

ICEWIND DALE: RIME OF THE FROSTMAIDEN

TOWER OF CONJURATION



Expanded Content for
Chapter 7: Doom of Ythryn

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TOWER OF CONJURATION



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INTRODUCTION

THE TOWER OF CONJURATION WAS ONE OF EIGHT towers of magic in the ancient floating Netherese city of Ythryn. Now the tower, along with the city, lies trapped in a frozen tomb. The wizards of this great tower are either long dead or have lost their minds to madness. Yet the tower still holds powerful magic waiting to be tapped.

WHAT'S THIS ALL ABOUT?

Chapter 7: Doom of Ythryn is the climax of *Icewind Dale: Rime of the Frostmaiden*. This epic chapter has characters investigating the ancient city of Ythryn for a way to put an end to the Everlasting Rime. The basic outline of this chapter is the following:

- **Learn the Rite of the Arcane Octad**, in order to get through a force field protecting the central tower of Ythryn (the Spire of Iriolarthas).
- **Kill the Demilich Iriolarthas**, who lives in the Spire of Iriolarthas and is attuned to the *Ythryn Mythallar*.
- **Attune to the Ythryn Mythallar**, which allows characters to end the Everlasting Rime.

This supplement is one of several short expansions to the locations in Ythryn (more can be found at [this link](#)) with the following objectives:

- **Expand on the Eight Arcane Towers**, making each one its own mini-dungeon adventure with exciting challenges and clear direction for the DM.
- **Provide Detailed Maps**, for an immersive experience in person or on a virtual tabletop, rather than a brief 'theatre-of-mind' scene.

This supplement presents the events that occur in the Tower of Conjunction as an alternate to those described on page 240 of *Icewind Dale: Rime of the Frostmaiden*. As always, it is up to you how much of the content you want to use. It's perfectly fine to use some parts of this supplement while discarding others, or simply let the ideas presented here inspire new ideas of your own. This supplement assumes a party of 4–6 characters of 9–11th level.

History of High Conjurer Damorith

High Conjurer Damorith was a male human wizard for the city of Ythryn. He was responsible for the critical task of overseeing the city's food supply, but was more well known for his chimeric creations. Damorith and his apprentices were known to live a life of luxury. Shortly before the fall of Ythryn, Damorith was hard at work in a dangerous field. With the help of High Abjurer Taruth, he set up a permanent magic circle within his tower so that he could summon and question powerful beings from other planes of existence. The final being he conjured was an ice devil from Stygia, which he hoped could help him find powerful artifacts of the ancient civilization of Ostoria in the frozen north of Faerûn. In Ythryn's final moments, High Conjurer Damorith attempted to use a *teleport* spell to escape, but suffered a terrible mishap and died in the frozen wastes of the Reghed Glacier.

ADVENTURE SUMMARY

After their arrival at the Tower of Conjunction, characters will have to figure out the strange workings of the tower. The characters will be faced with several challenges, starting with getting inside. Once the door to the tower has been breached, characters will learn that they can teleport between rooms via the magical doors. Characters will learn about High Conjurer Damorith's secret chest from either a butler in Damorith's magnificent mansion or an ice devil being held in the study. Characters will eventually figure out that they need to solve a riddle in order to access the secret chest, which contains a line of the Rite of the Octad.

RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Conjunction in Ythryn. Location Y7. Tower of Conjunction refers to the Map 7.2 Necropolis of Ythryn on page 236–237 of *Icewind Dale: Rime of the Frostmaiden*. Locations within the tower refer to the map on page 4 of this document.

Y7. TOWER OF CONJURATION

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

Yellow arcane symbols are etched near the peak of this strangely shaped tower. While the streets are strewn with debris, the area immediately around the tower appears to have been cleaned. A smooth metal door with an iron handle leads into the foot of the tower.

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

Trapped Door. Whenever a creature of medium size or larger approaches within 5 feet of the door, the door becomes locked by an *arcane lock* spell. The door unlocks again when no creatures are within 5 feet. A character with a passive Perception of 15 or greater notices the sound of the door locking when a creature approaches it. The conjuration wizards of the tower would simply turn the handle of the door with a *mage hand* cantrip from 10 feet away and walk in. A creature the size of a familiar could also open the door without issue. The lock can be picked with a successful DC 25 Dexterity check using thieves' tools, but is too strong to be broken down with force. When a creature attempts to pick the lock, a bonfire is created by a *create bonfire* cantrip in a 5-foot cube in front of the door. Creatures within the bonfire must make a successful DC 15 Dexterity saving throw, taking (13) 3d8 fire damage on a failed save.

