

The background is a painting of a desolate, frozen landscape. In the foreground, a large, rusted metal structure, possibly a piece of industrial machinery or a large barrel, is partially buried in snow. The structure has a cylindrical body with a flat top and a smaller cylindrical section on the right side. The metal is heavily corroded, with patches of red and orange rust visible against the grey and blue tones of the snow and sky. In the distance, a small, dark figure, possibly a person or a creature, stands on a small patch of ice or snow, looking towards the viewer. The sky is a pale, hazy blue, and the overall atmosphere is cold and mysterious.

THE FROZEN FACILITY

A DUNGEON FOR USE IN DUNGEONS AND DRAGONS 5E

DESIGNED FOR A LEVEL 5 PARTY OF 4-6

WRITTEN BY SPENCER CRITTENDEN FOR PATREON

RIMEBOUND RESEARCH

In the far reaches of the frozen desolation of the Rimewastes lies a secret facility. Built by nameless angels untold ages ago for mysterious purposes and abandoned for reasons unknown, Observer Compound Aegis stands pristine and untouched in the icy wastelands of the north. The facility was originally built for celestial research in the icy barrens of the Material Plane, in the hopes of keeping its intent hidden from the gods, fiends, fey, and any others that might seek powers outside of their control, secrets meant to lie hidden. But what led to the abandonment of Compound Aegis and what secrets lie frozen within its walls?

THE JOB

Wano Veinfelt is a famed and storied explorer, known for expeditions into the furthest reaches of the wilderness in all directions, from the deadly flamefields of the Elemental Chaos to the deepest depths of the Underdark, and his many books are high-falutin' and higher-selling first-hand accounts of adventure, embellishment, and tall tales. Many a bard sing of his stories, especially his tragic heartbreak, the loss of his truest love, Lyra Stillwine, on a treacherous expedition to the Rimewastes.

Stillwine was his greatest ally, beloved traveling partner, and canny editor, the only thing Wano loved more than slaking his thirst for adventure, and losing her was his greatest failure. It happened during an investigation of a mysterious structure in the uncharted tundra of the Wastes. His compatriots and hirelings, those that survived, never speak of the dark day, and according to Veinfelt, they might not have made it back alive at all if not for their luck stumbling across a yeti encampment. According to Wano, they managed to secure the help of the yetis after he wrestled one into submission and beat another in debate, thus securing the aid of the yetis in recovering from their perilous excursion and eventually finding their way out of the Rimewastes.

Since then, Wano has lost his nerve, refusing to travel or even leave the house, but he feels a calling to return to the strange relic, to recover his wife's body and personal effects, an act of penance for his shameful defeat. But the adventurer can't do it alone, his usual collaborators scattered to the winds, and even then, a higher caliber of strength, experience, and abilities is needed. Enter your adventuring party. Wano is willing to pay 500 gp per adventurer to accompany him on the retrieval mission and get him home safely, paid on completion of the job, in addition to their pick of any treasure the team happens upon.

THE SECRET

Wano dearly loved his wife, but he didn't always listen to her, and her death was the result of his recklessness on the journey through the Rimewastes, ignoring a poorly-treated injury resulting from fast travel through treacherous crackling icefields. Wano's greed spurred him towards the rumored Celestial Temple (the Observer Compound) in the hope of finding the undisturbed secrets and treasure that

must lie beneath, and much to the horror of his crew, he persisted even after the death of his wife. He barely survived the entrance, gravely wounded by the freezing trap, but somehow managed to flee, scarcely managing to stave off mutiny long enough for a group of yetis to come through and take pity on the bedraggled and dying explorers. This same deadly greed now drives him back to the compound, not for his wife, who rests frozen amidst the Rimewastes, but for the promise of whatever lies within the compound. He'll do anything to push the party deeper into the facility, and will pathetically beg for help if he thinks it could do anything for him.

Unfortunately for Wano, his wasn't the only dark secret that lie in the Rimewastes. Observer Compound Aegis was built by celestials in the hopes of researching a strange artifact that happened into their possession. This intricate puzzle box, warm to the touch, was made of a material unknown to man or divinity, and exhibited several worrying traits and properties. It was exceedingly dangerous, resistant to destruction, but frightfully alluring, and though it resisted most attempts at examination or identification, seemed to move and shift at times, as though alive.

The Artifact was found in the Astral Sea amongst a completely devastated Githzerai monastery, with no corpses or survivors, but the celestials were divided on whether it presented an opportunity to learn from or simply a danger to be assessed and contained. Thus they descended to the Material Plane, to the treacherous Rimewastes, and constructed the Aegis to study the Artifact before anything more dangerous could come looking to retrieve it.



But while the Artifact wasn't truly alive, and possessed no discernable mind of its own, it was capable of consuming and infecting flesh of all entities, incorporating and mutating their forms beyond recognition. Once the angels learned of its true nature, and determined it could not be destroyed, the few that could fled and those that remained gave their lives to freeze it, the only thing that seemed to stop its unending horror. It was stricken from history and damned by the gods, such that no mortal would ever be able to revive it. But not even the divinity could purge and disinfect the site, and thus refused to acknowledge its existence, instead ignoring it until action had to be taken and occasionally calling down the flaming extinction of heaven to destroy any who come too close.

THE RIMEWASTES

The Rimewastes are a blasted wasteland of ice and permafrost, so cold that it disrupts the natural flow of seasons. Air catches in the lungs and sweat freezes instantly to sharp and irritating crystals, and the wind seems to blow directly downward in lieu of known currents or airstreams. There are no clouds here, only a thickening chill mist that descends in the evenings and lifts around midday, obscuring the sun and blocking out most of the moon's light, resulting in a cold relentless haze. The Rimewastes are beset by hazards, including fissures, salt flats that kick up salt, causing irritation, trouble breathing, and trouble concentrating. There's quicksnow, pitfalls composed of weak ice, and beautiful but deadly siege icicles. These spindly structures resemble tentacle-like pine trees, but the slightest change of temperature sets off an explosive chain reaction that fires razor-sharp needles of ice in all directions.

The Rimewastes are broken into 3 sections. The outer edges are known as the Shifting Glace, a series of ice floes and bergs that slowly shift amidst water colder than freezing that stays liquid through unknown magical means. Past the Glace, the shifting ice gives way to the Crackling Icefields, a large expanse of many-layered sheets of ice that's delicate and dangerous, rent with deep cracks that can split and crumble or give way to deep pockets of powdery quicksnow. The center is called the Unhallowed Devastation, marked by salt flats and siege icicles, monsters, and deep fissures that creep outwards from some unknown point.

In addition to the natural hazards are the monsters that roam the Wastes, cold unfeeling undead like shadows, skeletons, banshees and wraiths, as well as living beasts like polar bears, winter wolves, yetis, and monstrosities like ropers, bulettes, remorhaz, air elementals, cryohydras, silver and white dragons, and even gorgons. See Appendix C for more info on the hazards and encounters of the Rimewastes.

THE ICE

Some stuff in this module is frozen in ice. There are estimates on melting the ice, but in the interest of fun you might see fit to alter these requirements. If it helps you your players, you could have the ice spontaneously crack and shatter, freeing up whatever is inside. I want to include guidelines, but you needn't be restrained by them if they are getting in the way.

