

ICEWIND DALE: RIME OF THE FROSTMAIDEN

# DOOM OF YTHRYN



DM's resources for Icewind Dale: Rime of the Frostmaiden  
Chapter 7: Doom of Ythryn

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# DOOM OF YTHRYN



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# INTRODUCTION

**I**C EWIND DALE: RIME OF THE FROSTMAIDEN IS A chilly campaign that will take your characters from 1st to beyond 10th level, as they face frosty foes, deeply buried dangers, and dark deities, while reshaping the fate of Icewind Dale – and perhaps the entire Sword Coast along with it!

This campaign has an evocative setting with a multitude of interesting locations and awesome quests that will have your players engaged – and maybe even a bit nervous – as they are haunted and harrowed by all the magnificent evils Icewind Dale has to offer.

This download, which covers Chapter 7 of the campaign book, provides you with tools and thoughts that will help you make *Icewind Dale: Rime of the Frostmaiden* an exciting experience for your players – and much more manageable for you. It is strongly recommended that you read through the campaign book before using these resources. And always remember, the advice and ideas given here are options – you know best what works at your table.

This download contains:

**NPCs in Ythryn.** Advice on how to handle the three main NPCs of Chapter 7 – Avarice, Auril, and Iriolarthas – so they are used to the greatest effect.

**Pacing Chapter 7.** An in-depth discussion of the chapter's pacing, including advice on when and how to present them with challenges, so the final chapter of the adventure is sufficiently climactic and exciting!

**Running Chapter 7.** A closer look at each of the locations featured in Chapter 7 and advice on how to run them, including a full roster of the Necropolis of Ythryn.

**8 Full-color, VTT-ready Encounter Maps.** A full suite of battlemaps for mapless locations in Ythryn, so you can run encounters at the Tower of Abjuration, Tower of Conjuraton, Arboretum, Ythryn Mythallar, and more!

**Encounter Sheets.** Most of the creatures from the chapter arranged neatly together on sheets so you don't have to flip through multiple books at the table!

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## CHAPTER 7: DOOM OF YTHRYN

**I**N CHAPTER 7: DOOM OF YTHRYN THE BRAVE adventurers delve into the ancient ruins of the Netherese city Ythryn, a city that once soared high in the skies above, but which now lies entombed in ice deep underneath the Reghed Glacier.

In this chapter, the epic adventure comes to its conclusion, as the characters face off with eldritch enemies, ancient arcanists, and miraculous magic to uncover Ythryn's long-lost treasures and end Auril's Everlasting Rime!

### OVERVIEW

The objective of this chapter seems simple at first glance: loot Ythryn's treasures and/or find the *Ythryn mythallar* and use it to end Auril's Everlasting Rime.

In reality, it is a bit more complicated than that. In order to activate the *Ythryn mythallar*, the characters must first destroy Iriolarthas. Both Iriolarthas and its treasures are inside the Spire of Iriolarthas, which is surrounded by a force field. To get past the force field, the characters must learn about and perform the Rite of the Arcane Octad, which can only be done by finding inscriptions in various locations throughout the city. Meanwhile, both Avarice and Auril potentially show up to thwart the characters' efforts.

In summary, the characters must thus accomplish the following during their stay in Ythryn:

- **Learn the Rite of the Arcane Octad** by visiting various locations in the city.
- **Deal with Avarice**, who wants Ythryn's treasures.
- **Deal with Iriolarthas**, who prevents them from using the *mythallar* and guards Ythryn's greatest treasures.
- **Deal with Auril**, who wants to prevent the characters from using the *mythallar* to end her Everlasting Rime.

On the following pages, you will find an in-depth look at the NPCs that feature prominently in Chapter 7, advice about pacing the chapter, and suggestions on how to handle the characters' exploration of Ythryn.

### NPCs in Ythryn

There are three very prominent NPCs that may show up during the characters' stay in Ythryn: Avarice from the Arcane Brotherhood, Iriolarthas the demilich, and Auril the Frostmaiden. Below is advice on handling each of these NPCs.

#### AVARICE

Of the three NPCs detailed in the chapter, Avarice is the least important. She can be omitted and the chapter runs almost exactly the same as it otherwise would. That doesn't mean that you shouldn't include her, as she can be used to stir things up and increase the characters' sense of urgency by foreshadowing Auril.

As written (pg. 259), Avarice shows up 12 hours after the characters arrive in Ythryn. She sets up camp in 'Y28. Skydock Spire', and sends out cultists to loot the city. It is likely that Avarice will arrive while the characters are still exploring the city and trying to figure out the Rite of the Arcane Octad, which seems like as good a time as any. Her presence presents a complication to the party – or a potential ally, if they are in need of aid – and gives you a chance to foreshadow the impending arrival of Auril the Frostmaiden.

#### MEETING WITH AVARICE

The book presents a lot of random rolls to determine when and where Avarice's cultists are encountered. You can make things easier by deciding that:

- Shortly after Avarice's arrival, the characters run into **5 cult fanatics** who attack them on sight. If interrogated and magically coerced, a fanatic can tell the party that Avarice is in the city and lead them to her base in 'Y28. Skydock Spire'.
- If the characters don't seek out Avarice on their own, she eventually sends her raven to give them a message once she learns of her scouting party's destruction. She invites them to meet her in the rotating glass

chamber above 'Y28. Skydock Spire', where she is surrounded by all her surviving minions.

