

THE TITAN GATES

A MINI-ADVENTURE (DISCOVERED ANYWHERE WHILE TRAVELING OVERLAND)
FOR 4-5 PCs OF 11TH OR 12TH LEVEL.

STRANGE GIANTS CLAIMING TO be ‘Titan Gate Gladiators’ challenge all comers, and those few who survive are allowed passage through the ominous portals that seem to be magically grafted onto the giants’ chests. Where do these mystical thresholds lead? What is the ‘True Ordining’ they speak of, and who is this ‘Solemn Victor’? The adventurers must answer these questions by taking the giant’s challenge and daring to step through the titan’s gate!

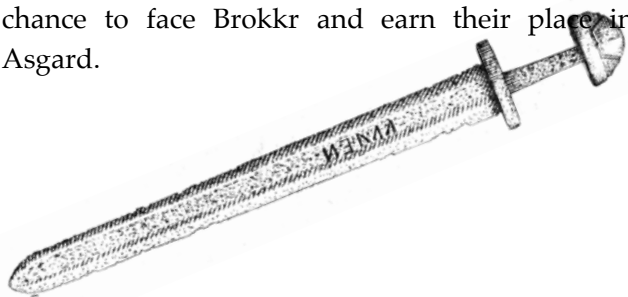


WRITING ANDREW ENGELBRITE
COLOR ART KEVIN SHEA
MAPS [DYSON LOGOS](#)
EDITING MIKE MYLER
LAYOUT FRANK MICHIEZI

BACKGROUND

Brokkr and Eitri were brothers, stone giants, and master runesmiths of a far higher caliber than any before them. They crafted weapons fit for gods and tattooed magical markings with power that surpassed the most intricate spells. As they armed warriors unending (many achieving great victories and spectacular deaths) the pair realized that they alone in their forge would never see Asgard. A quiet end in one's sleep can be an enviable death, but a warrior's death is required to spend an eternity of revelry in the great feast halls—the only true ordining.

The brothers devised a plan using one of their most challenging runes, the titan's gate, an intricate marking that requires two giants of strong body and mind that creates a link between them that crosses all distances both material and planar. They smithed the titan's gate runes upon themselves and then dueled to the death—Brokkr slew his brother and in doing so provided a portal to Asgard through Eitri himself. At least one of them would see Asgard, and the one remaining ensures that other worthy warriors see it too, in victory or death. Brokkr now sits as the 'Solemn Victor' as the rest of his clan sets out with their own titan gates, challenging the worthy for a chance to face Brokkr and earn their place in Asgard.



Open Game Content | The game rule information in this article is designated Open Game Content. All other material in this article, including maps and illustrations (including illustrations in the public domain), in-character and out-of-character narrative and descriptive text, character and place names, trade dress, "EN Publishing," "EN World," "EN5ider,"



EN Publishing product and article titles, and EN World and EN Publishing logos, are designated Product Identity.

CHALLENGE OF TRUE ORDINING

The PCs spot a bizarre giant sitting forlornly on a hilltop strewn with skeletal remains and broken weapons. A swirling vortex ringed by runic tattoos dominates his chest, spiraling into an impossibly deep vortex that defies reason.

CHALLENGER'S HILL

This roughly circular 60-foot wide and 30-foot high hill is flanked by steep embankments and haphazardly strewn with the mortal remains of hundreds of warriors, some ancient, and some troublingly fresh. A strange stone giant tending a cooking fire dominates the top of the hill.

Once the giant notices the PCs, read or paraphrase the following:

The giant stands up slowly, leaning heavily on a greatsword caked in rust and the wear of centuries. She suddenly points the blade with unnatural quickness towards the closest of you and says, "by the solemn victor I issue challenge. Paradise awaits according to your true ordining—step forward if you wish to find it."

Grimheld is a **Titan's Gate Gladiator** that's been slowly traveling the world and issuing the solemn victor's challenge for nearly 300 years. She's anxious for another worthy fight and attacks any PC that steps forward after she issues her challenge, and is very reluctant to provide any information until after they fight. If the adventurers decline Grimheld's offer and turn to leave, she mocks them and attempts to goad them into combat.

Once Grimheld is brought to 92 hit points or less she yields, exuberant and exhausted from a worthy combat. She then explains that beyond her gate lies the solemn victor who will allow the worthy to enter Asgard without the pain of defeat and death. She offers to allow the PCs to pass through and meet the challenge—if they think themselves worthy. Once the PCs do so, proceed to **Arena of the Solemn Victor**.