THE HORROR

This module is based on John Carpenter's *The Thing*. There's a few distinctions mostly spurring from the fact that an audience watching a group's suspicion of who might be an unthinkable horror is not always going to translate easily into fun roleplaying. The idea of possessing or infesting a player character can potentially cross boundaries or just be hard to actually execute on successfully. It's important to know your group and your players, so I didn't want the module to revolve around the infestation/possession of a player character, but if you're interested in leaning harder into *The Thing* of it all and working with a player to have some interesting scenes leaning on their infestation, go for it. But if you do it, be prepared for that character to die. Undoing the infection of 'The Artifact' should be an adventure unto itself, otherwise the team of celestials investigating it probably wouldn't have succumbed. Feel free to adjust as needed, but in making something for public consumption, I don't want to release stuff that doesn't seem internally consistent, because people might yell at me.

APPROACHING THE FACILITY

Depending on your world/campaign setting, a ship journey to the outer edges of the Rimewastes, the Shifting Glace, can take between 5 days and 2 weeks, and navigating from the Shifting Glace, through the Crackling Icefields and to the Unhallowed Devastation (the most desolate and remote expanse of the Rimewastes) can take a week or more for the unprepared, due to the harsh climate and treacherous journey. The Unhallowed Devastation is the location of Observer Compound Aegis, a location webbed with deep cracks and chasms that seem to spider their way towards the Compound as if it were the epicenter of terrible calamity in the ice. Narratively you can take as long or short as you want, throwing nautical and arctic encounters as needed at your party to keep things fun and dangerous (See Appendix C). When your party reaches the facility, consider reading this:

In this monochromatic wasteland, something catches your eye. On the horizon is a small cylindrical shape, like a post or short tower, an ivory color with an unmistakable warmth, unlike the cold and blinding whites of the rest of the Rimewastes. Fixing your gaze upon the small defiant shape, you realize that the many tangled fractures of the barren lands all seem to cut in this direction, as they converge upon the structure like a spider's web. As you silently ponder what might have cracked the earth, Wano breaks the silence.

"At last, we've arrived! My love's final resting place, my greatest failure, and with your help, dear companions, the place where I might redeem my cowardly and pathetic self-destruction and reclaim some scrap of my lost love's honor. I thank you once more for your selfless spirit of adventure, I only wish I could still feel that same spark."

1. DECONTAMINATION CHAMBER

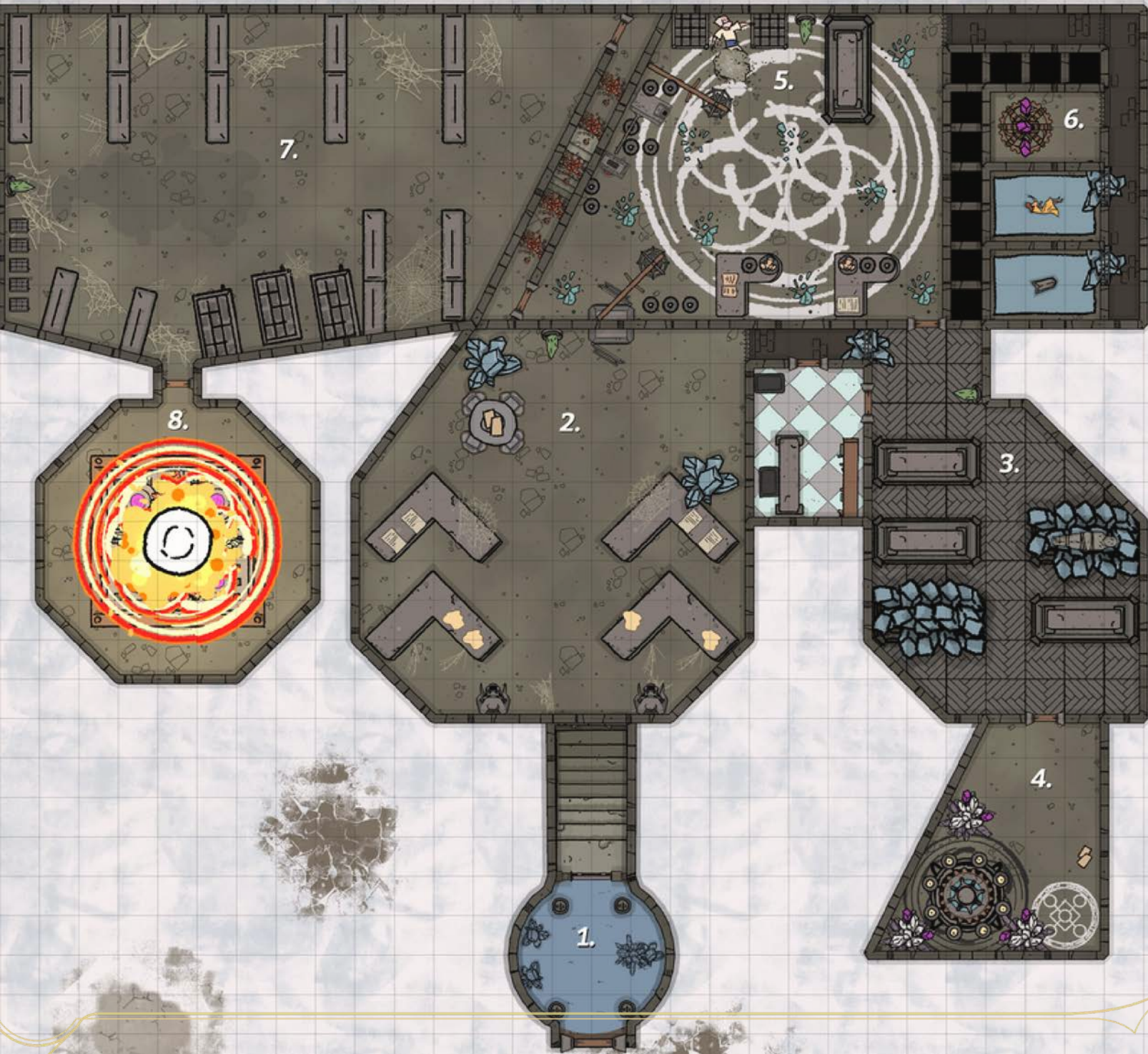
This 15-foot tall circular chamber is the only thing visibly protruding above the ice. This room was designed to decontaminate any celestials entering the compound with a blast of ice and radiance, as well as to attempt to freeze any foreign entities trying to enter or escape. A stairwell at the back of the room descends underground to the rest of the compound.

Airlock Doors. Once the exterior door is opened, the inner door is designed to be impossible to open until the exterior door is closed, like an airlock. When both doors are closed, the outer door temporarily locks and the Freezing Trap activates. Once the contents of the room are 'decontaminated,' the inner and outer doors unlock. Both doors cannot be opened at the same time, and whenever both doors are closed, the Freezing Trap fires again. The inner door can be wedged open to prevent the trap from firing, but

it exerts 5d10 bludgeoning damage against anything in its way as it attempts to close.