Splitting the Party

This adventure is designed to intentionally split the party to create a sense of confusion, a need for creative problem solving, and perhaps some secretiveness. If you want to lean into this, when characters arrive in a room separately, you can have the other players leave the table briefly so that you can privately explain what those characters see. Once the party reunites, you can encourage those characters to share what they observed in their own words (or keep secrets as they wish).

TOWER OF CONJURATION



Y7A. CONJURING LOUNGE

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

This room contains plush chairs, sofas, and tables, which appear to have been damaged, then lightly mended, and arranged in an orderly way. An impressive array of food is set on the tables of the room. An ornate gemstone-studded chest sits next to one of the sofas. On the east end of the room, a faintly glowing door lies closed. A [creature] sits quietly in a cage next to the door. The sounds of sweeping can be heard all around the chamber.

This room was the lounge for the conjuration wizards. Their permanent unseen servants still remain and keep things clean. Anyone who spends an hour eating the food gains the benefits of a *heroes' feast* spell. Once the food is consumed, it will take the unseen servants another ten-day to prepare another feast.

A Familiar Riddle. The creature perched in the cage is a familiar (as if conjured by a *find familiar* spell, but has no master) whose form changes every minute. The familiar seems unremarkable, but is part of a riddle described in the Study (Y7B). You can determine the form of the familiar in a particular minute by rolling a d4 and consulting the following table:

Familiar Table

d4	Familiar
1	Cat
2	Owl
3	Rat
4	Snake

If a character spends more than 1 minute in the room, it observes the familiar change form.

Dimension Door. When a creature opens the door while it is glowing, it (and one willing creature it is touching) is teleported away to the Study (Y7B) as if they had cast the *dimension door* spell. The door closes as the creature(s) teleport. After a creature is teleported, the door's glow fades. When one minute has passed, the door will glow again, and can be used to teleport, otherwise it simply opens to a wall. The wizards of the tower used to be able to access other locations within the tower using this door, but since the fall of Ythryn, it only allows access to the Study.

Treasure. The ornate chest is an *abracadabrus*.

Y7B. STUDY

When a character is teleported into this room, you can read the following:

This lavish room is bathed in yellow light from magical candles around the perimeter. The room is dominated by glowing runes that appear in a 10-foot-radius circle on the floor and ceiling. Within the circle stands a giant bipedal insect with powerful looking mandibles and a long tail covered in razor-sharp spikes. A beautiful writing desk faces the north wall. Set within the south wall of the room, four stones glow with animal depictions. Doors exit the room to the east and west.

Buttons. When characters approach the south wall, they can see that the four stones with animal depictions are, in fact, buttons (see Handout A). The symbols are recognizable as a cat, an owl, a rat, and a snake. The buttons can be used to access the contents of the desk, with the correct sequence, as described below.



Desk. When opened, the drawers are empty. An effect similar to a *Leomund's secret chest* spell shifts the drawers' contents into the Ethereal Plane. This effect is suppressed for 1 hour when the correct four-symbol sequence is entered into the wall. Characters can learn the button sequence by observing the familiar in the Conjuring Lounge (Y7A), as described below.

A Familiar Riddle Continued. The four-symbol sequence is randomly determined, and changes every minute. You can determine the sequence on a particular minute by rolling four d4s in succession and consulting the Familiar Table. For example, if the results are 3, 4, 1, 3, for that minute, the correct button sequence is Rat, Snake, Cat, Rat. You can re-roll sequential rolls such that the combination never has the same animal twice in a row (e.g. Snake, Snake, Cat, Rat).

The sequence is linked to the familiar in the Conjuring Lounge (Y7A) such that the familiar takes the form of the first animal in the sequence. Whenever a correct button is pressed on the wall, the familiar in the Conjuring Lounge changes form to the next animal in the sequence. Once a button is pressed, the entire wall section lights up. After a minute has passed, the light dims, indicating that the sequence has reset again and the familiar in the Conjuring Lounge has changed on its own.