TITAN'S GATE GLADIATOR

Huge giant, neutral

Armor Class 19 (runic armor)

Hit Points 184 (16d12+80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	18 (+4)	21 (+5)	13 (+1)	14 (+2)	13 (+1)

Saving Throws Str +12, Dex +9, Con +10

Skills Acrobatics +9, Athletics +13, Intimidation +6, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages Common, Giant

Challenge 15 (13,000 XP)

Gladiatorial Maneuvers (6d8/Short Rest). The giant has 6 maneuver dice, which are d8s. The maneuver dice are expended when the giant uses them.

Lost to the Other Side. When a creature rolls a natural 1 when making a melee weapon attack roll against the giant, they inadvertently strike into the open portal on the giant's chest. Melee weapons that strike in this way are teleported through the portal (as per the Titan Gate trait). Creatures making unarmed strikes or using a natural weapon (such as bite or claw attacks) are teleported instead.

Titan Gate. The giant has an active magical portal mystically enchanted onto its chest. This portal is permanently active and linked to a similar portal on another titan's gate gladiator. Any Large-sized or smaller creature or object that enters the portal instantly appears within 5 feet of the linked portal, or in the nearest unoccupied space if that space is occupied. These portals are intricately linked not only to the giant's bodies, but also to their souls. If one of the linked titan gate gladiators dies, their linked portal remains active in whatever afterlife their soul ascends to. The giant can willingly allow creatures to pass through its gate, or creatures can attempt to force their way through by succeeding an opposed Strength (Athletics) check.

ACTIONS

Multiattack. The giant attacks twice with its greatsword. It can replace any of these attacks with a focused strike, a force back, sweeping strike, or tripping strike by expending a maneuver dice.

Greatsword. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6+7) slashing damage.

Focused Strike. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6+7) slashing damage. The giant expends one maneuver die and adds it to the attack roll.

ALTERING THE DIFFICULTY LEVEL

To tailor this mini-adventure for parties of lower or higher level, use the following substitutions for Titan's Gate Gladiator statblocks (giving the creatures the Lost to the Other Side and Titan Gate traits).

PC Level	Substitute Giant	Brokkr's Enhancements	Iqium & Minions
3rd-4th	Hill Giant	20 extra hit points, +1d6 extra damage, CR +1	Mage & Cult Fanatics
5th-6th	Stone Giant/Frost Giant	40 extra hit points, extra melee attack, CR +2	Mage & Cult Fanatics
7th-8th	Cloud Giant/Fire Giant	60 extra hit points, +1d8 extra damage, CR +1	Mage & Cult Fanatics
9th-10th	Storm Giant	80 extra hit points, extra melee attack, CR +2	Mages
13th-14th	Jack in Irons	120 extra hit points, extra melee attack, +1d10 extra damage, CR +3	As written
15th	Svyatogor	140 extra hit points, extra melee attack, +2d6 extra damage, CR +2	As written
16th	Antaeus	160 extra hit points, extra melee attack, +2d8 extra damage, CR +3	As written

Force Back. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6+7) slashing damage. The giant adds its maneuver die to the attack's damage roll, and targets that are Huge or smaller must make a DC 20 Strength saving throw or be pushed 15 feet directly away from the giant.

Sweeping Strike. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6+7) slashing damage. The giant adds its maneuver die to the attack's damage roll. If there is another target within 5 feet of the first target, the giant may immediately make a greatsword attack against that target.

Tripping Strike. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 28 (6d6+7) slashing damage. The giant adds its maneuver die to the attack's damage roll, and targets that are Huge or smaller must make a DC 20 Strength saving throw or be knocked prone.

