



FORGOTTEN TRADITIONS

The origin of runes has long been lost to the majority of sages and wizards, save those with giant blood. However, with the shattering of the Ordning, the magic of runes has once again emerged into the Realms. Adventurers must delve into a ruined complex beneath the Spine of the World, suspected by SEER to be the birthplace of that arcane tradition.

A Four-Hour Adventure for 5th-10th Level Characters



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INTRODUCTION

Welcome to *Forgotten Traditions*, an official D&D Adventurers League™ adventure, part of the Storm King's Thunder™ storyline season.

This adventure is designed for **three to seven 5th to 10th level characters**, and is optimized for **five 7th-level characters**. Characters outside this level range can't participate in this adventure.

This adventure occurs exclusively in the Ice Spire Mountains—a cold, dangerous range of mountains that forms the western border of Hartsvale. Within the Ice Spires, the characters first meet with a stone giant contemplative before delving into Hotun-Shûl, a temple that catalogues the history of giant-kind and the birth of runes.

THE D&D ADVENTURERS LEAGUE

The D&D Adventurers League™ is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that will continue their story.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

PREPARING THE ADVENTURE

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as

notecards, a DM screen, miniatures, and battlemaps.

- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

BEFORE PLAY AT THE TABLE

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number (if they have one). In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time or see the need to do so, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

ADJUSTING THE ADVENTURE

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat

encounters. These adjustments are not required, nor are you bound to the suggestions made by the adventure—they are recommendations provided for guidance and convenience.

This adventure is **optimized for a party of five 7th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

DETERMINING PARTY STRENGTH

Party Composition	Party Strength
3-4 characters, APL less than	Very weak
3-4 characters, APL equivalent	Weak
3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

RUNNING THE ADVENTURE

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

You Are Empowered. You get to make decisions about how the group interacts with the NPCs and environment within this adventure. It is okay to

make considerable changes or engage in improvisation, so long as you maintain the original spirit of what's written.

Challenge Your Players. Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience level of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Everyone should have the opportunity to shine.

Mind the Time. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly.

Keep the Adventure Moving. When the game starts to get bogged down, feel free to provide hints and clues to your players so they can attempt to solve puzzles, engage in combat, and roleplay interactions without getting too frustrated over a lack of information. This gives players "little victories" for figuring out good choices from clues. *The Dungeon Master's Guide* has more information on the art of running a D&D game.

SPELLCASTING SERVICES

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available as a service is limited to a **maximum of three per day total**, unless otherwise noted.

SPELLCASTING SERVICES

Spell	Cost
<i>Cure wounds</i> (1st level)	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing</i> (2nd level)	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp
<i>Resurrection*</i>	3,000 gp
<i>True Resurrection*</i>	50,000 gp

*These spells require an additional expenditure of downtime days (150 for *resurrection* and 350 for *true resurrection*). This cost can be reduced by 50 days for each faction rank above 1 that the character possesses. This downtime is spent in community service for the church that provided the spell in question. The Acolyte Background feature does NOT reduce the gp or downtime cost for either of these spells.

ACOLYTE BACKGROUND

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

Acolytes can call upon spellcasting services in and around the three towns as follows:

Parnast (Tier 1). Mielikki

Stagwick (Tier 2). Chauntea

Beregost (Tier 3). Lathander, Waukeen

DEATH AND RECOVERY

Sometimes bad things happen, and characters get die. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

DEATH

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead*

spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

THE HISTORY OF HARTSVALE

The Ordning determined rank among all of giantkind and created order among the giants of the Realms: storm giants at the highest level of giant society, hill giants at the lowest, and other giants at points between. Annam the All-Father, the god of giants and creator of the giant race, dissolved the Ordning after seeing his progeny's apathy during the Tyranny of Dragons. Now each giant strives to ascend the ranks in the creation of a new giant society. Lands across Faerûn have been thrown into chaos as militaristic fire giants rampage against sagely stone giants, calculating frost giants vie against wily cloud giants, brutish hill giants leave trails of ruin against everything around them, and the more benevolent storm giants try to sort out the sudden tumult into which the world has been thrown.

This chaos has not quite reached the valley of Hartsvale, far to the north of the Sword Coast. Giantkind features prominently in Hartsvale's history, the valley having once been home to giants of all kinds. Having squabbled amongst each other for countless generations, the giants were forced out of the valley by one of their own: Hartkiller, the giant hero and youngest son of Annam. Hartkiller rallied the human tribes of the valley and overthrew his giantkin. The giants fled to points elsewhere on the Sword Coast. The giants that chose to remain in Hartsvale lived in relative peace with the human tribes. Hartkiller himself watched over Hartsvale and its occupants from Castle Hartwick, his home erected on an island in the middle of the valley's Clear Whirl River.

This peace continued for years. Generation after generation were born, lived, and died in Hartsvale. Giant blood mingled with the human population. Within eyeshot of Castle Hartwick sprang the rural community of Stagwick. Though the town itself is small and quiet, the people of Stagwick are of giant blood: taller than average, incredibly strong, and proud of their giant heritage. They toil the land, hunt in the valley's forests, and work the Clear Whirl River, blissfully unaware of the rumblings beyond the mountain ranges surrounding Hartsvale.

ADVENTURE BACKGROUND

Eons ago the temple of Hotun-Shûl was constructed. Within its halls were hundreds upon hundreds of friezes that documented the history of Annam and his children. These friezes were carved by Illsenstaad, the son of Obadai—the father of the stone giants. Among these friezes are three *master runes*; magic symbols of great power and significant historical importance to giant-kind.

Now, in his never-ending quest to defeat powerful foes, the frost giant Jarl Ryndölg seeks out these runes of power. But why...?

Unbeknownst to the folk of Hartsvale and even the powerful diviner, SEER, Ryndölg plans to summon a powerful creature and defeat it in single combat using his axe, *Øksavmakt*; a battle of such scale that it threatens the area surrounding the Ice Spire Mountains.

THE SEVEN STONES

This stone giant enclave is housed in the center of a large clearing, a few hundred feet across, filled with a maze consisting of hundreds of precariously-stacked, stone cairns. In the center of the enclave is the Circle itself, where seven stone giants meditate and discuss the surface world and its meaning.

As of late, however, only one giant meditates and discusses. Kryshilir, the Whispering Stone, stands watch over the other six, each of which is deep in the throes of the Olach Morrah—the Great Stillness.

HOTUN-SHÛL

This temple was built thousands of years ago, but has been silent for the past 500 years. Unknown to most, the complex razed by subterranean humanoids called grimlocks, who used elemental magic to bring the mountains themselves down upon the structure. None of its giant denizens survived.

Within its halls unknown riches dwell and, more important, the secrets of runes—which the factions now seek in earnest. These things have made the temple a beacon to adventures, treasure-hunters, and the occasional historian, but most who sought out the temple were either unable to find it, or disappeared at some point during their search.

ADVENTURE OVERVIEW

This adventure consists of three Parts, as follows:

Part 1. The adventure begins with the characters having arrived (whether sent by SEER, their factions, or on their own individual search for adventure and wealth) at the Seven Stones, a stone giant enclave.

Part 2. From the circle, the adventurers venture into Hotun-Shûl, and traverse its halls and chambers in search of the secrets of rune magic and the history of Ryndölg himself.

Part 3. The characters's incursion into the temple activates a long-dormant rune-engraved guardian which the characters must face if they wish to escape the complex.

ASK AHEAD OF TIME!

Due to the number of traps in this adventure, it will be worth noting the characters's passive Perception and passive Investigation scores before beginning; that way, you won't have to spoil the surprise by stopping mid-game to ask.

ADVENTURE HOOK

In response to the numerous reports of giant incursions throughout the Sword Coast, the factions have sent their members to Parnast, Stagwick, and Beregost. Chief among these concerns are the factions's curiosity about the increase in frost giant activity in the Ice Spire Mountains. Recently, a new Jarl named Ryndölg has taken to recruiting local Ice Spire ogres into his service and has sent them far and wide in search of runes. He also wields an ancient, powerful axe called *Øksavmakt*. To satisfy the faction's curiosity, the characters are instructed by SEER—a powerful diviner and member of the Lords' Alliance—to seek out the Seven Stones, and venture into Hotun-Shûl to learn what they can about the axe and its history.

The following adventure hooks can be used to further draw the characters into the story:

In it for the Gold. The lure of riches is difficult to resist and you find yourself in Stagwick in response to a call from Good King Hartwick. The King has need of souls willing to brave the Ice Spire Mountains.

Wisdom of the Ages. The wisdom of the Seven Stones is legendary among those who dwell in the North. Perhaps the members of the stone giant enclave can provide some insight into the recent increase in giant-related activity throughout the Sword Coast, or even the answers to some nagging question that a character might have about their own background.

Secret Mission: Zhentarim. Any members of the **Zhentarim that are rank 2 (Wolf)** or higher are informed that the Zhentarim foresaw the factions's interest in runes. To that end, a trio of agents were sent into the Ice Spire Mountains almost three tenday ago in search of clues that might provide insight in the practice.

One of the three agents returned a few weeks ago and reported having spoken to one of the Seven Stones before returning to the mountains. The Black Network, however, has received no news of the others since then. Venture to the stone giant enclave and find out the missing agents's fates.

Secret Mission: Emerald Enclave. Any members of the **Emerald Enclave that are rank 2 (Summerstrider)** or higher are informed that the faction has learned of Jarl Ryndölg's plan to summon, battle, and defeat a legendary monster in single combat. Unfortunately, the Emerald Enclave is only capable of speculation as to what sort of legendary beast he seeks to awaken.

Considering this, the Emerald Enclave is sending its agents far and wide in search of components to use in a ritual designed to drive large, cold-dwelling monstrosities away from the regions of Faerûn where the Jarl might seek them out. They believe that such creatures may be found in Hotun-Shûl and members of the enclave are to seek them out, destroy them and return with any scent glands or other, similar components that might prove useful as reagents for the ritual.

COLD WEATHER CLOTHING

Hartsvale is a cold place, and her people know it. As such, only "out-valers" are caught dead outside of Stagwick without a nice, warm set of cold weather clothing (emphasis on the "dead" part). We being the kind folk that we are, are willing to part with these precious sets of clothing for a paltry 10 gp—a pittance when you think about it. I mean, a mere platinum piece in exchange for not ending up an ice cube in some remote stretch of the Ice Spires? Psh. What kind of buffoon would turn down such an offer? A dumb out-valers; that's who. But yer a bright one, aren't ya?

So whadd'ya say? I got an extra set if you're lookin' ta buy.

PART 1. SEVEN SNOWY STONES

Estimated Duration: 15 minutes

SEER, in conjunction with the other factions, have sent the characters to seek out the assistance of Kryshilir—the Whispering Stone—in finding Hotun-Shûl. This part begins as the characters arrive at the Seven Stones, the home of the stone giant enclave.

THE SEVEN STONES

Kryshilir (and the other giants of the Seven Stones) resides in a clearing nestled among the foothills of the Ice Spire Mountains; a wickedly cold range of mountains to the west of Stagwick.

