

ICEWIND DALE: RIME OF THE FROSTMAIDEN

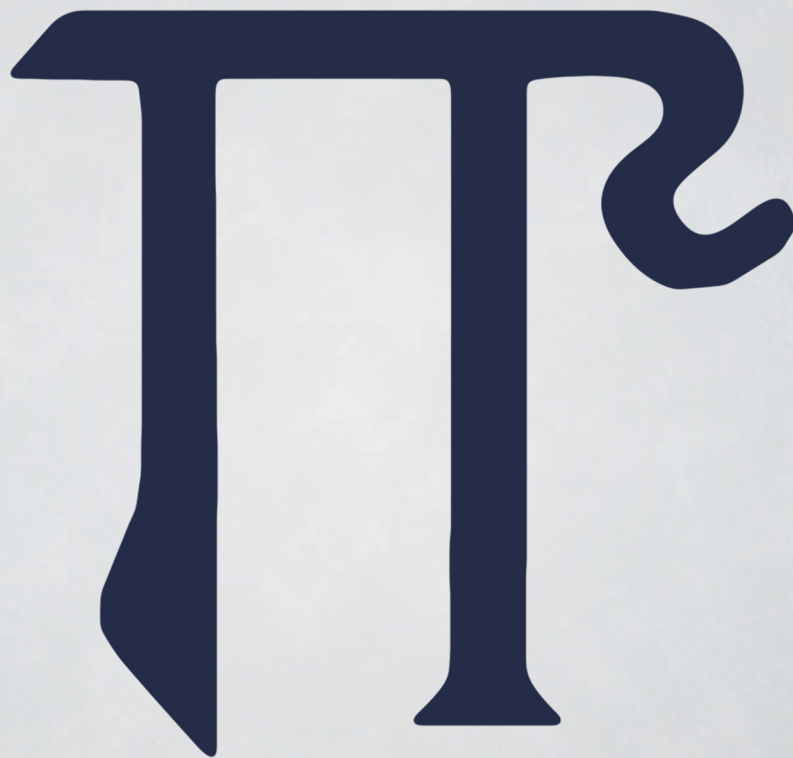
TOWER OF TRANSMUTATION



Expanded Content for
Chapter 7: Doom of Ythryn

ICEWIND DALE: RIME OF THE FROSTMAIDEN

TOWER OF TRANSMUTATION



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INTRODUCTION

THE TOWER OF TRANSMUTATION 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 Transmutation as an alternate to those described on page 257 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 Transmuter Metaltra

High Transmuter Metaltra was a stern wizard, believing that only through discipline could one master the arts of magic. Working with the other members of the Ebon Star, she lobbied for a law that required all wizards be taught the prestidigitation cantrip to keep Ythryn clean. Metaltra held a rigorous training program for the aspiring transmuters of Ythryn and required aptitude tests that were often dangerous. Nevertheless, she was widely praised for her development of the *create magen* spell, which elevated the livelihoods of all within the city of Ythryn.

Finding most other people intolerable, Metaltra preferred the company of her creations. Making use of the *true polymorph* spell, Metaltra created several sentient creatures from mundane objects, with whom she could pass the time with idle chat.

When Ythryn began to fall from the sky, High Transmuter Metaltra used a *true polymorph* spell to transform herself into an adamantine statue so that she would survive the city's destruction. Unfortunately, due to the disruption from the magical spindle, the spell never ended and she became a statue permanently.

ADVENTURE SUMMARY

The party will be able to enter the Tower of Transmutation through a hole on the second floor. After they enter the tower, the party will find a strange device capable of creating magen servants. Next, the party will encounter a strange puzzle that requires pushing a pressure plate on the ceiling of the tower. Once the plate is pushed, the party will be able to access a secret vault beneath the floor of the tower, which contains a plaque on which the eighth line of the Rite of the Arcane Octad is written. The party may search the upper floors of the tower if they are in need of resources to help them push the pressure plate on the ceiling, or if they are unsure of what to do next. In the upper floors, the party may discover helpful magic items or a sentient candelabra named Luminous.

RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Transmutation in Ythryn. Location Y26. Tower of Transmutation 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 maps on pages 4 and 5 of this document.

Y26. TOWER OF TRANSMUTATION

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

A four-sided tower stands before you with an orange-brown symbol glowing from the outward face of its spire. Hairline cracks creep up its walls. Nearly 20 feet up, a large chunk is missing from the outer wall, creating a hole into the tower. No main entrance is visible in the tower's base.

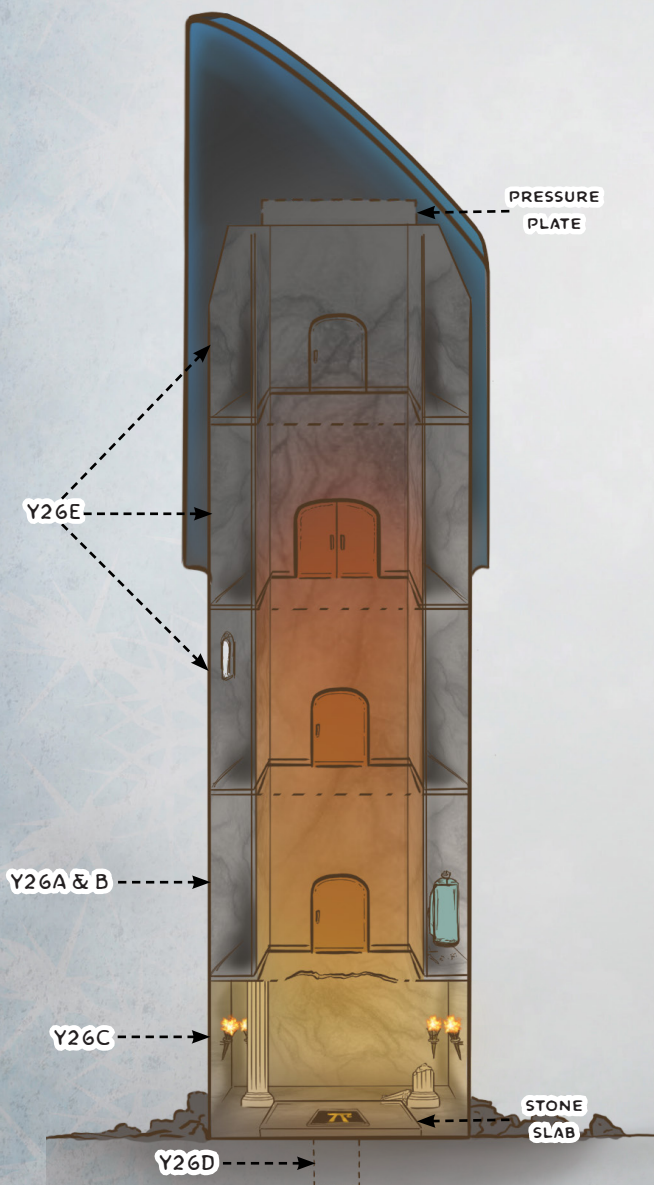
Characters proficient in Arcana, or who succeed on a DC 15 Intelligence (Arcana) check, recognize the arcane symbol as representing the magical school of transmutation.

High Transmuter Metaltra believed that simply entering the tower was a privilege that needed to be earned by a worthy transmuter. When she became High Transmuter, she had the main entrance sealed so that wizards would need to use a *stone shape* or *passwall* spell to enter, or be accompanied by a capable transmuter. During the fall of Ythryn, the tower was damaged, creating a 10-foot diameter hole in the side of the tower. Characters can climb the exterior of the tower with a successful DC 15 Strength (Athletics) check, falling 2d10 feet on a failure. The hole leads to a room on the second floor of the tower (area Y26A).

Light. All rooms within the tower have occupancy-sensing magic that causes torches to illuminate as if a *prestidigitation* spell were cast on them. The torches are magically never consumed by the fire and shed bright light throughout the room. A torch stops burning after 1 hour if a room is left unoccupied.