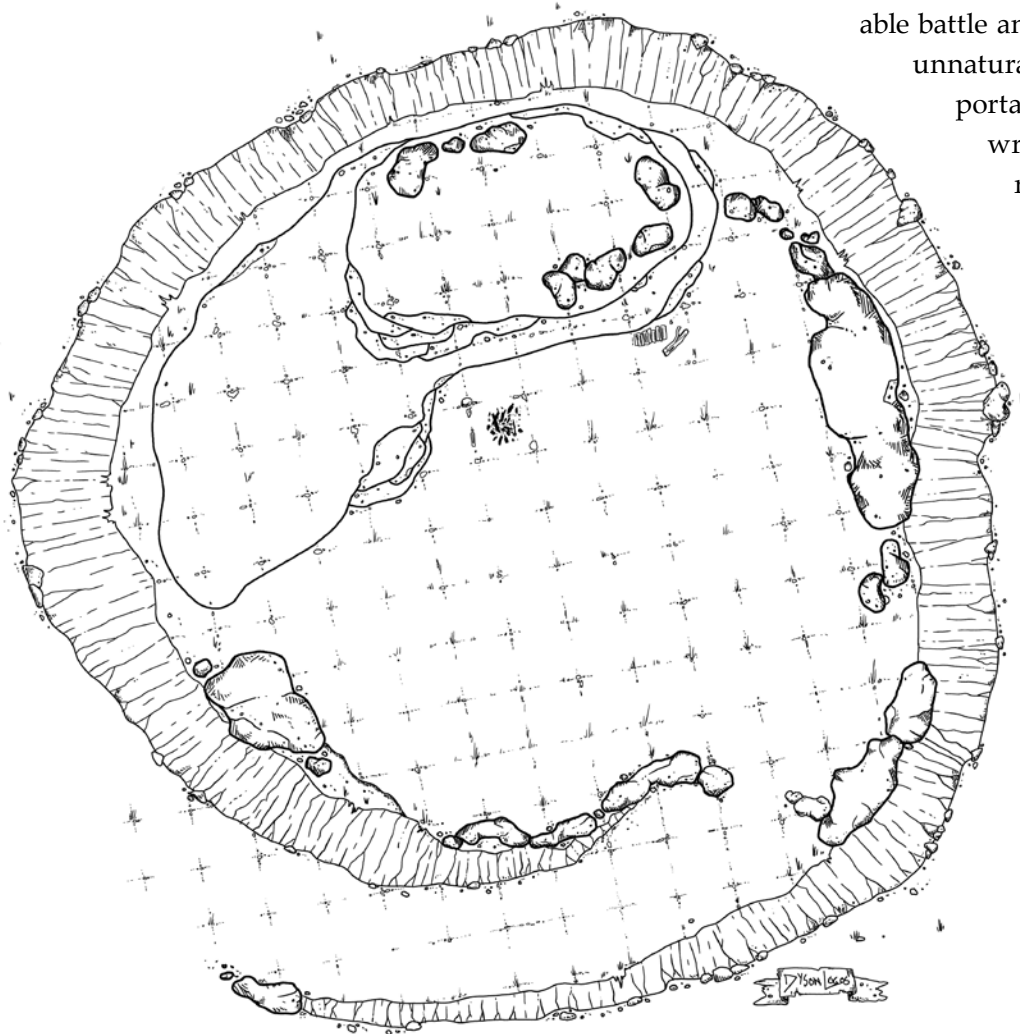
REACTIONS

Parry. When another creature damages the giant with a melee attack, it can expend one maneuver die to reduce the damage by the number it rolls on its maneuver die + 4.

