

ICEWIND DALE: RIME OF THE FROSTMAIDEN

# TOWER OF EVOCATION



Expanded Content for  
Chapter 7: Doom of Ythryn

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# TOWER OF EVOCATION



## CREDITS

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## INTRODUCTION

**T**HE TOWER OF EVOCATION 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 Evocation as an alternate to those described on page 254–255 of *Icewind Dale: Rime of the Frostmaiden*. Additionally, this supplement provides some alternate events for the Chain Lightning Stadium on page 238 of the book. 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 Evoker Zadulus

High Evoker Zadulus was a narcissistic evocation wizard in Ythryn. He rose to fame for his prowess in the Chain Lightning Stadium, being undefeated for twenty straight years in the annual Chain Lightning Championship. When Zadulus became the High Evoker, the Tower of Evocation became a sort of monument to his own ego. Within the tower, he had a chain lightning practice room built, and even kept the trophy in a display case at the pinnacle.

Shortly before the fall, the evocation wizards were conducting research on the resilience of oozes to certain kinds of elemental magic. Zadulus was particularly interested in the properties of ochre jellies and their response to the effects of lightning. Because of this ongoing research, the oozes were stored in containment cylinders within the tower.

When Ythryn fell from the sky, Zadulus died to his own hubris. The spindle's disruption caused the electrical masts in the practice room to overload and electrocute him. At the same time, the oozes were able to escape their containers and devour the corpses of the wizards of the tower. When no bodies remained and the thermal cubes within the walls ceased heating the tower, the oozes froze in the cold.

## ADVENTURE SUMMARY

After their arrival at the Tower of Evocation, the party's presence will trigger the tower to light up and begin heating itself via thermal cubes. On the upper floors, the party will have to navigate passing through the hazardous chain lightning practice room, dodging lightning and avoiding slipping on the frozen ochre-jelly floor. After crossing the practice room, the party will encounter some living Bigby's hands in Zadulus's trophy room. The party will need a chain lightning tournament trophy in order to access the trophy case and the Rite of the Arcane Octad line held within. Once the party claims the Rite of the Arcane Octad line, they can proceed back down the tower only to find that the ochre jellies have thawed, creating a new hazard in the practice room.

## RUNNING THE ADVENTURE

The following sections describe what the characters find at the Tower of Evocation in Ythryn. Locations Y3. Chain Lightning Stadium and Y20. Tower of Evocation 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.

### Y20. TOWER OF EVOCATION

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

Occasional sparks illuminate the upper reaches of this tall tower. A glowing red symbol is etched into the axe blade shape of the pinnacle. An arched door leads into the tower.

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

#### ENTERING THE TOWER

The main door is unlocked. When characters enter the tower for the first time, you can read the following:

Dozens of floating red orbs spark to life illuminating this large hall filled with broken glass, warped metal, and humanoid skeletons. The walls are covered with partially dissolved tapestries depicting what appear to be wizards posing in athletic stances around a large trophy and an electrified sphere. A spiral staircase leads further up into the tower.

The art depicts several years of victories by High Evoker Zadulus and his chain lightning team. Characters that have seen the Chain Lightning Stadium can deduce the connection. By examining the room, the characters learn the following piece of Ythryn lore (if they do not already know it): The wizards of Ythryn were entertained by a competitive sport called Chain Lightning. High Evoker Zadulus is the reigning champion.

**Containment Cylinders.** The glass and metal on the floor is the remains of the ooze containment cylinders. A successful DC 20 Intelligence (Arcana or Investigation) check allows a character to deduce that the debris may have originated from cylindrical glass structures. A successful DC 20 Wisdom (Medicine) check reveals that while most of the skeletal bodies died from bludgeoning (likely related to the city's fall), the bones show signs of exposure to an acidic substance.

**Light and heat.** The tower's lightning and heating uses occupancy-sensing magic. The heat is produced by *thermal cubes* installed in the walls and lighting varies between *continual flame* and *dancing lights* spells. When all of the wizards within the tower died, the light and heating shut off. When the characters enter, the illumination turning on is obvious, but the heating is more subtle, as the *thermal cubes* take some time to power on. A character with a passive Perception of 20 notices a temperature increase after spending 10 minutes within the tower. After 20 minutes, a character with a passive Perception of 15 notices the increase. After 30 minutes, all creatures within the tower become aware of the heat.