Navigating the tower. Within the tower there are no stairs between the five floors. At the center of the tower is a rectangular shaft that extends 100 feet from the first floor to the top of the tower. Transmutation wizards would navigate between floors (20 feet apart) by using a *levitate* or *fly* spell. Creatures can climb the walls of the shaft with a successful DC 15 Strength (Athletics) check, falling on a failure. A player must declare how high they intend to climb before making the check. If a fall occurs, the character falls a number of feet equal to their starting height plus the distance at which the fall occurs by rolling a number of d10s equal to distance the creature intended to travel divided by 10. For example, if a creature attempts to climb from the 2nd floor (20 feet up) to the ceiling (100 feet up) and fails the check, that creature falls 8d10+20 feet to the first floor.

TOWER OF TRANSMUTATION



Y26A. DOLL STORAGE

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

Beyond the hole in the tower, a torch lights near a closed door. Boxes and containers are strewn about the floor of the room. A slight path seems to have been cleared, leading from the door to two life-sized mannequins. The figures are dressed in strange fashions, lying akimbo on the floor.

This room contains storage supplies for the tower. The mannequins can be used as part of a *create magen* spell (the life-sized human doll component), or in the Magen Fabricator described in Y26B. Magen Fabricator.

Treasure. A search of the supplies yields plenty of clay, ash, and mandrake root, and a jewel-encrusted dagger worth at least 1,000 gp (which can be used as the material components for a *create homunculus* spell). These components were used to tinker with defective chimeric creations in the Ythryn Menagerie (Y16).

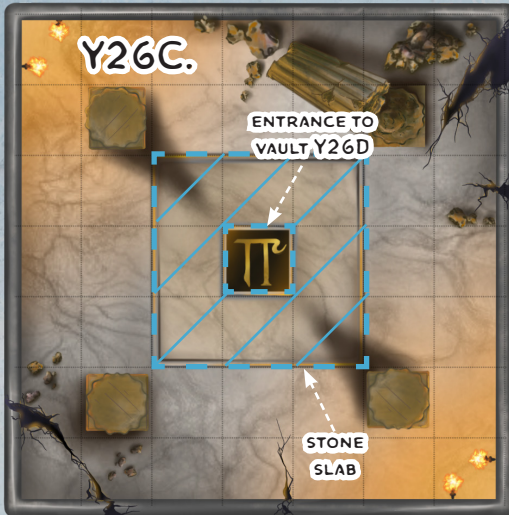
Y26B. MAGEN FABRICATOR

When the characters move into the next room, you can read the following:

A skeletal body lies broken on the floor of the hallway. Around the corner stands a statue of an elf next to an intact 6-foot-tall cylindrical chamber. The device is topped with an intricate crystal rod, and appears to have two keyholes, as well as a lever with three positions. Behind its transparent door, a mannequin has been haphazardly propped inside the device. The floor is sprinkled with bits of broken glass vials, many seeming to have contained a silvery liquid. A door leads out of the room towards the tower's center.

This device was built by High Transmuter Metaltra to streamline the magen creation within the city. It radiates a strong aura of transmutation magic under the scrutiny of a *detect magic* spell. Close inspection of the device reveals the following components:

- There is a slot in the side of the device, roughly the size of the vials on the ground, which is labeled "quicksilver" in Draconic.
- There is a flexible tube tipped with a needle connected to the device. At the connection, the word "blood" is written in Draconic.
- The two keyholes on the device appear to be identical.
- The three positions of the lever are labeled as "Demos", "Galvan", and "Hypnos".



A DC 15 Intelligence (Arcana) check allows a character to accurately determine the following information:

- The device seems to have some effect on a mannequin placed inside of it, and the effect varies depending on the position of the lever.
- The device requires a vial of quicksilver and blood to be drawn from the user.
- The device is activated when two keys are inserted.

Vials. Most of the vials on the floor are broken or empty. A character that makes a successful DC 14 Intelligence (Investigation) check finds an intact vial of quicksilver worth 500 gp. Each character may attempt this check once.