GENERAL FEATURES

The Seven Stones has the following general features:

Terrain. The clearing consists of a large (approximately a 300-foot across), circular expanse of flat, grey stone. The entire area is engraved in a spiraling pattern of runes and ancient languages relating hundreds of ancient stories about giant-kind (see Engravings, below). However, many of these engravings are covered by cairns (see Cairns, below).

Weather. The sky is cloudy, and the air is bitterly cold. The strong wind that blows through the area is caught by hollow stones that turn it into haunting, howling music. It is also quite cold in the foothills of the Ice Spire Mountains, but not so cold as to necessitate special equipment.

Light. If the characters arrive at night, there is only a single source of light present (save for that which the characters possess)—a large bonfire that burns in the middle of the circle of monoliths in the middle of the area. Otherwise, the day is cloudy, but well lit.

Smells and Sounds. Crackling, burning wood. Pine trees rustling in the wind. Wind blowing through hollow stones. Whispered voices.

Cairns. The area is a twisting maze of cairns—huge piles of delicately stacked stones ranging from 5-to-10-feet in height—many of which are stacked in ways that seem to defy gravity. Despite their precarious appearance, however, they are quite stable. Knocking a cairn down is possible, but quite difficult, requiring a successful DC 19 Strength (Athletics) check. Doing so, however, is a good way to arouse Kryshilir's anger.

Engravings. The engravings spiral towards the center of the clearing and appear to tell a number of different stories in a number of different ancient languages and runes, but, unfortunately, the

engravings appear to predate the cairns, which are stacked atop the engravings, seemingly at random.

Read or paraphrase:

The trees break into a vast area of flat stone. Hundreds of stone cairns—stacked in ways that at times seem to defy the laws of nature—create a twisting maze deeper into the clearing. The wind is cold and whips through the cairns creating a haunting, but beautiful music. A fire burns somewhere in the clearing—evident from the light reflected off of six tall, stone monoliths that rise in the distance. Each of the tall stones bears a light dusting of powdery snow.

Navigating the cairns is simple—albeit frustrating. Many of the cairns contain hollow stones; the source of the music. After a few minutes of wandering the cairns, they reach the circle of stones in the middle of the clearing.

Read or paraphrase:

You pass into a circle of six stone monoliths—each 20-foot tall. They are rough-hewn and irregularly spaced in an uneven circle approximately one hundred feet across. The engravings that cover the ground wind in a tight spiral towards a 50-foot wide circular patch of loose sand in the middle where a large bonfire burns.

Seated cross-legged beside the fire is a stone giant—lazily drawing circles in the sand and whispering to itself.

This is Kryshilir, the Whispering Stone (a **stone giant**). Unless the characters make their presence known, Kryshilir doesn't acknowledge their presence. As long as the adventurers watch, he sits cross-legged in the center of the circle drawing symbols and intricate designs, wiping them away with an outstretched hand, and then repeating the process. He does not sleep. He does not eat. He only draws, erases, and draws again.

ROLEPLAYING KRYSHILIR, THE WHISPERING STONE

Kryshilir is dying. The eldest of the Seven, he has long lent counsel and wisdom to his colleagues, each of whom is deep within the *Olach Morrah*—some for decades, others much longer. He walks among the meditating giants, day-in and day-out; whispering and guiding them through their dreaming journey—but warning them to wake soon, lest he die with no one to watch over them.

He is tall and thin—like any other stone giant—but walks with a stooped gait and a walking stick fashioned of thin, carved stone. He speaks slowly and deliberately with a surprisingly deep and resonating voice. Nearly every inch of

his skin is covered in spiraling designs. Most of them are painted on, but some appear carved into his actual flesh.

He is a member of the Emerald Enclave as well, a distracting meddling that has caused consternation among the other giants.

Quote: “The air and water and stone bestow wisdom to those who know how to listen.”

At any sound, Kryshilir’s head snaps around. Read:

The stone giant turns to face you and stands up in one fluid motion—his legs spiraling up from underneath him. His eyes narrow as he peers at each of you in turn and speaks measuredly: “You are late.”

Without bothering to confirm if the characters have been sent by SEER, Kryshilir proceeds into the reason behind the characters’s visit.

- SEER visited Kryshilir about a tenday before his last visitors. She instructed him to provide safe quarter for any adventurers seeking out the temple, and instructions on where to find it.
- Hotun-Shûl was created long, long ago by giants; within its walls, the first Runecasters learned the secrets of their magic.
- They were able to envision the ground, the sky, and everything in between them; and bind their power onto physical objects.
- For many centuries, Hotun-Shûl was a place of learning. The entirety of the history of giant-kind was found there.
- The history of these giants and the children of Annam is catalogued in the friezes carved by Illsenstaad, son of Obadai himself.
- Nearly five hundred years ago, however, Hotun-Shûl fell quiet. The mountain “spoke loudly,” and “consumed the temple and all within it.”
- Kryshilir does not know who or what destroyed Hotun-Shûl. But he knows that the temple “sleeps beneath the ground” in the mountains to the north.
- If the characters possess a map of the region, he indicates where he has “heard the temple breathing” to the north. Otherwise, he tells the characters to head north until they hear it too.
- The temple is a place of ancient knowledge. Kryshilir expects that it is also dangerous and remarks that “foul, terrible things dwell in the dark places of the world; Hotun-Shûl is no exception. The temple itself is likely to resent your presence.”

FACTION INQUIRIES

Kryshilir provides the following additional information to characters sent to the Seven Stones by their faction:

Emerald Enclave. “Many dangerous creatures dwell among the Ice Spire Mountains. I have gazed upon yetis, manticores, remorhazes—even the occasional white dragon seen soaring about the snowy peaks.”

Zhentarim. “Indeed, two men and a woman passed through here some time ago seeking knowledge of runes. They stayed a night and one of them traveled towards Hartsvale. The others traveled towards Hotun-Shûl. None have since returned.”

DEVELOPMENT

Kryshilir allows the characters to stay as long as they wish, but insists that there are pressing matters in the waking world that demand their attention.

He has neither food nor shelter that would accommodate them, but jokingly suggests that they would learn a great deal about a great many things if they were to spend a couple tendays without such fleeting comforts. Any who seem interested are invited to return to the enclave upon completing their journey where Kryshilir promises to teach them how to “walk their dreams.” Those that return at the adventures conclusion receive the downtime activity, **Dreamwalker**.

If any characters express an interest in the enclave or the other giants, Kryshilir happily invites them on a brief, quiet walk around the circle, during which time he introduces them to each of the six stone monoliths, as follows:

- **Bertrin (BARE-drinn).** The Laughing Stone.
- **Walm (VALM).** The Singing Stone.
- **Rolin (ROW-linn).** The Crying Stone.
- **Noferd (NO-fur-d).** The Silent Stone.
- **Gonil (GOE-nil).** The Dancing Stone.
- **Venash (vuh-NASH).** The Cursing Stone.

OLACH MORRAH, THE GREAT STILLNESS

Stone giants are a contemplative lot and Faerûn can be a distracting place. To combat this, stone giants meditate on the world, and the wind, and the stone, and the river. Stone giants that enter this deep meditation are said to enter the “Great Stillness.” Giants that retreat into the Olach Morrah calcify; slowly turning into the stone where they are typically found. Giants can remain like this for years—even centuries—before waking.

Kryshilir points them in the direction of Hotun-Shûl; deep into the Ice Spire Mountains to the north-east. Proceed to Part 2, below.

PART 2. THE HALLS OF HOTUN-SHÛL

Estimated Duration: 3 hours

The characters locate the cave described by Kryshilir without problem. Read:

Ahead through the falling snow, you see a cave in the face of the mountain. Occasionally, gusts of wind issue forth from the cave, as if some giant beast lay within—snoring heavily.

Entering the cave, read the following:

The floor here is smooth, black, and curves gently upwards in geometric shapes. It eventually flattens out, and it's then that you realize that the floor isn't made of black stone at all, but rather thick panes of transparent crystal.

The glass is solid; the characters are in no danger of falling. However, it cracks in spots or creaks ominously to heighten the suspense.

The top of the buried dome is deep within the cave. One of the panes of glass is missing here, having long-ago fallen into the structure below. How the characters get down is up to them, but it will be tricky; the characters enter the rotunda at the top of a glass-domed ceiling and it's a long way down (roughly 160 feet).

GENERAL FEATURES

Hotun-Shûl has the following general features:

Terrain. The ground here is made of 10-foot wide tiles—uneven from the ravages of time. Chunks of the ceiling have fallen here and there, leaving piles of shattered stone and rubble on the floor far below. Parts of the floor are heavily engraved. Some of the engravings are deep enough to trip-up Medium or smaller-size creatures.

Temperature. The interior of Hotun-Shûl is intensely cold; well below zero degrees Fahrenheit. At the end of each hour spent in Hotun-Shûl, a creature exposed to the cold must succeed on a DC 13 Constitution saving throw or gain one level of exhaustion. Those resistant to cold damage, or those wearing cold weather gear have advantage on this saving throw, while those immune to cold damage automatically succeed.

Hallways and Ceilings. Most of the hallways here are 40-foot wide and just as tall. The walls are extensively decorated in expertly-carved friezes depicting important moments in the history of giant-kind. The walls have collapsed in many places; the

remnants of the tunnels used by the grimlocks to enter the temple's interior over five hundred ago.

Friezes. The topmost 10 feet of the walls throughout the temple are covered in intricately carved friezes that document the history of the giants. Unless otherwise noted, the contents of a room's friezes can be interpreted with a successful DC 15 Intelligence (History) check. Any written entries are written in Giant.

Doors. Unless otherwise specified, the doors here are 20-foot wide, 5-foot thick, and 40-foot tall. Opening a door requires a successful DC 25 Strength (Athletics) check. Using the pole found in the Rotunda allows the characters to open the doors without needing to make a check. Otherwise, the doors can be destroyed (AC 17, 82 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite)

Light. None. The only light that exists is that which the characters have brought with them. In some areas, runes or features might glow with elemental or arcane energy, but only when activated.

Smell and Sounds. Dust, dust, and more dust. Occasional falling stone. Whispering or skittering of creatures—seemingly right around corners.

Dead and Wild Magic Zones. These are areas where the Weave has been damaged or divorced completely from the world. They are identified on the map. Similarly, creatures can't teleport into or out of the complex; such spells simply fail when cast. It is possible to teleport within the complex, however. Spellcasters with a passive Arcana score of 13 or higher, upon entering an area of unstable Weave, detect the instability automatically.