Freezing Trap. 4 brass vents in the ground vent freezing gas enchanted with divine radiance, dealing 11 (2d10) cold damage and 11 (2d10) radiant damage to anything within the room when it fires, or half as much on a successful DC 16 Constitution saving throw. It fires when both doors are closed and resets when a door is opened. The brass ventplates can be melted with sufficient fire damage to close them off and covering them with objects might prevent the powerful spray of cold. If the inner door is wedged open, the trap won't reset.

Frozen Victims. There are 2 frozen human corpses, covered in thick ice. If thawed, 100 gold and 2 **potions of cold resistance** can be found among them. Several frozen critters are dotted around the area, and the large frozen corpse of an Executor Angel can be found as well. The angel has a huge hole ripped in its torso and is wearing a gleaming **platinum badge** (see Appendix B).



2. FRIGID STUDY

This underground room has 4 identical reinforced stone tables with a couple documents and papers on them, written in Celestial. Golden stains and white-gold webbing litter the area, as well as 2 clusters of ice. Embedded on the far wall is a large green gemstone, and near it, a half-opened vault. Two angelic busts are stationed on the wall.

Suction Contingency. Many of the rooms in this structure contain a large green gemstone designed to suck any entities towards the wall its stationed on. It glows when any non-celestial creature enters the room, and they must succeed on a Strength (Athletics) check of 25 or be sucked onto the northern wall. If a creature succeeds, it grabs onto the nearest fixed object and holds onto it instead, as the gemstone continues to pull them towards it. While the stone is active, any movement requires a DC 20 Athletics check, being dragged onto the wall on a failure.

The suction contingency was designed to prevent any unauthorized entities from escaping the compound. It can be ripped from the wall with a Strength (Athletics) roll of 24 to deactivate it, but otherwise a creature must become authorized by answering a prompt inscribed beneath the stone, written in Celestial. It reads:

The light of day is the key to passage, the ruler over sky and earth, call out to the king of the bright to gain the blessing of the stone.

If the word 'sun' is spoken in Celestial, the person who says it becomes immune to the pull of the gemstone.

Ice Turrets. The 2 angelic busts on the wall are turrets that shoot ice at any entity that isn't wearing a **platinum badge**. They act on initiative count 20 and can target anything in the room that is at least 20 feet away. During their turn they each fire off a cold blast that affects all creatures and objects in a 10 foot burst from the point of impact, dealing 14 (4d6) cold damage to each creature that fails a DC 13 Dexterity saving throw, or half that on a successful one.

The turrets have an AC of 14 and 30 HP, and blocking the mouth or covering the face stops the bust from targeting, but it is immune to its own damage and sufficient damage from the cold blasts will destroy the obstruction. They are immune to cold, poison, psychic, and radiant damage and resistant to bludgeoning, piercing and slashing damage from non-magical weapons.

Frozen Documents. Documents on the tables are damaged and fragile. They're mostly notes regarding the compound and research. They're all written in Celestial.

Specimen defies identification. Scrying magic is utterly useless, and various tests have failed to divine the substance composing its form. It's warm to the touch and tougher than adamantium, but why this shape? To what end? It's not protected by magic, but who would use such a difficult and durable material for a child's toy? Must remind myself that no child's toy could have done what this thing has.

Unfortunate to have been assigned here. Trust in the Consensus is unwavering, but prior assignments in Elysium were vastly preferable. Still, cautious and deliberate contemplation is at the heart of celestial virtues, which is exactly what's needed here.

I've never known true death. Angels are eternal, swirling within a cycle of resurrection and rebirth, and I, like many others, am dismayed at this development, but the Consensus is absolute. Protecting the Greater Good is my entire purpose for existing, and I'm glad to do my part, even though I wish it didn't have to end like this. Still, I must admit, the thought of an eternal life ceasing to exist does invoke a bit of excitement, for whatever reason. I simply hope it wasn't all for naught.

Construction of Observer Compound Aegis was quick and timely, just as the Consensus demanded. Its specific purpose is unknown, and the location and specifications raise more questions than answers. Does the Consensus distrust us? Have we even the capacity to be untrustworthy?

Chemical testing yields no results. Specimen would seem to be composed of a material heretofore unknown in all the cosmos. Expeditions are being made to the Far Realms and the Dreamlit Domains in the hopes of finding similar materials, but no results so far. If not for the Consensus authorizing live testing, literally no progress would have been achieved. Despite claims that the compound exists for general research, its clear that Aegis was built expressly to study this thing.



It was never our place to ask the Consensus for further information, and yet, for the first time in my lives, something doesn't sit right. I wish we knew more about what we've been tasked to handle. But I guess the task was to learn more, because so little was known. Consensus orders have become scattered and infrequent. Still, we work tirelessly as is our duty. While research continues, it seems that guarding the compound is now the order of the day. Getting better at cards, though. No wonder mortals put so much effort into such trivialities. They do reduce feelings of meaninglessness.

Card Table. A card table has a deck of cards scattered across its surface, all frozen to its surface. Large chairs, designed for beings close to twice the size of a typical human, sit around the table, 1 of which is destroyed and another toppled over and frozen to the ground. Golden strands of webbing plaster the table and chairs, unfrozen and sticky.

Vault. This 4-foot high vault has been ripped open by some incredible force. Inside are platinum and diamond medical tools, covered in white-golden webbing. To the right seller they are worth about 300 gp. There is also a **celestial choker** that allows the wearer to speak and read Celestial. The back of the vault contains a second vault door leading into Area 5, but the door is locked and must be opened with a *knock* spell.

Hallway Portcullis. The doorway leading to the next room is a gate made of metal bars, and it's designed to swing closed after a creature enters. If a creature is in the doorway when the door attempts to close, they take 9 (2d8) bludgeoning damage and must succeed at a DC 20 Strength saving throw or be pushed 10 feet into the hallway as the door swings shut. The eastern gate in the hall is similar, pushing creatures into Area 3, but it is currently frozen shut, requiring 1 hour of campfire level fire or 30 points of fire damage to fully melt the ice blocking the gate.

3. MEDICAL BAY

This area is broken up into 2 parts, a recovery wing and a surgical wing. Both have nice tiled ceramic floors with calming blues and whites and delicate patterns that complement the clean white walls and ceilings.

Surgical Wing. The surgical wing has a large marble operating table, about 10 feet long, clearly meant for larger beings, as well as 2 floating metal trays bearing delicate surgical tools that are enough to make 3 healer's kits. There's also a cabinet full of medicine and books. Most of the medicinal supplies are spoiled, but there are 4 doses of **holy oil** (See Appendix B), 3 **potions of healing**, 1 glass pitcher of holy water (8 doses), 3 diamonds (one worth 500 gp and two worth 100 gp) as well as books on herbalism and medicine, written in Celestial. A book on Celestial anatomy grants the reader advantage on Medicine checks involving celestials. There is also a magical tome in here (I would say its a Manual of Bodily Health, but if that's too overpowered for you, it could be some other magic book that grants advantage on a skill check, or expertise on a certain skill, or even just a spellbook full of spells for a wizard to copy or a cleric to learn outside of their typical spell lists.) A DC 18 Perception or Investigation check uncovers another **platinum badge**.