Skeleton. The corpse belonged to one of the transmutation wizards of the tower who died during Ythryn's fall. Characters with a passive Perception of 15 or greater notice the skeleton has something in its robes. A search of the corpse reveals a brass key that fits into either keyhole on the device (no check required).

Keys. The device can only be activated when two identical keys are inserted into it. One key can be found on the corpse, but the other resides with High Transmuter Metaltra, who turned into an adamantite statue. A creature can use the *prestidigitation* cantrip to create a nonmagical trinket replica of the first key in order to activate the device. A *fabricate* spell can also replicate the key. In lieu of a key, a keyhole can also be picked with a successful DC 20 Dexterity check using thieves' tools. A failure triggers a *flesh to stone* spell (DC 17) cast on the creature attempting to pick the lock. The statue of an elf is a petrified drow, who attempted to pick the lock and failed.

Activating the device. When both keyholes are activated via keys or lockpicking, the machine turns on to check that its required components are present. The machine requires a mannequin inside its chamber, a vial of quicksilver worth 500 gp inserted into its slot, and the needle at the end of its tube inserted into a living humanoid. If one or more of these components is missing, the machine briefly powers up and then shuts off. If all components are present, the device creates a magen corresponding with the position of the lever (**demons magen**, **galvan magen**, or **hypnos magen**). The creature whose blood is being drawn has their maximum hit points decreased by an amount equal to the magen's challenge rating. Only a *wish* spell can undo this reduction to its hit point maximum. The magen serves the creature whose blood was drawn without question.

Y26C. TRIAL FLOOR

If the party follows the central shaft downward, you can read the following:

At the bottom of the central shaft lies a square chamber. The walls are engraved with depictions of wizards magically lifting large rocks and stones into the air. On the floor in the center of the chamber, an arcane symbol is etched in gold leaf, surrounded by a slightly raised stone slab.

If the party looks up the shaft, you can read the following:

Doors lie flush with the wall every 20 feet up the central shaft. The ceiling of the shaft contains a matching symbol to the floor with a square depression around it.

The base of the tower was set up as a trial for aspiring transmutation wizards as a sort of graduation ceremony. The test, overseen by High Transmuter Metaltra, required a wizard to stand in the center of the chamber and levitate a stone slab up to the ceiling of the tower, which houses a pressure plate. In doing so, the wizard would attempt to gain access to the Transmutation Vault below.

While this part of the test was quite trivial for most students, many were caught off guard by the secret second part. Once the pressure plate on the ceiling is depressed, the central square becomes affected by a *passwall* spell (leading to the Transmutation Vault) and the entire central shaft becomes affected by a *reverse gravity* spell. Students who were savvy enough to survive the trap and fly downward (against the reverse gravity field) into the Transmutation Vault were able to continue on in Metaltra's tutelage.

Stone slab. The 15x15-foot area surrounding the central square is a 2-inch-thick stone slab, magically augmented to weigh exactly 500 lbs. It can be lifted up with a *levitate* or *telekinesis* spell to fit into the impression in the ceiling, pushing up on a pressure plate.

Pressure plate. The ceiling of the tower is a pressure plate. When depressed, the central shaft of the tower becomes affected by a *reverse gravity* spell and the central square of the first floor becomes affected by a *passwall* spell, which allows access to the Transmutation Vault (Y26D) below. When the *reverse gravity* spell is triggered, anyone within the central shaft falls 100 feet upwards towards the ceiling. Both spells last for 10 minutes.

While the pressure plate is intended to be depressed by the slab on the first floor, it only requires 20 lbs of force to activate. A creature that weighs more than 100 lbs, and is able to travel up to the ceiling (such as a flying **galvan magen** or a creature affected by a *spider climb* spell), can simply depress it by pushing up on it. If the stone slab is on the first floor when the *reverse gravity* spell activates, it falls upwards towards the ceiling. If the stone slab is on the ceiling when the *reverse gravity* spell ends, it falls downward to the floor. In either case, creatures occupying the shaft must make a DC 15 Dexterity saving throw to avoid the stone, taking 10d6 bludgeoning damage on a failure.