### Y20A. PRACTICE ROOM

When characters first reach the top of the stairs, you can read the following:

Stairs descend five feet to the ice-covered surface of this long room. Four burning braziers bathe the room in crimson light. Empty bleachers are arranged on either side of the room behind a shimmering transparent wall. Every few seconds, sparks fly from a large electrified mast shaped like a trident.

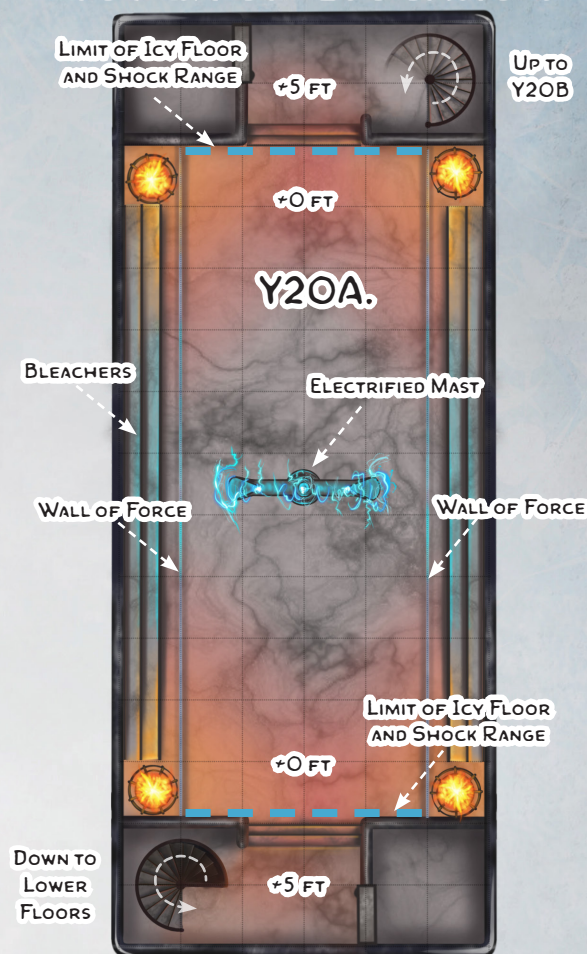
This room was once the practice court for Zadulus's Chain Lightning team, but is now a terrible hazard. The electrified mast in the middle of the room is a smaller version of those found in the Chain Lightning Stadium, but is malfunctioning and damaged beyond repair. The branches of the mast are 10 feet above the floor (able to be passed under) and the ceiling is 20 feet above the floor. The ice that covers the floor is not from water, but rather from frozen **ochre jellies** that fled to the upper floors of the tower seeking heat when the *thermal cubes* turned off. A creature that spends an action making a successful DC 20 Intelligence (Investigation) check while standing on the icy floor notices slight movements within the ice. The room is well lit by *continual flame* spells within braziers, which can be dispelled (DC 17).

**Electrified Mast.** The magic that generates the electrical charge for the chain lightning mast has become unstable. Any creature that enters within the limit of shock range on the map of Y20A for the first time on a turn or starts its turn there, must make a successful DC 12 Dexterity saving throw or take 1d6 lightning damage. A *dispel magic* spell stops the mast from emitting lightning for 10 minutes.

**Slippery Floor.** The first time the characters enter this room, the *thermal cubes* have not yet generated enough heat to melt the ochre jellies. While the floor remains frozen, it is 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.

**Audience.** To fuel his ego, Zadulus had High Illusionist Ajamar set up programmed illusions of adoring fans to appear and cheer from the bleachers whenever someone enters the practice court. The bleachers are separated from the practice court by a permanent *wall of force* spell to prevent the chain lightning ball from flying into the stands during practice. While characters cross the room, you can have the audience cheer in applause when they overcome obstacles (such as dodging the lightning), or gasp when someone falls or is hit.

## TOWER OF EVOCATION



**Side Rooms.** There are two side rooms on either end of the Practice Room that contain balls for the chain lightning game, matching uniforms made of red silk with golden trimming, and other miscellaneous athletic equipment. The uniforms have a minor magical property that helps protect against lightning damage to prevent injury during play. A creature wearing a uniform can make Dexterity saving throws to avoid lightning damage from the electrified mast with advantage.