Recovery Wing. The recovery wing contains large marble slab beds with silken white pillows. 2 of the beds are covered in ice, and one of them has a frozen celestial inside. There is also a green gemstone on the eastern wall and the southern door is locked, requiring a Strength (Athletics) check of 20 or higher or a DC 17 lock picking check to open. The Northern Door is locked and will only open for a creature wearing a magical badge, otherwise a DC 18 Strength (Athletics) check is required to force it open. It can also be broken down (AC 18 with 50 hit points).

Suction Contingency. The suction contingency gemstones function the same as the one in Area 2. It can be ripped from the wall with a Strength (Athletics) roll of 24 to deactivate it, but otherwise a creature must become authorized by answering a prompt inscribed beneath the stone, written in Celestial. It reads:

Made of water, borne of air, always in storms but in deserts are rare.

If the word 'cloud' is spoken in Celestial, the person who says it becomes immune to the pull of the gemstone.

Frozen Celestial. Frozen in one of the medical beds is a **corrupted executor angel**, (See Appendix A) corrupted by the artifact. It can be unfrozen with 20 points of fire damage or 30 minutes exposure to a campfire level fire. If awoken, it has amnesia and can't answer questions about the compound or what it was doing, and insists it needs to rest, losing consciousness quickly. Shortly after, it disappears when the party isn't paying attention, and then mindlessly gives into its corruption and attacks the party in a horror-like manner until it dies. It is immune to *speak with dead*.

4. MESSAGING STATION

This oddly shaped area is warmer than the other rooms, with a flat stone floor and thick metallic walls. A large bronze contraption hovers above a dark spell circle on the ground, and smaller white spell circle sits adjacent to it. The construct is a mass of interlocking rings and gears in constant motion, orbited by 3 white and purple crystals.

Messaging Construct. This large floating clockwork behemoth is about 7 feet in all dimensions, floating above a spell circle orbited by 3 floating crystals. A DC 15 Arcana or Religion check reveals that this construct was built to enhance the connection between the Material Plane and the plane of Elysium. Through this connection, positive energy can be channeled and communication can be made between this compound and various entities in Elysium. It takes a DC 20 check to figure out how to actually use the construct, its many rings and gears have to be carefully calibrated, and some key words spoken in Celestial to activate it, or a creature can attune to it to use it instead.

If the construct is used, roll a d10, and an entity will respond on a 4 or higher (unless you think it would be cool to just make contact without a roll). The entity will be a modern day celestial from the plane of Elysium who is very confused at being contacted. Most celestials have no knowledge of the compound or its intent, and will have to ask around to figure out what the deal is. But when the celestial realizes what the facility is and what it means if mortals are snooping around,

DISINFECTION PROTOCOL

The Celestials use the Disinfection Protocol as a means of preventing the Artifact from escaping, or to stop any creatures from accessing it. Depending on the quest and your party, you might want the timeline to be longer, or even shorter.

Wano will demand the party continue to investigate or the journey will be for nothing, and he won't pay. The point of the Protocol is more to ratchet up the tension than anything else. I think a much shorter timer could be cool but I have to imagine it will generally result in the party wanting to leave, which isn't ideal.

If they want to just bail on the mission, maybe the exterior doors could lock, requiring the party to turn off the power supply in Area 8, or perhaps find some sort of key (like the one in Area 7) to exit. The Disinfection Protocol should make things spicy and scary, but not cause the mission to end.

they will institute a "Disinfection Protocol," announcing that all life within the site will be extinguished within 24 hours. At this point, two way communications will cease, the construct instead only repeatedly announcing in Celestial how long it will be until the Disinfection Protocol is enacted.

Summoning Circle. Next to the construct is a smaller spell circle on the ground, drawn with glowing white lines and runes. The glow is dim, as if inactive. A DC 15 Arcana or Religion reveals that it's a teleportation circle linked to the plane of Elysium, but that it only works in one direction, allowing entities to arrive here from some point within Elysium. A DC 17 or higher reveals that newer lines have been added to the circle to adjust its positioning so that it's now linked to an unknown region within the Astral Sea, likely a way of obscuring the intent of the circle or preventing anyone from reverse engineering the circle to send entities back to Elysium from the Material Plane. If the Disinfection Protocol is initiated, or whenever you want, you can use this circle as a way of sending hostile Celestials to the compound for some extra combat encounters if you or the party are itching for a fight. These celestials will not negotiate with the party and do not know the nature of this compound or the Artifact, only that they must prevent whatever danger was sealed here from reaching mortal hands.

Document. A hastily scribbled document is easily visible on the otherwise bare floor, along with a **platinum badge**. It's written in Celestial and reads:

They've initiated the Disinfection Protocol. Horrible, but I can't say it was the wrong decision. It got to Galadien and Mentius. I don't even want to think about it. The Consensus is no longer answering messages, and every day more constructs arrive via circle. We've managed to seal off the storage room, and can only hope that that thing won't manage to shut off our power. Good thing it consumes flesh, not energy. What if... no. It'll be fine. Regardless, in a few hours this whole site will be sterilized. After that, I'll have nothing to worry about. Ever again.

5. CELESTIAL LABORATORY

This area is colder than the others, with an operating table as well as a couple of laboratory stations full of scientific tools and alchemical equipment, a lot of which has been shattered and lay destroyed on the ground. Flasks full of chemicals and magical mixtures mingle with frozen puddles and shattered glass. A large spell circle covers the entire floor, and an angel corpse lie frozen on the far wall, next to cages of frozen rodents. 2 large metal arms protrude from the walls, looking like gangly golem arms. Another large green gemstone sits on the northern wall, near the celestial corpse. A metal barred gate to the east leads to a prison-like containment area and a metal door to the west leads to a thin hallway with a short staircase upwards about 5 feet.

Sanitation Circle. The spell circle on the ground affects all creatures entering the room, killing all microbes and curing any diseases or poisons afflicting them. It also affects the creatures as if a *lesser restoration* was cast on them, potentially ending any negative effects they are suffering. The circle's effect causes a bright flash of light as well as a refreshing shiver that runs down the bodies of anything entering. It can't cure the Artifact's Infestation.



Lab Equipment. The chemicals and reagents here are enough to form 2 alchemy kits, and the crystalline broken glassware functions as caltrops (4 bags worth). 2 Alchemical furnaces lie inert on the western wall, with an alchemical filtration system set up between the two. The end product of this alchemical array is a large vial containing 2 doses of powerful acid, capable of doing 5d8 acid damage per dose, or 7d8 damage if thrown as a single thrown weapon. The two golem arms are designed to follow commands given in Celestial and are meant for the pursuit of experimentation. They have an AC of 16, 30 hit points, and a Strength score of 18, with a +6 total on grapple attempts (Escape DC 16). A DC 15 Investigation check reveals 4 **cryosparks** (See Appendix B). There are some documents at the lab stations, written in Celestial:

Specimen does not appear to be alive, but still reacts to many forms of stimulus. It is most reactive to organic material and seems to be capable of consuming living mass or organisms. This implies a disturbing connection to the wreckage it was found within. Further testing is required.

