

# LOHDELUS THE ICE LICH



HERE ARE MANY PATHS TO ETERNAL LIFE, almost all of them are unnatural. Countless beings have followed the dark and evil arts to get there and most often they fail.

However, the twisted mind will always find a way, despite the heavy obstacles and sacrifices.

## HISTORY

In his treatise “Time and the Human Soul,” Behlner posits that the gods themselves are but super powerful beings that have transcended death simply by lengthening the time that they have. As preposterous as the idea may be, there might be a kernel of truth to it. Vacender, in “Ages of Titans,” goes on at length about the extreme ages of creatures from Titans and Dragons to Elves and slimes. She points out that all of these beings have a different vantage point in regards to time than your average human. Casseto, the mage of Larkspur, felt that this whole process could be explained by one force alone, that of extreme cold.

It wouldn't be for many years that the volume, “Snow Annex,” of a mage by the name of Lohdelus would be found. It was locked in a block of ice along with numerous dead bodies. The volume details his attempt to become a lich by opening a portal to the plane of cold. It isn't known if he succeeded or not but many have gone to the northern wastes in search of his tower and the untold treasures that it must contain.

**Note:** The original volume has long since been lost, but a translation was created and is in the library of the Wizards Guild of the city of Belshazar. There, a map can be found to a tower in the far north that was purportedly near where the original volume was discovered.

## THE TOWER OF LOHDELUS

In the far north, buried in the ice, is a tower made of red basalt. Only the top two floors of the tower are visible above the packed snow of the glacier. There are no windows or doors as a way into those levels, only frosty rock, smooth and polished by the relentless wind and ice. The entrance is located in a crevasse on the northern side, usually buried half in snow. Of course, the layout on the inside is unknown and the tower certainly has magic to thwart even the best scrying magics of those who might wish to peer inside.

There is, though, an almost fingerless halfling bard, named Pieto, who claims that the area is populated by a clan of ice trolls who hunt for ice worms on the frozen plain. They trade the hides and innards to merchants for things they might need. Pieto claims the tower itself is overrun with ice skeletons and [Coldlight Walkers](#).

Despite swearing that he knows nothing about the inside of the tower, its contents, nor it's location, the halfling has told, when he is down in his cups, of one room in excruciating detail. He claims that at the very top of the tower, there exists an audience hall. It is here,

on his throne, sits Lohdelus, with icy skeleton servants scattered about the room in a likeness of a human court. He contends Lohdelus is assuredly dead, killed by someone or *some thing*, and that he was sat on his throne as a mockery. Maybe whoever set this grotesque scene was after his treasure, maybe they hunted the second volume of his book, the one with all the details. No one knows. No one living that is. Strangely, despite a hard belief that Lohdelus is dead, the halfling feels that he still has agents in the north, doing what, Pieto has no idea, but he will lower his voice and furtively look around when he speaks of them.

LOOK, I'M TELLING YA, I NEVER WENT IN, BUT I KNOW of what I speak. It's no comfort knowing what I know, nor how I know it. And if you keep snooping around about him and that tower he's going to know. He still has friends ya see, get it?

--- Pieto, halfling bard

## TREASURE

Lohdelus has a number of items in his tower that would interest any adventuring party; potions of cold resistance that stay liquid even at temperatures far below freezing; scrolls; no small amount of gold; and frost pearls. Most notable though, is the notation in the “Snow Annex” about having an escape plan of some sort; a way to get out of all of it if things went horribly wrong. Many scholars of the Guild have wondered what this might be and Mage Gilroey of Jaspence has put forward an idea. He believes that whea former adventuring companion of Lohdelus, a cleric named Rhashan, was brought back to undeath she had in her possession a Rod of Resurrection. If this is true, it leaves as many questions as it answers. Was it used? If not why not? Why didn't she use it on herself to escape her horrible fate, or did she? And is the Rod still there?

Somewhere in his tower is also presumably a gate to the plane of Ice, placed very near where that plane touches the Negative plane. This is detailed in the “Snow Annex” and though it is a stretch to call this a treasure, permanent gates to other planes can be a great boon (or horrible bane.)