- Avarice offers to partner with the characters if they eject Vellynne from their group and promise her the first pick of any spellbooks they find.
- If the characters haven't defeated Auril yet, Avarice urges the characters to accept her aid by telling them that "the Frostmaiden was not far behind us when we entered the glacier – I can help you claim your prize before it's too late!" Avarice and her minions can aid them by gathering inscriptions from the eight towers.
- If the characters ally with Avarice, she doesn't go with them personally, but has her cultists help gather inscriptions to figure out the Rite of the Arcane Octad. She will follow them inside the spire, but is likely to betray them after Iriolarthas has been dealt with – if she feels she has much to gain by doing so (such as the *staff of power*) without putting herself at great risk.

#### ENCOUNTER WITH AVARICE

If the characters refuse Avarice's diplomatic overtures, or refuse to meet with her at all, Avarice decides that they have to be eliminated. She may wait until they show her how to pass through the force field or even until they have reached Iriolarthas' treasures. The latter makes good sense if Iriolarthas was defeated earlier in the adventure, but you still want to have a final encounter in the study before the characters can claim his treasures.

In combat, Avarice keeps her distance, letting her **gargoyles** and surviving **cult fanatics** (it seems likely that about 10 (3d6) cult fanatics will have survived) engage the characters in melee combat, while she uses *fly* to stay out of reach, *fire shield* to dissuade melee attackers, and powerful evocation spells such as *fireball* and *cone of cold* to target clusters of enemies.

## IRIOLARTHAS THE DEMILICH

The book describes Iriolarthas in detail (pg. 231), and offers various ideas about how to roleplay it as the characters explore the city. The demilich, which the book says "drifts about the necropolis in lonely despair", "judges new arrivals in silence", "watches to see what they do", and "follows them around". Most notably, the book suggests that Iriolarthas will attempt to destroy the characters preemptively if it thinks they aren't sent from another Netherese enclave to restore the city.

This is all well and good, but Iriolarthas isn't just a mad, floating skull – it is the key to using the *Ythryn mythallar* (if alive, Iriolarthas prevents the characters from attuning to the *mythallar*) and the guardian of the powerful treasures in 'Y19q. Iriolarthas' Study'. If the characters destroy Iriolarthas in a 'random' confrontation midway through their exploration of the city, they don't get to have a climactic battle with the demilich before using the *mythallar* and claiming its treasures. This is especially anti-climactic if the characters have also already dealt with Auril, as the adventure will then suddenly have no final boss. See 'Pacing Chapter 7' on the following page for more information about how to ensure that the adventure has a satisfying conclusion.

#### MEETING WITH IRIOLARTHAS

Even if you don't have Iriolarthas directly interfere with the party, it can still be fun to have the demilich follow the characters around to observe them from a reasonable distance, prompting the characters to try and figure out what or who the flying skull is as they explore the ruins. Instead of having Iriolarthas confront them out in the open, the demilich is biding its time, learning the characters' strengths and weaknesses, preparing itself for a final encounter with them in its study. In this case, Iriolarthas may send mages or nothics to challenge the characters, but won't risk itself trying to destroy them, until it is confronted within its spire.

#### ENCOUNTER WITH IRIOLARTHAS

When the characters do encounter the demilich in '19q. Iriolarthas' Study', you can assume that it has a good understanding of the characters' abilities, proficiencies, and tactics, as it has observed them while they explored the city and overcome various challenges.

Armed with this information, Iriolarthas will direct its *living demiplane* to engulf the character with the lowest Dexterity saving throw, use its Life Drain against the characters with the lowest Constitution saving throws, target a character with a low Wisdom saving throw with Vile Curse, and so on. Iriolarthas will also make sure to try and remove characters that can deal magic damage – which it is most vulnerable to – first, while trying to stay out of range of powerful melee attackers.

Remember also that Iriolarthas has access to its lair actions while within its spire, which makes it a much tougher challenge than otherwise. Especially its ability to hinder spellcasters with an *antimagic field* or prevent the characters from regaining hit points can be very effective.



R5PEARS

## AURIL

If Auril survived chapter 5, she shows up in the final chapter to prevent the characters from ending her Everlasting Rime. As written (pg. 260), she arrives a day after the characters have entered Ythryn, dispels the force field around Iriolarthas' spire, stands on the spire's balcony, and sends her minions out to kill the characters.

### AURIL'S ARRIVAL

While the idea of having Auril show up and display her godly powers by casually dismissing the force field and taking up position on the balcony is cool, it also messes up the chapter's pacing. The characters are unlikely to have figured out the Rite of the Arcane Octad in just one day, so to have Auril show up and just make all their efforts meaningless by dispelling the force field can feel like a bit of a letdown. In addition, if Auril is on the balcony of the spire, the characters may end up having to face her and Iriolarthas in rapid succession, which would likely be too much for them to handle.

You can still have Auril show up after 24 hours, but instead of claiming the balcony as her base of operations, she takes up position in a location the characters have already explored, such as 'Y24. Tower of Enchantment' or 'Y4. Tower of Abjuration'. The sudden drop in temperature and a 'random' encounter with her minions should let the characters know that Auril has arrived.

### ENCOUNTER WITH AURIL

Auril is a fitting final encounter for the adventure, which means that an encounter with her needs to be placed at the very end. You can do this by having Auril show up to attack the characters in full force once they begin unraveling her Everlasting Rime, as described below.

After dealing with Iriolarthas in his study, the characters can finally attune to 'Y23. Ythryn Mythallar' and use it to cast *control weather* and end Auril's Everlasting Rime. However, you can decide that casting the spell isn't enough: To completely undo the effects of Auril's Everlasting Rime, the spell must be in effect for the full 24 hours, during which the character(s) casting the spell must remain within 30 feet of the *mythallar*.

