack. The character is proficient with the hunter shark's natural bite attack. The character can't speak while in animal form. The character gains immunity to bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered. (Note that to create a challenging monster, the sahuagin's wereshark in the monster statblock section is based on a **giant shark**, not a hunter shark).



## MAGIC ITEMS

### MITHRAL ARMOR (CHAIN MAIL)

*Armor (medium or heavy, but not hide), uncommon*

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes.

If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

### POTION OF RESISTANCE (COLD)

*Potion, uncommon*

When you drink this potion, you gain resistance to cold damage for 1 hour.

### POTION OF WATER BREATHING

*Potion, uncommon*

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

### RING OF SWIMMING

*Ring, uncommon*

You have a swimming speed of 40 feet while wearing this ring.

### STAFF OF THE ADDER

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

You can use a bonus action to speak the staff's command word and make the head of the staff become that of an animate poisonous snake for 1 minute. By using another bonus action to speak the command word again, you return the staff to its normal inanimate form.

You can make a melee attack using the snake head, which has a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 piercing damage and must succeed on a DC 15 Constitution saving throw or take 3d6 poison damage.

The snake head can be attacked while it is animate. It has an Armor Class of 15 and 20 hit points. If the head drops to 0 hit points, the staff is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its animate form.

## SUPERNATURAL GIFTS

### CHARM OF COLD RESISTANCE

This charm gives you resistance against cold damage for 8 hours.

## OPTIONAL MAGIC ITEMS

The following magic items can be found in [Nybor's Tomes of Enchantments by Eventyr Games](#). These items can be quite powerful, but a lot of fun if you want to give your party a boost. It is recommended to either include a single one of these items or remove a property from each if putting one in each treasure room.

### SPEAR OF TALOS

*Weapon (spear), very rare (requires attunement)*

This spear is shaped like a bolt of lightning.

**Shocking.** When you hit with an attack using this spear, the target takes an additional 1d6 lightning damage and can't take reactions until the start of its next turn.

**Thunder.** This spear has 3 charges. While you carry it, you can use an action and expend 1 or more of its charges to cast *thunderwave*. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 of its charges to cast *thunder step*. The save DC for both spells is 15. The weapon regains all expended charges daily at dawn.

### MALAR'S GREATSWORD

*Weapon (greatsword), very rare (requires attunement)*

This greatsword is decorated with animal iconography.

**Trainer's.** While you carry this weapon, you have advantage on Animal Handling checks. In addition, when you hit a beast or monstrosity with an Intelligence score of 5 or less with this weapon, the creature must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.

**Vicious.** When you roll a 20 on your attack roll with this weapon, the target takes an extra 10 damage of the weapon's type, and you can immediately make another weapon attack with this weapon against the same target.

### SHIELD OF AGATHYS (AURIL)

*Armor (shield), very rare (requires attunement)*

This shield is crafted from white dragon scales and has a snowflake symbol etched into its surface.

**Dragonscale.** While carrying this shield, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to cold damage.

**Agathys.** This shield has 3 charges. While wearing it, you can use an action and expend 1 or more of its charges to cast *armor of Agathys*. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend. You can also use an action and expend 2 charges to cast the cold version of *fire shield*. The shield regains all expended charges daily at dawn.

### UMBERLEE'S CREST

*Armor (breastplate), very rare (requires attunement)*

This breastplate is crafted from azure metal and corals.

**Marid's.** While wearing this armor, you have resistance to cold damage and a swimming speed equal to your walking speed.

**Shark.** While wearing this armor, you can use an action to transform into a giant shark or a bulette. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.



# MONSTERS

## SAHUAGIN

Medium humanoid (sahuagin), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft., swim 40 ft.

