

ICEWIND DALE: RIME OF THE FROSTMAIDEN

# TOWER OF DIVINATION



Expanded Content for  
Chapter 7: Doom of Ythryn

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# TOWER OF DIVINATION



## CREDITS

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## INTRODUCTION

**T**HE TOWER OF DIVINATION WAS ONE OF EIGHT towers of magic in the ancient floating Netherese city of Ythryn. Now the tower, along with the city, lies trapped in a frozen tomb. The wizards of this great tower are either long dead or have lost their minds to madness. Yet the tower still holds powerful magic waiting to be tapped.

### WHAT'S THIS ALL ABOUT?

Chapter 7: Doom of Ythryn is the climax of *Icewind Dale: Rime of the Frostmaiden*. This epic chapter has characters investigating the ancient city of Ythryn for a way to put an end to the Everlasting Rime. The basic outline of this chapter is the following:

- **Learn the Rite of the Arcane Octad**, in order to get through a force field protecting the central tower of Ythryn (the Spire of Iriolarthas).
- **Kill the Demilich Iriolarthas**, who lives in the Spire of Iriolarthas and is attuned to the *Ythryn Mythallar*.
- **Attune to the Ythryn Mythallar**, which allows characters to end the Everlasting Rime.

This supplement is one of several short expansions to the locations in Ythryn (more can be found at [this link](#)) with the following objectives:

- **Expand on the Eight Arcane Towers**, making each one its own mini-dungeon adventure with exciting challenges and clear direction for the DM.
- **Provide Detailed Maps**, for an immersive experience in person or on a virtual tabletop, rather than a brief 'theatre-of-mind' scene.

This supplement presents the events that occur in the Tower of Divination as an alternate to those described on page 243–245 of *Icewind Dale: Rime of the Frostmaiden*. As always, it is up to you how much of the content you want to use. It's perfectly fine to use some parts of this supplement while discarding others, or simply let the ideas presented here inspire new ideas of your own. This supplement assumes a party of 4–6 characters of 9–11th level.

#### History of High Diviner Apius

High Diviner Apius was a powerful divination wizard who meddled with dangerous magic in order to expand her comprehension of Realmspace (often called the Skyward Realms by the Netherese). She oversaw the goings on of the Ythryn observatory and planetarium, both housed within the Tower of Divination. Her most important task was to lead the search for Ostorian artifacts using various forms of divination magic and a powerful telescope in the observatory.

Shortly before the fall of Ythryn, Apius was studying a blue slaad that she had trapped in a magical cell within the Tower of Divination. When Ythryn crashed into the glacier, the slaad escaped from its prison and attacked those inside. Fortunately, Apius and the other wizards of her tower were able to kill the blue slaad, but at a great cost. Apius survived both the crash and the attack, only to discover that she had been infected with the slaad's chaos phage. Shortly after, she transformed into a green slaad, losing much of herself to solitary-induced madness over the next two thousand years of her aberrant lifetime. Many of her fellow survivors succumbed to arcane blight and were transformed into nothics. Apius's sole goal in life has become finding a way out of the glacier.

## ADVENTURE SUMMARY

After their arrival at the Tower of Divination, characters will face a few magen guards and encounter strange latent magic in the planetarium, at the base of the tower. This magic will lead to a premonition of an imminent nothic attack. After the characters fight off the nothics, potentially using parts of the planetarium to their advantage, they can continue to the observatory at the top of the tower. In the observatory, characters encounter High Diviner Apius, who has been transformed into a green slaad. Through a peaceful conversation or a search of the tower, the characters will discover that the next line of the Rite of the Octad resides in Apius's missing spellbook. At this point, the characters must decide if they want to risk using a dangerously powerful telescope at the top of the tower to find it.

## RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Divination in Ythryn. Location Y11. Tower of Divination refers to the Map 7.2 Necropolis of Ythryn on page 236–237 of *Icewind Dale: Rime of the Frostmaiden*. Locations within the tower refer to the map on pages 4 and 5 of this document.