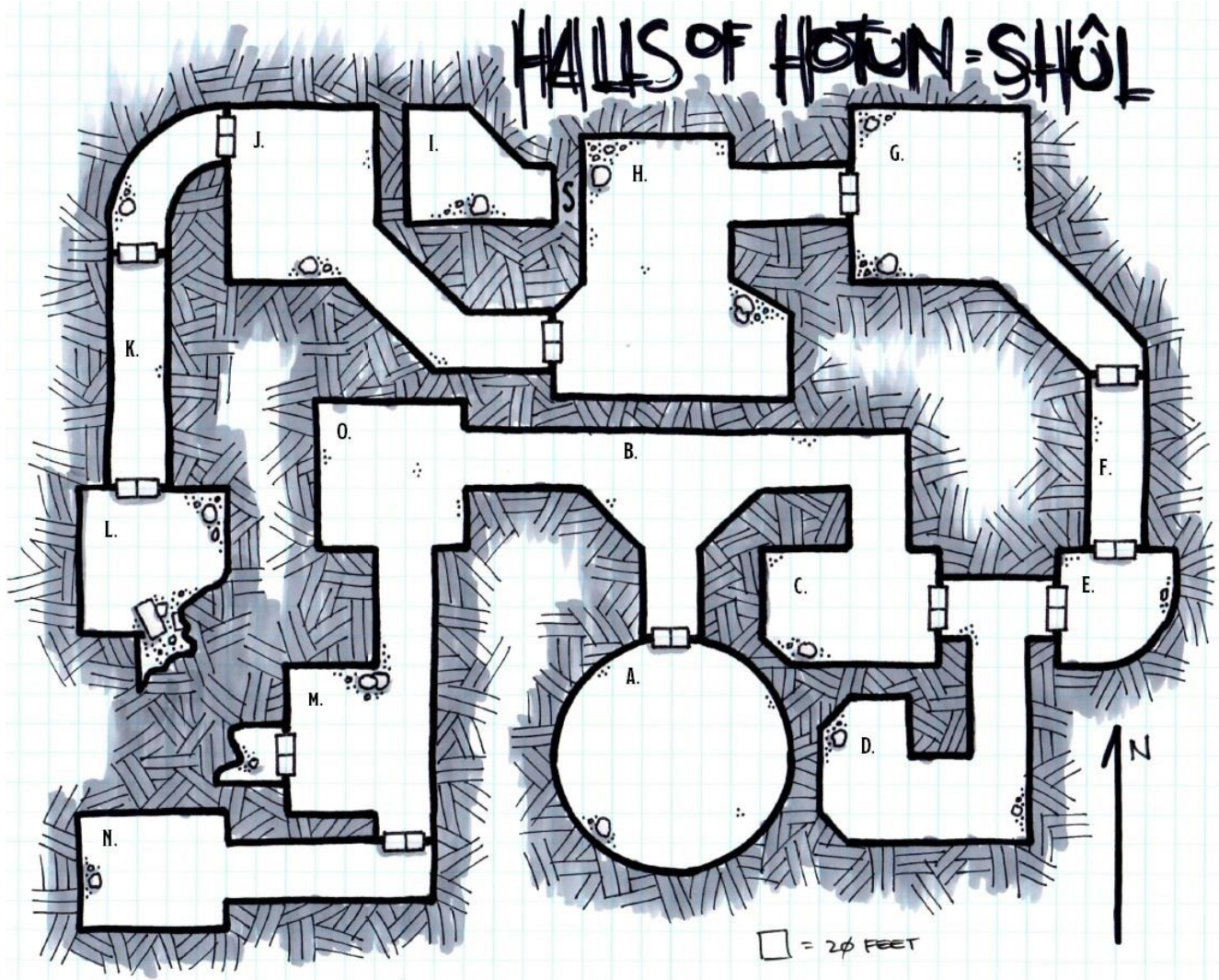
DEAD MAGIC AND WILD MAGIC

Throughout Faerûn, there are places where the Weave (the energy that spellcasters tap into to cast their spells) has been damaged—creating areas where magic functions erratically or simply not at all. When the characters face an encounter, roll a die. If the result is even, there are areas of dead magic present. If the result is odd, the areas are wild magic zones (see sidebar, below).

The areas aren't defined in the map or the encounter, simply designate one to three areas on the map as being affected by unstable Weave. They should be large enough to present a challenge, but not so large or numerous as to render spellcasting characters ineffective.

Dead Magic Zones. The Weave is absent. A dead magic zone functions like an *antimagic field*.

Wild Magic Zones. The Weave has been damaged. Anytime a spell is cast within a wild magic zone, roll on the Wild Magic Surge table in the *Player's Handbook*.



TRAPS AND ENCOUNTERS

Many of the areas within the temple are trapped. While most of these traps have deteriorated due to the ravages of time, some still function. There are two primary types of traps within the complex: Hallway Traps and Room Traps, described below.

There are still several active traps within Hotun-Shûl. Additionally, the same seismic activity that revealed the surface entrance to the temple has attracted creatures other than glory-seeking adventurers.

Some of the hallways and rooms host an encounter or a trap. While there are suggested traps and encounters in the body of various areas within the complex, these can be swapped out with others if you feel that the players might enjoy one of the

others presented in the Appendices at the end of the adventure. There are three appendices, each containing six traps, as follows:

- **Hallway Traps**
- **Room Traps**
- **Encounters**

DETECTING A TRAP

Usually, some element of a trap is visible to careful inspection. Characters might notice an uneven flagstone that conceals a pressure plate, spot the gleam of light off a trip wire, notice small holes in the walls from which jets of flame erupt, or otherwise detect something that points to a trap's presence. A trap's description specifies the checks and DCs for adventurers actively looking for a trap can attempt an Intelligence (Investigation) or Wisdom (Perception) check against the trap's DC. You can also compare the DC to detect the trap with each character's passive Investigation or

Perception score to determine whether anyone in the party notices the trap in passing. Each trap's description indicates which ability is used in detecting it.

If the adventurers detect a trap before triggering it, they may be able to disarm it, either permanently or long enough to move past it. You might call for an Intelligence (Investigation) check for a character to deduce what needs to be done, followed by a Dexterity check using thieves' tools to perform the necessary sabotage. Some magical traps, however, can't be disabled outside of spells like *dispel magic*.

MODIFYING THE ADVENTURE

The encounters and traps described in the areas below are the minimum needed to ensure that the adventure is both able to be completed within the allotted four hours and award appropriate XP. You may, however, use the appendices at the end of this adventure to modify it to facilitate replay or simply to play a little bit longer than four hours.

Changing Default Encounters. If you decide to substitute the default encounters and traps for any found in the appendices, below, you needn't do so randomly. Random selection may be flat-out unfeasible; advance preparation may be required to help you stay within time constraints that may be in effect. If this is the case, simply choose the encounters and traps want to run in advance to insure you are prepared to competently run the encounters. Otherwise, roll away and let fate be your guide!

Adding Encounters. If you believe that the players might finish the adventure with more than forty-five minutes or more to spare, or if you have no time constraints, consider adding one or two random encounters or traps to extend the adventure. Keep in mind, however, that this does not increase any rewards (such as XP, gp, etc.) the characters receive.

SECRET MISSIONS ABOUND!

The following guidance applies to groups that are pursuing one or both of the possible secret missions.

Emerald Enclave. If any members of the **Emerald Enclave** are present **and pursuing their secret mission** (see Adventure Hooks, above), replace the encounter in Area E. Liv, The Life Rune (see below), with the Remorhaz Rage! encounter found in Appendix. Encounters, below.

Zhentarim. If any members of the **Zhentarim** are present **and pursuing their secret mission** (which is obtained in Area A. Rotunda, below), replace the encounter in Area L. Dod, The Death Rune (see below) with The Shattering! Encounter found in Appendix. Encounters, below).

WAIT, ISN'T THIS PLACE ABANDONED?

In spite of the fact that Hotun-Shûl has been dormant for centuries, the recent seismic activity that unearthed the ruined temple has drawn the attention of a number of different creatures; giants from the surrounding Ice Spires, and grimlocks from the Underdark—even drow have come to investigate the happenings and plunder the temple of riches and magic.

The important thing is that sapient creatures found here are adventuring explorers as well, and their equipment and tactics should reflect that. Ogres might carry thick coils of rope, grimlocks may have packs containing food and water, while drow might carry picks and other stone or metal working tools used to gather precious gems or metals, along with bags with which to transport valuables. Even small things such as small caricatures of loved ones tucked away in pockets (except the grimlocks because they can't see) or musical instruments might help demonstrate this.

A. THE ROTUNDA

As the characters enter the area, read:

Descending into the Rotunda, the walls all around you are covered in expertly-carved friezes. Far below, a great shape kneels regal and unmoving in the center of the room, its right arm extended southward—a bowl held up in offering.

As the characters descend, they pass through something akin to a stratum of history; layer upon layer of stories carved into the stone walls of the chamber.

After descending over a hundred and fifty feet, you discover that the ground consists of smooth and flat tiles, though some are cracked and uneven from years of neglect. Several evenly-placed torches spring to life as you touch ground—casting cool, blue flames throughout the immense chamber.

A tall statue kneels in worship in the center of the room, bearing two objects, an empty bowl in its right hand, and a long, wooden pole in its left. A thick layer of ice covers the statue's head and shoulders like a translucent white cowl.

The rotunda is 160-feet wide and the domed ceiling is just as tall at its highest point. The immensity of this chamber can't be overstated. A large, 40-foot wide, concave door is set into the northern wall.

The blue flames in the bowl held by the statue dimly light the entire chamber.

THE NORTHERN DOOR

The 40-foot wide double doors at the northern end of the room are internally barred by stone blocks from above and below. Turning the statue to face the doors activates the mechanism that extends and draws these blocks into and out of the doors, allowing them to be pushed open. The only other way to open them would be by physically destroying them (see General Features, above).

THE STATUE

If the characters examine the statue, read:

The statue depicts a kneeling giant, some 20-feet tall and slender of build. Crude runes have been etched into its surface—which contrast with the high quality of the statue itself. Its eyes appear to be carved diamonds, each as big as a human fist. The large bowl cupped in its right hand is raised in tribute and filled with blue flames. The other holds a 15-foot long wooden pole—capped in rune-engraved iron.

Regularly-spaced foot-wide holes have been bored into the hexagonal plinth that the statue stands upon.

The statue in the middle is the **rune-forged guardian** (see Part 3, Rune-Forged Guardian, below)—though it is inactive now; it does not react to the characters's presence in any way. Due to its False Appearance ability, it is **not possible** to discern it from a normal statue. It is carved to depict Illsenstaad paying homage to his giant-kin forbearers. It is not active at the moment. The bowl held by the statue is empty save for the blue flame. Characters examining the statue's plinth notice a seam that runs around its entire base, suggesting that the entire statue can be rotated in place.

In order to open the door to the north, the statue must be rotated to face northward. Rotating the statue requires a successful DC 30 Strength (Athletics) check. Placing a pole into one of the holes in the plinth and using it as leverage makes this check much easier. While it should still be described as requiring a modicum of combined effort, the enchantment allows the characters to rotate the statue without the need for an ability check.