Galadien has been unresponsive for hours. Not sure what happened. Research is meant to be done in teams for exactly this reason. Was it the artifact? Sabotage? Something else? Medical exams have determined Galadien's physiology is changing, the celestial mass being converted into... something disgusting. Oh, he's waking up. Hope that this will--

He's dead, but he doesn't stay dead. And not in the usual way. We've put him on ice. It's the only thing that's had any effect. Not sure if the Consensus knew that beforehand or if it's just a stroke of divine luck that we built the facility here in the freezing cold. We Executors don't much mind the cold. Hope that our resistance doesn't... complicate matters with Galadien. No. Not Galadien... this is something else.

Suction Contingency. The suction contingency gemstones function the same as the one in Area 2. It can be ripped from the wall with a Strength (Athletics) roll of 24 to deactivate it, but otherwise a creature must become authorized by answering a prompt inscribed beneath the stone, written in Celestial. It reads:

What spurs our actions, makes our thoughts. Feels pain and ties our heart in knots. Angels, man and beast contain, not plants or stone, to our disdain.

If the word 'mind' or 'brain' is spoken in Celestial, the person who says it becomes immune to the pull of the gemstone.

Celestial Corpse. The corpse of an **executor angel** is frozen against the far wall, its bottom half is neatly shorn off, covered in a pile of frozen dust. A DC 16 Arcana or Medicine check determines that its lower half was disintegrated. It cannot be revived and is immune to *speak with dead*. It has a greatsword, a **platinum badge**, and a diamond worth 300 gp.

6. HOLDING CELLS

The holding cells are 3 smallish prison cells along a narrow hall. Access to the holding cells is controlled by 2 metal barred gates that are designed to prevent both from being opened at a time. The outer gate is unlocked but the inner gate is locked, requiring a lockpicking roll of 15 or higher to pick. The gate can also be forced open with a DC 22 Strength (Athletics) check. The first cell is open and contains a **utility construct** (See Appendix A) that's been tasked with imprisoning any interlopers (including the party). The construct is composed of bronze gears and rings, all spinning and shifting at incredible speeds. It will prioritize the Artifact over other intruders if forced to deal with both simultaneously.

The second and third cells are solid blocks of ice that have even frozen the cell doors shut. It takes 2 hours of exposure to a campfire sized fire or 80 fire damage to unfreeze the contents of these cells. The second cell holds a human woman with heavy fur clothing. Wano initially thinks it might be Lyra but realizes that it's someone else. She was a traveler who found her way inside well before Wano ventured into the Rimewastes. The third cell holds a steel shield shaped like a snowflake, the **Shield of Creeping Frost** (See Appendix B).

7. COLD STORAGE

The largest and coldest room in the compound, this chamber contains large shelves that are bolted to the ground, crates and storage cages, and the supplies and other shelf contents in the area all but destroyed. The walls are about 10 feet high.

Hallway. The hallway is filled with debris and junk, thrown in to barricade the cold storage room. Most of it is pushed away from the doors but the junk filling the hall is difficult terrain and creatures traversing it must make a DC 9 Athletics or Acrobatics check or fall prone and take 1d6 bludgeoning damage.

Webbing. There are golden webs coating much of the area. Creatures touching the webs must make a DC 14 Dexterity saving throw or be restrained. A creature can break free with a DC 14 Strength check, and the webs are flammable.

Suction Contingency. The suction contingency in this room functions a bit differently than the others, instead of pulling people in, it effectively changes the gravity in the room so that down is the western wall of the chamber, and it can't be deactivated with a riddle. This effect causes disadvantage on all Acrobatics and Athletics checks to jump, climb, or aerially navigate. If a creature has a fly speed or can magically levitate, it must make a DC 16 Concentration check to maintain, and even on a success, fly speeds are reduced by half. This gemstone is protected by 2 spell circles that magically block access to it, they must be dispelled and each count as a 6th level abjuration spell for the purposes of dispelling magic.

Shelf Contents. Almost all of the supplies here are destroyed, broken glass, torn apart wooden boxes, broken stone and ceramics, even crushed and ripped metal containers with frozen dust and puddles of fluid scattered everywhere. These objects aren't affected by the suction contingency. The only objects in this room that are affected by the contingency are the Artifact and the key to Area 8. The key is an amber colored gemstone infused with a fire elemental that activates a slot on the door and can be found

with a DC 13 Investigation or Perception check to search the room. The Artifact should be easily found by the party even without a check, but it should be notable that the object is being affected by the Suction Contingency, like them.

The Artifact. The Artifact is a black pyramid with maroon edges that's warm to the touch, despite the chill cold of the surrounding environment. The pyramid is a bit smaller than a human skull, covered with intricate engravings and crevices, allowing various parts to move, and the tip of it is engraved with an incredibly detailed eyeball, which can turn freely. It appears to be a stylized puzzle box, its pieces can be pushed in and out, and some of them can rotate. Occasionally, this or that piece moves without being touched, belying its magical nature.

The artifact has some spark of corrupted life in it, and resultantly is intelligent and capable of motion. It's stuck in this room as a result of the suction contingency, and as a result is waiting for something to pick it up so it can corrupt them and use the corrupted creature to escape. It's somewhat weaker than it was after being separated from any hosts for a long time, but it is still a powerful magic artifact capable of corrupting and infesting flesh with a touch. Wano has a keen interest in the artifact, and if anyone finds it, he will demand to see it and claim it was a super special keepsake of his wife's.

The artifact might lie inert for a bit to lure people into a false sense of security, even remaining motionless, but it will attempt to jump on Wano (see **Infested Wano**, Appendix A) or another creature when it senses an opportunity to begin infesting them into some sort of abomination. Its goal is to escape, but it also wants to infect what it can. The Suction Contingencies and other security measures have made it all but impossible for the artifact to escape without a host to utilize.

Infestation. If the Artifact comes into contact with a creature, it can attempt to infest them. The creature must make a DC 15 Dexterity saving throw or be affected by its infestation ability. The creature is poisoned, its speed is reduced by half, and it must make a DC 14 Constitution saving throw on each of its turns until it has succeeded at 3 or failed 2. If it succeeds all 3, it resists the infestation. If it fails 2 saves, it becomes partially infested. As long as the artifact maintains contact with the creature, it can attempt to reinfest the creature even if the creature has resisted the infestation. A partially infested creature must make a DC 15 Constitution saving throw every 30 seconds until it has succeeded at 3 or failed 3 saves, resisting the infection on 3 successes or becoming fully infested on 3 failures. A fully infested creature comes completely under the control of the Artifact and uses the **Infested Wano Statblock**. Wano, though, isn't so lucky, and instantly fails all his saves and becomes completely infested in a round or two. For more info on the Artifact, see Appendix A.

8. POWER ROOM

The power room is octagonal with a curved ceiling, and is protected by a heavy vault door that resists all but the most serious forces. In the center of the room floats a massive magical contraption that is barely visible for the giant glowing ball of energy that emanates from it, engulfing most of the construct in a cold white glow.

