

Oceanbound



A 5th Edition Adventure for 11th-Level Characters

OCEANBOUND

Oceanbound is a Fifth Edition adventure for a party of **four characters with an average party level (APL) of 11**. The adventure begins when the party is accidentally transported to the Elemental Plane of Water. They must survive the depths, make a deal with the Sea Witch Ulsaira, and steal a powerful magical item for a submerged glacier full of elementals before they will be able to return home. A party with a character that can cast the spell *water breathing* or has other underwater adaptations will have an advantage in this adventure, but it is designed under the assumption that the characters can't breathe underwater.

CHARACTER BACKGROUND INFORMATION

This adventure works best if the DM knows specific information about each character's background. If you don't already have it you can either ask your players to provide the following information ahead of time or ask for relevant details as it comes up:

1. Describe the most significant death of an enemy or loved one your character has experienced.
2. What is your character's greatest fear?

BACKGROUND

The demigod Ulsaira, known as the Sea Witch, resides in the Elemental Plane of Water. Her lair is located in a region that is a common destination of spells and effects that allow a creature to travel to the Elemental Plane of Water. Her servants patrol the waters surrounding her lair to find stranded mortals to save and bring to her so that Ulsaira can make deals with them to increase her influence and power.

Ulsaira has recently set her sights on the *Dominion Pearl*, a powerful magical item that greatly improves a creature's control over its surroundings. Given enough time, a *Dominion Pearl* can influence its surroundings enough to create a domain. The *Dominion Pearl* is currently owned by Nixigidusk, an ice elemental that has used the *Dominion Pearl* to amplify its powers and create a massive glacier. Not only does Ulsaira covet the item for herself, but the glacier is close enough to her lair that she is concerned about its expansion.

BARGAINING WITH ULSAIRA

Ulsaira gains power from making bargains with mortals. The more personal meaning the bargain has, the more attractive it is for her. For example, a monetarily worthless pendant that has been in a family for generations and has deep personal value is much more attractive to her than a newly forged, expensive magical item that has never been used.

Some of her favourite things to bargain for include:

- Items with deep personal meaning
- Character proficiencies, abilities, and senses
- Years of life (essentially indentured servant contracts)
- Cherished memories (e.g. removing a loved one from a character's memory completely)

What Ulsaira takes, she also has the power to give. Although she is effectively omniscient in her own domain, she doesn't know any more about the events on other planes of existence than she is able to learn from those she makes bargains with. Any bargain she offers should present a difficult choice for the character.

INTO THE DEPTHS

This adventure begins when the party finds itself unexpectedly in the Elemental Plane of Water. Some suggestions for how this may have happened include:

- The party was travelling by sea and was sucked into a whirlpool connected with the Elemental Plane of Water.
- The party entered (or was forced through) a mysterious portal found within a dungeon without knowing its destination.