THE POLE

The statue holds a single 15-foot long, lacquered pole. The pole is approximately a foot and a half in diameter and weighs 700 pounds. It is capped with a short, iron spike



engraved with the rune *Haug* (hill). If viewed with *detect magic*, the pole radiates strong transmutation magic. Casting *identify* or spending a short rest inspecting a pole reveals:

- The pole is enchanted to resist physical damage (AC 17, 55 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine) and the passage of time.
- The pole is enchanted to bestow upon its user the might of a Hill Giant (21 Strength) and treats its user as one size larger, but only when using the pole as a lever or fulcrum.
- The pole does not require attunement and becomes permanently nonmagical if it is removed from Hotun-Shûl.

LIFTING AND CARRYING

Your Strength score determines the amount of weight you can bear. The following terms define what you can lift or carry.

Carrying Capacity. Your carrying capacity is your Strength score multiplied by 15. This is the weight (in pounds) that you can carry, which is high enough that most characters don't usually have to worry about it.

Push, Drag, or Lift. You can push, drag, or lift a weight in pounds up to twice your carrying capacity (or 30 times your Strength score). While pushing or dragging weight in excess of your carrying capacity, your speed drops to 5 feet.

Size and Strength. Larger creatures can bear more weight, whereas Tiny creatures can carry less. For each size category above Medium, double the creature's carrying capacity and the amount it can push, drag, or lift. For a Tiny creature, halve these weights.

In moving the pole, use the combined Strength of any characters attempting to move the pole to determine the amount of weight they can move. For example, a single character with a Strength of 18 (maximum push, drag, or lift of 540 pounds) couldn't possibly hope to move a pole on their own, but two characters with a Strength of 13 (maximum push, drag, or lift of 780 pounds) could.

Alternatively, the characters can devise other ways of making transport of the pole easier, such as by use the *enlarge/reduce* spell. Reward creativity here—not the roll of a die.

This pole may come into use when trying to open doors as well, but transporting it around the complex can pose a significant challenge.

SECRET MISSION: ZHENTARIM

If any of the characters are **members of the Zhentarim (Rank 2)**, they find the bodies of two humans—a male and a female—lying in twisted, bloody heaps in the middle of the

room (conspicuously directly beneath the entrance, above). The corpses are wearing cold-weather clothing, and two packs lay on the ground nearby. Though they are largely unrecognizable, they each wear a tattoo on their necks that identify them as members of the Black Network.

If the characters search the woman's body, they discover **Player Handout 1**. Otherwise, the combined contents of their packs consist mostly of food, spare clothing (though no other suits of cold-weather clothing), and torches; but searching them also turns up hammers, chisels, and other stone working tools. Anything else in the pack has been destroyed or otherwise rendered worthless by the impact.

In reading the note found on the dead woman, Zhentarim members receive a secret mission: The characters must locate and remove the three *master runes* (Life, the Journey, and Death) within the complex and return them to the Black Network. Unbeknownst to them, however, in-so-doing, they are beset upon by a band of Shatterblood ogres sent by Jarl Ryndölg sent to retrieve the runes.

XP AWARD

Upon the characters opening the door, award each character 350 XP.

TREASURE

Though difficult, the diamonds can be removed from the statue with a set of thieves' tools or a crowbar and a successful DC 20 Strength check. They are worth 1,000 gp each.

B. THE HALL OF THE ALL-FATHER

The walls of the corridor to the south widen into this chamber—which would more closely resemble a simple T-intersection were it not for the size of the place. The walls continue to the east and west, where they form hallways deeper into the complex.

An 80-foot wide fresco in the center of the room depicts a white-haired, blue-robed giant with a pair of black and gold stones in place of eyes.

The exquisite fresco depicts Annam the All-Father—resplendent in all of his glory. Any character succeeding at a DC 15 Intelligence (History) check identifies the deity as such.

This room bears a **trap** (see below). While it is the default trap for this area, you may substitute it with any of the traps found in Appendix. Room Traps, below.

FRIEZES

The friezes in this chamber document the Annam's arrival in Faerûn, his marriage to Othea, and the birth of his favorite children (see Area C sidebar).

TRAP. DROP IT LIKE IT'S HOT

The eyes of the fresco are a pair of fire opals—each of which is trapped. Each opal is connected to a series of wires and iron bars that release a 10-foot square **stone block** set into the ceiling.

Detection and Disabling. A character inspecting an opal that succeeds on a DC 17 Intelligence (Investigation) check detects the wires. A successful DC 20 Dexterity check using thieves' tools disables the wires harmlessly. Each opal is independently trapped; they must **both** be disabled to avoid triggering the trap.

Trigger. If the check to disable the trap fails by 5 or more, or if the characters attempt to remove the fire opals without disabling the wires, the trap is triggered.

Effect. The bars slide away, releasing the stone block—which quickly acquiesces to gravity's whims. Any creature beneath the block (that is any creature adjacent to the trapped object) must succeed on a DC 15 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Once triggered, the fire opals are destroyed; trapped beneath a block of stone that weighs approximately 75 tons; without some clever thinking (and probably some magic), they are lost forever.

XP AWARD

If the characters completely disable the trap, award each character 350 XP.

TREASURE

If pried free (and not destroyed by the trap), the fire opals are worth a total of 350 gp.

C. THE GRANDEST OF PROGENY

Read or paraphrase:

This room is an outright mess; large chunks of the walls have been torn down and the ceiling is little more than exposed dirt and permafrost in parts. The friezes that once wound their way around the ceiling are now in seven immense piles.

FRIEZES

If the characters inspect the ruined friezes, they easily discern that each pile contains friezes relating to the progenitor of one of the most common giant races, their deeds, and those of their progeny. The seventh pile relates to those of titans, ettins, and ogres.

ANNAM'S GREATEST CHILDREN

Each of Annam's children founded an entire race of giant-kind. The most commonly known are as follows:

- Masud.** The progenitor of the fire giants.
- Nicias.** The progenitor of the cloud giants.
- Obadai.** The progenitor of the stone giants.
- Ottar.** The progenitor of the frost giants.
- Ruk.** The progenitor of the hill giants.
- Vilmos.** The progenitor of the storm giants.
- Lanaxis.** The progenitor of the titans.
- Arno and Julin.** The two-headed progenitors of the ettins.
- Vaparak.** The progenitor of the ogres

D. THE HALL OF THE HARTKILLER

Read or paraphrase:

The entirety of the friezes in this room have been marred beyond recognition. While some have simply been scratched away, the majority of the stones that bore the engravings have been pulled from the walls and dashed to little more than powder on the floor below.

A 15-foot tall granite obelisk rests in the middle of the chamber atop a short plinth of white marble.

A stone obelisk rises from the center of this oddly-shaped room. The obelisk bears no inscriptions, but is inlaid with a number of pretty, worthless stones.

FRIEZES

If somehow restored (while a *mending* spell would work, it would need to be cast hundreds of times to restore a large enough piece to have a vague idea of what the friezes depicted), the friezes relate the story of Hartkiller—Hartsvale's namesake.

HARTKILLER, THE HERO OF HARTSVALE

The youngest of Annam's progeny. Freed himself from the womb of his deceased mother after she was poisoned by her son, Lanakis—the father of the titans. Considered a runt, he eventually defeated the giants in the War of the Hart. Slain in single combat by the ruler of storm giants in a battle that lasted for 100 days. Succeeded by his son, the half-giant Brun.

Hartkiller bore a horn which he sounded at the first call to battle against the giants of Hartsvale. The horn was fashioned from of a mammoth tusk, and was banded in iron engraved with powerful runes.

E. LIV, THE LIFE RUNE

Read or paraphrase:

The friezes of this room are unusual in that they do not depict pictures. They consist entirely of written words. Line after line after line of writing.

An immense slab of alabaster in the center of the room depicts a giant holding aloft a rune that emanates glorious, holy light. Adolescent giants, flowering plants, and animals surround the rune and bask in its radiance.

The tableau in the center of this room documents the discovery and creation of *Liv*, the Life Rune.

SECRET MISSION: ZHENTARIM

This rune is one of the three dormant *master runes* that members of the Zhentarim must obtain in order to satisfy the requirements of their secret mission. Removing all three *master runes* also **satisfies the requirement of the secret mission**.

ENCOUNTER. EMERGENT ELEMENTALS

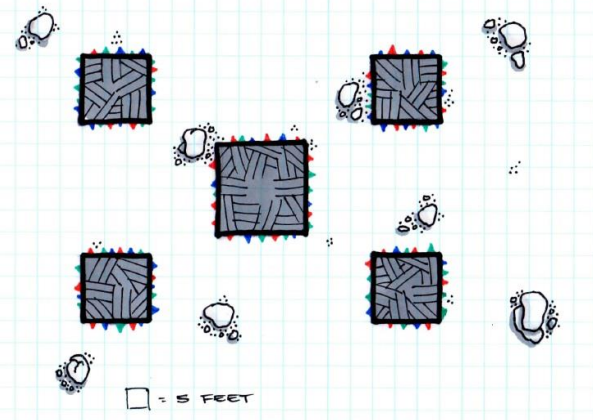
While this is the default encounter for this area, you may substitute it with any of the encounters found in Appendix. Encounters, below.

NOTE: If the characters are members of the **Emerald Enclave** and are pursuing their **secret mission**, replace the following encounter with the **Remorhaz Rage!** encounter found in Appendix. Encounters, below.

Thousands of crystals are embedded into the walls of this chamber. As you pass by them, you see your visage reflected back at you a thousand-fold. Without warning, the crystals begin to vibrate in harmony with one another and then shatter in unison, showering the area in shards of crystal.

The remnants of the gems coalesce into two **elementals**. Additionally, the **giant ghost** of the runecaster that bound the elementals to the crystals appears. The Huge ghost has grown resentful of his existence over his eons of unlife, and can't be reasoned with.

EMERGENT ELEMENTALS



ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak or Weak Party:** Remove the **ghost**
- **Strong Party:** Add a **ghost**
- **Very Strong Party:** Add an **elemental**

The color of the crystals and the type of elemental that emerges from them are either chosen from the list below or determined randomly:

ELEMENTAL GEM TYPE

1d4	Gem Color	Elemental Type
1-2	Blue	Water
3-4	Green	Earth
5-6	Red	Fire
7-8	White	Air

FRIEZES

The friezes in this room document the births of thousands upon thousands of giants. It served as a repository of such records: their names, to whom they were born, and where they resided. The last entry dates back over 500 years—just before the temple fell.

Investigating the friezes takes **an hour**, though a character that succeeds on a DC 13 Intelligence (History) check locates the following information in half that time. The friezes in this room are written in Giant, but include a Common translation immediately beneath it.

The characters find records that documents the birth of Jarl Esmjörg. Esmjörg is documented to have



resided in *Kaldriket*, a great timber lodge high in the Ice Spire Mountains. He later had two wives, Elmya and Röima, and twin sons, Greigon and—shockingly—Ryndölg. According to the friezes, Ryndölg was born over 600 years ago.

A character succeeding at a DC 11 Intelligence (Nature) check knows that frost giants typically live for around 250 years.