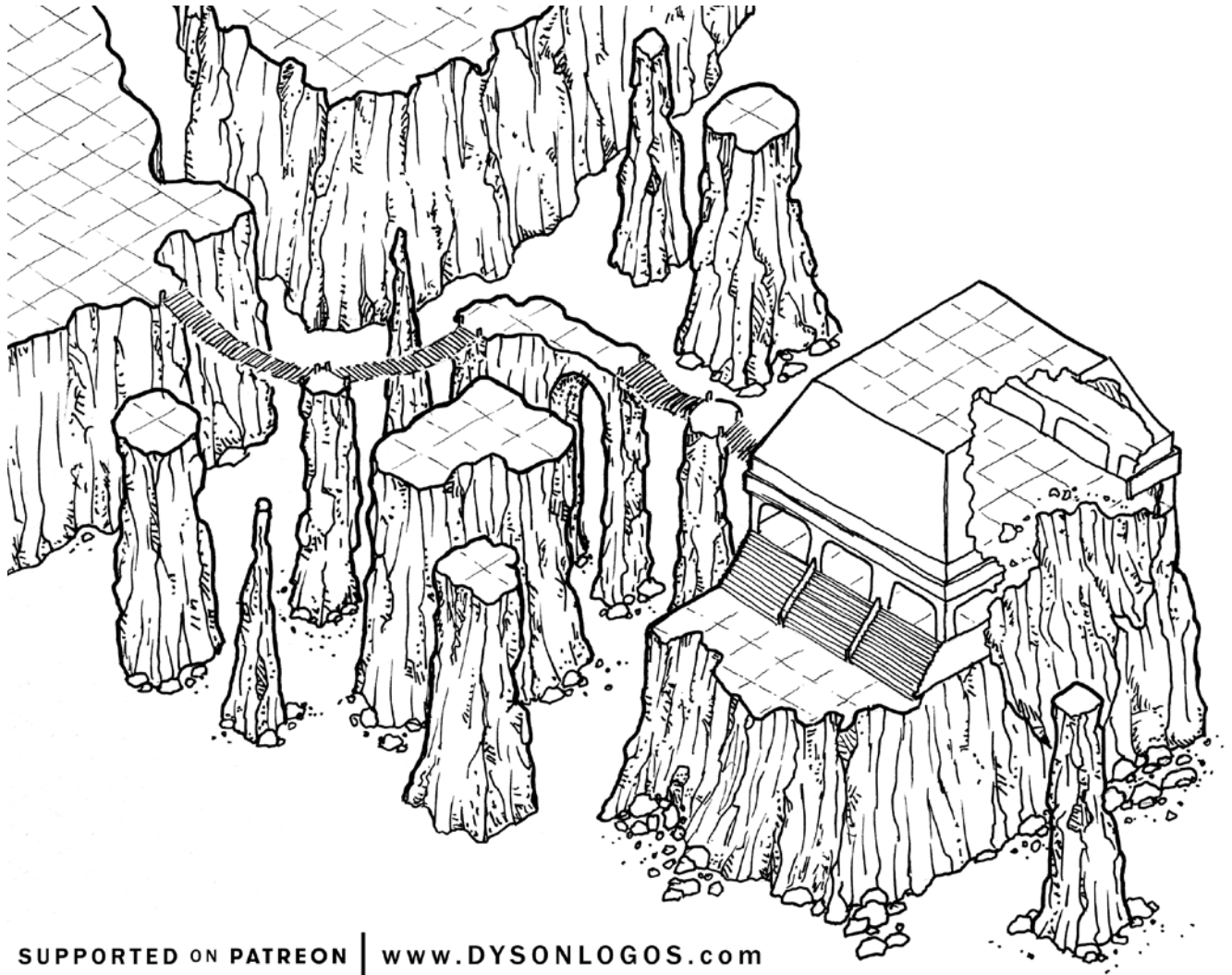
Riposte. When a creature misses the giant with a melee attack, it can expend one maneuver die to make a greatsword attack against the creature, adding the maneuver die to the attack's damage roll on a successful hit.

Rock Catching. If a rock or similar object is hurled at the giant, the giant can, with a successful DC 10 Dexterity saving throw, catch the missile and take no bludgeoning damage from it.

Originally stone giants, the titan's gate gladiators are warped by runic magic and weathered by centuries of combat. They live only for honorable battle and move with a swiftness unnatural to their kind. A magical portal dominates their chests, wreathed in glowing blue runes, and their limbs and digits seem to disconnect and float with their flowing movements, a side effect of existing as a living teleportation circle.



SUPPORTED ON PATREON | www.DYSONLOGOS.com



SUPPORTED ON PATREON | www.DYSONLOGOS.com

ARENA OF THE SOLEMN VICTOR

If the adventurers defeat Grimheld she graciously allows the PCs to traverse her gate as worthy combatants. When they enter her portal, read or paraphrase the following:

As you step through the giant's portal your perceptions twist and dissolve—you see only a single point of light rushing towards you. With a thunderclap you land on wet stone, rain pouring from overhead as a roaring storm fills your senses. You stand on the steps of a ruined temple that sits on stone pillars above a desolate canyon. Somehow deeper and louder than the raging storm, a voice bellows, “enter, worthy warrior. Your true ordaining awaits.”

WARRIOR'S STEPS

Three giants, each with a swirling vortex upon their chest, stand at the base of three 40-foot wide flights of steps. The stairs all lead to the same broken chamber to the north, and every other direction ends in a sheer 80 foot drop. Several other jagged rock spires stretch out to the west.