Once the spell is cast, Auril quickly becomes aware of what is happening and hurries to throw her full strength at the characters. Whether Auril and her minions show up at 'Y23. Ythryn Mythallar' mere minutes after the characters start casting the spell or halfway through the 24-hour window (if you want to give the characters an opportunity to take a long rest) is up to you.

You can start this battle of with a skirmish – a frost giant skeleton and a pair of winter wolves – which lets the party know that Auril is probably onto them. An hour or so later (enough for the party to take a short rest and prepare themselves), Auril shows up with her remaining forces. Remember, you can choose to include only some of Auril's creatures to begin with, introducing more during the combat if the characters are having a too easy time dealing with Auril. Conversely, if the characters are getting overwhelmed, you can let characters attuned to it know how deadly touching the *mythallar* is, which may prompt characters to push foes into the *mythallar*. The most important thing is that this final battle is suitably difficult, while still making sure that the characters have a chance of actually defeating Auril. Knowing what is at stake, Auril fights until all three of her forms are destroyed. When the frostmaiden dies, her minions may flee or turn into mists of snow, at your discretion.

## SUMMARY

In summary, you can make the following changes while running the three main NPCs in Ythryn:

- **Avarice.** Arrives after 12 hours, invites the characters to a meeting and offers a partnership (she wants them to reject Vellynne and to give her any spellbooks they find), and will attack them at her full power shortly before they enter Iriolarthas' spire if she is rejected.
- **Iriolarthas.** Observes the party but doesn't attack them until they confront it in 'Y19q. Iriolarthas' Study'.
- **Auril.** Arrives after 24 hours, doesn't dispel the force field around Iriolarthas' spire, takes up position in an abandoned location, and sends her full might at the party when they use the *mythallar* to end her spell.

## PACING CHAPTER 7

Chapter 7 is in large part about exploring the Necropolis of Ythryn. This makes the chapter into a sandbox of sorts, as the characters are free to choose how to conduct the search of the city. They aren't completely free to do as they choose, however, as there are some locations in the city they will have to visit in order to find information about the Rite of the Arcane Octad.

On the following pages, the various challenges in Chapter 7: Doom of Ythryn are analyzed to establish a sample structure and pace for the chapter, which you can follow to ensure that the chapter remains entertaining and manageable for both you and the players.

### GENERAL STRUCTURE

As the final chapter of the adventure, the pacing of Chapter 7: Doom of Ythryn is important not only for gameplay reasons – keeping combat encounters exciting, but not overwhelming – but also because you want the adventure to have a satisfying ending. Having a climactic battle in the middle of the characters' exploration of the city, followed by a lot of cleaning up afterwards (going from building to building dealing with minor encounters) simply isn't very satisfying. You can ensure this by dividing the chapter into three separate parts (or just two, if the characters already dealt with Auril and the Everlasting Rime earlier in the adventure):

- **1. The characters explore the city**, dealing with various locations and encounters, including Avarice.
- **2. The characters explore Iriolarthas' spire**, dealing with the demilich and obtaining its treasures.
- **3. The characters activate the mythallar**, and have a climactic battle with Auril and her minions.

The book partially establishes this structure by requiring the characters to explore the city and figure out all the steps of the Rite of the Arcane Octad before they can enter Iriolarthas' spire to destroy the demilich and take its powerful magic treasures. However, as mentioned under 'Iriolarthas the Demilich' and 'Auril the Frostmaiden' on the previous pages, this only works if you don't have the demilich try to destroy the characters before they enter 'Y19. Spire of Iriolarthas', and if you ensure that the characters don't encounter Auril before they activate 'Y23. Ythryn Mythallar'.

Having an understanding of this general structure is a good first step to ensure that the chapter's pace remains exciting and engaging. To further build out this structure, however, we also need to take a closer look at the various challenges the characters must face in Ythryn and when we should expect them to need a rest.

## CHALLENGES IN YTHRYN

Looking at the various challenges in Ythryn (see the ‘Necropolis of Ythryn Roster’ later in this document), we can establish a rough estimate of how many days – i.e. long rests – the characters will need while in Ythryn.

### FIGURING OUT THE RITE

The characters first objective is to find all eight steps of the Rite of the Arcane Octad. The characters will likely run into these encounters as they do so:

- 6 **demos magen** (Y4)
- 4 **living Bigby’s hands**, 3 **night hags** (Y7)
- 1 **treant**, 4 **needle blights** (Y10)
- 3 **galvan magen**, 3 **demos magen**, 1 **hypnos magen**, 1 **blue slaad**, 1 **green slud** (Y15)
- 8 **gelatinous cubes** (Y20)

This doesn’t include any traps, hazards, and random encounters the characters may also run into. All told, a party of 9th-level characters will likely need 1–2 long rests while exploring the Necropolis of Ythryn.

### DEALING WITH AVARICE

If you follow the suggestions about dealing with Avarice earlier in this document, the characters’ potential showdown with the wizard should happen just before they enter ‘Y19. Spire of Iriolarthas’. In this encounter, the characters must contend with:

- **Avarice**
- 2 **gargoyles**
- 10+ **cult fanatics**.

This is a decently tough encounter, but will most likely not be too difficult for the characters to handle at 10th level. Dealing with Avarice and her underlings should, however, be enough to motivate the characters to take another long rest before exploring the spire.

### DEALING WITH IRIOLARTHAS

After they have secured passage through the force field surrounding ‘Y19. Spire of Iriolarthas’, they will likely have to contend with these creatures within the spire:

- 1 **hypnos magen** (Y19a)
- 3 **brain in a jar** (Y19b)
- 2 **living blades of disaster** (Y19k)
- 1 **demilich**, 3 **nothics**, 1 **living demiplane**, 3 **galvan magen**, 2 **flesh golems** (Y19q)

Again, this seems appropriate for a single day of adventuring. The final encounter with Iriolarthas will be potentially deadly – this is fine as it should be a climactic encounter – and the characters will likely want to take a long rest afterward.