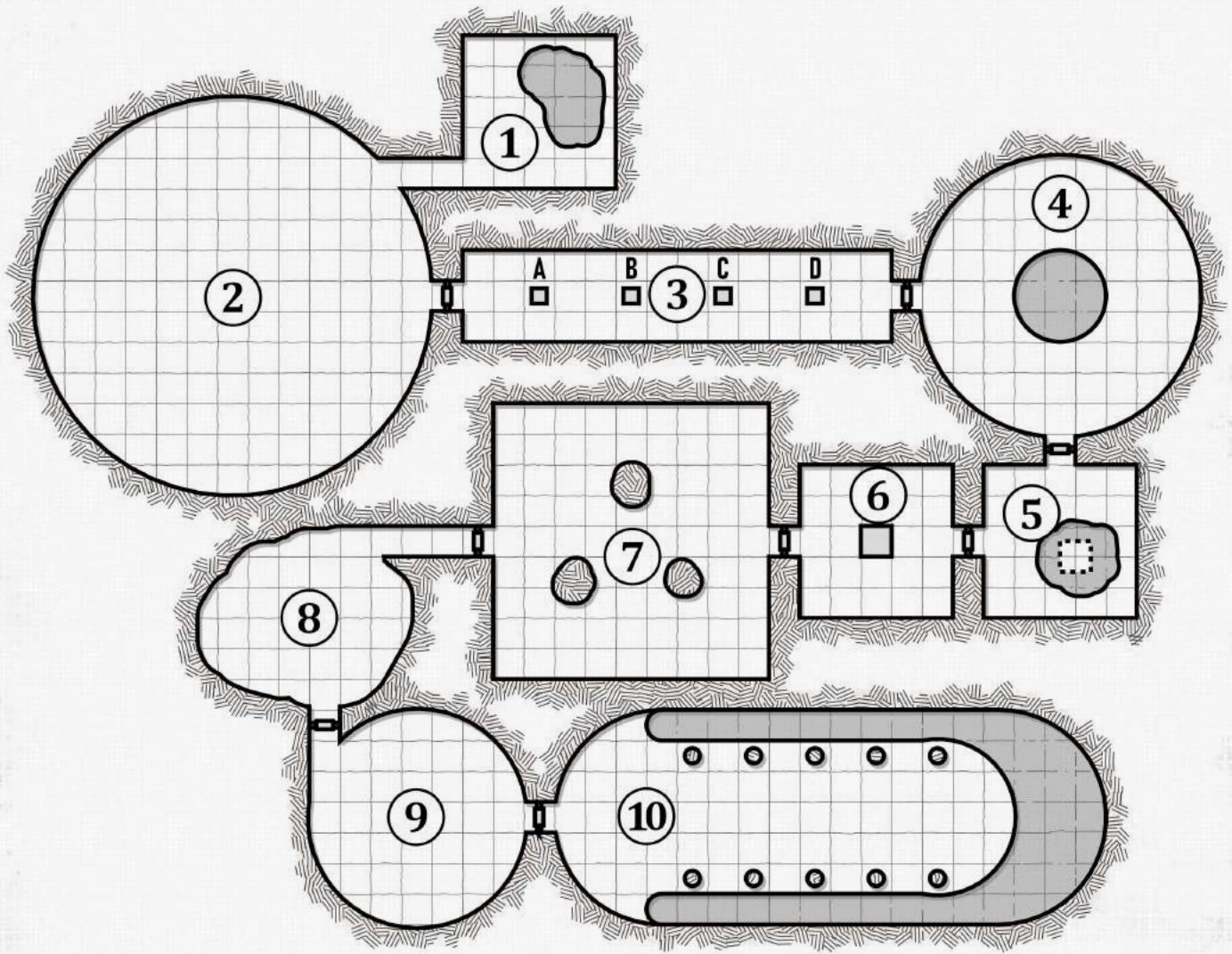
Regardless of how the party enters the plane, they arrive to find themselves submerged in a seemingly endless expanse of luminescent water. The only object visible is a large, umbrella-like plant which floats around 100 feet away. A character that succeeds on a DC 12 Wisdom (Perception) check can see that there is an air bubble under the floating plant's umbrella of leaves big enough to fit six medium creatures. A small humanoid seems to be manipulating the plant with a makeshift rope rigging.

The plant-ship, affectionately referred to as the *DSV Gnomebrella*, is manned by Phissa Squigglespock (neutral good female gnome **scout**). She is bound to patrol the area for Ulsaira for fifty years due to a bargain she made fifteen years ago when she was stranded here herself. Phissa encourages the characters to visit the Sea Witch to make a bargain if they have no other way of returning, assuring them that while Ulsaira couldn't be called 'good', she does respect her bargains.

If the party wants to meet the Sea Witch, Phissa steers the *DSV Gnomebrella* to Ulsaira's lair. It takes 8 hours to reach the jagged, barren rock the Sea Witch resides in. Phissa warns the characters that Ulsaira demands respect and is probably a demigod. She refuses to enter Ulsaira's lair. "Once was more than enough for me," she explains with a shudder. "Besides, I've already bargained away everything I'm willing to give."

ULSAIRA'S LAIR

1 SQUARE = 5 FEET



ULSAIRA'S LAIR

The following locations are keyed to the provided map of Ulsaira's Lair.

ULSAIRA'S LAIR GENERAL FEATURES

Unless otherwise noted, locations in Ulsaira's Lair have the following features.

Ceilings, Floors, and Walls. Ulsaira's lair is hewn from a massive rock floating in the Elemental Plane of Water.

Climate and Gravity. Ulsaira's will shapes the environment of her lair. She maintains breathable air and gravity comparable to the Material Plane in her lair.

Doors. All of the lair's doors are controlled by Ulsaira. They are locked until the players complete the test of the room. A locked door has no obvious locking mechanism and can essentially be treated as a decorative part of the wall. Doors remain unlocked behind the party. They are free to leave at any time.

Lighting. Locations in Ulsaira's lair are dimly lit with phosphorescent moss that grows on the walls and ceiling.

1: ENTRANCE

A short tunnel leads into the massive rock. After a disorienting shift from the directionless expanse of the Elemental Plane of Water to normal gravity, the party emerges into a pool of water in a small room. A large sign titled "Rules of Hospitality" stands beside an ornate stone door. This sign appears to be written in whatever language a creature is most comfortable with. The door forward is unlocked.

