

ICEWIND DALE: RIME OF THE FROSTMAIDEN

# TOWER OF ENCHANTMENT



Expanded Content for  
Chapter 7: Doom of Ythryn

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# TOWER OF ENCHANTMENT



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## INTRODUCTION

**T**HE TOWER OF ENCHANTMENT 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 Enchantment as an alternate to those described on page 256 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 Enchanter Ivira

High Enchanter Ivira was known for being something of a matchmaker in Ythryn society, being able to read people and identify compatible traits between them. Of course, much of this was due to the fact that she could charm people into revealing their "true selves" to her, giving her deeper insights than most.

Ivira also had the responsibility of managing the psychotherapy program within the city. Harnessing the power of a monstrous ooze called an oblex, Ivira was able to develop an arcane instrument to modify people's memories. Given the lifespan of many powerful wizards, precise memory modification was highly sought after to remove painful memories, such as catastrophic spells or the deaths of loved ones.

Ivira shared a secret relationship with High Necromancer Cadavix. As a token of his love, Cadavix gifted her a powerful necromantic crown to stop the process of aging so she could live forever.

When Ythryn fell, Ivira managed to survive, but was gravely wounded and knocked unconscious. When she awoke, she found that the oblex had managed to escape from the arcane instrument and was feeding on her memories. Unfortunately for Ivira, because of the crown, she still lives, sustaining the parasitic oblex with her mental energies.

## ADVENTURE SUMMARY

After their arrival at the Tower of Enchantment, the party will find a frosty entrance hall covered in a large carpet. The carpet is a pair of mimics that attempt to trap and kill the party. Near the conclusion of the fight, an oblex dwelling upstairs sends a replica in the form of High Enchanter Ivira to greet the party. The oblex attempts to lure the party upstairs, where it is waiting in ooze form. At an advantageous moment, the oblex tries to disable as many party members as possible and attacks. On the verge of being defeated, the oblex will bargain for its life, potentially sharing a line of the Rite of the Arcane Octad. If the party presses on to search the tower, they will uncover the brain-dead husk of High Enchanter Ivira whose memories have been sapped by the oblex. The party may be able to restore her memories to learn the fourth line of the Rite of the Arcane Octad from her.

## RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Enchantment in Ythryn. Location Y24. Tower of Enchantment 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 maps on pages 4 and 5 of this document.

### Y24. TOWER OF ENCHANTMENT

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

Pink light from a symbol near the top of the tower casts a strange glow on the glacial wall behind it. The tower appears almost lonely, as all other nearby structures have been leveled or covered entirely with ice. An arched entryway leads into the base of the tower.

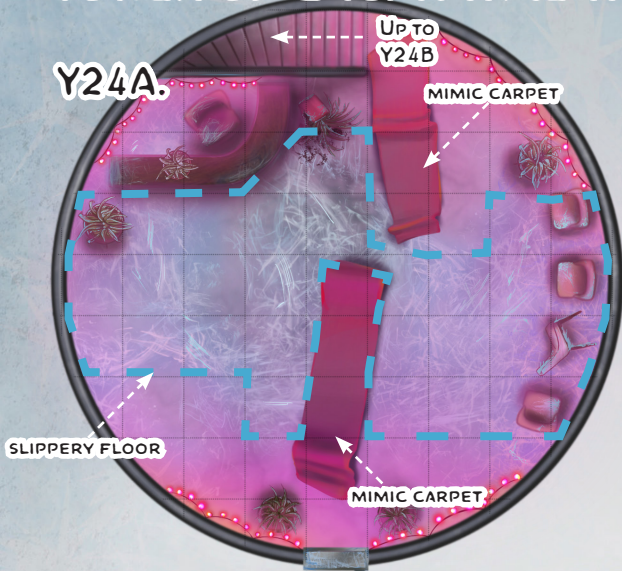
This section of the city was almost entirely wiped out during the fall of Ythryn, and much of it is covered in a thick layer of ice. Characters proficient in Arcana, or who succeed on a DC 15 Intelligence (Arcana) check, recognize the arcane symbol as representing the magical school of enchantment. A *detect magic* spell cast here reveals an aura of enchantment magic around and within the tower.

