

ICEWIND DALE: RIME OF THE FROSTMAIDEN

TOWER OF NECROMANCY

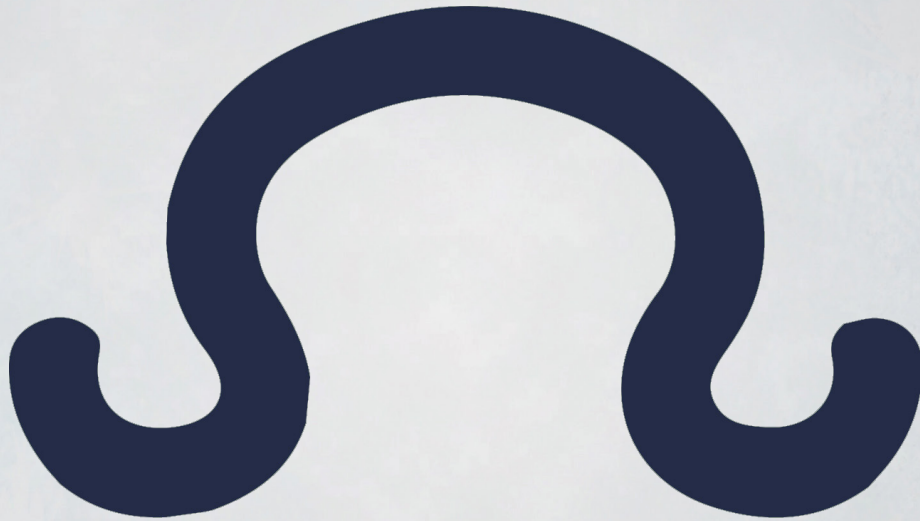


Expanded Content for
Chapter 7: Doom of Ythryn

NIKO
DOME
NIKO
2021

ICEWIND DALE: RIME OF THE FROSTMAIDEN

TOWER OF NECROMANCY



CREDITS

Writing & Layout: Daniel Kahn

Cover Art and Cartography: by Nicole Mastrodomenico (@nikodomeniko)

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2021 by Daniel Kahn or Nicole Mastrodomenico and published under the Community Content Agreement for Dungeon Masters Guild.

INTRODUCTION

THE TOWER OF NECROMANCY 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 Necromancy as an alternate to those described on page 246–247 of *Icewind Dale: Rime of the Frostmaiden*. Additionally, the process for the Ritual of Brain Transfer described within differs from what is described on page 249 of the book. 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 Necromancer Cadavix

High Necromancer Cadavix was a powerful necromancer wizard in Ythryn. Through alchemical and necromantic magic, Cadavix developed a way to preserve a person's brain in a jar so that they could live forever. Cadavix was the only wizard in Ythryn with the skill and knowledge to successfully complete the Ritual of Brain Transfer.

During his life, Cadavix shared a secret love with High Enchanter Ivira. The two cared deeply for each other, but due to their positions of power, they kept their relationship hidden.

When Ythryn began to fall, Cadavix cast a *magic jar* spell on himself, safeguarding his soul in a large durable emerald. Unfortunately, Cadavix's body was too broken to return to and no living humanoids found his emerald in the aftermath. As such, Cadavix remains in the emerald to this day, with the hope of seeing his love once more driving him to live.

ADVENTURE SUMMARY

After their arrival at the Tower of Necromancy, characters will meet a brain in a jar who is trying to learn how to extract the brains of others. The brain suffers from delusions that it is still human and that everything is mostly normal. The characters can befriend the brain by helping it, or potentially cause it to become violent if they draw too much attention to its true reality. After dealing with the brain in the jar, the characters can proceed up to the top of the tower where they find the remains of High Necromancer Cadavix, who has been trapped in a *magic jar* spell of his own design since the Ythryn fell. Cadavix knows the Rite of the Arcane Octad, but needs the party's help before he gives it to them. Cadavix attempts to use the *magic jar* spell to possess the body of one of the party members in order to bring his own body back to life and discover the fate of his lover.

RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Necromancy in Ythryn. Location Y15. Tower of Necromancy refers to the Map 7.2 Necropolis of Ythryn on page 236–237 of *Icewind Dale: Rime of the Frostmaiden* (see a Change of Venue below). 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 Necromancy is located at Y18 as the tower has collapsed. In this supplement, the tower is still standing and is located at Y15, instead of Y18. If you used the Tower of Divination supplement, Y15 is no longer the Observatory, as the Tower of Divination and the Observatory were combined and located at Y11. If you are not using the Tower of Divination supplement, and the Observatory is still located at Y15, you can place the Tower of Necromancy in any unmarked structure on Map 7.2.

Y15. TOWER OF NECROMANCY

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

A short conical tower supported by arched buttresses stands on the edge of the city. On the outward-facing side of the tower is a eerie green-glowing arcane symbol. A metal door leads into the base of the tower.

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

Aura of Repose. A *detect magic* spell cast here reveals an aura of necromantic magic. While a dead body is within 30 feet of the Tower of Necromancy, it is under the effect of a *gentle repose* spell, which permanently emanates from the tower. Casting a *dispel magic* spell suppresses the effect for 1 hour.

Door. The door to the tower is closed, but unlocked. Characters who listen at the door to the tower and make a successful DC 10 Wisdom (Perception) check, can hear a faint scuttling sound from within.

Lighting. The interior of the tower is dimly lit by green luminescent fungus called *ormu*. The fungus is abundant enough that its glowing pigment can be harvested.

TOWER OF NECROMANCY

Y15A.



Y15A. OPERATING ROOM

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

A caustic smell assaults your nose as you enter this circular chamber. Gray disembodied hands skitter across the room, which is lit by an eerie green glow. Chairs are neatly arranged around the room, some containing seated bodies missing their hands. Various pieces of surgical equipment sit on tables and shelves around the room. A one-eyed creature is restrained to a bloodstained bed in the center of the room. Near the table, a brain floats in a liquid-filled cylinder, with a crude face drawn in paint on the glass.

The brain, once a man named Lawrynce, was an apprentice of the High Necromancer Cadavix. At the hands of his master, Lawrynce willingly underwent the Ritual of Brain Transfer to become a **brain in a jar**. Having never been properly taught by his master, has been unsuccessfully practicing the ritual to turn creatures into brains in jars on his own. When the party arrives, Lawrynce is about to attempt the ritual on a restrained **nothic**. Sixteen **crawling claws** inhabit the room and are under Lawrynce's control. The crawling claws originated from dead wizards of the tower.

Insanity. Lawrynce's time as a brain in a jar combined with the trauma from finding the dead body of his master upstairs has caused him to suffer from delusions about his physical state. Lawrynce no longer believes that he is a brain in a jar and does strange things like wearing a lab-coat hanging from his jar, floating around with crawling claws at the end of his sleeves as if he had hands, and drawing facial expressions on the glass with paint. If characters suggest that Lawrynce is a disembodied brain, he begins to grow irritable. If reminded of his form three times, he suffers a psychic break and becomes hostile towards the characters. A successful DC 15 Charisma (Deception) check can calm him down if hostilities arise.



Ritual of Brain Transfer.

Lawrynce knows the arcane principles of the necromantic ritual to create a brain in a jar, but lacks the precision and medical skills to keep the brain intact during surgery. Looking for any opportunity to advance his studies, he asks for the party's assistance in the task. In order to successfully perform the brain in a jar ritual, the characters must complete the following steps for Lawrynce:



- Successfully incapacitate the restrained nothic without damaging the body. Lawrynce recommends the use of the poisons stored on the shelves in the room (see treasure below). Spells like *hypnotic pattern* or *hold monster* also work.
- Make a successful DC 15 Wisdom (Medicine) check to identify safe places to perform surgical cuts to extract the brain without damaging it. A creature proficient with alchemist's supplies has advantage on this check.
- Make a successful DC 15 Dexterity check to physically make the surgical cuts and perform the extraction without damaging the brain. A creature proficient with alchemist's supplies has advantage on this check.