RULES OF HOSPITALITY

1. Do not kill my sentient employees
2. Do not attempt to bypass any locked doors
3. Do not sleep within my domain

If the players breach these rules of hospitality at any time, they must succeed on a DC 20 Wisdom saving throw or become become *polymorphed* into a frog. They are instantaneously transported from Ulsaira's lair to the water outside the entrance. If they return and break the rules of hospitality again, Ulsaira will kill them.

2: TEST OF STRENGTH

The first chamber is set up like a large colosseum ringed with heavy metal doors from which a variety of grunts, screeches, and thumps emanate. This room is used to test the combat strength of the party with successively more difficult fights. The party is no use to her dead, so creatures with an Intelligence score of 5 or higher understand that they should use non-lethal attacks where possible. After all creatures in an encounter are defeated the door to the next encounter opens at the next initiative count 20.

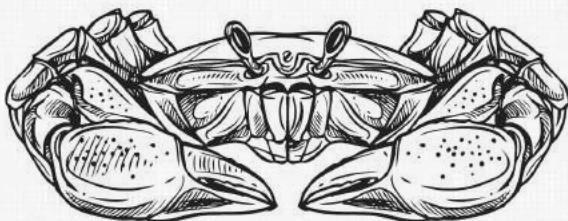
Encounter 1: Pinchers. Four **giant crabs**.

Encounter 2: Paralyzers. Two **chuul**.

Encounter 3: Poisoners. Two **wyverns**. They fly out from a door near the ceiling.

Encounter 4: Slammers and Spellcasters. Two **shambling mounds** and one **mage** (chaotic neutral male human). The mage casts *greater invisibility* on himself before the door opens. Instead of *fireball*, he knows the spell *lightning bolt*.

Once the party completes the fights, the door forward unlocks with a loud click.



3: TEST OF GREED

Four podiums with various items are spaced equidistant along a wide hallway. Each one is very obviously trapped, as shown in the Podium Contents and Traps table. The object on each podium has a small, 5-foot-diameter *antimagic field* surrounding it.

PODIUM CONTENTS AND TRAPS

Podium Contents	Trap
A 200 pp	Glowing arcane symbols are inlaid into the stone surrounding the podium. Any creature that comes within 10 feet of the podium is targeted by the <i>blight</i> spell (DC 15).
B <i>gloves of swimming and climbing</i>	Tripwires are strung in a web surrounding the podium, interspersed with small holes. A creature attempting to reach the podium must succeed on a DC 18 Dexterity saving throw or trigger the trap. If triggered, gas begins hissing from the holes and the air in the room becomes unbreathable within 3 rounds. Every creature remaining in the room after that time begins to suffocate.
C Trident	Pink mist lightly obscures a 10-foot-diameter sphere around the podium. A creature that enters the mist is affected by the <i>confusion</i> spell (DC 15).
D <i>spell scroll of control water</i>	Dripping green vines sprouting from the podium angle towards the closest creature in the room. A creature that moves within 10 feet of the podium is attacked by the vines (+7 to hit). On a hit, the vines affect the creature with the <i>contagion</i> (Mindfire) spell.

The door forward at the far end is unlocked and slightly ajar.

4: POOL OF LOSS

A small pool ringed with rune-carved stones sits at the center of this room. Chilly mist swirls delicately around it. As the characters enter the room, a number of ghostly figures equal to the number of characters present rise from the pool. Each ghost resembles a dead enemy or loved one from a character's past. Each character must succeed on a DC 15 Wisdom saving throw or become convinced that this is the soul of the person the ghost resembles.

Encounter: Ghostly Reflections. These figures use the **ghost** stat block, but they are merely reflections of the characters' loved ones. The ghosts immediately attack the character they 'knew' and speak to the character as they do so, blaming them for their death.

5: TEST OF MORALITY

A young elven male (a lawful neutral **noble**) is suspended in a cage hung 30 feet above a pool of bubbling green acid by a 10-foot chain. As soon as he notices the party, he frantically waves and gestures to be let out, but he seems to be unable to speak. The door forward is unlocked and slightly ajar.

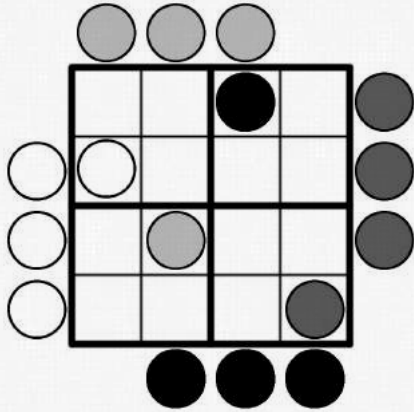
This is one of Ulsaira's employees who bargained his ability to speak for underwater adaptations. As soon as he can convince a petitioner to 'save' him, he is free to leave.