The aura is the result of the spindle's interaction with the powerful enchantment magic within the tower. Those who are strong of will are able to subconsciously harness the energy to heighten their senses, while those weak of will experience a sense of tired sluggishness within the tower. When a creature enters the tower, it must make a successful DC 17 Charisma saving throw. On a success, the creature is affected by a *bless* spell while within the tower. On a failure the creature is affected by a *bane* spell while within the tower. A *dispel magic* spell will remove either effect from a creature and cause the affected creature to be immune to this aura for 24 hours.

**Light.** The tower interior is dimly lit by permanent pink *dancing lights* spells arranged to look like strung up lights. The lights can be dispelled (DC 17).



# TOWER OF ENCHANTMENT



## Y24A. ENTRY HALL

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

This serene room holds several faux plants positioned around the periphery, illuminated by gaudy pink lights. Banners depicting pleasant scenes of meadows, sunsets, and waterfalls hang from the walls. Long disheveled carpets lead across the icy floor to an upward staircase.

The carpets are a pair of **spitting mimics**. Characters who investigate the carpets note that they are suspiciously free of ice. Any creatures that walk on a carpet become immediately stuck to the carpet by the mimic's adhesive trait and begin combat with the grappled condition (escape DC 16). Once a creature becomes stuck, the mimic attacks.

**Slippery floor.** Because the tower is so close to the glacier wall, part of the room (shown on the map of Y24A) is covered by slippery ice. Icy patches are difficult terrain. When a creature moves onto the ice for the first time on a turn, it must make a successful DC 10 Dexterity (Acrobatics) check or fall prone.

**Sulfurous impersonation.** The **elder oblex** becomes aware of the sounds of battle after the first round of combat, and sends a replica of High Enchanter Ivira down the stairs to investigate. Roll initiative for the oblex at the start of the second round of combat. The replica dashes to the bottom of the stairs and emerges at room Y24A at the conclusion of its turn. If the party is fighting the mimics during its turn on the third round of combat, it casts a *hold monster* spell on one of the mimics to win the trust of the party.

**Development.** Once combat ends, the oblex introduces the replica as High Enchanter Ivira, attempting to deceive the party. You can read the following:

A female human wizard dressed in a flowing pink robe stands at the foot of the stairs and speaks in a foreign language. After a moment she switches to Common and says, "I am High Enchanter Ivira. I have not seen another person in a very long time. Please join me upstairs, I imagine we have much to discuss."

Alternatively, if High Necromancer Cadavix is with the party (see Tower of Necromancy supplement), you can read the following:

Cadavix stands in awe at the female human wizard dressed in a pink flowing robe at the foot of the stairs. In a choked gasp of relief he says, "Ivira?" He rushes towards her as she replies, "Cadavix!" and holds her arms out awaiting his embrace. The two share a long kiss. After a few moments, Ivira turns to you and says, "I am High Enchanter Ivira. I have not seen another person in a very long time. Thank you for bringing Cadavix back to me. Please join me upstairs, I imagine we have much to discuss."

Regardless of the circumstances, the oblex attempts to lure the party upstairs, where its ooze form is lying in wait. A successful DC 18 Wisdom (Insight) check reveals something seems off about Ivira, but because the characters are unfamiliar with her, none are able to see through the farce completely. A successful DC 20 Wisdom (Perception) check reveals a small tether leading upstairs from Ivira. If High Necromancer Cadavix is with the party, he is so overcome with relief at seeing Ivira that he is entirely fooled. Characters with a passive Perception of 18 or higher notice a faint sulfur smell in her presence.