RYNDÖLG AND ØKSAVMAKT

After slaying his father (see J. The Death Rune, below), the axe *Øksavmakt* fell into Ryndölg's possession. By bathing the axe in the blood of powerful creatures, Ryndölg learned that he was able to temporarily stave off death. While it explains how Ryndölg might actually still be alive (if the rumors to that effect are even true), this aspect of the axe is known only to Ryndölg. As such, the characters are unable to learn of this.

TREASURE

Two fist-sized blue crystals rest in indentations in the tableau and are easily removed. If crushed, the crystals act as *potions of superior healing* upon whoever the dust is sprinkled upon. A character that casts identify on the crystals or succeeds on a DC 13 Intelligence (Arcana) check identifies this property.

ENCOUNTER TREASURE

Although it takes some work, time (an hour), and diligent searching, the characters recover 250 gp worth of crystals.

DM NOTE: If this encounter is replaced with another from Appendix. Encounters, below, the characters find the encounter treasure detailed in that encounter instead of the treasure above.

F. THE EASTERN HALLWAY

This hallway bears a **trap**. While it is the default trap for this area, you may substitute it with any of the traps found in Appendix. Hallway Traps, below.

TRAP. A ROLLING STONE GATHERS BLOOD

Tucked into a niche above the doorway is a 5-foot thick **stone cylinder** that spans the entire width of the hallway. The niche is concealed by a trap door.

Detection and Disabling. A successful DC 17 Wisdom (Perception) check spots the trapdoor in the ceiling. A search of the floor accompanied by a successful DC 17 Intelligence (Investigation) check reveals variations in the mortar and stone that betray the pressure plate's presence. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. The trap door

can't be wedged shut—it is simply too large and the cylinder too heavy.

Trigger. A pressure plate set into the floor of the hallway opens the trapdoor, which releases the cylinder; sending it crashing and rolling down the hallway.

Effect. Once triggered, the trap and all creatures present roll initiative (the cylinder rolls initiative with a +8 bonus). On its turn, the cylinder moves 60 feet in a straight line towards the other end of the hall. The cylinder can move through creatures' spaces, and creatures can move through its space, treating it as difficult terrain. Whenever the cylinder enters a creature's space or a creature enters its space while it's rolling, that creature must succeed on a DC 15 Dexterity saving throw or take 33 (6d10) bludgeoning damage and be knocked prone.

As an action, a creature within 5 feet of the cylinder can attempt to slow it down with a DC 20 Strength check. On a successful check, the cylinder's speed is reduced by 15 feet. If the cylinder's speed drops to 0, it stops moving and is no longer a threat. Once the cylinder reaches the end of the hallway, the door can't be opened until the cylinder is destroyed or moved. The cylinder weighs 5 tons.

XP AWARD

If the characters successfully disable this trap without triggering it, award each character 350 XP.

G. THE ORDNING

Read or paraphrase:

The friezes of this room depict a tall, bearded giant speaking to six younger giants. As the frieze winds its way around the room, the father grows more and more weary of his children's bickering until he settles their arguments once and for all—the birth of the Ordning.

A number of skeletons are scattered throughout this room. A few of them are immense—obviously, those of giants. Most of them, however, are of Medium sized humanoids. A character succeeding on a DC 15 Intelligence (Nature) check identifies as belonging to grimlocks.

FRIEZES

The friezes in this room narrate the creation of the Ordning by Annam the All-Father. The various giants witnessing the event all hang their head in shame and rebuke.

H. FERD, THE JOURNEY RUNE

Read or paraphrase:

The friezes of this room are unusual in that they do not depict pictures. They consist entirely of written words. Line after line after line of writing.

A perfectly-square table of forged iron in the center of the room depicts a giant hammering a rune on an anvil that glows red with the heat of a thousand forges.

The tableau in the center of this room documents the discovery and creation of *Ferd*, the Journey Rune. A non-magical master rune is engraved in the center of the tableau.

FRIEZES

Important accomplishments of giant-kind are documented here: stone giant revelations, frost giant victories, fire giant creations, cloud giant hoards and the like. The last entry is dated over 500 years ago.

Investigating the friezes takes **an hour**, though a character that succeeds on a DC 13 Intelligence (History) check locates the following information in half that time. The friezes in this room are written in Giant, but include a Common translation immediately beneath it.



The characters find records of the creation of the axe, *Øksavmakt*. The axe was engraved with numerous runes and enchanted to fell dragons. The first owner of the axe was Esmjörg, a frost giant Jarl that resided in the nearby Ice Spire Mountains. The axe was created from iron that fell from the heavens.

SECRET MISSION: ZHENTARIM

This rune is one of the three dormant *master runes* that members of the Zhentarim must obtain in order to satisfy the requirements of their secret mission. Removing all three *master runes* also **satisfies the requirement of the secret mission**.

TREASURE

A fist-sized red crystal rests in an indentation in the tableau and is easily removed. If crushed, it acts as a *potion of fire giant strength* upon whoever the dust is sprinkled upon. A character that casts identify on the crystal or succeeds on a DC 13 Intelligence (Arcana) check identifies this property.

I. ILLSENSTAAD'S CHAMBERS

The door to this chamber is concealed behind a vast frieze depicting the giant's accomplishments. The door to this chamber is hidden and requires a successful DC 17 Wisdom (Perception) check to detect. When opened, the entire section of the wall slides away to the right. Read or paraphrase:

This room appears more like living quarters than anything else. There is a pair of immense stone beds that likely once held bedding that has long since gone to dust. A stone chest rests in the far corner of the room; its lid open and resting against the wall.

Every exposed surface of this chamber bears some sort of engraving—whether it be writing, pictures, or even seemingly random geometric designs.

Crumpled in the corner is a pile of bones—giant from the look of them—bearing the tell-tale markings of violence.

This chamber once lodged the curator of the complex, Illsenstaad. His bones lie in the corner of the room where he was slain by conjured elementals centuries ago. Though long dormant, the **giant ghost** of Illsenstaad still dwells here. Read or paraphrase:

An unearthly chill washes over the room, and the shadows grow slightly darker.

The translucent image of a 20-foot tall, thin figure in draped robes looms above. He looks around the room, scanning to the left and right before looking down—noticing you.

"Thou dost not belong here," the ghostly giant says in a deep, ethereal voice, "I pray thee tell why you hast come to Hotun-Shûl."

Illsenstaad is not hostile. Quite the contrary; he is genuinely curious as to the adventurers's presence in the complex and how they came to find it, and wastes no time in asking.

ROLEPLAYING ILLSENSTAAD

Illsenstaad is an ancient being; ancient in a way that most characters might have trouble comprehending. His speech is peppered with wholly antiquated terms and phrases that equate to "thee," "thou," "shalt," and the like.

Illsenstaad is curious of the world beyond measure, but grows frustrated by any "mortal frailties" (eating, drinking, sleeping, etc.) that prevent the characters from telling him stories of the outside world.

Quote: "Pray! Stop not; speaketh more."

During the course of their conversation with the ghost, it divulges the following (assuming the characters ask; he is just as curious about what they have to say and why than they might be about him):

- He is Illsenstaad, the second son of Obadai—father of the stone giants. He was charged by his father with documenting the history of giant-kind.
- He does not know how long he has resided within the temple, nor how long he has been dead.
- The temple of Hotun-Shûl was intended to be a great place of learning for giant-kind. It is also the birthplace of the three most important master runes: *Liv* (the Life Rune), *Ferd* (the Journey Rune), and *Dod* (the Death Rune). These runes represent the natural course of all living things on Faerûn: they are born, they journey, and they die.
- He reveals that grimlocks were the cause for Hotun-Shûl's downfall. They attacked en masse with conjured elementals and brought the mountain down atop the complex with powerful earth magic.
- He doesn't know the fate of any of the grimlocks or the giants. Nor does he know where the remains of any who perished in the attack might be.
- Illsenstaad knows nothing about other occupants of the temple; he divides his time solely between his chambers and Area M.
- He knows of Ryndölg but only those details otherwise available in the friezes in Area E, H, and I. Illsenstaad believes that Ryndölg is likely long-dead, having been born almost 600 years ago.
- He is, however, the consummate authority on the Ordning, and is troubled at news of its dissolution by Annam the All-Father.
- Above all else, however, he laments being unable to complete the friezes within the temple. If the characters seem interested, he excitedly leads them to the chamber containing the incomplete friezes in Area M. If the characters don't immediately follow him (while excited, he understands that the characters can't move between the walls), he grows impatient, but not aggressively so.

THE ORDNING

Giant society is defined primarily by the Ordning, a caste system imposed upon the giants by Annam the All-Father and the other members of the Giant Pantheon. The Ordning establishes a giant's standing among those of his ilk.

Each type of giant improves its standing by exemplifying their progenitor: storm giants are seers, cloud giants amass wealth, fire giants are warmongering smiths, frost giants are

powerful warriors, stone giants are sculptors of stone, and hill giants are gluttonous.

Dragons are chief among the enemies of giant-kind. When the giants largely ignored the recent attempts by the Cult of the Dragon to bring Tiamat into Faerûn (see *Tyranny of Dragons*), Annam and the other giant deities grew angry in their complacent children. Annam shattered the Ordning to break his children out of their complacency; pitting them against one another.

For more information about the Annam the All-Father and the Ordning, please refer to *Storm King's Thunder*.

J. THE SEVEN STONES

Read or paraphrase:

The carvings in this room extend beyond the normal band across the tops of the walls. The entirety of the southern wall is carved to depict a tall, thin giant standing in the middle of a circle of seven stone giants.

Each of the stone giants appears to be expressing a different emotion: joy, sorrow, anger, etc.; each of them except one who stands with the aid of a thin, stone cane—watching quietly over his peers.

FRIEZES

This room tells the story of the Seven Stones, the stone giant enclave southwest of the temple. The tall giant in the middle of the circle is Obadai instructing the giants of the enclave to contemplate the surface world and all within it.

K. THE WESTERN HALLWAY

This hallway bears a **trap**. While it is the default trap for this area, you may substitute it with any of the traps found in Appendix. Hallway Traps, below.

TRAP. DOWN IN A HOLE

This room bears a **trap**. While this is the default encounter for this area, you may substitute it with any of the encounters found in Appendix. Room Traps, below.

This trap itself consists of little more than a simple, **20-foot deep pit**.

Detection and Disabling. A character that succeeds on a DC 17 Intelligence (Investigation) check notices that the 20-foot-square section of floor here is slightly discolored.

Trigger. This false floor has a weight tolerance of 100 pounds. Whenever the total weight on the false floor exceeds its tolerance, the entire false floor collapses.

Effect. Any creatures on the false floor when this happens fall into the pit below and take 7 (2d6) bludgeoning damage and are prone. The walls of the pit are smooth and featureless. Climbing out of the pit requires a successful DC 15 Strength (Athletics) check.