If the process is successful, Lawrynce completes the necromantic component of the ritual, killing the nothic and creating another (very confused) **brain in a jar**. Lawrynce offers to repeat the process for any characters who wish the partake. The ritual results in the death and liquefaction of the subject's body. At your discretion, the process can be used on the body of a player character that has died within the last 24 hours (see Troubleshooting section for additional suggestions).

Treasure. A search of the room yields a set of *alchemist's supplies*, three doses of *carriion crawler mucus*, and three doses of *torpor*.

Roleplaying Lawrynce

Lawrynce is intended to be a bit of comic relief from an otherwise spooky location (and chapter). Here are a few suggestions for how to roleplay him:

- Lawrynce is chaotic neutral in that he is neither good nor evil, but is generally bringing a bit more chaos into the world than order by trying to revitalize the Ritual of Brain Transfer.
- Lawrynce has had thousands of years to himself so is desperate to talk to someone. You can have Lawrynce ramble on a bit whenever answering questions, simply reveling in the ability to converse with people.
- Lawrynce uses the crawling claws in the Tower of Necromancy as helpers. He refers to the hands based on if they are right or left and who they belonged to. He might say "Thank you Right Glaima" or "Left Tyran, can you please put a kettle on for our guests?"
- Seeing the body of his master after the fall of Ythryn has Lawrynce stuck in the first stage of grief: denial. If asked about the High Necromancer, he says that his master is upstairs busily working. He skirts any subject relating to the last time he's seen his master.
- Lawrynce uses his *mage hand* cantrip to attach his lab coat to his jar to give the appearance that he is wearing it. He also uses his *mage hand* to paint crude facial expressions on the front of his jar - something he does subconsciously.

Y15B.



Y15B. CADAVIX'S QUARTERS

When characters reach the top floor, you can read:

Books, overturned tables, and bones of varying shapes and sizes lie strewn about the floor of this small round chamber, all covered in green luminescent fungi. A well preserved body lies twisted and broken on the floor. In the corner of the room, the glint of large green gemstone can be seen half-buried by the bones.

The body belongs to High Necromancer Cadavix. The body does not appear to have aged or decayed, and a successful DC 12 Wisdom (Medicine) check reveals that the cause of death was bludgeoning from Ythryn's fall. The bones lying around the room were part of Cadavix's exquisite fossil collection from various rare creatures, which a successful DC 12 Intelligence (Nature) check confirms.

High Necromancer Cadavix's soul is trapped inside the large emerald (worth 500 gp) as part of a *magic jar* spell that he cast when Ythryn fell. His body is dead and broken, so he cannot safely return to it. When the party enters the room, Cadavix quickly assesses his options and attempts to possess the body of one of the characters, with a preference towards those who are not obviously charismatic. The target of the possession must make a successful DC 17 Charisma saving throw or have their soul trapped in the large emerald and have High Necromancer Cadavix possess their body. A creature that resists this saving throw cannot be targeted again for 24 hours. Cadavix will immediately try another character if the first resists saving throw until no viable targets remain. If the character fails the saving throw, provide the player with the information from Handout A.

Developments. Above all else, Cadavix wants to find out the fate of his love, High Enchanter Ivira. If Cadavix has successfully possessed a player character, he will grab the emerald and announce himself to the party in Loross, which *professor skant* translates.

Greetings. I am High Necromancer Cadavix of the Ythryn. I know not how much time has passed since the city fell from the sky, but I need to find someone. I will relinquish this body back to its owner if you permit me to raise mine from the dead and begin my search.

Without waiting for much reply, Cadavix searches the room for a 500 gp diamond, which he locates after 1 minute. A character that makes a successful DC 20 Intelligence (Investigation) check and is searching for a diamond, locates it before he does.