Vault Door. The heavy door opens inward and has no handle or key, only a divot in the shape of a pyramid, meant to fit the pyramid-shaped gemstone key in Area 7. The door will not open without the key, and runes appear across its surface and glow brightly as the key is fitted into the hole, as magical

bars and gears of force are conjured on its surface which begin turning to open the door. The door closes if the key is removed from Room 8 or the door.

Perpetual Energy. Several spell circles of light float around the white shifting blob of energy, containing and stabilizing the power source. The energy itself is Positive Energy that trickles in from Elysium, amplified, redirected, and concentrated by the magical contraption to create an eternal source of perpetual energy that lasts for millenia, even if the source were cut off. A heavy base supports 4 purple glowing rods of some unknown material, and spiralling adamantium tubes ensconce the machine as all manner of gold gears, cogs, and complications tick, whirr and grind in a magical dance of clockwork perfection.

The energy ball itself is not painful to the touch (unless touched by undead, fiends, or similar), and anyone proficient in Arcana will pretty quickly understand that this is a miraculous artifice capable of generating infinite energy, a treasure unknown across the entire Material Plane, although understanding its function or how to tap into that energy will likely take years or even decades to discern. The Artifact is incapable of absorbing this magical energy, but neither is it harmed by this energy source.



ENDGAME

The run of the mission should take the party deeper and deeper into the compound until they finally make contact with the Artifact, it infects Wano (or another player) and combat ensues. The Artifact is defeatable, but it should be relentless, shifting forms and attacking again, forcing the party to fear the worst, and ideally make them attempt to find an alternate way of dealing with it, either freezing it, locking it away in the Power Room or somewhere else, or calling down the Disinfection Protocol to hopefully deal with the Artifact.

If you want to move the Artifact to a different room, or have it escape and move from room to room to increase tension and raise the stakes, I think that would be really cool. The point is that it should surprise and scare the party in a way that underscores how dangerous the Artifact is and how carefully they should act to ensure it doesn't get loose. In the end the party might end up taking the Artifact with them, or you might see fit to have the Artifact escape and become a recurring villain of some sort. The point is to have a scary journey into a creepy compound and then a tangle with a terrifying alien menace that defies understanding and foreshadows untold destruction.

Have Wano lie and convince the party that Stillwine must just be in the next room, growing increasingly worried and desperate about finding her until the Artifact reveals itself. He should do whatever it takes to keep them on the hook, promising more money, threatening to complain to the manager, anything. And if the party tries to bail, lock the doors and spring the artifact on them. Maybe there's vents in the ceiling that it can move through. Maybe there's another hireling that becomes an impostor. This module might be a bit hard to execute but I want to give you the tools to make it a memorable session, even if it doesn't go exactly the way it's written.

APPENDIX A - MONSTERS

Below are the monster statblocks for the module. There are also descriptions for two angels, which are not used in the module but you may consider useful adding to the module or somewhere else in your campaigns.

THE ARTIFACT

The origins of the Artifact are completely unknown. It was found by celestials in an destroyed Githzerai monastery in the Astral Sea, completely abandoned. No corpses were found, but the devastation in the surrounding area was horrifying. The Artifact was one of the only things left, and the celestials were immediately suspicious of this mysterious object, but sought to learn about it and whether it could have been responsible for this destruction.

Puzzling Predator. The Artifact is a black pyramid with maroon edges that's warm to the touch. It's a bit smaller than a human skull, covered with intricate engravings and crevices, allowing various parts to move, and the tip of the pyramid is engraved with an incredibly detailed eyeball, which can turn freely. It appears to be a stylized puzzle box, its pieces can be pushed in and out, and some of them can rotate. Occasionally, this or that piece moves without being touched, belying its magical nature.

Despite its puzzle box form, there is no real puzzle to be solved, it is unsolvable. The artifact has some spark of corrupted life in it, and resultantly is intelligent and capable of motion. It has the capacity to corrupt living flesh, and infests creatures, transforming them into horrific abominations that defy understanding, controlling them to attack and infest other creatures.

Infestation. If the Artifact comes into contact with a creature, it can attempt to infest them. The creature must make a DC 15 Dexterity saving throw or be affected by its infestation ability. The creature is poisoned, its speed is reduced by half, and it must make a DC 14 Constitution saving throw on each of its turns until it has succeeded at 3 or failed 2. If it succeeds all 3, it resists the infestation. If it fails 2 saves, it becomes partially infested. As long as the artifact maintains contact with the creature, it can attempt to reinfest the creature even if the creature has resisted the infestation.

A partially infested creature must make a DC 15 Constitution saving throw every 30 seconds until it has succeeded at 3 or failed 3 saves, resisting the infection on 3 successes or becoming fully infested on 3 failures. A fully infested creature comes completely under the control of the Artifact, becoming a violent and disgusting abomination.

Cold Storage. The artifact seems to be resistant to most forms of energy and damage, it's incredibly durable and capable of self-repair, but cold is one of its only weaknesses. It can't move when it is frozen and it isn't capable of melting out of substantial amounts of ice, especially in its weakened state. The more flesh it infests and consumes, the more it is capable of resisting harm and cold conditions. If a creature infested by the Artifact is destroyed, it attempts to infest another, or escapes to infest a corpse elsewhere to attack again and again.



CORRUPTED EXECUTOR ANGEL

The Corrupted Executor Angel was once known as Galadien. It was infested by the Artifact during an experiment, but the celestials managed to remove it from Galadien. Unfortunately, they could not figure out how to stop or reverse the horrific transformation, or even kill it, the best they could do was freeze the angel. Galadien's mind has been affected somewhat by the corruption and resultantly has complete amnesia, and will lose consciousness pretty quickly if unfrozen.

It will attempt to hide and attack the party when it is least expected.

CORRUPTED EXECUTOR

Medium celestial, unaligned

Armor Class 16

Hit Points 120 (18d8 + 39)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	11 (+0)	8 (-1)	7 (-2)

Condition Immunities charmed, exhaustion, frightened

Damage Resistances cold, radiant

Senses passive Perception 8

Languages Celestial, common

Challenge 6 (2300 XP)

Spider Climb. The angel can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The angel makes 1 Intestinal Lash attack and one bite attack.

Intestinal Lash. *Melee Weapon Attack:* +6 to hit, reach 15ft., one target. *Hit:* 8 (1d10 + 3) bludgeoning damage and target is grappled. The angel may make a bonus bite attack against the target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 12 (2d8 + 3)

Vile Teleport (1/day). As an action, the angel can explode into a putrid shower of gore and flesh. It becomes invisible until it attacks and may teleport up to 60 feet.

Web (Recharge 5-6). *Ranged Weapon Attack:* +6 to hit, range 30 ft., one creature. *Hit:* the creature is restrained by webbing. As an action it can make a DC 13 Strength check, escaping on a success. The webbing can also be destroyed with 5 points of slashing or fire damage (it has an AC of 13).

EXECUTOR ANGEL

Executor Angels are rank and file members of the Heavenly Hosts of the Higher Planes. They are often given menial or labor intensive tasks where numbers matter more than brute strength or magical ability. They often accompany devas or other angels as standard bearers or retainers on diplomatic journeys. Executor Angels are more attuned to human concerns and emotions than most celestials, and as such, they are occasionally trusted less by deities and higher-ranking angels, as they are seen as polluted by mortal concerns and unable to see the Greater Good.

