

ICEWIND DALE: RIME OF THE FROSTMAIDEN

TOWER OF ABJURATION



Expanded Content for
Chapter 7: Doom of Ythryn

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TOWER OF ABJURATION



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INTRODUCTION

THE TOWER OF ABJURATION 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 (follow this link for more - [Ythryn Towers of Magic](#)) 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 Abjuration as an alternate to those described on page 239 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 Abjurer Taruth

High Abjurer Taruth was a male human wizard for the city of Ythryn. He was responsible for the protection and security of important places and artifacts within the city. His crowning achievement was the development of the anvil of disjunction, a powerful artifact that could destroy magical items. His second greatest accomplishment was the impenetrable magical force field that could be erected around the Spire of Iriolarthas in times of trouble. Mages under Taruth's teachings were trying to develop new ways to combat the life and magical draining abilities of the phaerimm, who sought to undo the Netherese civilization. When Ythryn fell, Taruth and his colleagues acted quickly to enact the force field. With protective magic, he was able to survive the crash, but met his end at the hands of a tomb tapper, disgusted with Taruth's creation of the anvil of disjunction. Taruth's pulverized body now lies somewhere in the rubble of the city.

ADVENTURE SUMMARY

After their arrival at the Tower of Abjuration, characters can search the lower floors for treasure on their way up to the top. At the top, characters must overcome a locked and trapped door and battle with mages guards for access to the pinnacle of the tower. At the uppermost floor, characters find a mysterious anvil that hungers for magical items. The anvil is willing to share a line from the Rite of the Arcane Octad in exchange for a magic item. After dealing with the anvil, characters battle with a tomb tapper on their way out of the tower.

RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Abjuration in Ythryn. Location Y4. Tower of Abjuration 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.

Y4. TOWER OF ABJURATION

When the party nears the tower of abjuration, you can read the following:

Above the conical base of a prominent tower, blue, arcane symbols mark the flat outward face of the upper floors. An archway leads into the foot of the tower.

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

CLIMBING THE TOWER

The archway leads to a spiraling staircase that terminates in the upper floors (see Y4A. Antechamber of Abjuration). Rooms off of the main staircase include practice chambers and study rooms for the wizards of the tower. Characters who search these areas learn the following piece of Ythryn Lore (if they did not already know it): "In times of trouble, the wizards raised a force field around the enclave's central spire through which only they could pass. Thanks to the skill of High Abjurer Taruth, the force field could survive millennia." In addition, they find tattered books too damaged to read and remnants of dust left behind by ancient scrolls.

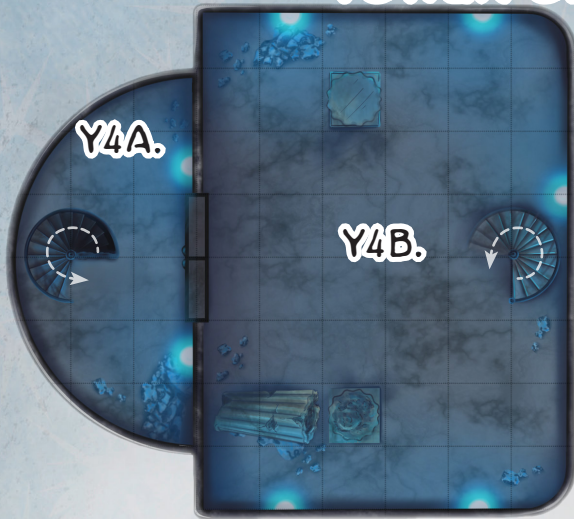
Characters who succeed on a DC 20 Intelligence (Investigation) check find a magic item preserved in a frozen box or clutched in the hands of a skeletal corpse. You can roll 1d8 and consult the following table to determine what item is found.

Side Room Discoveries Table

d8	Discovery
1 - 3	Spell scroll of mage armor
4 - 5	Spell scroll of dispel magic
6	Spell scroll of stoneskin
7	Bracers of defense
8	Ring of protection

A failure by 10 or more results in a character stumbling upon something trapped with a *glyph of warding* spell. The character must make a DC 15 Dexterity saving throw taking 5d8 lightning damage on a failed save, or half as much damage on a successful save.

TOWER OF ABJURATION



Y4A. ANTECHAMBER OF ABJURATION

When the party reaches the top of the spiral staircase, you can read the following:

At the top of stairs is a small room with a decorated stone double door. The door appears to have been carved with inhuman precision, and depicts wizards casting various forms of protective shields and barriers against monstrous four-armed slug-shaped creatures with posterior stingers and barbed teeth.