Y26D. TRANSMUTATION VAULT

When a character enters the vault, you can read the following:

This small subterranean chamber is covered in piles of coins. Among the treasure lies an unusual miniature grandfather clock and a skeletal body.

The Transmutation Vault holds many riches. It takes 30 minutes divided by the number of characters present to fully loot the vault. If the party takes more than 10 minutes, the *passwall* spell ends and characters within become trapped inside the vault. Once sealed, the vault has enough air to last for 1 hour divided by the number of characters trapped within.

Skeleton. The skeleton is the remains of a wizard who entered the vault after the fall of Ythryn in an attempt to loot the treasure. Unfortunately, the wizard became trapped inside the vault and suffocated to death. In the panic of being sealed in the darkness, the wizard overlooked an *oil of etherealness* hiding beneath the coins. A successful DC 15 Wisdom (Medicine) check reveals that the skeleton appears to be clutching its throat as if it had suffocated.

Timesworth. A talking clock named **Timesworth** excitedly greets the characters when they enter the vault. The clock is looking for its friend, a talking candelabra named Luminous (see Luminous and Timesworth in section Y26E.). The clock does not remember how it got stuck in the vault or what happened to the wizard, whose skeleton remains. Without realizing why, Timesworth nervously informs the party every minute of how long they have spent in the vault.

Treasure. A search of the vault yields 600 cp, 6,000 sp, 2,000 gp, and 110 pp., 12 tiger eye gems worth 10 gp each, a box of turquoise animal figurines worth 250 gp, a topaz worth 500 gp, an *oil of etherealness*, a *potion of climbing*, and an adamantine tablet with the Rite of the Arcane Octad line, "Eighth, stand firm in thy circle of death and consume poison" written in Draconic.

Y26E. UPPER CHAMBERS

The upper chambers of the tower are various study and practice rooms. Characters who search these areas learn the following piece of Ythryn Lore (if they did not already know it): "The wizards used humanlike constructs called magen as guards, workers, and valets. These constructs were created using a powerful spell first developed by High Transmuter Metaltra." In addition, they find a book that describes the three different types of magen (see Handout A).

Luminous and Timesworth. The first character that searches the upper floors hears a faint voice calling out in Loross, "Is someone there?" A character that investigates the source of the voice discovers a talking candelabra trapped under some fallen rubble. If helped out of the rubble, the candelabra introduces itself as **Luminous** and explains that it was created by High Transmuter Metaltra. Luminous is looking for its friend Timesworth, a similarly created talking clock, who is trapped in the vault below the tower. Luminous knows that the wizards of the tower used to push on the ceiling of the central shaft to access the vault, but cannot recall any other details.

Adamantine statue. The second character that searches the upper floors finds a toppled adamantine statue of a robed woman. The statue is High Transmuter Metaltra, who characters may recognize if they have been to the Ythryn Museum (Y29). As Ythryn was falling, she used a *true polymorph* spell to transform herself into an adamantine statue, but the spell never ended. The spell can only be ended by a *wish* spell. Because the statue's realism is uncanny, a character can determine that the statue is in fact Metaltra with a successful DC 15 Intelligence (Arcana) check. If the check succeeds by 5 or more, the character is also able to surmise the transformation could only be achieved by a *true polymorph* spell, which can only be undone with a *wish* spell.

Searching for treasure. Characters who make a successful DC 20 Intelligence (Investigation) check find a magic item preserved in a frozen box, or clutched in the hands of a skeletal corpse. You can roll 1d10 and consult the following table to determine what item is found.

Side Room Discoveries Table

d10	Discovery
1 - 2	<i>Spell scroll of longstrider</i>
3 - 4	<i>Spell scroll of feather fall</i>
5 - 6	<i>Spell scroll of knock</i>
7 - 8	<i>Spell scroll of darkvision</i>
9	<i>potion of flying</i>
10	<i>wand of polymorph</i>

A failure by 10 or more results in a character stumbling upon a small object affected by a latent *animate objects* spell. The small object makes a melee attack (+6 to hit) against the character. The object deals 1d8+2 piercing or bludgeoning damage on a hit and then ceases to be magical.