The three giants (Heimdall, Idun, and Tyr) are also **Titan's Gate Gladiators**. The PCs emerge through Heimdall's gate, which is permanently linked to Grimheld's gate. These giants are completely loyal to Brokkr and when questioned only tell the PCs to “Obey the Solem Victor”. If attacked, they fight to the death.

ARENA OF THE SOLEMN VICTOR

A giant sits on a throne of broken shields at the center of this 120-foot square chamber, dozens of broken weapons clinging to his back, still embedded from battle. The eastern wall is ruined, letting in the fury of the storm outside, and a 20-foot wide rope bridge fit for a giant stretches from the floor to a series of stone pillars to the west.

Once the PCs enter the arena, read or paraphrase the following:

The ancient giant bellows, “Those who seek Asgard, your journey has ended. Raise thy weapons...” The giant opens his one good eye and gazes upon you for the first time. “You have not the look of most seeking Asgard—why have you come?”

Brokkr explains the purpose of his servants, and truthfully answers any questions the party ask. He is not convinced that the adventurers have any chance against him, and would rather utilize the PCs to solve a particular problem. Read or paraphrase the following at some point during this conversation:

Brokkr contemplates for a moment and says, “others have come here, not seeking Asgard but instead some paradise in this world—fools—but my titans spread far and wide. Perhaps what you do seek is with one of them? I will grant you passage between my titan gates, if you would do one small act of valor in my stead. Hrothgar has been captured, not defeated with honor but instead chained like an animal by this...frail magician. Travel through Idun’s gate, cut down this troublemaking mage for me, and every place my charges step shall be open to you.

Idun is standing at attention and waiting. Once Brokkr has commanded it, Idun allows the PCs to travel through his gate (proceed to **Magician’s Shackles**). If the PCs decide they’d like to fight Brokkr for a chance to ascend to Asgard, he uses the statistics for a **Titan’s Gate Gladiator** except he has 100 additional hit points (284 hp), makes one

additional greatsword attack each turn, and has a CR of 18. Brokkr fights until his foes die or yield. When reduced to 71 hit points or less, he yields and allows the adventurers passage to Asgard through his gate.

MAGICIAN’S SHACKLES

#1: ARCANES LABORATORY

Once the PCs travel through Idun’s gate, read or paraphrase the following:

As you emerge from the portal your senses are bombarded by acrid alchemical smells and the impossibly deep wails of the giant next to you. An elderly man in an acid-stained black robe lifts his goggles and his two assistants raise their eldritch implements from the titan’s flesh. The old man whistles and says, “well well, that Brokkr found someone to send—how nice of him to procure fresh subjects.”