### A Change of Venue

In *Icewind Dale: Rime of the Frostmaiden*, the Tower of Divination and the Observatory are separate places (Y11 and Y15, respectively). In this supplement, the Observatory has been made the top floor of the Tower of Divination (both at location Y11).

### Y11. TOWER OF DIVINATION

As the characters approach the tower, you can read the following:

Silver arcane symbols are etched around a large eye near the pointed peak of this thin tower. An arched doorway leads into the base.

Characters proficient in Arcana, or who succeed on a DC 15 Intelligence (Arcana) check, recognize the arcane symbology as representing the magical school of divination. Characters who make a successful DC 10 Intelligence (Religion) check recognize the eye as a symbol of Savras, god of divination.

**Nothics.** As the characters approach the tower, characters with a passive Perception of 15 or greater notice three **nothics** observing the tower from the shadows. If the characters move to confront the nothics, they scatter out of sight and resume their watch shortly after. For reasons they don't understand, the nothics are drawn to the powerful magical energies of the Tower of Divination, specifically the arcane telescope at the top. The tasty flesh of the party and their proximity to the tower presents an irresistible temptation for the nothics.

**Welded Door.** The iron door to the tower is welded shut from the inside. The door can be broken through with a successful DC 25 Strength (Athletics) check. Characters working together with a combined Strength score of 30 or greater succeed automatically. Alternatively, the barricaded door has 19 AC, 30 hit points, and immunity to poison and psychic damage.

# TOWER OF DIVINATION



## Y11A. PLANETARIUM

When characters enter the tower, you can read the following:

Large spheres of varying colors and size lie strewn about the floor of this circular room. Words are engraved in a Draconic script along the wall. A metal construct with concentric metal rings projects out of the mystifyingly starry ceiling 30 feet above. Blurry images dance between the stars overhead in your peripheral vision. Three expressionless blueish-green humanoids take defensive stances as you enter.

**Inscription.** The engraved words are in Draconic and read, "Welcome to the Planetarium. Behold the wonders of the Skyward Realms." The Netherese referred to outer space as the Skyward Realms.

**Guards.** Two **demos magen** and one **hypnos magen** guard the tower. The hypnos magen telepathically orders intruders to leave the tower immediately. Defying this order prompts the magen to attack.

**Celestial bodies.** The spheres are models of planets and celestial bodies in the Toril's planetary system. The spheres were once enchanted to cause special effects to help immerse visitors, but the magic has since gone awry. A character can simply use an object interaction on their turn to place a hand on one of the following spheres and cause some effect to occur. A sphere can only be used this way once and then ceases to be magical.

- **Sun.** The sun is easily recognizable as the largest sphere in the room. It is orange in color and sheds bright light for 20 feet and dim light for another 20 feet beyond that. When touched, the sun casts a *fireball* spell (DC 15) centered on itself at the beginning of the next turn of the character that touched it.
- **Coliar.** Coliar is a gray gas giant planet, recognizable by name with a successful DC 20 Intelligence (History) check as the next closest planet to the Sun from Toril. The translucent sphere appears to be filled with silvery gas. A character that touches it gains the benefits of a *fly* spell for 1 minute.

- **Toril.** Toril is easily recognizable as a blue sphere with green shapes scattered across it. A character that touches it gains the benefits of a *stoneskin* spell for 1 minute.
- **Selûne.** Selûne is the largest moon of Toril, and easily recognizable as the smallest sphere, gray in color. A character that touches it gains the benefits of both a *jump* and *longstrider* spell for 1 minute.
- **Karpri.** Karpri is a blue ocean planet, recognizable by name with a successful DC 20 Intelligence (History) check as the next furthest planet from the sun from Toril. The translucent sphere appears to be filled with a bluish liquid. A character that touches it gains the ability to cast *wall of water* as an action for 1 minute.

**Starry ceiling.** A character can use a bonus action on their turn to look deeply at the starry ceiling. That character gains the benefits of the *foresight* spell until the start of their next turn. For the duration, the character can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration. The character is aware of this benefit, the duration, and understands the benefit can be gained again by briefly studying the ceiling.