**Development.** When the characters return through this room on the way back down from the tower, the ochre jellies have thawed and the floor is no longer slippery, making it normal terrain. When the characters return to the room, you can read the following:

The once icy floor is now covered in writhing yellowish oozes. A humanoid skeleton is visible on the floor.

The eight **ochre jellies** start the combat evenly distributed throughout the room and move towards the nearest living creature. Note that the ochre jellies are likely to be hit by lightning from the electrified mast and may use their split reaction to multiply. You can assume that none were hit prior to the beginning of combat.

**Treasure.** The humanoid skeleton is the remains of High Evoker Zadulus. A search of his body reveals *Zadulus's ring of evasion*, which Zadulus used to gain an advantage in the Chain Lightning tournaments. The ring is affected by a permanent *Nystul's magic aura* spell to make it appear non-magical to a *detect magic* spell. A character that makes a successful DC 15 Intelligence (Arcana) check finds it suspicious that the ring does not seem tarnished from the ochre jellies, suggesting it may indeed have magical properties.



## Y20B. TROPHY ROOM

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

This trapezoidal room appears to be some sort of shrine. A painting of a well-groomed red-robed wizard hangs next to an ornate crystalline display case built into the narrow corner of the room. Red globules of light float around the room. Two giant shimmering hands hover near the display case.

This room is Zadulus's shrine to himself, and holds all of his awards and trophies over the years. The display case is guarded by two of Zadulus's **living Bigby's hands**. They attack anyone who enters the room unless a character is either attuned to the trophy (*stone of good luck*) from Y3. Chain Lightning Stadium (described on pg. 238 of *Icewind Dale: Rime of the Frostmaiden*) or disguised as High Evoker Zadulus (whose visage can be gleaned from the tapestries on the lower floors and within this room). If a living Bigby's hand is reduced to 0 hit points, it begins to smolder and rises as a **living burning hands**. The room is brightly lit by a permanent *dancing lights* spell that can be dispelled (DC 17).

**Magic Mouth.** If the party approaches the display case without the trophy, the magical voice of Zadulus appears through a *magic mouth* spell and says (in Loross), "Zadulus, you handsome devil, where's your trophy? The next big tournament is \*pauses\* 667,218 days ago. Better head down to the Chain Lightning Stadium and bring it home where it belongs."

### Give Zadulus a Hand

If you want to add a bit of light-hearted fun to this tower, when a character enters Y20B. Trophy Room, you can have the living Bigby's hands come together and begin clapping, giving thumbs up, motioning for a first bump, or prostrating themselves on the floor in a "we're not worthy" sort of a way.

**Display Case.** The display case is made out of a magical material similar to that of a *Otiluke's resilient sphere* spell with no apparent openings. A creature attuned to the trophy (*stone of good luck*) from Y3. Chain Lightning Stadium is able to reach into the trophy case and place, move around, or extract items within it without resistance.

A creature peering into the display case can see a partially covered placard containing the fifth line of the Rite of the Arcane Octad. From outside the display case, the legible words, written in Draconic are, "Fifth, \_\_\_\_\_ a flame \_\_\_\_\_." If removed from the case, the placard can be read in its entirety and reads, "Fifth, quench the flame in thy palm with ice."

**Treasure.** Within the display case are trophies and medals worth a combined total of 8,000 gp.

## CONCLUSION

Once the party gains access to the display case and learns the fifth line of the Rite of the Arcane Octad, their business at the Tower of Evocation is concluded. From here, the party may head to Y22. Tower of Illusion if they are looking for more lines of the Rite or explore the mysterious Y21. Obelisk out of curiosity.

## TROUBLESHOOTING

**Chain Lightning Loss.** As described on pg. 238 of *Icewind Dale: Rime of the Frostmaiden*, if the all-magen team wins, they claim the trophy and disappear. In this supplement, the trophy is key to the Tower of Evocation, so if characters are defeated at chain lightning, the magen don't disappear with the trophy. Instead, the galvan magen remain in the stadium and celebrate with it. Characters will have to defeat them in combat (or perhaps stealthily steal the trophy) to take the trophy back once they realize that they need it to get the Rite of the Arcane Octad.