If asked how Ivira survived for so long, the oblex indicates to the crown it is wearing and explains that it was a gift from High Necromancer Cadavix, which magically stops Ivira from aging (true). The oblex uses a *detect thoughts* spell to ascertain the party's goals from surface level thoughts. From this, the oblex learns that the party is seeking the line of the Rite of the Arcane Octad, which it knows from Ivira's memories.

## Y24B. THE HIPPOCARSIS CHAMBER

When the characters reach the top of the stairs, they reach a doorway. Once the door is opened, you can read the following:

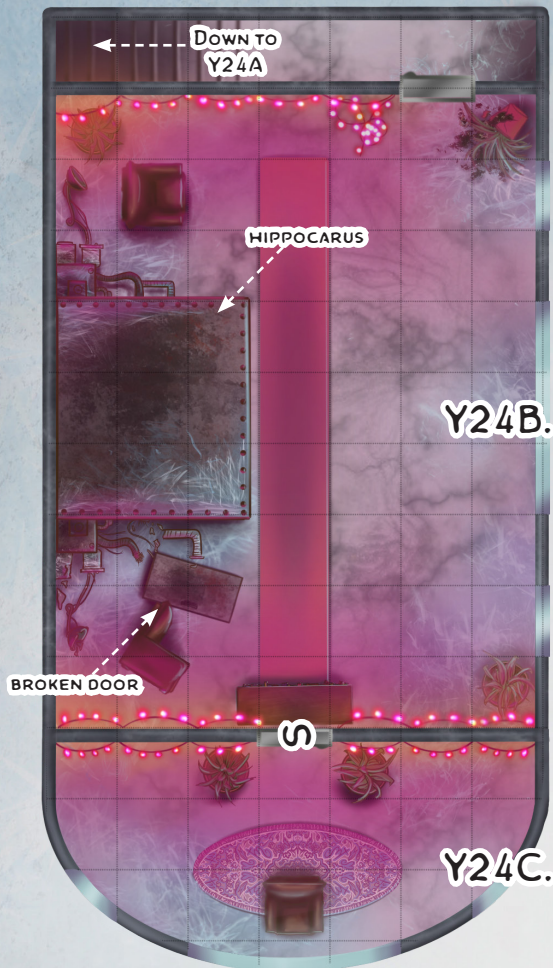
This large room contains an alien device hooked up to a metal box. Instruments extend from the box towards a comfortable looking chair. A bookshelf sits against the far wall of the room.

This room was the Hippocarsis Chamber, where Ivira would use an arcane device called a *hippocarus*, which enabled the casting of powerful enchantment magic. Without a captive oblex, the *hippocarus* no longer allows its user to cast *modify memory*, but still has some magical capabilities described below. The metal container used to hold the oblex in stasis, but the door has been broken open, which can be noticed from the entrance of the room with a successful DC 15 Wisdom (Perception) check.

The **elder oblex** now hides within the metal container as the replica of Ivira leads the party inside. Once the party is all within 30 feet, the elder oblex casts a *charm person* spell at 5th level to charm as many party members as possible. It then fights anyone who resisted, eagerly using its eat memories attack on the combatant with the highest Intelligence score.

**Development.** If the oblex is reduced to 30 hit points or fewer, it attempts to bargain for its life, offering to tell them the line of the Rite of the Arcane Octad. If the party agrees, it tells them "Fourth, coax a secret from another." The oblex can use a *dimension door* spell to escape if the party does not agree, but fears that it will





die in the cold outside, where it won't have an immortal body to siphon heat and memories from. If the party asks where Ivira is, it will lie (DC 18 Wisdom [Insight]) and say that she is dead, hoping to keep her a secret.

**Using the Hippocarus.** Either *professor skant* or Cadavix can identify the function of the *hippocarus*. With a successful DC 20 Intelligence (Arcana) check, a creature can use an action to cast any of the following spells: *sleep* (as a 5th-level spell), *catnap*, and *geas* (DC 17). If the check fails by more than 5, the user must make a successful Intelligence saving throw, taking 3d6 psychic damage on a failed save.