### DEALING WITH AURIL

If Auril is present, the last encounter comes as the characters activate the *mythallar* to end her spell:

- **Auril** and up to 3 **frost giant skeletons**, 6 **snow golems**, 6 **winter wolves**, X **coldlight walkers**

This is the adventure’s final encounter and is sure to challenge even well-rested 11th-level characters.

### SUMMARY

In summary, the characters will probably need around 4–5 long rests while in Ythryn:

- 1 long rest immediately after arriving in the city.
- 1-2 long rests while exploring the city.
- 1 long rest after dealing with Avarice.
- 1 long rest after dealing with Iriolarthas.

## SAMPLE STRUCTURE

Summarizing all this information, you can try to establish a structure for the chapter. This structure isn’t a fixed itinerary that you or the players have to adhere to, but can be used to give you an overview of how you expect events to unfold. Just having an idea of what the characters will *probably* do and how the chapter *might* unfold, will help you know what to prepare and help you improvise when you need to.

Below is an example of how the chapter could be structured, including various rests and major encounters. This example is only meant to serve as inspiration – you both can and should shuffle things around to fit your vision for the chapter and expectations of how the characters will proceed.

### ARRIVING IN YTHRYN

- **Long Rest.** The characters arrive from the Caves of Hunger and immediately take a long rest (advancing to 9th level as they do so).

### DAY 1

- **Exploring Ythryn.** The characters begin their exploration of Ythryn.
- **Avarice Arrives.** Avarice arrives and the characters encounter her minions not long after.
- **Exploring Ythryn.** The characters continue their exploration of Ythryn.
- **Long Rest.** After a hard day of exploration, the characters take another long rest.

### DAY 2

- **Auril Arrives.** Auril arrives in the city and the characters encounter her minions shortly after.
- **Exploring Ythryn.** The characters’ exploration of Ythryn concludes as they discover all steps of the Rite of the Arcane Octad.
- **Dealing with Avarice.** If the characters didn’t strike a deal with Avarice, she attacks them with all she has.
- **Long Rest.** The characters wisely take a long rest before entering the spire (advancing to 10th level).

### DAY 3

- **Spire of Iriolarthas.** The characters enter the spire and deal with the various challenges within.
- **Dealing with Iriolarthas.** The characters face Iriolarthas in an epic battle in his study.
- **Ythryn Mythallar.** The characters attune to the mythallar and use it to begin casting *control weather*.
- **Long Rest.** While waiting for the spell to finish, the characters take another long rest (advancing to 11th level).

### DAY 4

- **Dealing with Auril.** Auril and her forces attack the party while they are attuned to the *Ythryn mythallar*, resulting in a final, climactic battle.
- **Conclusion.** The characters finish using the *Ythryn mythallar*, end Auril’s Everlasting Rime, and can leave Ythryn as wealthy heroes!

## RUNNING CHAPTER 7

Below is advice on running chapter 7, including suggestions about handling the Rite of the Arcane Octad, tracking time, and using random encounters, as well as a detailed look at various locations within Ythryn.

### RITE OF THE ARCANE OCTAD

The book details an arcane ritual, ‘The Rite of the Arcane Octad’ (pg. 234), which must be completed to pass through the force field that encompasses ‘19. Spire of Iriolarthas’ and ‘23. Ythryn mythallar’. Performing this ritual is thus essential if the characters want to acquire Ythryn’s most powerful treasures (the *staff of power*, the *scroll of tarrasque summoning*, and the *scroll of the comet*) and if they want to activate ‘23. Ythryn mythallar’ and end Auril’s Everlasting Rime.

### UNDERSTANDING THE RITUAL

The steps required to perform the ‘Rite of the Arcane Octad’ is hidden in various locations around the city. The characters may stumble upon these clues as they explore Ythryn, but are otherwise given only a few opportunities to actually learn *what* the Rite of the Arcane Octad is and that they have to perform it to pass through the force field. As written, they can learn this information from:

- The nothics in ‘H37. Weird Insights’ (pg. 229).
- The doppelganger in ‘Y5. Prison’ (pg. 239).

To avoid a situation where both characters and players become frustrated because they don’t understand how they are supposed to pass through the force field surrounding Iriolarthas’ spire, you can make it a bit easier to learn about the Rite of the Arcane Octad. At your discretion, you can allow the characters to learn about the ritual from:

- **Ythryn Lore.** Change the piece of Ythryn Lore (pg. 235, number 17) about the force field to: “In times of trouble, the wizards raised a force field around the enclave’s central spire that only someone performing the Rite of the Arcane Octad could pass through.” This makes it so that characters may learn about the ritual from various locations in Ythryn.
- **Y6. Spire Entrance.** An inscription above the gate reads: “Perform the Rite of the Arcane Octad to enter.”
- **Y7. Tower of Conjunction.** The night hags know about the Rite of the Arcane Octad and will trade information about it for the characters’ memories.
- **Y9. Library.** Scrivenscry knows about the Rite of the Arcane Octad and can tell the party about it if they help him search the library.
- **Y18. Tower of Necromancy.** Cadavix’ ghost knows about the Rite of the Arcane Octad and shares information about it if they help uncover his body.
- **Y29. Museum.** The nothics know about the Rite of the Arcane Octad and can tell the party about it.

In addition to this, the book mentions that Avarice and Vellynne can help the characters if they are having trouble deactivating the force field, but doesn’t elaborate on how that would look. Professor Skant may also be able to provide help, if the party has the orb with them.