Trap: A Noble Rescue. Any creature that enters the acid pool or begins its turn there takes 13 (3d8) acid damage. The bars of the cage are made of thick iron. Each 5-foot section has AC 19, 20 hp, and immunity to poison and psychic damage. The cage door is locked with a padlock reinforced with *arcane lock* and requires a DC 25 Dexterity check with thieves' tools to open. The elf is terrified of ranged attacks made against the cage, fearing friendly fire.

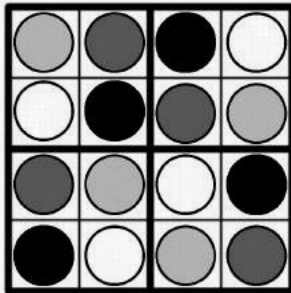
6: TEST OF INTELLIGENCE

A square dais standing at the center is split into four even sections, each of which is further subdivided into four more sections. Four different figurines of wizardly humans are currently placed on the dais while three more of each are placed on a separate stand. A plaque attached to the dais reads:

*Four mages tried to cast a spell; instead they split reality
Things quickly had to stabilize to reach a new neutrality
In all four quadrants only one of each mage now resides
And over every row and column one of each presides*



This is a 4x4 sudoku puzzle with the following solution:



Trap: Puzzling Mistakes. If any of the wizard figurines are placed in the wrong spot, *magic missiles* cast at 3rd level come out of the figurine's hand, targeting whoever placed the incorrect figurine.

7: TEST OF PRIORITIES

One of Ulsaira's favorite bargains to make involves taking a sense away from a mortal. This test helps her discover which sense a petitioner favors most. Three large stone columns decorated with depictions of eyes, ears, noses, and mouths form a triangle in this room. As soon as all of the characters have entered the room, the stone melts away revealing misshapen humanoids stitched together from mismatched body parts.

Encounter. Senseless Violence. The three **flesh golems** immediately attack the players. They have orders to use non-lethal violence. Each round on initiative count 20, each character must choose a sense to lose: sight, smell, taste, or hearing. They lose this sense until the next initiative count 20 when they must pick a new sense to lose. Each character must cycle through all four senses before they can repeat a sense.

8: TEST OF FEAR

A circle of glowing arcane symbols provides the only light in the room, tinting everything an ominous red and casting long shadows on the uneven cavernous walls. A sign near the entrance reads "Each petitioner must face their fears."

Hazard: Face Your Fears. Each character must step into the arcane circle one at a time. While standing in the circle, an illusion of the character's greatest fears appears in the room. When the illusion first appears, the creature in the circle must succeed on a DC 15 Intelligence saving throw or suffer from horrible nightmares during its next long rest. A creature affected by these nightmares only regains half as many hit dice as normal and gains a level of exhaustion. This effect can be removed early by *dispel magic* or similar magic.



9: TEST OF SKILL

This circular room has five alcoves spread along the exterior wall. Each has a test of skill within it. A statue of a twisted, fey-like woman with a mass of tentacles where her legs should be stands at the center of the room, arms folded and lips pressed tight as if deeply disappointed. An inscription at the base reads: "Each petitioner must impress me with their own merit."

1. **Strength.** A lever with a sign reading "pull me" is attached to the wall of the alcove. A glowing, flame-shaped sigil is inscribed on the side of the alcove. A creature must succeed on a DC 16 Strength check to pull the lever. On a failure, the flame sigil releases a burst of fire that functions like the spell *hellish rebuke* (DC 16).
2. **Dexterity.** A wire leads from one side of the alcove to the other, looping and zig-zagging back on itself along the way. A metal ring around the wire sits on a wooden rest at the left. A sign reads: "Move the ring to the far side without touching the wire." A creature moving the ring must succeed on a DC 16 Dexterity check to complete this task. With a failed check, the ring moves itself back to the wooden rest and any creature touching it takes 13 (2d12) lightning damage.
3. **Intelligence.** A puzzle cube is attached to a small pedestal at the center of the alcove, a sign reading "solve me" displayed behind it. As soon as a creature touches the cube, an illusory timer appears. A character that succeeds on a DC 16 Intelligence check solves the puzzle before the time runs out. A creature that fails has its hands burned by the puzzle cube and takes 13 (2d12) fire damage.
4. **Wisdom.** A line at the center of the alcove splits it into two even halves. A sign at the center reads "find the differences". Whenever a creature comes within 5 feet of the alcove, the walls rearrange themselves into an intricate fresco that is nearly identical across the two halves and an illusory timer appears. A character that succeeds on a DC 16 Wisdom check finds the differences before the timer runs out. A creature that fails is sprayed with a foul-smelling green liquid and takes 13 (2d12) poison damage.
5. **Charisma.** An alcove lined with twisted humanoid puppets has a sign reading "entertain us" and a small wooden platform with a pair of footprints at the center. A creature standing on the platform must make a DC 16 Charisma check to entertain the audience with the method of their choice. With a successful check the puppets begin to cheer and clap, while a failed check causes the puppet to boo and hiss, dealing 13 (2d12) psychic damage to the creature on the platform.