CONCLUSION

Once the party obtains the eighth line of the Rite of the Arcane Octad, their business at the Tower of Transmutation is concluded. If the party aided Luminous and Timesworth, the two of them may join the party as mascots or venture off into the world to find their own adventures. The next closest towers are Y4. Tower of Abjuration and Y22. Tower of Illusion, both of which are visible from this tower. If the party has obtained all eight lines of the Rite of the Arcane Octad, they may head to Y6. Spire Entrance to perform the Rite and enter the Spire of Iriolarthas.

TROUBLESHOOTING

Accessing the vault. If the party does not have spellcasters with the prepared spells necessary to levitate the slab or reach the ceiling, they may be able to create a galvan magen who can naturally fly up to the ceiling and press the pressure plate. Alternatively, you can adjust the Side Room Discoveries table, such that the first character to search the upper floors automatically finds a *potion of flying*.

Escaping the vault. If several party members get trapped inside the vault, the characters outside of the vault may need to find a way to activate the pressure plate again to release them. If the whole party is trapped within, one of them may need to utilize the *oil of etherealness* in order to escape and save the rest of the party. If that is still not enough to save the party, you can have Timesworth hold an extra *oil of etherealness* or a *spell scroll of dimension door* within its main compartment. It only remembers this fact if pressed and the party is desperate.

Luminous and Timesworth. Luminous is meant to be a way to nudge the characters in the right direction in the event that they get stuck trying to solve the puzzle within the tower. Timesworth is meant to help warn the party of the danger of lingering too long in the vault. If their presence does not fit the atmosphere of your game, you can omit them from the tower.

HANDOUT A

The following notes can be found about magen design within the Tower of Transmutation.

Notes on Magen: Magen make ideal servants, never questioning the demands of their creator. They appear as humanoids with blueish-green skin, although are more akin to constructed creatures. Once a magen is destroyed it cannot be repaired. Three types of magen have been created to date:

1. Hypnos Magen

- Telepathic
- Fragile, unarmored
- Capable of minor enchantment magic

2. Demos Magen

- Durable, heavily armored
- Capable of using weapons
- Ideal for use as guards

3. Galvan Magen

- Flying
- Moderate durability, dexterous
- Capable of minor evocation magic

MAGIC ITEMS

POTION OF CLIMBING

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

OIL OF ETHEREALNESS

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the etherealness spell for 1 hour.

WAND OF POLYMORPH

Wand, very rare (requires attunement by a Spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it.

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

SPELL SCROLL

Scroll, varies

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

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

Spell Level	Rarity
1st	Common
2nd	Uncommon

MONSTERS

LUMINOUS

Tiny construct, neutral

Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	8 (-1)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 6
Languages Loross
Challenge 0 (10 XP)

Light. Luminous can use an action to shed bright light in a 20-foot radius, and dim light for an additional 20 feet. Luminous can use an action to extinguish the light. Luminous's attacks do an additional 1 point of fire damage while the light is activated.

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

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

TIMESWORTH

Tiny construct, neutral

Armor Class 10
Hit Points 2 (1d4)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	8 (-1)	3 (-4)	1 (-5)

Damage Immunities poison, psychic
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 6
Languages Loross
Challenge 0 (10 XP)

Timesense. Timesworth can accurately determine what time of day it is and how much time has passed between events.

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

ACTIONS

Slam. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

GALVAN MAGEN

Medium construct, unaligned

Armor Class 14
Hit Points 68 (8d8 + 32)
Speed 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	12 (+1)	10 (+0)	7 (-2)

Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 3 (700 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 Shocking Touch attacks.

Shocking Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target (the magen has advantage on the attack roll if the target is wearing armor made of metal). *Hit:* 7 (1d6 + 4) lightning damage.

Static Discharge (Recharge 5–6). The magen discharges a lightning bolt in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw (with disadvantage if the creature is wearing armor made of metal), taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

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..

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.

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