**Vellynne.** If she is traveling with the party, Vellynne can deliver the following comments as the characters investigate the city, until the characters realize that there’s a ritual they need to perform to pass through the forcefield:

- The first time they come near the force field, Vellynne says: “There must be some sort of way to pass through this forcefield. A passphrase or a ritual of some sort...”
- The first time they find a clue in one of the towers: “This seems to be a step in a ritual of some sort. We should keep our eyes open for more inscriptions like this one.”
- The second time they find a clue in one of the towers: “It seems each of these steps are connected to the eight schools of arcane magic. Perhaps performing this ritual will grant us access to the central spire!”

At your discretion, Vellynne may also be able to provide advice to the characters if they are having trouble figuring out what they’re supposed to do along the various steps in the ritual.

**Professor Skant.** The illustrious Professor Skant is mentioned only twice in Chapter 7, although he has been setup as something of an expert on everything Netherese. If the characters are stumped, you can always have the *professor orb* clue them in:

- “Force fields like these would usually require a passphrase or ritual of some sort to pass through”
- “Netherese society revolved around the eight schools of magic – the towers dedicated to these schools may hold more clues about how to proceed.”

**Avarice.** If the characters have a really hard time and don’t have Vellynne or Professor Skant around to help them, you can also use Avarice to move things along. You can have her send her raven familiar to set up a meeting with the characters after arriving in the city, where she offers to help the characters enter the spire of Iriolarthas in return for first pick of the magical treasures within, as suggested under ‘Avarice’ earlier in this document.

### TRACKING TIME

Keeping track of time is relatively important while the characters are in the Necropolis of Ythryn, especially if you are adhering to the book’s advice about when Avarice and Auril show up (after 12 hours and 24 hours, respectively), how often the characters must roll against the arcane blight (every 12 hours), and when to roll for random encounters (every hour).

The book provides the following guidelines for tracking time in Ythryn (pg. 234):

- Moving 200 ft. takes 5 minutes.
- Exploring an unnumbered location takes 30 minutes.

To simplify time tracking and to avoid being bogged down counting minutes, you can also choose to use this alternative rule instead:

- Exploring a location (unnumbered or not) takes 1 hour. This includes time spent walking to the location, short encounters and conversations, but doesn’t include any long-duration activities, such as reading books or playing a game of chain lightning.

Whenever the characters visit a location, you simply mark down the hours that have passed since their arrival in the city. In the end, it isn’t hugely important exactly how many minutes have passed, just that you have a sense of how many hours have passed, when it’s appropriate to rest again, and when newcomers – Avarice or Auril – show up in the city.



## RANDOM ENCOUNTERS

The book provides a table of encounters (pg. 233), which it tells you to roll on after each hour or whenever the characters search an unnumbered building. These encounters are overall fairly good, but you may still want to be careful about how and when you use them.

### WHEN TO USE RANDOM ENCOUNTERS

As discussed in the **DM's resources for Chapter 2: Icewind Dale**, there's a time and place for random encounters. If you roll for random encounters as suggested by the book, the characters will face an encounter roughly every other hour, which could quickly become pretty tiresome, as the characters are likely to spend several days exploring the Necropolis of Ythryn.

Instead of rolling for random encounters every hour, you can be a bit more tactical about when to use encounters, employing them only when:

- There hasn't been a battle for a while and the players are itching for combat, but aren't likely to visit a location with an encounter anytime soon.
- The characters are looking to take a long rest without really needing one yet – push them a bit!
- Avarice has arrived in the city and you want to let the characters know that she is here (use the random encounter with cult fanatics).
- Auril has arrived in the city and you want to let the characters know that she is here (use a random encounter with coldlight walkers, frost giant skeletons, and/or winter wolves)

### WHICH RANDOM ENCOUNTERS TO USE

As mentioned, the random encounters provided by the book are mostly fine, as they fit the city's theme and/or tie to the arrival of Avarice and Auril. That being said, there are some you may want to emphasize or omit:

- Gargoyles are not very interesting combatants and aren't unique to Ythryn either, making an encounter with them fairly pointless and uninspiring.
- Encountering Iriolarthas outside 'Y19. Spire of Iriolarthas' robs the characters of an opportunity for a climactic battle with the powerful demilich in his spire.
- Nothics can provide information if interrogated, making them a good encounter if the characters could use some guidance on how to proceed.



## LOCATIONS IN YTHRYN

There's a lot to see and a lot to do in the Necropolis of Ythryn. On the following pages, additional advice and troubleshooting is provided for some of the locations in the city. Only locations where advice is given are listed.

### Y3. CHAIN LIGHTNING STADIUM

The characters can play a game of chain lightning here against a rival team of galvan magen.

**Chain Lightning.** This location is really fun and is thankfully placed centrally in the city, making it quite likely that the characters will get to experience a game of chain lightning. The rules for the game are fun and actually tactically challenging, as the participants must decide between throwing the ball directly or charging the ball first, while making various skill checks to determine their success. There is one small oversight, however, as the book doesn't detail what happens if the team on offense doesn't win the group Dexterity (Athletics) contest during Step 2. It seems logical that if the team on defense wins this contest – i.e. has more successes than the team on offense – they take possession of the ball and Step 2 is repeated with their team now on offense.

### Y4. TOWER OF ABJURATION

The characters can find the first clue to the Rite of the Arcane Octad in the ceiling of this chamber, along with the anvil of disjunction, which can destroy magic items.

**Anvil of Disjunction.** We're not told immediately, but the anvil of disjunction comes into play when the characters need to destroy Ivira's crown from 'Y24. Tower of Enchantment'. An additional use for the anvil is provided in these resources, as it can be used to release any eyes the characters have lost to the orb of divination (see 'Y11. Tower of Divination' on the following page).