**Development.** The first character who takes a moment to examine the starry ceiling experiences a brief premonition. You can read the following:

Your vantage point of the room suddenly shifts. A dozen nothics burst into the room and catch your allies unprepared. After a moment, you're back where you were standing and feel all of your senses briefly heightened.

Based on the positioning of the entities in the room, the character is able to deduce that the nothic attack is seconds away and the party has only a moment to prepare to face the threat. If the characters are not already in initiative order, have them roll initiative once the vision concludes. At the beginning of the second round of combat, the nothics begin to charge through the door to the planetarium.

Characters who glance at the starry ceiling after the first, experience a vision of how the spheres throughout the room may be of use to them during the battle. You can roll on the Celestial Vision table below to determine what information is gleaned and can re-roll duplicates.

## Celestial Vision Table

### d10 Vision

- |      |  |
|------|--|
| 1-2  | Sun. The character witnesses a vision of placing a hand on the large orange glowing sphere, then running for cover. After a few moments, the sphere erupts in flame. |
| 3-4  | Coliar. The character witnesses a vision of placing a hand on the gas-filled sphere. That character observes itself begin to float upward weightlessly.              |
| 5-6  | Toril. The character witnesses a vision of placing a hand on the blue and green sphere. That character observes its flesh becoming armored in rock.                  |
| 7-8  | Selûne. The character witnesses a vision of placing a hand on the small gray sphere. That character observes itself jumping and moving at improved distances.        |
| 9-10 | Karpri. The character witnesses a vision of placing a hand on the liquid-filled blue sphere. That character observes itself summoning a wall of water.               |

**Nothic attack.** As described above, once a character experiences the premonition from the starry ceiling, the nothics attack the following round. The nothics attack in three waves, rolling initiative at the start of rounds 2, 4 and 6, respectively.

- Round 1: Characters can move and hold an action to prepare.
- Round 2: Three **nothics** and one **nothic stalker** enter the tower.
- Round 4: Two **nothics** and two **nothic stalkers** enter the tower.
- Round 6: three **nothics** and a **nothic preeminent** enter the tower.

Once the nothic preeminent is defeated, any remaining living nothics flee from the tower and trouble the party no more. Nothics also flee if reduced below 10 hit points.

### Y11B. OBSERVATORY

The stairs from the planetarium terminate at an unlocked ceiling hatch. Characters listening at the hatch for movement above can detect the presence of a single occupant with a successful DC 15 Wisdom (Perception) check. When characters open the hatch to the observatory, you can read:

This circular room is covered by strewn papers, debris, and frenzied notes. Across the room stands a magnificent telescope, which gazes out towards the glacier wall from a hole in the damaged tower. Peering intently into the eyepiece of the telescope stands a large frog-like creature wearing an eye-patterned robe. To its left, a small table holds a sphere filled with what appears to be blood and pus. Several intact eyeballs are visibly suspended in the cloudy goop.

The frog creature is High Diviner Apius, now a **green slaad**. When she notices the characters she croaks in Loross, "Leave this tower at once. I will not tolerate any distraction." A successful DC 15 Wisdom (Insight) check reveals that she is growing agitated, but not yet hostile, and therefore may be able to be reasoned with.

Characters who seek to engage in conversation with her, must make a successful DC 20 Charisma (Persuasion) check to avoid making her hostile. Any mention of having recently arrived in Ythryn or indicating a route of escape through the Caves of Hunger lowers the DC to 15 and allows the check to be made with advantage. Apius has not yet discovered that the Caves of Hunger have been opened to the outside world.



**Development.** If characters are able to reduce hostilities with Apius, she is willing to answer what few questions she can about Ythryn, but cannot remember much other than the fall of the city and the blue slaad attack. If characters ask about the Rite of the Arcane Octad, she briefly recalls the purpose of the ritual, but cannot recall the piece that was entrusted to her. She knows that it was written in her spellbook, which she suspects was jettisoned through the observatory hole along with countless other notes and objects that were not held down during the crash. The spellbook is enchanted with magical paper and ink such that it never degrades.