Characters who succeed on a DC 20 Intelligence (History or Nature) check identify the creatures as phaerimm: ancient magical aberrations that strove to destroy all other beings. Characters who have visited Y29. Museum recognize the creatures.

Locked Door. The door to the chamber is protected by an *arcane lock* spell. The door can be opened with a knock spell, a successful DC 25 Strength (Athletics) check, or a successful DC 25 Dexterity check using thieves' tools. A *dispel magic* spell can also defeat the spell. The passphrase for the door is simply the verbal component of the *blade ward* cantrip. Characters who have visited Y8. House of the Arcane, may have acquired this cantrip from the magic goblet.

Trap. The door is also trapped by an *imprisonment* spell (save DC 17), which triggers when the door is opened if the passphrase was not used to open the arcane lock. On a failed save, the target becomes trapped in minimus containment inside a large sapphire in the Chamber of Disjunction (Y4C).

Y4B. ANTIMAGIC GUARD ROOM

When the characters open the door, you can read the following:

Beyond the door is a large room dominated by a lavish upward-leaning staircase. Columns flank either side of the room, though the right one has fallen. Five well-armed, greenish-blue skinned humanoid figures stand at attention at the base of the stairs.

Five **demos magen** guard the stairs and fight to prevent anyone other than High Abjurer Taruth from approaching the anvil.

Antimagic field. In order to keep the anvil secure, in addition to the armed guards, this room is under the effects of a permanent *antimagic field* spell. Taruth carefully crafted the spell so that it would not affect the magical magen guards.

Y4C. CHAMBER OF DISJUNCTION

When the characters ascend the stairs from the Antimagic Guard Room (Y4B), you can read the following:

Blue flames flicker from braziers spaced around the room, illuminating a huge anvil chiseled with vivid blue runes in the center of the chamber. Resting atop it is a hammer adorned with matching runes. A clear display case sits along the southern wall, containing three large sapphires.

As described in on page 239 of *Icewind Dale: Rime of the Frostmaiden*, a non-artifact magical item placed on the anvil can be destroyed by striking it with the hammer three times.

When the characters approach the anvil, you can read the following:

A telepathic voice seems to reach out from the anvil and says, "Feed me your items of power. I beg you."

The anvil is a sentient artifact that hungers to destroy magic items. It begs the characters to destroy a magic item upon it and is willing to share any information it knows in exchange. The anvil knows the following information:

- The anvil was created by High Abjurer Taruth, who it assumes is dead.
- High Abjurer Taruth developed a ritual to generate a magical force field around the central spire of Ythryn.
- The first line in the Rite of the Arcane Octad is "First, shield thy heart with a wand from the Nether Oak." (It will not reveal this information until after a magic item has been destroyed).
- The anvil has destroyed many magical items including wands made from the Nether Oak. It knows the Nether Oak is located in the Arboretum of Ythryn.

Display Case. The display case contains three 500 gp sapphires. A creature that triggered the *imprisonment* spell at Y4A, may be trapped inside one of these, appearing as a 1-inch tall version of itself. The anvil is the only thing that can destroy the sapphire, ending the *imprisonment* spell, without killing the creature inside of it. The anvil's hunger is not satiated enough by destroying this to give the characters the line of the rite, but may let the characters know it is possible to do so. Casting *dispel magic* (DC 19) can also end the *imprisonment* spell. At your discretion, the other sapphires may contain other NPCs or potentially replacement characters if a PC died in Ythryn or the Caves of Hunger.

Development. When a magic item is destroyed on the anvil, the sound attracts a **tomb tapper**, which reaches the Antechamber of Abjuration (Y4A) at the same time as the characters descend to the Antimagical Guard Room (Y4B).

CONCLUSION

The Tower of Abjuration is one of the closest places of interest after characters cross the ice bridge to Ythryn, so it is likely they will explore this tower very early on. In this tower, characters should have learned about the Rite of the Octad from the anvil and be looking for more towers to explore. The Tower of Conjunction (Y8) or the Tower of Transmutation (Y26) are the next most proximate towers and their tops can likely be seen from the base of the Tower of Abjuration.

TROUBLESHOOTING

The Door. If the party composition is such that no player characters can open the door in the Antechamber of Abjuration (Y4A), the players may feel stuck. If this is the case, you can have Vellynne Harpell or another wizard NPC be able to use the *knock* spell to assist them. Also, the *blade ward* cantrip can be potentially acquired from the Hall of the Arcane. Worst case, they may have to forge an uneasy alliance with Avarice.