The true danger of these pits depend on what is contained within. Choose one of the following:

- **Brown Mold.** Any characters falling into this type of pit find themselves in the middle of a patch of brown mold. If a prone character is carrying a torch or any other fire-based light source, the patch of brown mold they find themselves in immediately expands 10 feet up the wall of the pit (see below). When a creature moves to within 5 feet of the mold for the first time on a turn or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) cold damage on a failed save, or half as much damage on a successful one. Brown mold is immune to fire, and any source of fire brought within 5 feet of a patch causes it to instantly expand outward in the direction of the fire, covering a 10-foot-square area (with the source of the fire at the center of that area). A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.
- **Glyph of Warding.** Any character falling into this type of pit activates a *glyph of warding* at the pit's bottom. Each character within 20 feet of the pit's center (that is, any character in the pit) must make a DC 15 Dexterity saving throw. A creature takes 23 (5d8) damage on a failed saving throw, or half as much damage on a successful one. The type of the damage is determined by rolling on the table below:

GLYPH DAMAGE TYPE

1d10	Damage Type
1-2	Acid
3-4	Cold
5-6	Fire
7-8	Lightning
9-10	Thunder

- **Spiked Pit.** Any character falling into this type of pit takes an additional 11 (2d10) piercing damage from the multitude of poisoned-tipped spikes that line the bottom, and must make a DC 13 Constitution saving throw or take 22 (4d10) poison damage on a failed save, or half as much on damage on a successful one.

XP AWARD

If all of the characters detect and avoid the trap, award each character 350 XP.

L. DOD, THE DEATH RUNE

Read or paraphrase:

The friezes of this room do not depict pictures. They consist entirely of written words. Line after line after line of writing.

A huge chunk of obsidian in the center of the room depicts a giant casting down a rune that radiates sickly black light. Plants and animals lie dead and withered beneath it, and other giants looking upon it recoil in fear.

The tableau in the center of this room documents the discovery and creation of *Dod*, the Death Rune.

The passage between this area and Area K, below, has collapsed under thousands of tons of rubble; requiring hundreds of man-hours.

ENCOUNTER. A GIANT PROBLEM

While this is the default encounter for this area, you may substitute it with any of the encounters found in Appendix. Encounters, below.

NOTE: if the characters are members of the Zhentarim, replace the following encounter with **The Shattering** encounter found in Appendix. Encounters, below. The encounter begins **after** the characters remove the *Dod* rune (see friezes, below) from the tableau.

You hear it just before you see it.

"...thud...Thud...THUD..."

The door through which you just entered bursts open and immense creatures—giants by the look of them—crash into the room.

"There!" one of them shouts, pointing a stubby finger at in your direction and hefting a frozen rock in its hand.

A **hill giant** accompanied by two **ice spire ogres** and a pair of their **orog** slaves have followed the characters into the temple and the area they are encountered in. This may be a first-time encounter with ice spire ogres, so emphasize their more advanced tactics and utilization of forged, metal armor and weapons.

A GIANT PROBLEM



ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Replace the **ice spire ogres** with a **hill giant**
- **Weak Party:** Replace the **hill giant** with an **ice spire ogre**
- **Strong Party:** Replace **ice spire ogres** with **hill giants**
- **Very Strong Party:** Replace **hill giant** and **ice spire ogres** with two **frost giants**

FRIEZES

This room also documents the deaths of countless giants. It served as a repository of such records; cataloguing the death of giants, as well as how and where they died. The last entry dates back over 500 years—just before the temple fell.

Investigating the friezes takes **an hour**, though a character that succeeds on a DC 13 Intelligence (History) check locates the following information in half that time. The friezes in this room are written in Giant, but include a Common translation immediately beneath it.

The characters find records of Jarl Esmjörg death. The friezes provide little background information regarding his death—only that Esmjörg son used his father's own axe, *Øksavmakt*, to do the deed and



DOD
(DEATH RUNE)

afterwards assumed his father's position among the Ordning. The friezes do not name Esmjörg's killer.

SECRET MISSION: ZHENTARIM

This rune is one of the three dormant *master runes* that members of the Zhentarim must obtain in order to satisfy the requirements of their secret mission. Removing all three *master runes* also **satisfies the requirement of the secret mission**.

TREASURE

A fist-sized black crystal rests in an indentation in the tableau and is easily removed. If focused upon, the crystal acts as a *spell scroll of antilife shell*. Once used in this manner, the crystal's magic is spent, and the crystal transmutes into worthless—though still beautiful—black glass. A character that casts identify on the crystal or succeeds on a DC 13 Intelligence (Arcana) check identifies this property.

ENCOUNTER TREASURE

One of the ogres wears a fur-lined cape with ivory clasps worth 50 gp. Another carries a leather pouch containing 200 gp in coins, gems, and other baubles.

DM NOTE: If this encounter is replaced with another from Appendix. Encounters, below, the characters find the encounter treasure detailed in that encounter instead of the treasure above.

M. AN INCOMPLETE MESSAGE

Read or paraphrase:

This room is plain and featureless. Though the friezes continue into this from the corridor behind you, they are incomplete. The remnants of scaffolding and giant-sized stone carving tools lay scattered all around the room.

This room would have been Illsenstaad's final work were it not for the razing of the temple.

The passage between this area and Area J, above, has collapsed under thousands of tons of rubble and permafrost; digging through it would be impossible without heavy equipment and spending hundreds of man-hours.

FRIEZES

The friezes here depict the history of ettins and cyclopes—something revealed by a successful DC 11 Intelligence (History) check. However, the friezes are incomplete; they span only roughly a third of the room. Time-worn tools and giant-sized scaffolding are piled all over the place. The tools are worthless

and the organic components of the scaffolding long-ago rotted away.

DEVELOPMENT

With his work on the guardian (see Part 3, below) complete, the **giant ghost** of Illsenstaad spends much of his existence here; lamenting his incomplete works. If the characters parlayed with the ghost previously (see Area H, above), he arrives shortly after they do. Otherwise, he is here—staring longingly at the incomplete carvings.

Only by completing them can Illsenstaad's spirit truly rest; something that he shares with the characters. If any of the characters offer or otherwise seem interested in accomplishing this huge task, he is pleased.

He accepts the offer of aid from only one character; he is more interested in his craft and knowledge being passed to a single, worthy candidate than he is in finally achieving eternal rest. The character that accepts this monumental task receives the **Student of Stone** downtime activity.

N. TROLLING FOR CLUES

Read or paraphrase:

The air in this room is freezing cold, but clammy.

The carvings lining the walls detail the creation of a gruesome giant standing in a pile of its own limbs. Black-skinned and cruel, the story tells of a giant that is cursed to live forever.

A rough-hewn, 20-foot tall obelisk of black stone stands in the center of the room, festooned with hundreds of colorful stones.

The obelisk is festooned with precious and semi-precious gemstones.

This room bears a **trap** (see below). While it is the default trap for this area, you may substitute it with any of the traps found in Appendix. Room Traps, below.

FRIEZES

A character examining the friezes that also succeeds at a DC 13 Intelligence (History) check realizes that the carvings here detail the creation of trolls.

TRAP. FLIPPED-TURNED UPSIDE DOWN

The obelisk is trapped; it bears a **near-invisible spell glyph**.

Detection and Disabling. The presence of the glyph can be detected by a successful DC 17 Intelligence (Arcana or Investigation) check or automatically by anyone using *detect magic* or similar spells. *Dispel magic* (DC 17) disarms the trap.

Trigger. The trap is triggered when a creature touches the obelisk or otherwise attempts to remove the gemstones.

Effect. The obelisk becomes the center of a *reverse gravity* spell. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area. A creature can make a DC 13 Dexterity saving throw to grab onto a fixed object it can reach (described in the room containing the trapped object), thus avoiding the fall.

Falling objects and creatures strike the ceiling (which is 80-feet high); taking 28 (8d6) bludgeoning damage. At the end of the duration (1 minute), gravity reverts to normal and affected creatures fall back down; taking damage 28 (8d6) bludgeoning damage again, unless they somehow prevent it (e.g., using *featherfall*, *fly*, etc.).

XP AWARD

If the characters disable the trap, award each character 350 XP.

TREASURE

If pried free of the obelisk, the collection of gems is worth a total of 350 gp.

O. BEYOND FAERÛN

Read or paraphrase:

The carvings here depict every conceivable type of giant feasting, reveling, and otherwise having a raucous good time inside an immense hall. Countless hearths, plates of food, horns of ale and other drink line the single, long table that has been carved around the entire circumference of this vast chamber.

FRIEZES

The friezes here depict the giant afterlife in halls of Ysgard. Within the vast domain, giants test their mettle against other giants, dragons, and other worthy foes. When the fighting is done, they feast and celebrate until that too, is done. And then, after a good night's rest, start it all anew.

DEVELOPMENT

Once the characters have fully explored the temple and enter the rotunda to leave, proceed to Part 3, below.

PART 3. THE RUNE-FORGED GUARDIAN

Estimated Duration: 30 Minutes

Having explored Hotun-Shûl, the characters have awakened the guardian of the complex.

If you choose to use a map for this encounter, the What a Nice Family You Have map (see Encounters, below) is suggested.

THE RUNE-FORGED GUARDIAN

The statue was originally nothing more than mundane sculpture; a statue demonstrating the greatness of giant-kind. But after his death and the subsequent razing of Hotun-Shûl, Illsenstaad saw the need of a safeguard—a guardian that would never sleep, never grow old, and never die. A creature that would ensure that history would not repeat itself, at least not here.

Unfortunately, due to his incorporeal existence, Illsenstaad was unable to perform the work that he was able to in life. He could, however, manipulate small items; such as the numerous small pieces of rubble and tile that littered the floor of the temple. And so, he whiled away the centuries that would follow hurling small stones at the statue. He did not do so out of boredom or anger; every stone was thrown with practiced precision and specific intent. And though it took many, many years; the stones slowly carved runes into the surface of the statue—albeit very, very slowly. With the runes carved, imbuing them with power was simple enough.

RETURN TO THE ROTUNDA

The guardian remains quietly on its plinth until the characters enter the Rotunda. Allow the characters to decide what they want to do. Some may wish to rest; others may wish to leave immediately.

Whatever they choose to do, the guardian reacts accordingly. If the characters rest, for example, it might activate and turn to face them as soon as they set up camp; if they try to leave, it may reach up and grab the rope as soon as the first character leaves the ground. Regardless of whatever happens, read or paraphrase:

The immense statue of the giant shudders for a moment, and stands from its plinth. Turning to face you, it speaks; its voice the deep, resonant grating of tons upon tons of stone and earth.

“Thou have trod upon hallowed ground and delved into knowledge forbidden to thee,” the giant statue says with cold malice in its voice. “By stone, flame, tempest, and wave shall thy life be extinguished.”

The **rune-forged guardian** begins with no active runes. The guardian fights until it is destroyed; it serves only to defend Hotun-Shûl.

TACTICS

The guardian is not a mindless golem; it is clever and uses its runes not only offensively, but defensively as well. For example, if it finds itself far from enemies with potent ranged spells, it might activate its Stein rune to prevent enemies from targeting it. If facing a potent melee opponent, it activates its Vind rune and takes to the air and hurls rocks at its earth-bound foes.