If characters fight and kill Apius, hope for finding the spellbook is not lost. A search of the observatory reveals haphazard notes scrawled in the weeks prior to Apius's transformation (see Handout A). The notes detail that she was searching for her spellbook for some time, but a ground search was unsuccessful. One account indicates that she lost an eye while searching for it through the arcane telescope and fears trying again. From other incomplete sets of notes, the characters learn the following piece of Ythryn Lore: "The wizards of Ythryn were on a mission to find relics and ruins of Ostoria, a 40,000-year-old empire of spellcasting giants. The search effort was overseen by High Diviner Apius."

**Arcane telescope.** If she is still alive, Apius can explain that the telescope is a powerful artifact. When using a particular lens, the viewer can cast an enhanced form of the *arcane eye* spell that can be cast at any range within sight, can travel 1000 feet per minute, and can see in total darkness as well as invisible creatures to a range of 120 feet. The wizards of the tower used the magically crafted telescope to find far away worlds and then use the arcane eye to observe and study them up close. Before the city fell it was being used to comb through the Sea of Moving Ice for Ostorian relics, like the spindle.

Characters using the telescope to find the spellbook must succeed on a DC 25 Intelligence (Investigation) or DC 25 Wisdom (Perception) check to successfully locate the spellbook. Each check takes approximately 1 minute to attempt the search and a character can repeat the check on a failure. For each minute of searching, the DC decreases by 3 as the character covers more ground with the *arcane eye* spell. After a successful check, the character spies a grayish-blue bound book etched with the symbol of divination. Once located, retrieving the spellbook can be done on foot. You can have the spellbook be located at any location nearby the Tower of Divination, and can use the location of the book to guide the party to their next destination. The actual location of the spellbook is up to you, though here are a few potential options:

- In the branches of the of the Nether Oak in the Arboretum (Y10).
- Teetering on the edge of the pit at the Wellspring of Answers (Y12).
- Mixed in with the rubble at the Bazaar of the Bizarre (Y13).

Use of the telescope this way comes with some dangerous consequences. After 1 minute of use, a creature using the telescope must make a DC 8 Constitution saving throw. On a failed save, the creature takes 10 (3d6) piercing damage as its eye is magically plucked from its socket, sucked into the telescope's eyepiece, and deposited into the sphere next to it. The creature must repeat the saving throw after each subsequent minute of use and the DC increases by 2

for every minute after the first. The DC resets after a creature has completed a long rest or after it loses one of its eyes. Fortunately for Apius, because of her slaad regeneration, she has been able to regrow her lost eyes as she's used the telescope.

**Treasure.** Apius's spellbook contains the following spells: *comprehend languages*, *detect magic*, *identify*, *detect thoughts*, *locate object*, *mind spike*, *see invisibility*, *clairvoyance*, *tongues*, *arcane eye*, *locate creature*, *contact other plane*, *legend lore*, *Rary's telepathic bond*, *scrying*, and *true seeing*. It also contains the following inscription in Draconic: "Third, a burnt palm loosens the tongue. Shed a secret about yourself for all to hear." This is a passage from the Rite of the Octad. Apius wears a *robe of eyes*.

## CONCLUSION

Once the party obtains the Rite of the Octad from the spellbook, their business at the Tower of Divination is concluded. If Apius is alive, and the party relayed information about the Caves of Hunger, she ventures off through the caves to escape Ythryn. At your discretion, if characters were particularly kind to Apius, she may gift them her *robe of eyes* out of gratitude. If characters previously visited Y4. Tower of Abjuration, they may stop by the nearby Y10. Arboretum next to acquire a nether wand. If the party is looking for another tower to learn the Rite of the Arcane Octad, the next closest tower is the Tower of Necromancy (located at Y18 as written in the book or Y15 as written in the Tower of Necromancy supplement).

## TROUBLESHOOTING

**Adjusting the difficulty.** If the party is low on resources or struggling with the first two waves, you can delay the arrival of the final wave or reduce the number of regular nothic combatants. If the party is not making use of the buffs from the starry ceiling, reiterate on each of their turns that fleeting images dance across the ceiling in their peripheral vision and they'll need to look at the images directly to understand what they are.