Combat. Depending on party composition, fighting in an *antimagical field* spell could turn an easy encounter into a deadly one. If the party lacks martial characters, or if the primary martial character becomes trapped in the *imprisonment* spell, you can change the number of demon mages in the Chamber of Disjunction (Y4C) from five to a lower number. If you lower the number and the encounter seems too trivial, you can have a few more run down the stairs from Chamber of Disjunction (Y4C) to join the fray as the fight progresses. Either way, the battle is not meant to be taxing to the point that characters are unable to combat the tomb tapper at the end of the tower adventure.

The Anvil. Destroying a magic item is supposed to be a difficult decision for the party, but not meant to sap the fun away from someone. If the party does not possess any magical items that they could live without, you can have Vellynne or another NPC suggest that they should revisit the anvil after they've searched the city for more magical items.

MAGIC ITEMS

BRACERS OF DEFENSE

Wondrous Item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

RING OF PROTECTION

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

SPELL SCROLL

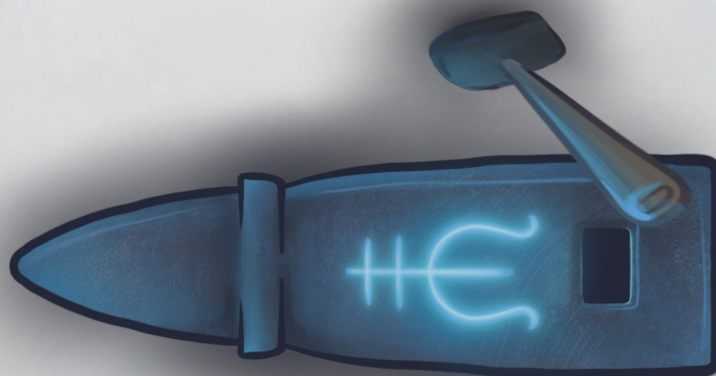
Scroll, varies

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

Spell Level	Rarity
1st	Common
3rd	Uncommon
4th	Rare



ANVIL OF DISJUNCTION

MONSTERS

DEMOS MAGEN

Medium construct, unaligned

Armor Class 16 (chain mail)
Hit Points 51 (6d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	18 (+4)	10 (+0)	10 (+0)	7 (-2)

Damage Immunities poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 2 (450 XP)

Fiery End. If the magen dies, its body disintegrates in a harmless burst of fire and smoke, leaving behind anything it was wearing or carrying.

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

Unusual Nature. The magen doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. The magen makes two melee attacks.
Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) slashing damage.
Light Crossbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

TOMB TAPPER

Huge construct, lawful neutral

Armor Class 17 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 30 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	14 (+2)	14 (+2)	11 (+0)

Skills Perception +5
Damage Resistances lightning
Damage Immunities cold, fire
Condition Immunities charmed, frightened
Senses blindsight 240 ft. (blind beyond this radius), passive Perception 16
Languages understands Common and Undercommon but doesn't speak, telepathy 60 ft.
Challenge 10 (5,900 XP)

Petrified Death. A tomb tapper reduced to 0 hit points turns into a lifeless stone statue. Anything it's wearing or carrying is not transformed.

Sense Magic. The tomb tapper senses magic within 30 feet of it and can use an action to pinpoint the location of any creature, object, or area in that range that bears magic. This sense penetrates barriers but is blocked by a thin sheet of lead.

Tunneler. The tomb tapper can burrow through solid rock at half its burrowing speed and leaves a 10-foot-wide, 20-foot-tall tunnel in its wake.

Unusual Nature. The tomb tapper doesn't require air or sleep.

ACTIONS

Multiattack. The tomb tapper makes two melee attacks with its sledgehammer or with its claws. If it hits the same creature with both claws, it can pull that creature within 5 feet of its mouth and make a bite attack against it.
Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 22 (3d10 + 6) slashing damage.
Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.
Sledgehammer. *Melee or Ranged Weapon Attack:* +10 to hit, reach 15 ft. or range 30/120 ft., one target. *Hit:* 27 (6d6 + 6) bludgeoning or force damage (tomb tapper's choice). If thrown, the hammer returns to the tomb tapper at the end of its turn, landing at the tomb tapper's feet if it doesn't have a hand free to catch the weapon.

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.

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



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