If the characters removed the diamonds from the guardian, the guardian prioritizes its attacks upon which ever character possesses the diamonds, but not foolishly; it is no mindless automaton.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Reduce the **guardian's** hit points to 138; the guardian does not have lair actions.
- **Weak Party:** The **guardian** does not have lair actions.
- **Strong Party:** The **guardian** gains the following action: “**Multiattack.** The **guardian** makes two attacks.”
- **Very Strong Party:** Increase the **guardian's** hit points to 241; the guardian gains the following action: “**Multiattack.** The guardian makes two attacks.”

TREASURE

If they didn't already, the characters can easily remove the diamonds from the statue with a set of thieves' tools or a crowbar. Those with neither must otherwise get creative. They are worth 1,000 gp each.

In addition, a character investigating the remains of the guardian finds a fiery, red *opal of the ild rune* embedded in its chest.

CONCLUSION

With the guardian destroyed, the characters are free to leave Hotun-Shûl. They may choose to return to the Seven Stones, but are not obligated to. If they do, however, Kryshilir is pleased to see them and invites each of them to contemplate on things within the circle. Any character that does so earns the **Dreamwalker** downtime activity.

SEER listens to the characters's reports with poorly-concealed jealousy, and—after thanking them for their duties—dismisses the characters to their faction representatives.

REWARDS

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

EXPERIENCE

Total up all **combat experience** earned for defeated foes, and divide by the number of characters present in the combat. For **non-combat experience**, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

COMBAT AWARDS

Name of Foe	XP per Foe
Elemental (Air, Earth, Fire, Water)	1,800
Ghost	1,100
Orog	450
Ice Spire Ogre	1,100
Hill Giant	1,800
Frost Giant	3,900
Helm Horror	1,100
Grimlock Veteran	700
Grimlock Gladiator	1,800
Drow Elite Recruit	1,100
Drider	2,300
Piercer	100
Roper	1,800
Young Remorhaz	1,800
Rune-Forged Guardian	5,900

NON-COMBAT AWARDS

Task or Accomplishment	XP per Character
Rotunda door opened	350
Trap disabled/avoided	350
Each secret mission completed	350

The **minimum** total award for each character participating in this adventure is 3,750 **experience points**.

The **maximum** total award for each character participating in this adventure is 5,000 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

TREASURE AWARDS

Item Name	GP value
Fist-sized diamonds	2,000
Fire opal eyes	350
Gem-encrusted obelisk	350
Elemental crystal remnants	250*
Ogre cape & gold coins	250*
Exquisitely-crafted maul	250*
Grimlock coins and gems	250*
Drider necklace & diamond	250*
Statue's garnets and diamond	250*

*Characters may only receive two of the six parcels of encounter treasure. Additional encounters beyond two do not provide additional rewards.

PERMANENT MAGIC ITEM DISTRIBUTION

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

OPAL OF THE ILD RUNE

Wondrous item, rare (requires attunement)

This triangular fire opal measures about three inches on each side and is half an inch thick. The Ild (fire) rune shimmers within its core, causing it to be

slightly warm to the touch. A description of this item can be found in **Player Handout 2**.

POTION OF FIRE GIANT STRENGTH

A description of this item can be found in the *Dungeon Master's Guide*.

POTION OF SUPERIOR HEALING

A description of this item can be found in the *Player's Handbook*.

SPELL SCROLL OF ANTILIFE SHELL

A description of this item can be found in the *Dungeon Master's Guide*.

RENOWN

Each character receives **one renown** at the conclusion of this adventure.

Each character that is a **member of the Emerald Enclave (Rank 2)** successfully completed their faction's secret mission receives **an additional point of renown** and should note the **completion of a secret mission**.

Each character that is a **member of the Zhentarim (Rank 2)** successfully completed their faction's secret mission receives **an additional point of renown** and should note the **completion of a secret mission**.

DOWNTIME

Each character receives **ten downtime days** at the conclusion of this adventure.

DOWNTIME ACTIVITIES

Characters have the opportunity to earn the following alternate downtime activities during this adventure:

Student of Stone. Illsenstaad has chosen you and you alone to complete his life's work and put his soul to rest. By spending a total of 365 downtime days (these need not be spent all at once) possessed by Illsenstaad, allowing him to tell his stories and carve them into the living rock of Hotun-Shûl, you gain the **Student of Stone** story award (below). If you are a dwarf, possess the Guild Artisan (mason or stonemason) background, or are otherwise proficient in mason's tools; you complete this in half the normal time.

Dreamwalker. Kryshilir has taught you to look beyond the veil of the world and navigate your dreams. By spending 25 downtime days, you travel

to the Seven Stones and meditate under Kryshilir's whispered guidance. Upon completing this downtime activity, you gain the **Dreamwalker** story award (below).

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

Student of Stone. You have studied under the tutelage of Illsenstaad, a legendary stone giant loremaster and stone carver. You gain the benefit of the dwarven Stonecunning trait. If you already possess the Stonecunning trait, you triple your proficiency bonus instead of doubling it. In addition, you also gain proficiency in mason's tools and the Giant language if you are not already proficient.

Dreamwalker. Your meditations have granted you the gift of foresight. Upon receiving this story award, roll a d20 and record the number rolled. Once, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the number you rolled. You must choose to do so before the roll. Once you have used this story award in this fashion, remove it. This story award may be earned again as often as you like, but you must complete the **Dreamwalker** downtime activity (above) each time and may not do so again until you no longer possess this story award.

DM REWARDS

For running this adventure, you receive **1,250 XP, 625 gp and ten downtime days**.

APPENDIX. NPC SUMMARY

Below is a list of NPCs that appear in this adventure.

Illenstaad (ILL-shun-stodd). Male stone giant ghost. Son of Obadai, the progenitor of the stone giant race. Custodian of the knowledge and wisdom of Hotun-Shûl and creator of the friezes contained within.

Kryshilir (KRISH-uh-leer). Male stone giant. Eldest of seven stone giants that comprise the Seven Stones. Member of the Emerald Enclave.

SEER. Female Shou human. Head of intelligence within the Lords' Alliance skilled diviner. Typically seen in silken robes embroidered with cranes and other birds, her golden-scaled psuedodragon familiar, Hsing, frequently acts as her emissary.

APPENDIX. NPC/MONSTER STATISTICS

AIR ELEMENTAL

Large elemental, neutral

Armor Class 15

Hit Points 90 (12d10 + 24)

Speed 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	14 (+2)	6 (-2)	10 (+0)	6 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 5 (1,800 XP)

Air Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Whirlwind (Recharge 4–6). Each creature in the elemental's space must make a DC 13 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

DRIDER

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	13 (+1)	16 (+3)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

Agonizing Blast. When the drider casts eldritch blast, it adds its Charisma modifier to the damage it deals on a hit.

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

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's spellcasting ability is Charisma (spell DC 15). It can innately cast the following spells, requiring no material components.

At will: *dancing lights*

1/day each: *darkness, faerie fire, levitate* (self only)

Spellcasting. The drider is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has three 4th-level spell slots, which it regains after finishing a short or long rest, and knows the following warlock spells:

Cantrips (at will): *eldritch blast, booming blade, mage hand*

1st level: *armor of Agathys, hex*

2nd level: *crown of madness, mirror image*

3rd level: *fear, fireball*

4th level: *banishment, greater invisibility*

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

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

REACTION

Misty Escape (1/Rest). When the drider takes damage, it turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

DROW ELITE RECRUIT

Medium humanoid (elf), neutral evil

Armor Class 18 (studded leather, shield)

Hit Points 71 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +4, Wis +3

Skills Perception +3, Stealth +9

Senses darkvision 120 ft., passive Perception 13

Languages Elvish, Undercommon

Challenge 4 (1,100 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

Sunlight Sensitivity. While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The drow's spellcasting ability is Charisma (spell DC 11). It can innately cast the following spells, requiring no material components.

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*, *levitate (self only)*

ACTIONS

Multiattack. The drow makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target wakes up if it takes damage or if another creature takes an action to shake it awake.

REACTIONS

Parry. The drow adds 2 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.

EARTH ELEMENTAL

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 30ft., burrow 30ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	5 (-3)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60ft., tremorsense 60ft., passive Perception 10

Languages Terran

Challenge 5 (1,800 XP)

Earth Glide. The elemental can burrow through nonmagical, unworked earth and stone. While doing so, the elemental doesn't disturb the material it moves through.

Siege Monster. The elemental deals double damage to objects and structures.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 10ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.

FIRE ELEMENTAL

Large elemental, neutral

Armor Class 13

Hit Points 102 (12d10 + 36)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	16 (+3)	6 (-1)	10 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Ignan

Challenge 5 (1,800 XP)

Fire Form. The elemental can move through a space as narrow as 1 inch wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the elemental can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Illumination. The elemental sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

Water Susceptibility. For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

ACTIONS

Multiattack. The elemental makes two touch attacks.

Touch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) fire damage. If the target is a creature or a flammable object, it ignites. Until the creature takes an action to douse the fire, the target takes 5 (1d10) fire at the start of each of its turns.

FROST GIANT

Huge giant, neutral evil

Armor Class 15 (patchwork armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	21 (+5)	9 (-1)	10 (+0)	12 (+1)

Saving Throws Con +8, Wis +3, Cha +4

Skills Athletics +9, Perception +3

Damage Immunities cold

Senses passive Perception 13

Languages Giant

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The giant makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 25 (3d12 + 6) slashing damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

GHOST

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Horrifying Visage. Each non-undead creature within 60 feet of the ghost that can see it must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If the save fails by 5 or more, the target also ages 1d4 × 10 years. A frightened target can repeat the saving throw at the end of each of its turns, ending the frightened condition on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this ghost's Horrifying Visage for the next 24 hours. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring.

Possession (Recharge 6). One humanoid that the ghost can see within 5 feet of it must succeed on a DC 13 Charisma saving throw or be possessed by the ghost; the ghost then disappears, and the target is incapacitated and loses control of its body. The ghost now controls the body but doesn't deprive the target of awareness. The ghost can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the body drops to 0 hit points, the ghost ends it as a bonus action, or the ghost is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the ghost reappears in an unoccupied space within 5 feet of the body. The target is immune to this ghost's Possession for 24 hours after succeeding on the saving throw or after the possession ends.

GRIMLOCK GLADIATOR (GLADIATOR)

Medium humanoid (grimlock), neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5, Perception +5, Stealth +5

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 16

Languages Undercommon

Challenge 5 (1,800 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Brave. The grimlock has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the grimlock hits with it (included in the attack).

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grimlock makes three melee attacks or two ranged attacks.

Spiked Stone Hammer. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning plus 3 (1d6) piercing damage.

Spiked Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage plus 2 (1d4) piercing damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

REACTIONS

Parry. The grimlock adds 3 to its AC against one melee attack that would hit it. To do so, the attacker must be within the grimlock's blindsight radius and the grimlock must be wielding a melee weapon.