Each character must succeed on one of the skill challenges without obvious assistance, or attempt all five challenges before the door forward will open. Reward your players for creative solutions that fulfill the letter of the request even if it isn't the "obvious" solution. Ulsaira respects ingenuity.

10: PETITIONER'S HALL

Unlike the rest of the lair, the petitioner's hall is constructed from smooth stone decorated with intricate carvings. A waterfall at the far side of the room plunges into a shallow pool that runs around the perimeter of the walls, the glowing corals within bathing the room in cool blue light.

As the characters enter, a huge face forms in the spray from the waterfall. This is a projection of Ulsaira who hides her true body much deeper in the rock. Her booming voice echoes through the chamber: "Enter, mortals, and speak your desire." She initially offers each character a personalized bargain to return back to the Material Plane (see Bargaining with Ulsaira for guidelines). If one or more of the characters are reluctant to agree (and they should be!), she offers an alternative bargain: go to Nixigidusk's Glacier and return with the *Dominion Pearl* from its core. If the characters lack a way to breathe underwater, she grants each a talisman that confers the effects of *water breathing* for 48 hours, bargain free.

Once the discussion is complete, the party is transported back to the exterior of the lair where Phissa is still waiting. She knows the location of Nixigidusk's Glacier and is obligated to transport the characters if they require her help.

NIXIGIDUSK'S GLACIER

It takes 4 hours for the *DSV Gnomebrella* to reach Nixigidusk Glacier. It would take a creature with a swim speed of 30 feet 6 hours of continuous swimming to cross the same distance.

The glacier appears deceptively small in the endless expanse of the waters as the party approaches. It looms larger and larger the closer the characters approach, a mass of dark ice within the luminescent water. The water slowly cools from pleasantly warm to extremely cold beside the massive hunk of ice. The glacier's form is twisting and irregular with many tunnels leading into its interior.

NIXIGIDUSK'S GLACIER GENERAL FEATURES

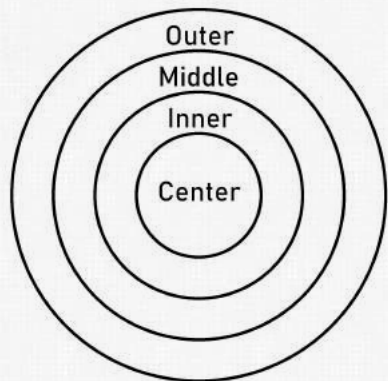
Unless otherwise noted, locations in Nixigidusk's Glacier have the following features.

Ceilings, Floors, and Walls. Rooms and tunnels in the glacier are carved out of the ice and fully submerged in water. Impurities trapped in the ice make it nearly opaque.

Extreme Cold. The glacier is extremely cold. After each hour a creature spends in the glacier, it must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures naturally adapted to cold water climates.

Lighting. The natural luminescence of the water bathes the interior of the glacier in dim light.

NAVIGATING NIXIGIDUSK'S GLACIER



The glacier is a maze of winding tunnels that become more convoluted the closer to the center of the glacier the party gets. Each time they leave a location in the glacier, one character acting as the navigator makes a Wisdom (Survival) check. The DC required to progress deeper into the glacier is shown in the navigation table. If the navigator fails this check by 10 or more, they accidentally travel one layer shallower in the glacier. Otherwise, the party remains in the same layer. Traveling between locations takes 4d8 minutes.

NAVIGATION

Glacier Area	Wisdom (Survival) check DC
Outer to Middle	10
Middle to Inner	15
Inner to Center	20

Once you have determined which layer the party ends in, roll 1d4 (re-rolling any 4's) on the following table to determine which location in that layer the party finds. There is only one location, the Elemental Core, at the center of the glacier.