The challenging part of the riddle is how the creatures in the Conjuring Lounge (Y7A) and the Study (Y7B) communicate. The creature pressing the buttons in the Study will not see the form changes of familiar in the Conjuring Lounge (Y7A) and the dimension door deactivates for 1 minute after use. The conjuration wizards of the tower who needed to access the secret chest were able to solve this code easily using a *find familiar* spell and communicating telepathically with their own familiar.

Trap. If the wrong button is pressed, a 10 by 10-foot square area of floor marked on the map by a 'T' falls 15 feet, creating a pit. The pit becomes filled with black tentacles similar to a *Evard's black tentacles* spell (DC 15). The walls of the pit are smooth, but can be climbed with a successful DC 15 Strength (Athletics) check. After 1 minute, the tentacles disappear and the pit floor rises to be flush with the surrounding floor.

Treasure. Once the correct button sequence has been entered, items appear on the Material Plane inside the desk drawer. Alternatively, a creature on the Ethereal Plane may open the drawer to find the items. The desk contains a *figurine of wondrous power (serpentine owl)*, a 1000 gp ruby, 100 gp worth of charcoal, incense and herbs, 300 gp worth of rare chalks and inks, 3120 gp, and a scroll that contains the Rite of the Octad line: "Second, summon a flame in the palm of your hand".

Riddle Summary

To set up the riddle, the DM determines a random sequence by rolling four d4s in succession and consulting the table on page 4 of this document.

- The familiar in the Conjuring Lounge (Y7A) takes the form of the animal associated with the first roll.
- A creature can press the animal-inscribed buttons on the wall of the Study (Y7B) to enter in the sequence.
- Each time a correct button is pressed, the familiar in the Conjuring Lounge (Y7A) turns into the next animal in the sequence.
- The party must have a way to observe the familiar in the Conjuring Lounge (Y7A) from the Study (Y7B), or have means of telepathic communication between rooms, to share the next animal in the sequence.
- Once the sequence has been entered correctly, the contents of the secret chest in the Study (Y7B) can be accessed for one hour.
- Pressing the wrong button triggers a trap.
- The riddle resets every minute, until solved.

Magic Circle. An ice devil is trapped within a permanent *magic circle* spell. The *magic circle* spell can be dispelled with a *dispel magic* spell. The ice devil had been summoned and interrogated by High Conjuror Damorith as the Netherese scoured the frozen north for artifacts. The devil is an agent of Levistus and has been patiently waiting for 2000 years to be freed. After receiving visions from its master, it eagerly awaits the arrival of Avarice. It will reach out telepathically to any character that enters the room to try to strike a bargain

for its release. It knows about the Rite of the Octad and the secret chest within the room. The devil holds true to any bargain that is reached for its freedom. Once the terms of the agreement have been reached, it seeks out Avarice and helps her achieve her goals.

Book Shelves. Characters who investigate the book shelves learn the following piece of Ythryn Lore (if they did not already know it): "Many of the city's residents owned strange chimeric pets, with winged hares and venomous baboons being particularly popular. The chimeric creator at the Menagerie was the design of High Conjuror Damorith." At your discretion, characters may be able to learn 1d4 other pieces of lore.

Doors. A creature that opens either the western or eastern door is teleported to the middle of the Conjuring Lounge (Y7A) or the foyer of Damorith's Magnificent Mansion (Y7C), respectively, as if it had cast the *dimension door* spell. Unlike the door in Y7A, this door's magic never ceases to function.

Y7C. DAMORITH'S MAGNIFICENT MANSION

When a character is teleported here, you can read the following:

The foyer opens up into a double staircase that leads to a second floor. A grand chandelier hangs from the ceiling basking the room in a warm glow. Exquisite carpets and tapestries line the floors and walls.

The building is a permanent *Mordenkainen's magnificent mansion* spell that served as the residence for High Conjuror Damorith. (Damorith created his own version of the spell long before the birth of the wizard Mordenkainen, to whom the spell is commonly attributed). The mansion is a safe place for the party to rest and eat. Any objects removed from the mansion disappear. The mansion is staffed by a fleet of 100 servants. The head butler, Eugene, makes sure the character's needs are taken care of during their stay.