After locating the diamond, Cadavix will begin casting *raise dead* for the next hour (the Aura of Repose makes this possible). If he believes he may be interrupted before beginning he will state, "I will destroy the body I possess if you defy me." A successful DC 20 Wisdom (Insight) check reveals that he does not have much heart behind the threat and is more anxious than aggressive. If he is interrupted before the hour has passed, the diamond is consumed and Cadavix grows increasingly more anxious and states, "If you will not let me have my body, then this body shall suffice until my business is concluded." Cadavix holds on to the emerald used for the *magic jar* spell for safe keeping.

If at any point the party asks for a line of the Rite of the Arcane Octad, Cadavix offers to tell them the seventh line after they help him discover the fate of High Enchanter Ivira. If the party helps him, he will share the line, "Seventh, trace a circle with the ashes of the dead." Cadavix's body will also give the line of the Rite if questioned under the effect of a *speak with dead* spell.

After raising his own body from the dead or resigning himself to keep the body he has possessed, Cadavix will make his way to the Tower of Enchantment. A stat block is provided in the back of this supplement for **High Necromancer Cadavix**.

Other Information. Because the party has this unique opportunity to speak with someone who lived in Ythryn, they may have a lot of questions. You can have Cadavix's memory be hazy after 2000 years, so he cannot provide too many other details outside of the Ythryn Lore. If the party asks about the *Ythryn mythallar*, you can have Cadavix share where it is located and that the last person attuned to it was his master Iriolarthas, who resided in the central spire of the city.

Romantic Tragedy. If High Enchanter Ivira dies (as described on page 256 of *Icewind Dale: Rime of the Frostmaiden*) or is found dead, Cadavix is overcome by grief, wishing to join his love in the afterlife. If he is in his own body, he uses a powerfully augmented version of the *life transference* spell to end his own life and heal an injured character. If he has possessed a body, he destroys the emerald used for the *magic jar* spell, returning the possessed character to their body, and ending his own life. Before he does so, he shares the seventh line of the Rite of the Arcane Octad, entrusting the characters with the legacy of the rite.

Treasure. A search of Cadavix's quarters yields several illegible tomes, 500 lbs of fossils worth a total of 10,000 gp (to the right buyer), a 500 gp diamond (if not already found and consumed by Cadavix's *raise dead* spell), a 500 gp emerald (used for the *magic jar* spell), a staff made from a dragon wyrmling's spine, which can be used as a spellcasting focus, and a *libram of souls and flesh*. Cadavix's spellbook can also be found, but has faded over the years and is no longer usable. A search of Cadavix's body yields a *ring of sound mind* (a gift from Ivira). Characters who make a successful DC 15 Intelligence (Investigation) check discover a love letter from Ivira to Cadavix. The letter is located in the folds of a book and is made out of exquisite pink paper that has withstood the test of time. The contents of the letter are written in the back of this supplement and provided in handout form with this download as Handout B.

CONCLUSION

Once Cadavix shares his line of the Rite of the Arcane Octad with the party, their business with the Tower of Necromancy is concluded. The party may return for the Ritual of Brain Transfer or to collect a poison to use for Step 8 of the Rite of the Arcane Octad. From here, the party may head to Y20, Tower of Evocation if they are looking for more lines of the Rite. If the party successfully completed the Ritual of Brain Transfer on the nothic, the new brain in a jar either becomes friends with Lawrynce or leaves in search of its own building to haunt.

TROUBLESHOOTING

Changing uncomfortable topics. In this adventure, the NPC Cadavix ends his life after finding out the fate of his love. If this topic is uncomfortable or inappropriate at your table, you can have Cadavix be so overcome with grief that he either returns to the emerald to be alone or leaves Ythryn forever in his own body.

Changing the nothic. You can substitute the nothic strapped to the table with a drow (or another Underdark dwelling humanoid) or one of Avarice's cultists.

Dealing with possession. Not all players or parties will enjoy deception between players or possession of their character. You can selectively choose a player character to be targeted based on which player you think may be willing to go along with the ruse. If a player expresses worry or seems unhappy with the situation, you can have Cadavix state that he only intends to possess the body until he completes his goals.