**Timing.** The adventure is written with some assumptions about the passage of time. First, it assumes that the party does not spend too much time on the lower floors and crosses Y20A. Practice Room before it thaws. Second, it assumes that the characters take a bit of time investigating Y20B. Trophy Room, such that the ochre jellies thaw before they return to the Practice Room. The exact timing of the thawing is up to you, but if the party takes excessive amounts of time on the lower floors or quickly turns back after exploring the Trophy Room, you can adjust the state of the the Practice Room based on what makes sense in the moment. For example, if the party takes more than 30 minutes investigating the lower floors and debating how to cross the Practice Room floor, you can have the ochre jellies begin to thaw just as they finally decide to cross.

## MAGIC ITEMS

### THERMAL CUBE

*Wondrous Item, common*

This 3-inch cube of solid brimstone generates enough dry heat to keep the temperature within 15 feet of it at 95 degrees Fahrenheit (35 degrees Celsius).

### ZADULUS'S RING OF EVASION

*Ring, rare (requires attunement)*

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead. Additionally, you can expend a charge to avoid being hit by an attack made with a chain lightning ball that would normally have hit.

#### Zadulus's Ring of Evasion

High Evoker Zadulus was aware of the relationship between High Necromancer Cadavix and High Enchanter Ivira. By blackmailing the two of them, he had Ivira enchant a *ring of evasion* with a permanent *Nystul's magic aura* spell upon it so that nobody would know it was magical. Zadulus used the ring to gain an unfair advantage in the Chain Lightning Tournaments for which he became renowned.

## MONSTERS

### OCHRE JELLY

*Large ooze, unaligned*

**Armor Class** 8

**Hit Points** 45 (6d10 + 12)

**Speed** 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	6 (-2)	14 (+2)	2 (-4)	6 (-2)	1 (-5)

**Damage Resistances** acid

**Damage Immunities** lightning, slashing

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

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** --

**Challenge** 2 (450 XP)

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

**Spider Climb.** The jelly can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

#### ACTIONS

**Pseudopod.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage plus 3 (1d6) acid damage.

#### REACTIONS

**Split.** When a jelly that is Medium or larger is subjected to lightning or slashing damage, it splits into two new jellies if it has at least 10 hit points. Each new jelly has hit points equal to half the original jelly's, rounded down. New jellies are one size smaller than the original jelly.

## GALVAN MAGEN

Medium construct, unaligned

**Armor Class** 14

**Hit Points** 68 (8d8 + 32)

**Speed** 30 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	18 (+4)	12 (+1)	10 (+0)	7 (-2)

**Damage Immunities** lightning, poison

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** passive Perception 10

**Languages** understands the languages of its creator but can't speak

**Challenge** 3 (700 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 Shocking Touch attacks.

**Shocking Touch.** *Melee Spell Attack:* +6 to hit, reach 5 ft., one target (the magen has advantage on the attack roll if the target is wearing armor made of metal). *Hit:* 7 (1d6 + 4) lightning damage.

**Static Discharge (Recharge 5–6).** The magen discharges a lightning bolt in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw (with disadvantage if the creature is wearing armor made of metal), taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

## LIVING BIGBY'S HAND

Large construct, unaligned

**Armor Class** 20 (natural armor)

**Hit Points** 52 (5d10 + 25)

**Speed** 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	20 (+5)	1 (-5)	10 (+0)	1 (-5)

**Saving Throws** Dex +2, Wis +2

**Skills** Perception +2, Stealth +2

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

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

**Languages** --

**Challenge** 4 (1,100 XP)

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

**Unusual Nature.** The living spell doesn't require air, food, drink, or sleep.

### ACTIONS

**Force Fist.** *Melee Spell Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 26 (4d8 + 8) force damage. If the target is a Large or smaller creature, the living spell can move it up to 5 feet and move with it, without provoking opportunity attacks.

**Grasping Hand.** The living spell attempts to grab a Huge or smaller creature within 5 feet of it. The target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15). Until the grapple ends, the target takes 15 (2d6 + 8) bludgeoning damage at the start of each of its turns. The living spell can grapple only one creature at a time and can't use Force Fist until the grapple ends.

## LIVING BURNING HANDS

Medium construct, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 15 (2d8 + 6)

**Speed** 25 ft., fly 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	16 (+3)	3 (-4)	6 (-2)	6 (-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, grappled, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 8

**Languages** --

**Challenge** 1 (200 XP)

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

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

### ACTIONS

**Magical Strike.** *Melee Spell Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) fire damage.

**Spell Mimicry (Recharge 5–6).** The living spell unleashes a thin sheet of flames in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 10 (3d6) fire damage on a failed save, or half as much damage on a successful one.

# 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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