Executor Angels are about 8 feet tall and have dull gray skin with patterns that resemble marble, and golden veins on their arms and back. They have short, unmoving wings that resemble curved blades and wear short white robes with black accents. They typically attack in large groups and show no mercy in combat.

EXECUTOR ANGEL

Medium celestial, lawful good

Armor Class 16

Hit Points 65 (1d4 + 5)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	11 (+0)	17 (+3)	14 (+2)

Damage Resistances cold, radiant, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened

Senses passive Perception 6

Languages Celestial, common

Challenge 4 (1100 XP)

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

Blur (3/day). When the angel is targeted by an attack, it can use its reaction to impose disadvantage on that attack roll.

Actions

Multiattack. The executor angel makes 2 greatsword attacks, or one greatsword attack and one whelming glare attack.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3)

Whelming Glare (Recharge 4-6). *Ranged Weapon Attack:* range 60 ft., one target. The target must succeed on a DC 14 Constitution saving throw or be stunned for one round.

INFESTED WANO

When a creature is infested by the Artifact, its physiology immediately starts to change in drastic and horrifying ways. Blood vessels start to burst from the skin, spewing fluids, muscles enlarge, and entrails start to churn and seek their way out of the body, whipping and thrashing about, hoping to entangle anything that comes near. Body parts might detach,

grow claws or fangs, or separate, extended by entrails and gory tentacles, or split open to form new maws. Eyes can appear across the surface, and any wound inflicted can spur new horrid transformations.

As he is infested, Wano bends over backwards, forming a sort of vile four-legged spider, out of which bursts a blob of spiny entrails, with the Artifact forming a smallish, pyramid-shaped head. Eyes ripple across its surface, and the entire body seems to churn as if constantly boiling.

INFESTED WANO

Large aberration, unaligned

Armor Class 16 (natural armor)

Hit Points 120 (IDK, man)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	8 (-1)	10 (+0)	6 (-2)

Damage Resistances acid, fire, force, lightning, necrotic, poison, psychic, radiant, thunder, and bludgeoning, slashing and piercing from nonmagical attacks.

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

Senses passive Perception 15

Languages ---

Challenge 8 (3900 XP)

Cold Sensitivity. If the creature receives cold damage, its speed is reduced by 10 feet. This effect is cumulative, but it can only be reduced by 10 feet each round, to a minimum of 10 feet. If it takes cold damage with a speed of 10 feet, it freezes to the ground and must make a DC 16 Strength check to break free. If it takes 90 cold damage, it becomes frozen in a block of ice and cannot regenerate until it unfreezes.

Legendary Resistance (3/Day). If the creature fails a saving throw, it can choose to succeed instead. If it changes forms, it regains 1 use of this ability.

Multi-formed Horror. If the creature is reduced to 0 hit points, the Artifact detaches and scurries away, or it may regenerate half its total hit points of its last form as it transforms into a different horrific form.

Regeneration. The creature regains 10 hit points at the start of its turn. If it takes cold damage, this trait does not function at the start of its next turn.

Unliving. Infested Wano does not eat, sleep, or breathe.

Actions

Multiattack. The creature makes its Frightful Presence attack. It may then make 3 attacks, 1 with its fleshwhip or bite and 2 with its claws.

Fleshwhip. *Melee Weapon Attack:* +7 to hit, reach 30ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage. The target is restrained (Escape DC 14) and may be pulled up to 20 feet. Up to 2 creatures may be restrained in this way.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 18 (4d6 + 4) piercing damage, and the target's hit point maximum is reduced by half the damage taken. This reduction lasts until the creature completes a long rest.

Claw. *Melee Weapon Attack:* +7 to hit, reach 10ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of Wano's choice that is within 60 feet and is aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns to end the effect. If the saving throw is successful or the effect ends for it, the creature is immune to this ability for 24 hours.

Gore Burst (Recharge 5-6). *Ranged Weapon Attack:* 10-foot radius within 60 feet. Creatures within this burst must make a DC 14 Dexterity saving throw, taking 27 (6d8) necrotic damage and be poisoned for 1 round on a failure, or half on a success and the creature is not poisoned.

Legendary Actions

The creature can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Wano regains spent legendary actions at the start of its turn.

Detect. Wano makes a Wisdom (Perception) check with advantage.

Lash Out. Wano makes a Fleshwhip attack.

Sudden Movement. Wano can move up to its speed without provoking an attack of opportunity.

Acid Webbing (Costs 2 Actions). All creatures within 30 feet must make a DC 14 Dexterity saving throw, taking 13 (3d8) acid damage and be restrained (Escape DC 14) on a failure, or half on a success and the creature is not restrained.

Psychic Lash. A creature within 30 feet must make a DC 14 Wisdom save or take 4d10 psychic damage and be hurled 60 feet in a direction of Wano's choice.

OBSERVER ANGEL

An observer angel is sent by deities or other angels to observe events. They are passive and rarely engage in combat, preferring to flee if at all possible. An observer angel resembles a 3 foot ball of soft golden light with a halo and six feather-shaped wings. An observer angel has the statistics of a Will-o-wisp with the following changes:

- It is a small celestial with lawful good alignment.
- It gains immunity to radiant damage.
- It loses its **consume life** ability and its **shock** ability deals radiant damage instead of lightning damage.

UTILITY CONSTRUCT

A utility construct is a machine created by celestials to assist celestials in many tasks that don't require truly intelligent living beings. They are a common fixture in the Upper Planes and are occasionally found abandoned on the Material Plane. Their Positive Energy power sources last for centuries and can be rejuvenated with a small jolt of radiant or healing magic.

A utility construct resembles a tangle of entwined rings and gears that all constantly whirl and spin. They have a purple crystal on top and one on either side, all of which are angled backwards to indicate the construct's facing. They can manipulate creatures and objects with bolts of radiant energy, as well as throw out their rings to entangle and ensnare foes.

UTILITY CONSTRUCT

medium construct, unaligned

Armor Class 20

Hit Points 76(8d8 + 40)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	20 (+5)	8 (-1)	10 (+0)	8 (-1)

Damage Immunities Radiant

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses passive Perception 10

Languages Understands Celestial

Challenge 4 (1100 XP)

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

Absorb Elements. The construct regains hit points equal to any radiant damage it would receive.

Actions

Contain. *Melee Weapon Attack:* +6 to hit, reach 10ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage and the target is grappled (Escape DC 17).

WANO VEINFIELD

A fast-talking and self-aggrandizing explorer, Wano is a thin 40 year old with a rough face weathered from hard adventure, and bombastic colorful clothes made from silks and fine materials. He wears boots stylized with small wings and keeps his blonde hair slicked back into a very short ponytail. His yellowed smile is contagious, though his charm and wit are a bit discomfiting.

Wano is convincing and ambitious, driven by greed and adventure, but his time in the Frozen Facility changed him, and he feels an urge to return, possibly caused by his proximity to The Artifact.