### Y5. PRISON

The characters can find the doppelganger Xerophon here, who can help them learn that the Rite of the Arcane Octad is required to pass through the force field.

**Sequestered.** As written, Xerophon is hidden with the spell *sequester*, which a netherese wizard repeatedly cast on the doppelganger while conducting experiments. There's a few issues with this, however:

- *Sequester* costs 5,000 gp with each casting.
- *Sequester* needs to be dispelled – the characters may not have access to *dispel magic*.

To make it more likely that the characters actually get a chance to speak with Xerophon if they don't have access to *dispel magic*, you can have the *sequester* spell be an effect of the operating table instead. A character that examines the table finds a command word ("Amnior") in Loross etched into the table. Speaking the word dispels the *sequester* spell, or casts it on any creature strapped onto the table, if it isn't in effect already.

### Y11. TOWER OF DIVINATION

The characters can divine the location of a missing clue to the Rite of the Arcane Octad here.

**Eye Injury.** Quickly summarized, losing an eye means disadvantage on Wisdom (Perception) checks that rely on sight and on ranged attack rolls. If a character loses an eye (or two!) here and seem bummed about it, you can give them a potential solution. Allow the orb to be moved – weighing a hefty 100 lbs – and transported to ‘Y4. Tower of Abjuration’ where it can be destroyed on the Anvil of Disjunction, restoring eyesight to anyone who lost their eye to it. A character with a high Intelligence score or proficiency with Arcana may realize this, or Vellynne or Professor Skant can suggest it.

### Y13. BAZAAR OF THE BIZARRE

The characters encounter a headless iron golem here.

**A Head Returned.** If the characters picked up this golem’s head from ‘H9. Golem Head’ (pg. 220) and brought it along, you can give them a chance to reunite the two. The body doesn’t realize the characters’ intentions, however, and mindlessly attacks them until they get its head close to it. When the headless golem is within 5 ft. of its head, you can describe how it grabs its head as if to throw or smash it, before it realizes what it is holding. Moving carefully, the golem puts its head back on its shoulders, nods gratefully to the party and stands at rapt attention. The characters now have the aid of an iron golem! In order to avoid this completely screwing up the balance of subsequent encounters, you can rule that:

- The golem still uses the **headless iron golem** statblock, except that it isn’t blinded or deafened as long as its head is on its shoulders.
- The golem’s head is perched precariously and falls off when it takes the Multiattack action.
- The golem can’t be healed or repaired (*mending* isn’t strong enough), making its durability very limited.

## Necropolis of Ythryn Roster

Area	Creatures	Notes
Y2. Wizard Spires	Possibly 1d3 + 1 <b>gargoyles</b>	20% chance that gargoyles are at a tower, they attack on sight.
Y4. Tower of Abjuration	6 <b>demos magen</b>	The magen attack anyone who tries to use the anvil.
Y5. Prison	1 <b>doppelganger</b>	Doppelganger Xerophon poses as Netherese manservant.
Y7. Tower of Conjunction	4 <b>living Bigby’s hands</b> , 3 <b>night hags</b>	Living hands attack on sight, night hags are on a demiplane, will try to obtain memories from characters instead of attacking them
Y9. Library	1 <b>arcanaloth</b>	The arcanaloth Scrivenscry thinks characters are librarians.
Y10. Arboretum	1 <b>treant</b> , 4 <b>needle blights</b>	The Nether Oak awakens if characters fail DC 20 Stealth check.
Y12. Wellspring of Answers	1 <b>hydra</b>	The Telepathic Pentacle if light is shined down well or a character fails its Insight check by 5 or more while sitting on the bench.
Y13. Bazaar of the Bizarre	1 <b>iron golem (headless)</b>	The headless golem attacks anyone nearby.
Y14. Hall of Silk	6 <b>demos magen</b> , 5 <b>galvan magen</b> , 4 <b>phase spiders</b>	The magen and spiders attack only if characters attempt to steal.
Y15. Observatory	3 <b>galvan magen</b> , 3 <b>demos magen</b> , 1 <b>hypnos magen</b> , 1 <b>blue slaad</b> , 1 <b>green slad</b>	The magen outside attack anyone who tries to enter. The blue slaad attacks on sight. The green slaad ignores characters that doesn’t disturb it or its telescope.
Y18. Tower of Necromancy	<b>Crawling claws</b> , 1 <b>ghost</b>	Crawling claws attack only if disturbed. Ghost only in self-defense
Y19a. Main Entrance	1 <b>hypnos magen</b>	Warns characters to flee, attacks if they don’t.
Y19b. Ballroom	3 <b>brain in a jar</b>	Attacks if their illusion is dispelled.
Y19e. Liquefaction Chamber	1 <b>brain in a jar</b> , 1 <b>helmed horror</b>	Attacks only if threatened or attacked, tries to talk with characters.
Y19k. Dome	2 <b>living blades of disaster</b>	Attacks characters within their range.
Y19q. Iriolarthas’s Study	1 <b>demilich</b> , 3 <b>nothics</b> , 1 <b>living demiplane</b> (3 <b>galvan magen</b> , 2 <b>flesh golems</b> )	Iriolarthas attacks anyone who tries to steal its treasures, nothics aid it. Galvan magen and flesh golems are within the living demiplane.
Y20. Tower of Evocation	8 <b>gelatinous cubes</b>	The cubes wake after 10 minutes, attack anyone in the room.
Y23. Ythryn Mythallar	1 <b>tomb tapper</b>	Shows up the first time a character tries to attune to the mythallar
Y29. Museum	6 <b>nothics</b> , 4 <b>spitting mimics</b>	Nothics attack on sight, mimics attack if touched or disturbed.