Players as brains in jars. If a player character undergoes the Ritual of Brain Transfer, you can have them simply change their character's race to Warforged, as their brain is placed on top of a semi-mechanized body. Alternatively, a spellcasting character may be able to continue as a floating brain in a jar, retaining access to all of their spells, class features, Int, Wis, and Cha scores, but otherwise using the **brain in a jar** stat block.

Using poisons for the Rite of the Arcane Octad. As written, Step 8 of the Rite of the Arcane Octad requires a creature to "Stand inside the circle and consume poison," but the book does not indicate where characters might find poison within Ythryn. This supplement intentionally added *carrion crawler mucus* and *tupor* to the Operating Room of the Tower of Necromancy to address this issue.

MUNDANE ITEMS

CARRION CRAWLER MUCUS (CONTACT).

This poison must be harvested from a dead or incapacitated carrion crawler. A creature subjected to this poison must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ORMU

A bioluminescent green moss that grows in warm and damp areas, ormu is particularly common near steam tunnels and vents. It sheds dim light in a 5-foot radius, and can be harvested, dried, and made into a phosphorescent powder or pigment.

TORPOR (INGESTED).

A creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become poisoned for 4d6 hours. The poisoned creature is incapacitated.

MAGIC ITEMS

LIBRAM OF SOULS AND FLESH

Wondrous Item, rare (requires attunement by a wizard)

With covers made of skin and fittings of bone, this tome is cold to the touch, and it whispers faintly. When found, the book contains the following spells, which are wizard spells for you while you are attuned to the book: *animate dead*, *circle of death*, *false life*, *finger of death*, *speak with dead*, *summon undead* (appears in *Tasha's Cauldron of Everything*), *vampiric touch*. It functions as a spellbook for you.

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

The book has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use the charges in the following ways while holding it:

- If you spend 1 minute studying the book, you can expend 1 charge to replace one of your prepared wizard spells with a different spell in the book. The new spell must be of the necromancy school.
- As an action, you can expend 1 charge to take on a semblance of undeath for 10 minutes. For the duration, you take on a deathly appearance, and undead creatures are indifferent to you, unless you have damaged them. You also appear undead to all outward inspection and to spells used to determine the target's status. The effect ends if you deal damage or force a creature to make a saving throw.

RING OF SOUND MIND

Wondrous Item, rare

This ring is made of gold with rose-quartz inlays.

While wearing this ring, you have advantage on saving throws against being charmed.

HANDOUTS

Player handouts are described below.

HANDOUT A

Handout A describes information that a player needs to know while possessed by Cadavix. The information is on a separate sheet included with this download.

HANDOUT B

Handout B is the contents of the letter from Ivira to Cadavix. The letter is text is provided below and as a separate handout sheet included with this download.

My Dear Cadavix,

There is no sending spell that can contain the amount of affection I feel for you. You're the only person who I feel has ever seen the real me. Though I suppose I should not be surprised that a necromancer would be the one to see past the glamour and to the soul within. With this letter I give you a ring as testament of my feelings for you: the ring has the power to make its wearer resistant to the charms of a wily enchantress like me. This way, you will always know that what we have is real, and true. I'll meet you at the Music Hall during the next Chain Lightning Tournament.

With all my heart,

Ivira

MONSTERS

LAWRYNCE (BRAIN IN A JAR)

Small undead, chaotic neutral

Armor Class 11 (natural armor)

Hit Points 55 (10d6 + 20)

Speed 0 ft., fly 10 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	3 (-4)	15 (+2)	19 (+4)	10 (+0)	15 (+2)

Saving Throws Int +6, Cha +4

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius); see also “Detect Sentience” below, passive Perception 10

Languages Draconic, Loross

Challenge 3 (700 XP)

Detect Sentience. The brain can sense the presence and location of any creature within 300 feet of it that has an Intelligence of 3 or higher, regardless of interposing barriers, unless the creature is protected by a mind blank spell.