**Help from Apius.** With a successful DC 20 Charisma (Persuasion) check, characters may be able to convince Apius to look for the book herself until she loses one of her two eyes. As a green slaad, she has a +2 to Wisdom (Perception) checks and advantage on Constitution saving throws to avoid losing an eye.

**Searching on foot.** Characters may be emboldened to search for the Apius's spellbook on foot rather than risking their eyes on the telescope. If that is the case, after each hour of searching, characters must make a successful DC 25 Intelligence (Investigation) or Wisdom (Perception) check to find the book. This arduous search may consume a lot of time, which increases the party's potential exposure to Arcane Blight. The use of a *locate object* spell lowers the DC to 15, where a failure results in the spell leading the party to uncover another similar spellbook that is too damaged to read.

**Recovering lost eyes.** At your discretion, the lens that allows the casting of *arcane eye* can be removed and destroyed on the anvil of disjunction in the Tower of Abjuration (Y4). Doing so magically restores all eyes lost to the arcane telescope.

## HANDOUT A - NOTES

The following notes, written by High Diviner Apius, can be found searching the Observatory (Y11B). A handout version of this text is included with the download of this supplement as Handout A.

Entry 1: The blue slaad has infected me with its chaos phage, it's only a matter of time before I turn. My spellbook seems to have been jettisoned from the tower along with most of my other books and possessions during the crash.

Entry 2: I was distracted dreading my own transformation when one of my apprentices turned into a nothic. The signs were all there... hallucinations, paranoia, clammy skin, hair loss, but we didn't want to believe it. I've resorted to using the arcane telescope briefly each day. I feel as though I have little time left. There must be a way out of this god forsaken glacier. I've given up looking for the spellbook. If anyone finds it, they'll only have one piece of the Rite of the Arcane Octad. The Spire of Iriolarthas will remain protected.

Entry 3: I'm nearly convinced there's no way out of the glacier. I've lost one eye, so I'm feeling trepidation about trying the telescope again... but what choice do I have? The nothics will eat me alive if I leave the tower. The magen seem to be able to keep them away for now.

## MAGIC ITEMS

A card for this magic item is included with the download for this supplement as Handout B ([generated by Nybor's Tome of Enchantments.](#))

### ROBE OF EYES

*Wondrous Item, rare (requires attunement)*

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.

- You have darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.
- The eyes on the robe can't be closed or averted.

Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

A light spell cast on the robe or a daylight spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for light or DC 15 for daylight), ending the blindness on a success.

# MONSTERS

## DEMOS MAGEN

Medium construct, unaligned

**Armor Class** 16 (chain mail)

**Hit Points** 51 (6d8 + 24)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	7 (-2)

**Damage Immunities** poison

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

**Senses** passive Perception 10

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

**Challenge** 2 (450 XP)

**Fiery End.** If the magen dies, its body disintegrates in a harmless burst of fire and smoke, leaving behind anything it was wearing or carrying.

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

**Unusual Nature.** The magen doesn't require air, food, drink, or sleep.

### ACTIONS

**Multiattack.** The magen makes two melee attacks.

**Greatsword.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.

**Light Crossbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

## HYPNOS MAGEN

Medium construct, unaligned

**Armor Class** 12

**Hit Points** 34 (4d8 + 16)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	18 (+4)	14 (+2)	10 (+0)	7 (-2)

**Damage Immunities** poison

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

**Senses** passive Perception 10

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

**Challenge** 1 (200 XP)

**Fiery End.** If the magen dies, its body disintegrates in a harmless burst of fire and smoke, leaving behind anything it was wearing or carrying.

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

**Unusual Nature.** The magen doesn't require air, food, drink, or sleep.

### ACTIONS

**Psychic Lash.** The magen's eyes glow silver as it targets one creature that it can see within 60 feet of it. The target must succeed on a DC 12 Wisdom saving throw or take 11 (2d10) psychic damage.