WANO VEINFIELD

Medium human, chaotic neutral

Armor Class 17

Hit Points 55(10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	12 (+1)	12 (+1)	11 (+0)	20 (+5)

Skills Acrobatics +8, Athletics +5, Deception +12, Persuasion +8 Survival +6

Senses passive Perception 11

Languages Common, Dwarven, Goblin

Challenge 3 (700 XP)

Pack Tactics. Wano has advantage on attack rolls against a creature if at least one of his allies is within 5 feet of the creature and the ally isn't incapacitated.

Nimble. Wano can take a disengage or move action as a bonus action.

Actions

Multiattack. Wano makes 3 rapier attacks.

Multiattack. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

APPENDIX B - MAGIC ITEMS

CELESTIAL CHOKER

Wondrous item, rare

This white lace choker never gets dirty and allows the wearer to read and speak Celestial.

CRYOSPARK

Wondrous item, rare

This crystal sphere is clear white, with frost gathering on its edges and a silver snowflake suspended in midair. You can use an action to throw it 60 feet. It explodes on impact and is destroyed. Each creature within a 5-foot radius of where it explodes must succeed on a DC 16 Dexterity saving throw or take 5d6 cold damage. The affected creatures become frozen.

to the floor. Its movement speed is reduced to 0, and the creature can use its action to make a DC 16 Strength check to break free.

HOLY OIL

Wondrous item, uncommon

This golden oil shimmers and glows softly. It can function like a poison, applied on a weapon or ingested to take effect. If applied on a weapon, the weapon deals an additional 1d6 radiant damage to fiends. If a fiend ingests the oil, it must make a DC 16 Constitution saving throw or take 4d6 radiant damage.

PLATINUM BADGE

Wondrous item, rare

This shimmering platinum badge is in the shape the profile of an angel's head, wearing a thin circlet. The badge prevents the wearer (or holder) from being targeted by the ice turrets in room 2, it allows the opening of the door to room 5, and allows a user to easily access the Messaging Construct in room 4, and issue commands to the Utility Construct in room 6. The exterior door in room 1 will not open from the inside unless a creature wearing (or holding) the badge is present.

SHIELD OF CREEPING FROST

Armor (shield) very rare (requires attunement)

This +1 steel shield resembles a snowflake, hexagonal with 6 barbed spokes and intricate engraved borders along its edges. While attuned to this shield, you can throw it like a *+1 returning* weapon (range 15 / 30 feet, dealing 1d10+1 slashing damage). While it is equipped, you gain resistance to cold damage and gain advantage on saving throws to avoid cold damage. If you take cold damage or the shield is hit with an attack that deals cold damage, ice starts to form and creep outward from the shield, 3 inches at a time. In addition, every 8 hours the shield collects 3 inches of ice and frost on its exterior. This ice does not harm the attuned wielder, but can trap or freeze any limbs or body parts to it if left unattended. The Strength DC required to break this ice is 15, and for each further 3 inches of ice, the DC increases by 1. The Artifact has disadvantage on this check. (This feature can also be used to create a trap that freezes things within ice.)

APPENDIX C - HAZARDS OF THE RIMEWASTES

CRACKLING ICE

Crackling ice is a phenomenon native to the Crackling Icefields of the Rimewastes. Crackling ice is many thin layers of fragile ice that crack under pressure, creating deep fissures that crackle and pop in a deafening sound that booms out for miles, alerting predators to any wandering prey that broadcasts its unfamiliarity with the terrain. When creatures travel over crackling ice, they must make a DC 12 Acrobatics, Nature, or Survival check every mile (or in a spot where the DM deems appropriate) or rupture the crackling ice. If the party attempts cautious travel, they can make this check with advantage.

A failure means the ice ruptures with incredibly loud crackling sounds, and creatures nearby must make a DC 12 Constitution saving throw or be deafened for 30 minutes, and the sound alerts any nearby monsters in the area, and may spur a random encounter (see the encounter table below).

If the Acrobatics check is failed by 5 or more, the creature falls up to 30 feet into the fissures of the Crackling Ice, taking 9 (2d8) cold damage and 9 (2d8) slashing damage, and potentially falling damage as well. Particularly dangerous patches of Crackling Ice may have a DC of 15 to avoid triggering.

QUICKSNOW

Quicksnow is a patch of loose powdery snow that hides deep pits, from 30 to 100 feet deep. Quicksnow can be spotted with a Perception check of 13 (Nature or Survival checks may be made instead by proficient creatures), and stepping onto quicksnow causes a creature to plummet to the bottom, taking falling damage as appropriate. Creatures cannot breathe in quicksnow (remember that a creature can hold its breath for a number of minutes equal to 1 + their Constitution modifier, minimum 30 seconds). If a creature falls into quicksnow, they gain 1 level of exhaustion, and one more for each 2 minutes they stay trapped in the snow.



SALT FLATS

Salt Flats are most common in the Unhallowed Devastation, where they whip up with wind to cut and abrade living creatures that tread across. Due to some unknown quality of the Rimewastes, the salt of the Salt Flats does not melt the ice, and thus the flats are some of the driest parts of the Rimewastes. When a creature moves 20 or more feet in a round over salt flats, it kicks up a salt cloud in a 5 foot radius around the path the creature took. This area is lightly obscured, and Concentration checks made within this area are made with disadvantage. In addition, when creatures within this cloud take slashing damage, they take an additional 1d4 poison damage from salt irritation.

SIEGE ICICLES

Siege Icicles are long and spindly ice formations that resemble tentacles covered in clusters of deadly ice needles. Siege Icicles are volatile and delicate, responding to minute changes in air pressure and temperature. When a creature comes within 10 feet of a Siege Icicle, or if one receives damage (AC 17) it explodes, sending razor sharp needles of ice in all directions. Creatures within 40 feet of the Icicle must make a DC 16 Dexterity saving throw, taking 28 (8d6) piercing damage on a failure and half that on a success. A creature struck by ice needles must make a DC 13 Constitution saving throw or gain 2 levels of exhaustion.

ENCOUNTER TABLE

If you want random encounters for the nautical journey to the Rimewastes, consult the Coastal (or Underwater) Monster tables on page 302 (or 305) of the Dungeon Master's Guide. For encounters in the Rimewastes, consult the Arctic Monster table on page 302 of the Dungeon Master's Guide, or roll a d12 and consult the table below.

RIMEWASTES MONSTERS

Die
Result Monsters

- | | |
|----|---|
| 1 | 2 Minotaur Skeletons and 4 Arrowhawk Skeletons (Warhorse Skeleton with a fly speed of 60 ft.) |
| 2 | 1 Winter Wolf and 5 wolves |
| 3 | 2 Wights and 2 Shadows |
| 4 | 1 Revanant and 1 Ghast |
| 5 | 1 Roper and 4 Ice Mephits |
| 6 | 3 Polar Bears and a Phase Spider |
| 7 | 1 Air Elemental and 2 Dust Mephits |
| 8 | 1 Bulette |
| 9 | 1 Young Rhemoraz |
| 10 | 1 Cryohydra (Hydra with immunity to cold damage and a 30 foot ice breath attack (DC 15, 10d6 cold damage, half on a successful save, Recharge 6.) |
| 11 | 1 Young White Dragon |
| 12 | 1 Gorgon |