LAYER LOCATION

Layer	1	2	3
Outer	Ex-Adventurer	Ice Prison	Ambush
Middle	Silty Current	Still Waters	Trapped Ship
Inner	Map	Toxic Waters	Mirrored Hallway

OUTER 1: EX-ADVENTURER

Another adventurer was previously sent by Ulsaira to steal the *Dominion Pearl*. She didn't make it past the first room she encountered.

Encounter: Entrance Patrols. Three **ice elementals** (see Appendix D) lurk in the tunnels surrounding the room and attack as soon as they spot intruders.

Treasure: Adventurer's Pack. The dead adventurer's pack contains the contents of an explorer's pack along with 500 gp and two diamonds worth 1,000 gp each.

OUTER 2: ICE PRISON

A blue crystal protrudes from the ice in this small chamber. The water in this room is noticeably colder than the glacier tunnels, requiring a Constitution saving throw for the extreme cold (see Nixigidusk's Glacier General Features) every 30 minutes instead of every hour.

Trap: Cold Snap. If any creature touches the crystal, the water inside the room freezes into sharp icicles. Each creature in the room takes 16 (3d10) piercing damage and must succeed on a DC 15 Constitution saving throw, taking an additional 22 (4d10) cold damage on a failed saving throw or half as much on a success.

OUTER 3: AMBUSH

The tunnels leading to this room are oddly warm.

Encounter: Ambush Predator. A depths remorhaz (uses the **remorhaz** stat block but it can breath underwater and has a swim speed of 30 ft.) has burrowed into the glacier and ambushes any corporeal creature that comes near.

MIDDLE 1: SILTY CURRENT

A strong current, murky with silt and other debris, runs through this small room. The silt heavily obscures the area.

Hazard: Strong Current. A character attempting to cross the current must succeed on a DC 15 Strength (Athletics) check or be pulled into the current. A character pulled into the current takes 22 (4d10) bludgeoning damage immediately and may choose to make another DC 15 Strength (Athletics) check, entering a random room in the outer layer of the glacier on a success. A character that chooses not to or fails the second saving throw takes an additional 22 (4d10) bludgeoning damage and is expelled from the glacier.

MIDDLE 2: STILL WATERS

The water in this location is perfectly still.

Encounter: Sneaky Elementals. Three **salt water elementals** (use the **water elemental** stat block but they lack the Freeze feature) are resting at the center of the room, indistinguishable from the water around them. They attack the party on sight.

MIDDLE 3: TRAPPED SHIP

The battered remains of a sunken ship are embedded in the ice in this room. A character with proficiency in water vehicles or who succeeds on a DC 15 Intelligence (Investigation) check can tell that this part of the ship was likely the cargo hold.

Treasure: Valuable Cargo. The ship's cargo is untouched. The hatch to the cargo hold is frozen shut and requires a DC 20 Strength (Athletics) check to pry open. Alternatively, each 5-foot section of the ship walls has AC 15, 15 hp, and immunity to poison and psychic damage. Within the hold there is a chest with 10,000 gp and a *scimitar of speed*.

INNER 1: MAP

The walls of this cavern are smooth and have crude maps etched into them. Nixigidusk drew this to trick intruders into leaving the glacier.

Trick: Faulty Directions. A character that spends 10 minutes attempting to understand the map can make a DC 20 Wisdom (Survival) check. On a success, they realize that the map is inaccurate and will lead them out of the glacier. On a failure, the character believes they have discovered the path to the center of the glacier. If they follow the map's directions, the next time the party makes a navigation check, they automatically find themselves in a Middle location regardless of their roll.

INNER 2: TOXIC WATERS

A diseased sea snake was recently killed in this room. Its blood mingles with the water in the area, lightly obscuring the room.

Hazard: Blood in the Water. The sea snake was infected with sight rot. Any creature that drinks or breathes the water in the room must succeed on a DC 15 Constitution saving throw or become infected as well.

Treasure: Snake Bits. The snake's venom glands are intact. A creature that succeeds on a DC 11 Wisdom (Survival) check can harvest the two venom glands. Each gland is worth 100 gp to a poisoner or can be distilled into serpent venom poison following downtime rules.

INNER 3: MIRRORED HALLWAY

Razor-sharp geometric ice crystals jut from the walls of the room, reflecting and focusing the light from a glowing gem at the center of the room. Any creature that enters the room must succeed on a DC 15 Constitution saving throw or become blinded for 10 minutes. Creatures with darkvision make this saving throw with disadvantage.