If the party is able to re-containerize the oblex within the *hippocarus*, two additional spells can be cast from the device:

- *Modify memory* (as 9th-level spell, DC 17)
- A form of a *greater restoration* spell that can only undo the effects of a *geas* spell, a *modify memory* spell, or an oblex's *eat memories* action. Casting *greater restoration* this way does not require material components.

**Hidden door.** The door to the Recovery Room (Y24C) was hastily hidden behind a bookshelf by the oblex to conceal the location of Ivira. The door can be found with a successful DC 20 Wisdom (Perception) check from anywhere within the room or a successful DC 10 Intelligence (Investigation) check from within 10 feet of the shelf. If the door is located before the oblex has attacked, it attacks immediately.

**Treasure.** The books on the shelf are ancient manuals on basic uses of enchantment magic, sleep cycles, and neuroscience. The lot of books can be sold for 200 gp to a library.

## Y24C. RECOVERY ROOM

When the door to this room is opened, you can read the following:

An emaciated female human wizard dressed in tattered pink scraps is seated in a chair, staring blankly out of a window towards the glacier wall. A golden staff lies on the ground beside the chair.

This is High Enchanter Ivira. Having been at the mercy of the oblex for nearly 2000 years, she has been completely stripped of her memories and most of her cognitive function. A *greater restoration* (cast normally or from the *hippocarus*) or *heal* spell can restore her somewhat, though she remains traumatized and very weak, suffering from five levels of exhaustion.

**Development.** If her memories are restored, she begs the party for a swift death, having lived through too much torment to carry on. She can provide the line of the Rite of the Arcane Octad, "Fourth, coax a secret from another," if asked. If High Necromancer Cadavix is with the party, he mourns the fate of his beloved, ending his own life with a *life transference* spell after honoring any promises he made to them. If the party manages to trap the oblex, repair the *hippocarus*, and use a 9th level *modify memory* spell to remove Ivira's painful memories, she and Cadavix may feel indebted to the party and do what they can to aid them - though neither will be willing to fight Iriolarthas or even enter his spire.

**Treasure.** The staff on the ground is Ivira's *staff of charming* and she wears the *crown of timeless body*.

## CONCLUSION

Once the party obtains the fourth line of the Rite of the Arcane Octad, their business at the Tower of Enchantment is concluded. The next closest towers are Y22. Tower of Illusion and Y26. Tower of Transmutation both of which are visible from this tower.

## TROUBLESHOOTING

**Changing uncomfortable topics.** In this adventure, the NPC Cadavix may end his life after finding out the fate of his love. If this topic is uncomfortable or inappropriate at your table, you can have Cadavix be so overcome with grief that he becomes completely inconsolable and either remains in the tower or leaves Ythryn forever.

**Failing to acquire the Rite.** In the event that the party does not negotiate with the oblex and does not have access to a *greater restoration* or *heal* spell, there are a few ways they may still be able to learn the fourth line of the Rite of the Arcane Octad. If the party kills Ivira to end her suffering, she will convey the line of the Rite of the Arcane Octad if asked under the effects of a *speak with dead* (which can be cast via Cadavix's *libram of souls and flesh* - see Tower of Necromancy supplement). Alternatively, you can have Ivira have stored some of her most important memories within her *staff of charming*, the first creature that touches the staff experiences a memory of Ivira holding the staff and speaking the line out loud.



## MAGIC ITEMS

### CROWN OF TIMELESS BODY

*Wondrous Item, very rare (requires attunement)*

While wearing this crown, you age more slowly. For every 100 years that pass, your body ages only 1 year.

The crown has 3 charges, which are used to fuel the spells within it. While wearing the crown, you can use your action to cast one of the following spells from the crown, even if you are incapable of casting spells: *sapping sting* (no charges, or 1 charge to cast at 5th level; +7 to hit with ranged spell attack), *temporal shunt* (3 charges; spell save DC 17). No components are required.