Innate Spellcasting (Psionics). The brain’s innate spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *chill touch* (see “Actions” below), *detect thoughts*, *mage hand*, *zone of truth*

3/day each: *charm person*, *hold person*

1/day each: *compulsion*, *hold monster*, *sleep* (3rd-level version), *Tasha’s hideous laughter*

Magic Resistance. The brain has advantage on saving throws against spells and other magic effects.

Unusual Nature. The brain doesn’t require air, food, drink, or sleep.

ACTIONS

Chill Touch (Cantrip). *Ranged Spell Attack:* +6 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) necrotic damage, and the target can’t regain hit points until the start of the brain’s next turn. If the target is undead, it also has disadvantage on attack rolls against the brain until the end of the brain’s next turn.

Mind Blast (Recharge 5–6). The brain magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 14 Intelligence saving throw or take 17 (3d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



HIGH NECROMANCER CADAVIX

Medium humanoid (human), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	20 (+5)	12 (+1)	11 (+0)

Saving Throws Int +9, Wis +5

Skills Arcana +9, History +9

Damage Resistances necrotic

Senses passive Perception 11

Languages Draconic, Elvish, Loross

Challenge 9 (5,000 XP)

Spellcasting. The necromancer is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*

1st level (4 slots): *false life*,* *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*

3rd level (3 slots): *bestow curse*,* *dispel magic*, *vampiric touch**

4th level (3 slots): *blight*,* *dimension door*, *life transference**

5th level (2 slots): *cloudkill*, *raise dead**

6th level (1 slot): *magic jar**

*Necromancy spell of 1st level or higher

Grim Harvest (1/Turn). When necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell’s level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Spell Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 5 (2d4) necrotic damage.

CRAWLING CLAW

Tiny undead, neutral evil

Armor Class 12

Hit Points 2 (1d4)

Speed 20 ft., climb 20 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 10

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

Challenge 0 (10 XP)

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

ACTIONS

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

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.

Looking for more? Get the rest of Dan Kahn's [Ythryn Towers of Magic](#) here!



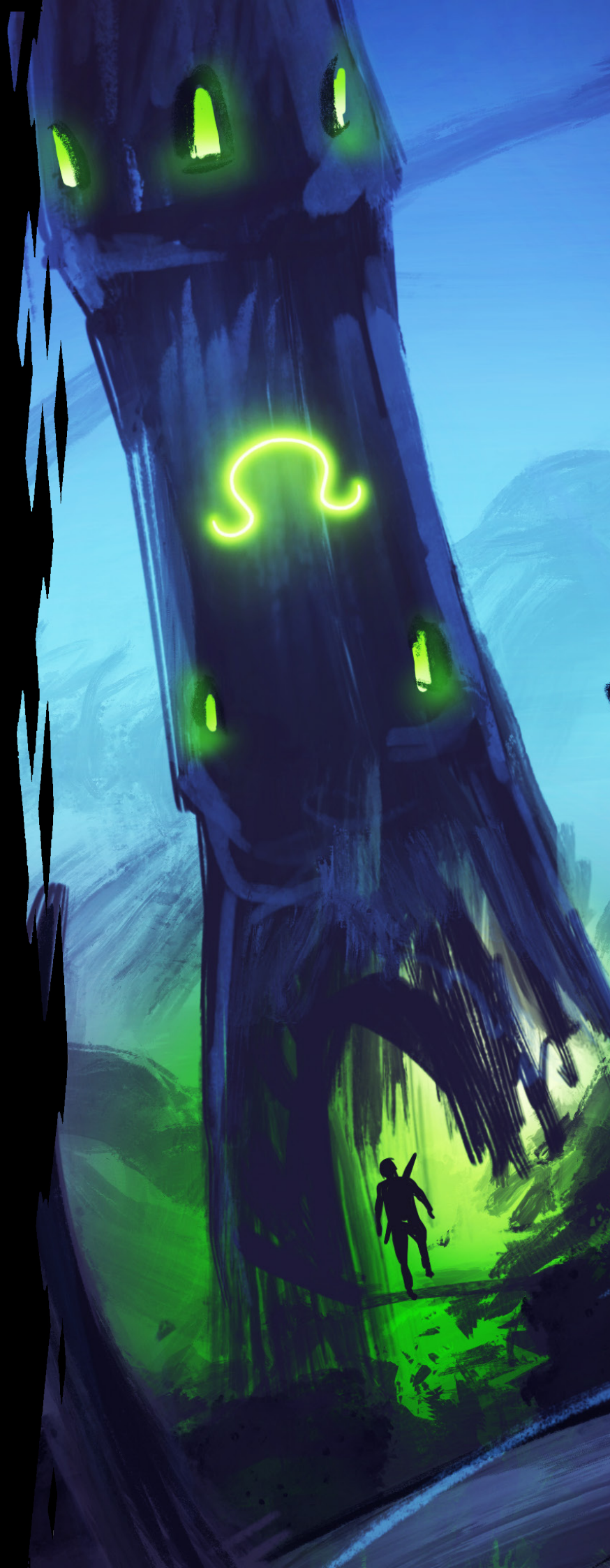
More from Dan Kahn:

[Tomb of Annihilation - Complete DM's Bundle](#)

[Rime of the Frostmaiden - Adventure Bundle](#)

[Rime of the Frostmaiden - Revel's End Prison Break](#)

[Out of the Abyss - 'The Fall of Cyrog'](#)



HANDOUT A

You have been possessed by High Necromancer Cadavix.

- **Your Soul.** Your character's soul has been ripped from their body and trapped inside the large gemstone. Your character's soul can perceive from the emerald using their own senses, but they can't move, communicate, or take actions at all.
- **Your Body.** Your character's body is now inhabited by a 2000-year-old necromancy wizard named High Necromancer Cadavix, who you are now role-playing.
 - Cadavix will grab the emerald that your soul is trapped in with the emerald, keep it close, and protect it from harm.
 - Cadavix knows there's a 500 gp diamond in the room that he kept for emergencies. He will first try to locate it, and then cast *raise dead* on his body. If he is successful, he will return to his own body and return you to yours.
 - Cadavix's goal is to discover the fate of his lover, High Enchanter Ivira in the Tower of Enchantment.
 - The tower has an aura that causes all bodies within it to be under the effect of a *gentle repose* spell.
 - Cadavix doesn't want to harm the party if he doesn't have to and will reveal that he has possessed one of their friends if he thinks it will help ensure their cooperation.

A creature possessed by High Necromancer Cadavix has the following ability score modifications and class features:

- **Ability Scores.** You retain your Strength, Dexterity, and Constitution scores.
 - Your Intelligence score becomes 20 (+5) and it is proficient in Intelligence saving throws (+9).
 - Your Wisdom score becomes 12 (+1) and it is proficient in Intelligence saving throws (+5).
 - Your Charisma score becomes 11 (+0).
- **Grim Harvest.** Once per turn when you kill one or more creatures with a spell of 1st level or higher, you regain hit points equal to twice the spell's level, or three times its level if the spell belongs to the School of Necromancy. You don't gain this benefit for killing constructs or undead.
- **Inured to Undeath.** You have resistance to necrotic damage, and your hit point maximum can't be reduced.
- **Languages.** You speak Draconic, Elvish, and Loross.
- **Spellcasting.** You are a 12th-level spellcaster. Your spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). You have the following wizard spells prepared:
 - Cantrips (at will): *chill touch*, *dancing lights*, *mage hand*, *mending*
 - 1st level (4 slots): *false life*,* *mage armor*, *ray of sickness**
 - 2nd level (3 slots): *blindness/deafness*,* *ray of enfeeblement*,* *web*
 - 3rd level (3 slots): *tongues*, *dispel magic*, *vampiric touch**
 - 4th level (3 slots): *blight*,* *dimension door*, *life transference**
 - 5th level (2 slots): *cloudkill*, *raise dead**
 - 6th level (0 slots): *magic jar**

*Necromancy spell of 1st level or higher.