Hazard: Ice Spikes. A creature that attempts to navigate this room must succeed on a DC 12 Dexterity (Acrobatics) check or take 18 (4d8) slashing damage and 9 (2d8) cold damage from the sharp ice. A creature that is blinded makes this check with disadvantage.

Treasure: Let There Be Light. The light source is a *gem of brightness* with 40 charges remaining. It is currently trapped in ice and requires a DC 15 Strength check to break free.

CENTER: ELEMENTAL CORE

The *Dominion Pearl* is located at the center of the glacier, embedded within a crystal clear pillar of ice along with glittering platinum pieces and gems. Nixigidusk, the Ice Elemental, resides here. Far more intelligent than its brethren, Nixigidusk will attempt to persuade the party to leave it alone. The glacier is home to dozens of elementals and requires the *Dominion Pearl* to be maintained. Unfortunately Nixigidusk knows of no alternative method for their players to return to the Material Plane.

Encounter: Thieves! Nixigidusk (see Appendix D) will fiercely defend the *Dominion Pearl*, but not with its life. If its hit points are reduced below 50, it will attempt to flee. Nixigidusk does not need to make navigation checks when moving through the glacier.

Treasure: Shiny! Nixigidusk decorated the pillar containing the *Dominion Pearl* by freezing 1,200 pp and nine opals each worth 1,000 gp inside the clear ice. Removing all of the treasure requires an hour of hacking away at the ice. The exact function of the *Dominion Pearl* is not relevant to the adventure unless the party wants to keep it for themselves. If the characters wish to know the rough functioning of the item they may learn:

- A creature attuned to the *Dominion Pearl* must stay in the area for a long period of time to fully activate its effects
- Selling it would be incredibly risky. The *Dominion Pearl* is so rare that many individuals would happily go to war to get it.

CONCLUDING THE ADVENTURE

If the party successfully retrieves the *Dominion Pearl* for Ulsaira, she fulfills her end of the bargain and uses *plane shift* to send the characters back to the Material Plane. Without the *Dominion Pearl*, the glacier slowly melts over the next two months.

If they don't retrieve the *Dominion Pearl*, each character must individually make a bargain with Ulsaira (see *Bargaining with Ulsaira* for guidelines). Ulsaira will also attempt to get the characters to agree to additional bargains one last time, using what she learned from their initial trip through her lair to entice them. If they take the *Dominion Pearl* from Nixigidusk but don't give it to her, she will send other adventurers after them to try to take it while they remain on the Elemental Plane of Water.

If the party refuses to make a deal with Ulsaira, they'll be stuck on the Elemental Plane of Water for the foreseeable future. Hopefully they have some way of breathing underwater and didn't make an enemy of Nixigidusk...

CREDITS

Designer and Writer. Ellie Hogan of Adventures, EH?

Cover Art. Matias Lazaro

Cartography. Ellie Hogan of Adventures, EH?

Editors. Benjamin Gilyot and Laura Jordan

APPENDIX

ICE ELEMENTAL

Large elemental, neutral

Armor Class 17 (Natural Armor)

Hit Points 126(12d10 + 60)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage vulnerabilities Thunder