### Y14. HALL OF SILK

The characters can get fancy silk robes spun by phase spiders here.

**Spider Silk Robes.** To make the robes the characters can acquire here a bit more exciting, you can have the illusory Silksmith Mixyll offer to have a robe enchanted with magic properties. This isn’t free, however, for as the Silksmith explains: “valuable gemstones with a combined value of approximately 5,000 gold pieces is required to fuel the enchantment process”. If the characters can deliver them, these gemstones are consumed as part of a 1-hour communal ritual performed by the galvan magen, whereupon they transform a spider silk robe into a *War Caster’s Silk Robe* (made using **Nybor’s Tome or Enchanted Armor**).

#### War Caster’s Silk Robe

*Wondrous item, very rare (requires attunement)*

These beautiful robes are made from phase spider silk.

**War Caster’s.** When you cast a spell of 1st level or higher while wearing this robe, you gain a +1 bonus to AC and all saving throws until the end of your next turn or until you cast another spell of 1st level or higher.

**Fey.** This robe has 3 charges. While wearing it, you can expend 1 or more of its charges and use an action to cast one of the following spells (save DC 15): *faerie fire* (1 charge) or *blink* (2 charges). The robes regains all expended charges daily at dawn.

## Y18. TOWER OF NECROMANCY

The characters must dig through the ruins of the tower of necromancy to find the tower's inscription.

**What to do?** If the characters arrive here to find the inscription and discover the next step in the Rite of the Arcane Octad, they may find themselves stumped by the destroyed tower. You can give them a helping hand by having the ghost of Cadavix approach them, speaking in a melancholy voice:

"I lie beneath those ruins, if you would believe it. Crushed and smashed – all the magic in the world at my fingertips, and I was killed by bricks and stone. A pity it is!"

If the characters ask Cadavix about the inscription, you can have him tell them that it is likely on a piece of rubble among the walls. If they ask him to just tell them what the inscription says, you can have him insist they recover his corpse first.

**Digging.** The book tells us that excavating Cadavix' corpse and the piece of wall that bears the inscription takes 50 hours divided by the number of excavators, which is likely to mean around 10 hours of work for the average party. Depending on the pace you want to set, this could be a bit much. You can decide that it instead takes 15 hours divided by the number of excavators, as the crawling claws do their best to help, reducing the time spent here to 3 hours or less.

## Y19B. BALLROOM

The characters can participate in an illusory ball and encounter brains in a jar here.

**Roleplaying the Illusion.** Setting up an entire ball can be quite the task for the DM. To make things easier for yourself and to clue the characters into the true nature of the scene before them, you can have the illusory courtier here act as mindless NPCs. They ask no real questions of the characters and speak only in short, often-repeated phrases, such as:

- "Come, dear, have a dance with me!"
- "Have you heard – rumor has it that Iriolarthas has found an ancient artifact from Ostoria. A spindle of some sort!"
- "You really should visit the Hall of Weightless Wonder. Does miracles for both mind and body, just miracles!"
- "Athrynia has a winged hare as a pet. Isn't that marvelous – a winged hare!"
- "Oh dear, but where is your wand? Don't tell me you don't have one!"

**Seeing Through the Illusion.** The ball is an illusion, but the book gives no way for the characters to actually determine this. You can allow the characters to make a DC 15 Intelligence (Investigation) check if they take time examining their surroundings, realizing that they are surrounded by illusions on a success.

**Dispelling the Illusion.** If the characters don't have *dispel magic*, but you still want them to be able to unveil the illusion and fight the three brains in a jar here, you can have any interference with the illusion provoke the three brains. The first time a character touches, attacks, or otherwise disrupts the illusion, all the illusory quests quiet immediately and turn angry gazes on the character, before quickly going back to the revelry as if nothing had happened. If a character interferes again, the illusion drops and the brains in a jar attack.

## Y19J. CHAMBER OF SORCERY

The characters can speak with a living spell named Everlast here.

**Secret Door.** Not only is the door to 'Y19k. Dome' placed 30 ft. above the floor and leads up into a *wall of force*, it is also hidden – requiring a DC 20 Wisdom (Perception) check to find. This makes it very hard to find – which is a shame, since entering the upper levels of the spire through 'Y19k. Dome' is quite a bit more fun than just flying in through the balcony. To make it a bit easier for them to do this, you can decide that the shaft isn't hidden behind a secret door, but is instead clearly visible to anyone below.

## Y19K. DOME

The characters must find a way to pass through a dome of force here.

**Green Crystal.** The characters are unlikely to see the connection between the *wall of force* and the green crystal unless they make noise loud enough to make the crystal – and *wall of force* – flicker. If the characters wait here a while, you can allow a character with proficiency in Arcana to realize that something must be powering this *wall of force*, extending it past its normal duration.

**Wall of Force.** The book says that the *wall of force* here can't be dispelled while the green crystal is glowing above the door, but a *wall of force* already can't be dispelled – it can only be destroyed with a *disintegrate* spell. To allow the characters a way to enter if they are unable to figure out a way to destroy the green crystal, it is probably just fine to let this be as it is. If none of the characters can cast *disintegrate*, you can allow them to find a *scroll of disintegrate* in 'Y26. Tower of Transmutation' or 'Y9. Library'.



### Y19N. STASIS CHAMBER

The characters find the Spindle that caused Ythryn's fall.