**Suggestion.** The magen casts the *suggestion* spell (save DC 12), requiring no material components. The target must be a creature that the magen can communicate with telepathically. If it succeeds on its saving throw, the target is immune to this magen's suggestion spell for the next 24 hours. The magen's spellcasting ability is Intelligence..

## NOTHIC

Medium aberration, neutral evil

**Armor Class** 15 (natural armor)

**Hit Points** 45 (6d8 + 18)

**Speed** 30 ft.

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

**Skills** Arcana +3, Insight +4, Perception +2, Stealth +5

**Senses** truesight 120 ft., passive Perception 12

**Languages** Undercommon

**Challenge** 2 (450 XP)

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

### ACTIONS

**Multiattack.** The nothic makes two claw attacks.

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

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

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

## NOTHIC STALKER

Medium aberration, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	14 (+2)	12 (+1)	8 (-1)

**Skills** Arcana +5, Insight +7, Perception +4, Stealth +7

**Senses** truesight 120 ft., passive Perception 14

**Languages** Undercommon

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

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

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

**Sneak Attack (1/Turn).** The nothic deals an extra 10 (3d6) damage when it hits a target with an attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the nothic that isn't incapacitated and the nothic doesn't have disadvantage on the attack roll.

### ACTIONS

**Multiattack.** The nothic makes two claw attacks.

**Claw. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, plus 3 (1d6) psychic damage.

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Constitution saving throw against this magic or take 14 (4d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed. The nothic uses this secret against the target, causing the target to gain vulnerability to psychic damage for as long as the target is within sight of the nothic and the nothic isn't incapacitated.



## NOTHIC PREEMINENT

Medium aberration, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 105 (14d8 + 42)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	18 (+4)	12 (+1)	8 (-1)

**Saving Throws** Int +6, Wis +4

**Skills** Arcana +7, Insight +7, Perception +4, Stealth +7

**Senses** truesight 120 ft., passive Perception 14

**Languages** Undercommon

**Challenge** 7 (2,900 XP)

**Blink.** At the end of each of the nothic's turns, it can attempt to teleport to blink. If it does so, roll a d20. On a roll of 11 or higher, it vanishes from its current plane of existence and appears on the Ethereal Plane. At the start of its next turn, it returns to an unoccupied space of its choice that it can see within 10 feet of the space where it vanished from. If no unoccupied space is available within that range, it appears in the nearest unoccupied space (chosen at random if more than one space is equally near).

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

At will: *detect magic*, *true strike*

1/day: *counterspell*, *hypnotic pattern*

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

### ACTIONS

**Multiattack.** The nothic casts a spell or uses its Weird Insight and then makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, plus 7 (2d6) psychic damage.

**Rotting Gaze.** The nothic targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw against this magic or take 14 (4d6) necrotic damage.

**Weird Insight.** The nothic targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the nothic's Wisdom (Insight) check. If the nothic wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed. The nothic uses this secret against the target, causing the target to gain vulnerability to psychic damage for as long as the target is within sight of the nothic and the nothic isn't incapacitated.

**Mind Flare (Recharge 6).** The nothic targets each creature within 30 feet that it can see. Each target must succeed a DC 15 Wisdom saving throw, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one. On a failed save, the nothic always knows the creature's location for 1 hour, but only while it and the creature are on the same plane of existence.

## APIUS (GREEN SLAAD)

Large aberration (shapechanger), chaotic neutral

**Armor Class** 16 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 30 ft.

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

**Skills** Arcana +3, Perception +2

**Damage Resistances** acid, cold, fire, lightning, thunder

**Senses** truesight 120 ft.\*, darkvision 120 ft.\*, passive Perception 12

**Languages** Slaad, Telepathy 60 ft.

**Challenge** 8 (3,900 XP)

**Special Equipment.** Apius wears a *robe of eyes*\*.

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

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

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

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

1/day: *fireball*

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

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

### ACTIONS

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

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

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

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

**Hurl Flame.** *Ranged Spell Attack:* +4 to hit, range 60 ft., one target. *Hit:* 10 (3d6) fire damage. The fire ignites flammable objects that aren't being worn or carried.

# 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).

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