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Poison

Condition Immunities Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

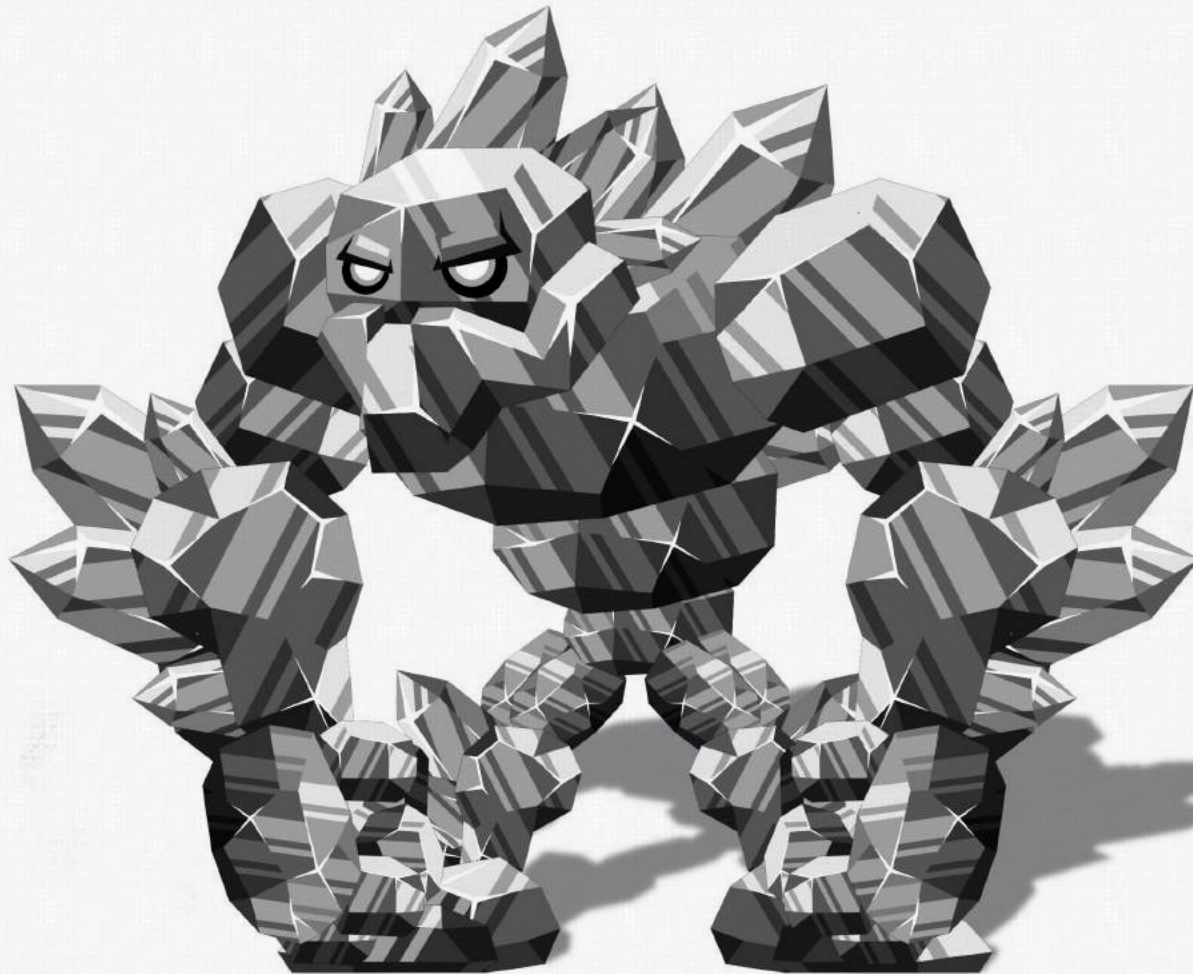
Frigid Form. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Icy Appearance. While it remains motionless, the elemental is indistinguishable from a patch of sharp ice.

Actions

Multiattack. The elemental makes two touch attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 9 (1d8 + 5) bludgeoning damage plus 4 (1d8) cold damage.



NIXIGIDUSK

Nixigidusk is a powerful and unusually intelligent elemental made of water and ice. It has a serpent-like body with a single set of long, clawed arms near its head.

NIXIGIDUSK

Large elemental, wneutral

Armor Class 18 (Natural Armor)

Hit Points 180(19d10 + 76)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

Saving Throws DEX +7, CON +9, WIS +7, CHA +9

Damage Resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

Damage Immunities Cold, Fire, Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 12

Languages Common, Aquan

Challenge 14 (11,500 XP)

Magic Sight. Magical darkness doesn't impede Nixigidusk's darkvision.

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

Actions

Multiattack. Nixigidusk makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) cold damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). Nixigidusk magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until Nixigidusk is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.

Lair Actions

On initiative count 20 (losing initiative ties), Nixigidusk can take a lair action to cause one of the following magical effects, but can't use the same effect two rounds in a row:

- Tiny ice crystals form in a 20-foot-radius sphere centered on a point Nixigidusk can see within 120 feet of it. The crystals spread around corners. Each creature in the crystals must succeed on a DC 15 Constitution saving throw or be blinded 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.
- Shards of ice explode from a point on the walls Nixigidusk can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) cold damage on a failed save, or half as much damage on a successful one.
- A whirlpool forms in a 60-foot radius around Nixigidusk. Each creature other than Nixigidusk in that area must succeed on a DC 15 Strength saving throw or be knocked prone.

Product Identity: The following items are hereby identified a Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialog, plots, story elements, locations, characters, artwork, graphics, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration).

Open Game Content: The Open content in this book includes the monster names, description, monster statistics, and monster abilities. No other portion of this work may be reproduced in any form without Permission.

OPEN GAMING LICENSE

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
15. COPYRIGHT NOTICE
Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Oceanbound Copyright 2021 Adventures, EH? Authors: Ellie Hogan.

Some images used under license from Shutterstock.com

Some artwork copyright Hamrick Brands LLC, used with permission.

END OF LICENSE