**The Spindle.** It seems like the Spindle was originally meant to play a bigger role in the chapter. The nothics in the Caves of Hunger (pg. 229) mention that the mythallar won't function while the Spindle is in the city, but this is never mentioned again, and the text here clearly states that the spindle can't be moved or destroyed. Whatever the case is, simply having the Spindle here but not doing anything with it (unless the characters randomly decide to cast a high-level spell at it) seems like a waste. You can have any character proficient in Arcana realize both that casting a powerful spell on it may cause it to flare up (as described in the book), and that some of the Spindle's antimagic properties can be temporarily transferred to an object that is held to it for a minute or more.

A weapon gains this property if held to the Spindle:

- **Spell Absorption.** When a spell or magical effect you can see deals damage to you while you are holding this weapon, you can use your reaction to halve the spell or effect's damage against you. The next time you hit with an attack using this weapon, the target takes extra force damage equal to the damage prevented this way.

And a wearable object gains this property:

- **Spell Turning.** When you are the target of a harmful spell or magical effect while wearing this item and must make a saving throw, you can choose to make the saving throw with advantage. If the saving throw succeeds, the magic has no effect on you and instead targets the caster, as if it had cast it on itself. If the spell or magical effect requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it.

Each property can be used only once, but may still prove useful for characters heading into battle with Iriolarthas.

### Y19P. HIGH COURT BALCONY

The characters can enter the spire through this balcony.

**Door.** The door can be opened with a DC 18 Dexterity (Thieves' Tools) check, but since there's no consequence to failure, this check is completely superfluous. To make this just a bit more dangerous, you can have a failed attempt to open the door from the outside result in a concussive blast of force going off. Each creature within 10 ft. of the door takes 18 (4d8) force damage and must succeed on a DC 18 Strength saving throw. On a failure, a creature is pushed back 10 ft., and must make a DC 10 Dexterity saving throw. On a success, the creature manages to stop itself from going over the railing, taking only 2d6 bludgeoning damage as it smashes into the railing. On a failure, the creature is blasted out over the balcony's railing and falls 200 feet to the street below.

### Y22. TOWER OF ILLUSION

The characters must survive a deadly illusion to read the next step in the Rite of the Arcane Octad here.

**Illusory Script.** Having the real script be hidden by an illusion is quite fun, but can create some issues. If the characters don't realize that this script is illusory and try to perform the ritual, they may never realize which of the steps they did wrong. You can make this less likely by having any character who examines the illusory script and succeeds on a DC 17 Intelligence (Investigation) check realize that it is indeed illusory, and by having either Vellynne or Professor Skant voice their suspicions about which of the steps were performed wrong, if the characters try the Rite of the Arcane Octad and fail.

### Y27. MUSIC HALL

The characters can conduct an orchestra here.

**Conducting the Orchestra.** With the potential of taking 5d10 psychic damage with each failure on the line, a single inspiration seems like a meager reward for success. You can instead have every character that hears the performance get the benefit of the *bless* spell for 8 hours, which is a far more substantial reward.

### SUMMARY

You can make the following changes to locations in the Necropolis of Ythryn:

- **Y3. Chain Lightning Stadium.** If the defending team wins the Athletics contest in Step 2, they become the team on offense and Step 2 is repeated.
- **Y4. Tower of Abjuration.** The Anvil of Disruption can be used to destroy the orb of divination from Y11.
- **Y5. Prison.** The operating table can be used to cast/dispel the spell *sequester* on whoever lies on it.
- **Y11. Tower of Divination.** If the orb of divination is destroyed in Y4, all eyes lost to the orb are restored.
- **Y13. Bazaar of the Bizarre.** The golem puts its head back on if it comes within 5 ft. of it and obeys the party.
- **Y14. Hall of Silk.** The characters can pay 5,000 gp in gemstones to gain a robe with magic properties.
- **Y18. Tower of Necromancy.** Cadavix helps clue the characters in about what they're supposed to do.
- **Y19b. Ballroom.** The characters can see through the illusion with a DC 15 Intelligence (Investigation) check and dispel it by interfering with it repeatedly.
- **Y19j. Chamber of Sorcery.** The shaft isn't hidden.
- **Y19k. Dome.** A character proficient in Arcana realizes that something is powering the *wall of force*.
- **Y19n. Stasis Chamber.** A character proficient in Arcana realizes that touching a weapon or armor to the Spindle can give it temporary magic properties.
- **Y19p. High Court Balcony.** If an attempt to open the balcony door from the outside fails, a force blast deals 4d8 force damage and threatens to throw the characters off the balcony.
- **Y22. Tower of Illusion.** DC 17 Intelligence (Investigation) realizes the script is illusory.
- **Y27. Music Hall.** Hearing the orchestra play gives a character the benefit of the *bless* spell for 8 hours.

### Turning Back Time

As written, the characters can turn back time using the staff of power at 'Y21. Obelisk'. When doing so, however, they send the entire world back to the Year of Chilled Marrow, which is more than 1,500 years ago. This is an interesting way for the campaign to end – and for a new one to begin – but you may want to allow for a less drastic outcome.

In the *DM's resources for Chapter 3 & 4*, we discussed how turning back time could be the characters' end goal, if Ten-Towns were completely destroyed by the chardalyn dragon. In this case, you can allow the characters to turn back time a few weeks (or a few years, if they also want to go back to before Auril's Everlasting Rime). If Auril is in the city, you can have her show up with her minions before the party reaches the obelisk. An epic combat around the obelisk could be very climactic, as Auril does her utmost to prevent the characters from activating the obelisk and undoing her work.

If the characters manage to turn back time a few weeks or years, they will be able to undo much of the damage that has been done to Icewind Dale, but may be disappointed to find that nobody recognizes their heroic efforts – or even know who they are! – when they return to Ten-Towns.

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