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

**Skills** Perception +5

**Senses** darkvision 120 ft. passive Perception 15

**Languages** Sahuagin

**Challenge** 1/2 (100 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

### ACTIONS

**Multiattack.** The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.

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

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

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

## SAHUAGIN PRIESTESS

Medium humanoid (sahuagin), lawful evil

**Armor Class** 12 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft., swim 40 ft.

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

**Skills** Perception +6, Religion +3

**Senses** darkvision 120 ft. passive Perception 15

**Languages** Sahuagin

**Challenge** 2 (450 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

**Spellcasting.** The sahuagin is a 6th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bles, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

3rd level (3 slots): *mass healing word, tongues*

### ACTIONS

**Multiattack.** The sahuagin makes two attacks: one with her bite and one with her claws.

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

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

## KILLER WHALE

Huge beast, unaligned

**Armor Class** 12 (natural armor)

**Hit Points** 90 (12d12 + 12)

**Speed** 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3

**Senses** blindsight 120 ft. passive Perception 13

**Languages** --

**Challenge** 3 (700 XP)

**Echolocation.** The whale can't use its blindsight while deafened.

**Hold Breath.** The whale can hold its breath for 30 minutes.

**Keen Hearing.** The whale has advantage on Wisdom (Perception) checks that rely on hearing.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 21 (5d6 + 4) piercing damage.



## SAHUAGIN HIGH PRIESTESS

Medium humanoid (sahuagin), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 71 (11d8 + 22)

**Speed** 30 ft., swim 40 ft.

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

**Saving Throws** Wis +6

**Skills** Insight +6, Perception +6

**Senses** darkvision 120 ft. passive Perception 16

**Languages** Sahuagin

**Challenge** 5 (1,800 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

**Spellcasting.** The sahuagin is a 7th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, thaumaturgy*

1st level (4 slots): *bless, detect magic, guiding bolt*

2nd level (3 slots): *hold person, spiritual weapon (trident)*

3rd level (3 slots): *bestow curse, fear, mass healing word, tongues*

4th level (1 slot): *banishment*

### ACTIONS

**Multiattack.** The high priestess makes two attacks with her toothsome staff, or one attack with her bite and one with her claws.

**Toothsome Staff.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

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

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

## SAHUAGIN WERESHARK

Medium humanoid (sahuagin, shapchanger), lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 171 (18d8 + 90)

**Speed** 30 ft., swim 40 ft. (swim 50 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	12 (+1)	13 (+1)	9 (-1)

**Skills** Perception +7

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

**Senses** darkvision 120 ft. passive Perception 17

**Languages** Sahuagin (can't speak in shark form)

**Challenge** 6 (2,300 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shapchanger.** The wereshark can use its action to polymorph into a Huge shark-humanoid hybrid or into a Huge shark, or back into its true form, which is humanoid. 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.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

### ACTIONS

**Multiattack.** In shark form, the wereshark makes one bite attack. In humanoid form, it makes three spear attacks. In hybrid form, it can attack like a shark or a humanoid.

**Bite (Shark or Hybrid Form Only).** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with wereshark lycanthropy.

**Spear (Humanoid or Hybrid Form Only).** *Melee or Ranged Weapon Attack:* +9 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 9 (1d6 + 6) piercing damage, or 10 (1d8 + 6) piercing damage if used with two hands to make a melee attack.



## SAHUAGIN CHAMPION

Medium humanoid (sahuagin), lawful evil

**Armor Class** 16 (natural armor)

**Hit Points** 71 (13d8 + 13)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

**Skills** Perception +5

**Senses** darkvision 120 ft. passive Perception 15

**Languages** Sahuagin

**Challenge** 3 (700 XP)

**Blood Frenzy.** The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.

### ACTIONS

**Multiattack.** The champion makes three attacks with its spear, or one attack with its bite and two with its claws.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

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

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

## SAHUAGIN CORAL SMASHER

Medium humanoid (sahuagin), lawful evil

**Armor Class** 14 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	12 (+1)	12 (+1)	13 (+1)	9 (-1)

**Skills** Perception +5

**Senses** darkvision 120 ft. passive Perception 15

**Languages** Sahuagin

**Challenge** 1 (200 XP)

**Blood Frenzy.** The coral smasher has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Limited Amphibiousness.** The coral smasher can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

**Shark Telepathy.** The coral smasher can magically command any shark within 120 feet of it, using a limited telepathy.

**Siege Monster.** The coral smasher deals double damage to objects and structures.

### ACTIONS

**Multiattack.** The coral smasher makes two attacks with its warhammer, or one attack with its bite and one with its claws.

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

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

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



# A DAN KAHN COMPENDIUM

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at [leprekahn7@gmail.com](mailto:leprekahn7@gmail.com).

## More from Dan Kahn:

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