In addition, you can cast *time ravage* (spell save DC 17) once per 100 years. No components are required.

The crown regains all expended charges each day at dawn.

### STAFF OF CHARMING

*Staff, rare (requires attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)*

While holding this staff, you can use an action to expend 1 of its 10 charges to cast charm person, command, or comprehend languages from it using your spell save DC. The staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## MONSTERS

### SPITTING MIMIC

*Large monstrosity (shapechanger), neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 85 (10d10 + 30)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	9 (-1)	15 (+2)	10 (+0)

**Skills** Stealth +7

**Damage Immunities** acid

**Condition Immunities** prone

**Senses** darkvision 60 ft., passive Perception 12

**Languages** --

**Challenge** 5 (1,800 XP)

**Shapechanger.** The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Adhesive (Object Form Only).** The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

**False Appearance (Object Form Only).** While the mimic remains motionless, it is indistinguishable from an ordinary object.

**Grappler.** The mimic has advantage on attack rolls against any creature grappled by it.

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

### ACTIONS

**Multiattack.** The mimic attacks three times: twice with its pseudopods and once with its bite.

**Pseudopods.** *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 10 (1d10 + 5) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

**Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 10 (1d10 + 5) piercing damage plus 7 (2d6) acid damage.

**Spit Acid (Recharge 5–6).** The mimic spits acid at one creature it can see within 30 feet of it. The target must make a DC 14 Dexterity saving throw, taking 32 (9d6 + 1) acid damage on failed save, or half as much damage on a successful one.



# ELDER OBLEX

*Huge ooze, lawful evil*

**Armor Class** 16

**Hit Points** 115 (12d10 + 50)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	21 (+5)	22 (+6)	13 (+1)	18 (+4)

**Saving Throws** Int +10, Cha +8

**Skills** Arcana +10, Deception +8, History +10, Nature +10, Perception +5, Religion +10

**Condition Immunities** blinded, charmed, deafened, exhaustion, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 15

**Languages** Common, Loross, Draconic, Undercommon

**Challenge** 10 (5,900 XP)

**Amorphous.** The oblex can move through a space as narrow as 1 inch wide without squeezing.

**Aversion to Fire.** If the oblex takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

**Innate Spellcasting.** The oblex's innate spellcasting ability is Intelligence (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *charm person* (as 5th-level spell), *detect thoughts*, *hold person*

3/day each: *confusion*, *dimension door*, *dominate person*, *fear*, *hallucinatory terrain*, *hold monster*, *hypnotic pattern*, *telekinesis*

**Sulfurous Impersonation.** As a bonus action, the oblex can extrude a piece of itself that assumes the appearance of one Medium or smaller creature whose memories it has stolen. This simulacrum appears, feels, and sounds exactly like the creature it impersonates, though it smells faintly of sulfur. The oblex can impersonate 2d6 + 1 different creatures, each one tethered to its body by a strand of slime that can extend up to 120 feet away. For all practical purposes, the simulacrum is the oblex, meaning the oblex occupies its space and the simulacrum's space simultaneously. The slimy tether is immune to damage, but it is severed if there is no opening at least 1 inch wide between the oblex's main body and the simulacrum. The simulacrum disappears if the tether is severed.

## ACTIONS

**Multiattack.** The elder oblex makes two pseudopod attacks and uses Eat Memories.

**Pseudopod.** *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (4d6 + 3) bludgeoning damage plus 7 (2d6) psychic damage.

**Eat Memories.** The oblex targets one creature it can see within 5 feet of it. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the greater restoration or heal spell. Constructs, oozes, plants, and undead succeed on the save automatically.

While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes unconscious for 1 hour. The effect then ends.

When an oblex causes a target to become memory drained, the oblex learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies.



# 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](mailto:leprekahn7@gmail.com).

Looking for more? Get the rest of Dan Kahn's [Ythryn Towers of Magic](#) here!



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