Eugene does not know what happened to its master, but assumes the worst as nobody has come to the mansion in 2000 years. If the party is looking for important information, Eugene recommends looking in Damorith's study on the Material Plane. Damorith assured Eugene that his most important documents were well protected in a magical desk.

Front Door. A creature that opens the front door of the mansion is teleported to the middle of the Conjuring Lounge (Y7A) as if it had cast the *dimension door* spell. Unlike the door in Y7A, this door's magic never ceases to function.

CONCLUSION

Once the party obtains the Rite of the Octad from the desk, their business at the Tower of Conjunction is concluded. If the party discovered the magnificent mansion, they may return to the tower to seek refuge there for rests. If characters previously visited Y4. Tower of Abjuration, they may stop by the nearby Y10. Arboretum next to acquire a nether wand. If the party is looking for another tower to learn the Rite of the Arcane Octad, the next closest tower is Y11. Tower of Divination.

If the party released the ice devil, it seeks out Avarice at Skydock Spire (Y28). In a final confrontation with Avarice, the party may have to contend with the ice devil as well. At your discretion, you can have Avarice believe that the spindle in Y19n can be used to free Levistus from his icy tomb in Stygia.

TROUBLESHOOTING

Timing and the Riddle. It can be difficult to differentiate between in-game time and out of game time. If you have the sense that your players understand how the riddle works, you may want to give their characters the benefit of the doubt and avoid having a minute expire in the middle of them entering the sequence. Alternatively, you can have all characters roll initiative when a button is pressed. While in initiative order, a creature can use an action or an object interaction to press a button on the wall.

Resting in the Mansion. The intention of the magnificent mansion is to give characters a safe place to rest in Ythryn. The party will likely need to rest after exiting the Caves of Hunger and before entering the Spire of Iriolarthas. If you feel like the party is abusing the sanctuary of the mansion, you can have time spent in the mansion contribute towards characters being affected by arcane blight (described on page 233 of *Icewind Dale: Rime of the Frostmaiden*).

Alternate Riddle Solutions. There are many solutions for communicating between the rooms besides using a *find familiar* spell. Some solutions may include the use of a *message* cantrip, a *clairvoyance* spell, or a *Rary's telepathic bond* spell. Desperate parties may have to make a deal with the ice devil held in a *magic circle* spell, which can communicate via telepathy and will help the party in exchange for its freedom. Specifically, the devil can use its telepathy to tell the party what forms the familiar in the Conjuring Lounge (Y7A) turns into after the buttons are pressed in the Study (Y7B).

Deal with the Devil. If the characters are considering making a deal with the ice devil, but are worried it will double-cross them, you can have it draw up a hellish contract and sign it to assuage their concerns. The devil will do almost anything to get out of the *magic circle* spell, but it's primary strategy is to convince the party that they cannot solve the riddle without its help.

MAGIC ITEMS

ABRACADABRUS

Wondrous Item, very rare

An abracadabrus is an ornate, gemstone-studded wooden chest that weighs 25 pounds while empty. Its interior compartment is a cube measuring 1½ feet on a side.

The chest has 20 charges. A creature can use an action to touch the closed lid of the chest and expend 1 of the chest's charges while naming one or more nonmagical objects (including raw materials, foodstuffs, and liquids) worth a total of 1 gp or less. The named objects magically appear in the chest, provided they can all fit inside it and the chest doesn't contain anything else. For example, the chest can conjure a plate of strawberries, a bowl of hot soup, a flagon of water, a stuffed animal, or a bag of twenty caltrops. Food and drink conjured by the chest are delicious, and they spoil if not consumed after 24 hours. Gems and precious metals created by the chest disappear after 1 minute.

The chest regains 1d20 expended charges daily at dawn. If the item's last charge is expended, roll a d20. On a 1, the chest loses its magic (becoming an ordinary chest), and its gemstones turn to dust.

FIGURING OF WONDROUS POWER (SERPENTINE OWL)

Wondrous Item, rare

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

MONSTERS

ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 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 that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, Telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil 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). The devil 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 the devil 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.

A DAN KAHN COMPENDIUM

We hope you've enjoyed the content in this compendium. If you find any errors, have a good idea, or just want to get in touch, you can reach out to Dan Kahn at leprekahn7@gmail.com.

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