The Annex details something called Ice Geodes containing the souls that were escaping from, or escaping to, the Negative plane. It is written that the black and rainbow crystal snow inside the geode can power great magics that deal with time and it flat out states that the least of their abilities is to function as a one use device to cast a Time Stop spell. It explains that at one point a valley was found, on the Ice plane, littered with these powerful objects. If there is any truth to this farfetched tale, the gate would be a way to find out.

# ICE LICH

*Medium Undead, Neutral Evil*

**Armor Class** 17 (natural armor)

**Hit Points** 125 (16d8 + 53)

**Speed** 40ft.

STR	DEX	CON	INT	WIS	CHA
11 (0)	16 (+3)	12 (+3)	20 (+5)	14 (+2)	16 (+3)

**Senses** darkvision 60 ft., passive perception 15

**Languages** Common

**Challenge** 19 (22,000 XP)

**Proficiency Bonus** +7

**Saving Throws** CON +10, INT +12, WIS +9

**Skills** Arcana +19, History +12, Insight +9, Perception +9

**Damage Resistances** Fire, Lightning, Necrotic

**Damage Immunities** Cold, Poison, Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Condition Immunities** Charmed, Exhaustion, Frightened, Paralyzed, Poisoned

**Senses** Truesight 120 ft., Passive Perception 19

**Languages** Common plus up to five other languages

**Legendary Resistance (3/Day).** If the Ice Lich fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

**Turn Resistance.** The Ice Lich has advantage on saving throws against any effect that turns undead

**Touched by Ice.** Such is the connection to elemental ice that the Ice Lich's magic bypasses Cold Resistance, and reduces Cold Immunity to Cold Resistance.

**Spellcasting.** The Ice Lich is a 16th level spell caster focused on ice and time. Its spellcasting ability is Intelligence (spell save DC 18, +12 to hit with spell attacks). The Ice Lich has the following spells prepared:

Cantrips (at will): chill touch, frostbite, firebolt, ray of frost, sword burst

1st level (4 slots): ice knife, magic missile, shield, thunderwave

2nd level (3 slots): binding ice, invisibility, mirror image

3rd level (3 slots): haste, counterspell, fireball, lightning bolt

4th level (3 slots): ice storm, dimension door, vitriolic sphere

5th level (2 slots): cone of cold, synaptic static

6th level (1 slot): wall of ice, globe of invulnerability

7th level (1 slot): finger of death, plane shift

8th level (1 slot): horrid wilting

## ACTIONS

**Freeing Touch** *Spell Melee Attack:* +11 to hit, reach 5ft.,

one target. *Hit* 20 (6d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

## LEGENDARY ACTIONS

The lich can take 3 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. The lich regains spent legendary actions at the start of its turn.

**Cantrip.** The Ice Lich casts a cantrip.

**Freezing Touch (Costs 2 Actions).** The Ice Lich uses its Freezing Touch

**Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.

**Disrupt Life (Costs 3 Actions).** Each non-undead creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

## LAIR ACTIONS

On initiative count 30 the ice lich may take a lair action at the start of the count.

- The Ice Lich rolls a d8 and regains a spell slot of that level or lower. If it has no spent spell slots of that level or lower, nothing happens.
- The Ice Lich targets one creature it can see within 30 feet of it. A crackling cord of negative energy tethers the lich to the target. Whenever the lich takes damage, the target must make a DC 18 Constitution saving throw. On a failed save, the lich takes half the damage (rounded down), and the target takes the remaining damage. This tether lasts until initiative count 20 on the next round or until the lich or the target is no longer in the lich's lair.
- The Ice Lich calls forth the spirits of creatures that died in its lair. These apparitions materialize and attack one creature that the lich can see within 60 feet of it. The target must succeed on a DC 18 Constitution saving throw, taking 52 (15d6) necrotic and cold damage on a failed save, or half as much damage on a success. The apparitions then disappear.

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