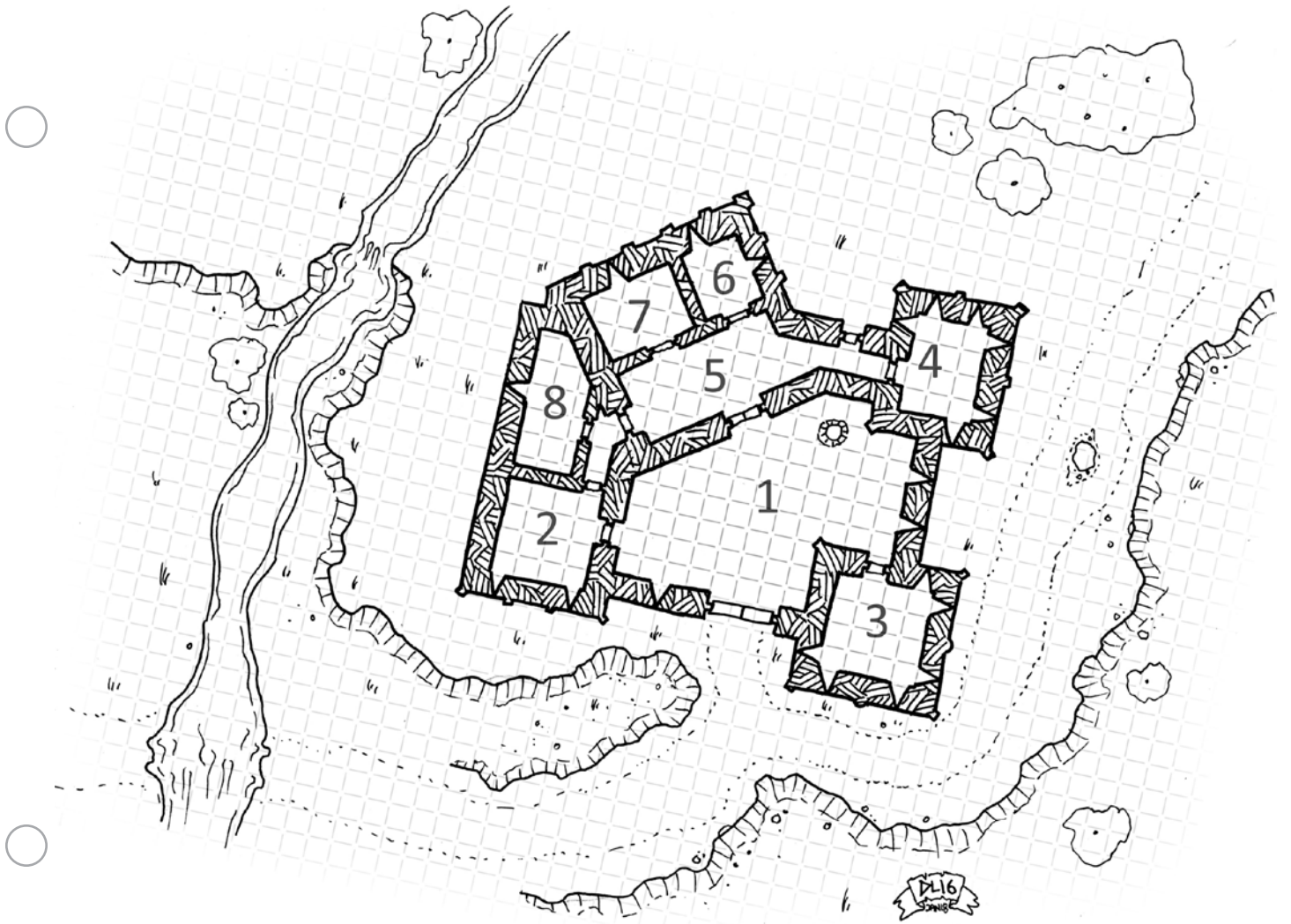
Hrothgar is chained up along the northern wall, Iqium (an [Archmage](#)) stands near the southern wall as the PCs enter, and his two assistants ([mages](#)) flank the adventurers as they enter. Iqium attacks the party but starts with a *time stop* spell to provide himself with as many defensive options as possible, prioritizing either *globe of invulnerability* or *stoneskin* (depending on his foes’ strengths), before firing a *cone of cold*. They all fight to the death.

Hrothgar has been drugged and experimented upon, currently does not have his full health (his hit points equal the party’s level x 10), and is incapacitated until he is woken up with a successful DC 15 Wisdom (Medicine) check.

Once Iqium is defeated the PCs can easily free Hrothgar and explore the rest of this wizard’s lair, or return through giant’s portal to receive their reward.

#2-#8: IQIUM’S LAIR

If the adventurers decide to inspect the rest of Iqium’s Lair, they find no other occupants or dangers. They do however locate a treasure trove of 5,000 gp worth of arcane and alchemical ingredients scattered throughout the structure (acquiring all of it takes 1 hour of thorough collection.)



RESOLVING THE ADVENTURE

When the party returns to speak to Brokkr he is solemnly thankful to the PCs for freeing Hrothgar from a dishonorable end and rewards them as promised. He pulls a sword from the bristling assortment on his back, tracing a sigil along its blade that glows bright blue before presenting it to the adventurers, saying *“this sword now bears my mark and my gates are open to any who wield it.”*

The PCs now have access to the already established titan gates (whose locations can be anywhere in the world) and any other titan gates they may find throughout the rest of their adventures. This result essentially allows the GM to create a roaming teleportation network to serve the campaign as the giants wander anywhere a quick route is needed. 🗺️

BLADE OF THE TITAN’S GATE

Weapon (longsword), very rare

This rusted and bloodsoaked blade glows with blue sigils and bares an edge far sharper than it appears. You gain a +2 bonus to attack and damage rolls made with this magic weapon. As a bonus action, you can create a small temporary portal between yourself and a creature you can see within 30 feet that lasts until the end of your turn. While this portal remains open, you can make melee attacks against that creature as if you were adjacent.

In addition, this weapon bears the mark of Brokkr and while wielding it all **Titan’s Gate Gladiators** allow you and your allies to use the portals in their chests.