GRIMLOCK VETERAN (VETERAN)

Medium humanoid (gladiator), any alignment

Armor Class 17 (splint)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2, Stealth +4

Condition Immunities blinded

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 3 (700 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

Keen Hearing and Smell. The grimlock has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Multiattack. The grimlock makes two spiked stone hammer attacks. If it has a spiked stone club drawn, it can also make a spiked stone club attack.

Spiked Stone Hammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage plus 2 (1d4) piercing damage, or 8 (1d10 + 3) bludgeoning damage plus 2 (1d4) piercing damage if used with two hands.

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

HELMED HORROR

Medium construct, neutral

Armor Class 18 (plate)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	10 (+0)

Skills Perception +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

Damage Immunities force, necrotic, poison

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, stunned

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 14

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

Challenge 4 (1,100 XP)

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

Spell Immunity. The helmed horror is immune to three spells chosen by its creator. Typical immunities include *banishment*, *heat metal*, and *polymorph*.

ACTIONS

Multiattack. The helmed horror makes two longsword attacks.

Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning.

HILL GIANT

Huge giant, chaotic evil

Armor Class 13 (natural armor)

Hit Points 105 (10d12 + 40)

Speed 40ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	19 (+4)	5 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +8 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Squash. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 26 (6d6 + 5) bludgeoning damage, the giant lands prone in the targets space, and the target is grappled (escape DC 15). Until this grapple ends, the target is prone. The grapple ends early if the giant stands up.

ICE SPIRE OGRE

Large giant, chaotic evil

Armor Class 16 (scale armor, shield)

Hit Points 95 (10d10 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +6, Wis +3

Skills Perception +3

Special Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The ogre makes two melee attacks.

Longsword. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Frozen Head. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6 + 5) bludgeoning damage. In addition, every creature within 10 feet of the target must succeed on a DC 14 Dexterity saving throw or take 7 (2d6) piercing damage. The ice spire ogre carries four frozen heads.

OROG

Medium humanoid (orc), chaotic evil

Armor Class 18 (plate)

Hit Points 42 (5d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	11 (+0)	12 (+1)

Skills Intimidation +5, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 2 (450 XP)

Aggressive. As a bonus action, the orog can move up to its speed toward a hostile creature that it can see.

ACTIONS

Multiattack. The orog makes two greataxe attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

PIERCER

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 22 (3d8 + 9)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Skills Stealth +5

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

False Appearance. While the piercer remains motionless on the ceiling, it is indistinguishable from a normal stalactite.

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

ACTIONS

Drop. Melee Weapon Attack: +3 to hit, one creature directly underneath the piercer. **Hit:** 3 (1d6) piercing damage per 10 feet fallen, up to 21 (6d6). **Miss:** The piercer takes half the normal falling damage for the distance fallen.

ROPER

Large monstrosity, neutral evil

Armor Class 20 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 10ft., climb 10ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	17 (+3)	7 (-2)	16 (+3)	6 (-2)

Skills Perception +6, Stealth +5

Senses darkvision 60ft., passive Perception 16

Languages—

Challenge 5 (1,800 XP)

False Appearance. While the roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

Grasping Tendrils. The roper can have up to six tendrils at a time. Each tendril can be attacked (AC 20; 10 hit points; immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 15 Strength check against it.

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

ACTIONS

Multiattack. The roper makes four attacks with its tendrils, uses Reel, and makes one attack with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 22 (4d8 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 50 ft., one creature. **Hit:** The target is grappled (escape DC 15). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the roper can't use the same tendril on another target.

Reel. The roper pulls each creature grappled by it up to 25 feet straight toward it.

THE RUNE-FORGED GUARDIAN (STONE GOLEM)

Huge construct, neutral

Armor Class 17 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	20 (+5)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Wis +4, Cha +6

Skills Athletics +10, Insight +4

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine

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

Senses darkvision 120 ft., passive Perception 10

Languages Common, Giant

Challenge 10 (5,900 XP)

Elemental Absorption. Whenever the guardian is subjected to the same damage type as its activated rune, it takes no damage and instead regains a number of hit points equal to half of the damage dealt.

False Appearance. While the guardian remains motionless, it is indistinguishable from a normal statue.

Immutable Form. The guardian is immune to any spell or effect that would alter its form.

Legendary Resistance (3/day). If the guardian fails a saving throw, it succeeds instead.

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

Magic Weapons. The guardian's weapon attacks are magical.

ACTIONS

Slam. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 21 (3d10 + 5) bludgeoning damage.

Slow (Recharge 5-6). The guardian targets one or more creatures it can see within 10 feet of it. Each target must make a DC 17 Wisdom saving throw against this magic. On a failed save, a target can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last for 1 minute. A target can repeat the

saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTION

Activate Rune. When the guardian is subjected to acid, cold, fire, or lightning damage, it activates a rune engraved into its body that is attuned to that particular damage type. The guardian may have only **one** active rune at a time.

While the rune is activated, the rune grants abilities and traits, as follows; any resistances granted by the rune are effective against the attack that triggered it:

- **Ild Rune (fire).** The runes engraved into the guardian's body burst into licking flames, shedding bright light in a 20-foot radius.

Cold Resistance. The guardian gains resistance to cold damage.

Gift of Flame. The guardian's fists are wreathed in white-hot flame. All of its attacks deal an extra 7 (2d6) fire damage.

- **Ise Rune (ice).** The runes glow with a faint, blue light and the guardian's body is crusted with ice.

Fire Resistance. The guardian gains resistance to fire damage.

Icy Mantle. The guardian is encased in a mantle of thick ice. The next time it takes bludgeoning, piercing, or slashing damage, the guardian takes no damage, but the mantle is destroyed. The mantle reforms at the beginning of the guardian's next turn if Ise rune is still active.

- **Stein Rune (acid).** The runes glow with a sickly green light, and weep thick, viscous poison.

Tremorsense. The guardian gains tremorsense 60 ft.

Noxious Cloud. A 20-foot-radius sphere of poisonous fumes streams from the guardian's runes. It does not move with it, and remains until the end of the guardian's next turn at which point, the guardian creates another cloud. The cloud heavily obscures everything within its radius. The first time a creature enters the cloud on a turn or starts its turn there, it must succeed on a DC 17 Constitution saving throw or take 21 (6d6) poison damage. Those that succeed on their saving throw take only half damage.

- **Vind Rune (lightning).** The rune glows with a pale, white light, and the area around the guardian is filled with a violent, whipping wind.

Buffeting Winds. Any ranged weapon attacks made against the guardian are made with disadvantage and it has resistance against such attacks.

Hurling Winds. The guardian gains fly 60 ft. as the *fly* spell

Misty Step. As a bonus action, the guardian can cast *misty step*.

LEGENDARY ACTIONS

The guardian can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another creature's turn. The guardian regains spent legendary actions at the start of its turn. The guardian can't use the same legendary action twice in consecutive turns.

- **Activate Rune.** The guardian activates a rune of its choice.
- **Elemental Slam.** The guardian makes a slam attack that deals an additional 7 (2d6) damage of the type associated with its currently activated rune (if any).
- **Rush n' Punch.** The guardian moves its speed and makes a *slam* attack. This movement doesn't provoke an opportunity attack.
- **One-Two Slam (Costs 2 actions).** The guardian makes two slam attacks against one creature. If both attacks hit, the target is pushed 30 feet and falls prone. If the target is pushed into another creature, the second creature takes 10 (3d6) bludgeoning damage and must succeed on a DC 17 Strength saving throw or be knocked prone as well.
- **Elemental Breath (Costs 3 actions).** The guardian breathes a 30-foot cone of its currently-attuned element. Each creature in that area must make a DC 17 Dexterity saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the guardian takes a lair action to cause one of the following effects; the guardian can't use the same effect two rounds in a row:

- **Collapsing Ceiling.** Part of the ceiling collapses above one creature that the guardian can see within 120 feet of him. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or

stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.

- **Echoes of the Past.** Illusory visions of past events surround a character that the guardian can see. These illusions act a *hypnotic pattern* that affects only one target (save DC 15).
- **Freezing Fog.** A freezing fog fills a 20-foot-radius sphere centered on a point the guardian can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. When a creature first enters the fog or if it starts its turn there, it must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the guardian uses this lair action again or until the guardian is destroyed.

WATER ELEMENTAL

Large elemental, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	10 (+0)	8 (-1)

Damage Resistances acid; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Aquan

Challenge 5 (1,800 XP)

Water Form. The elemental can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Freeze. If the elemental takes cold damage, it partially freezes; its speed is reduced by 20 feet until the end of its next turn.

ACTIONS

Multiattack. The elemental makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Whelm (Recharge 4–6). Each creature in the elemental's space must make a DC 15 Strength saving throw. On a failure, a target takes 13 (2d8 + 4) bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 14). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of the elemental's space.

The elemental can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of the elemental's turns, each target grappled by it takes 13 (2d8 + 4) bludgeoning damage. A creature within 5 feet of the elemental can pull a creature or object out of it by taking an action to make a DC 14 Strength and succeeding.

YOUNG REMORHAZ

Large monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	3 (-4)	10 (+0)	4 (-3)

Damage Immunities cold, fire

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Heated Body. A creature that touches the remorhaz or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage plus 7 (2d6) fire damage.

APPENDIX. HALLWAY TRAPS

The following traps can be substituted for those found in Area F. Eastern Hallway, and Area K. Western Hallway.

CRAMPING ONE'S STYLE

Magic trap

The **crushing walls** of this trap are featureless and unadorned, but a character succeeding on a DC 11 Intelligence (Investigation) check notices scrape marks on the ceilings and floor of the room. The underside of the center-most paving stone in the room bears a glyph.

Detection and Disabling. The presence of the glyph can be detected by a successful DC 17 Intelligence (Arcana) check or automatically by anyone using *detect magic* or similar spells. A *dispel magic spell* disarms the trap. Otherwise, the trap can be deactivated after it's been triggered (see, below).

Trigger. The trap is triggered when a creature passes the center of the room without saying the passphrase "*By the Ordning We Are All Bound*" in Giant.

Effect. Two iron rods drop from the ceiling into the doors into this section of the hallway. This renders the doors impossible to open using force or thieves' tools, but they can still be opened using *knock* (though the spell must be cast twice; once for each rod), or be destroyed (AC 17, 82 hit points; immune to poison and psychic damage; resistant to bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine). The doors are unbarred when the trap reset (see below).

Activation of the trap requires all creatures present to roll initiative. The trap rolls initiative with a +5 bonus. On the trap's turn, one pair of facing walls that do not bear doors each move 15 feet towards the center of the room—pushing adjacent creatures along with them. An adjacent creature that succeeds on a DC 20 Strength (Athletics) check is able to prevent it from moving during that round, provided the creature remains adjacent to the wall. An iron spike or other, similar object, wedged under the wall grants advantage on this check. If the creature moves during the same round, it immediately moves 10 feet towards the center of the room. A wall stops moving once it reaches the center of the room.

If the room becomes small enough to force a creature to squeeze, that creature is restrained. Any

creature so restrained by the crushing walls or who starts their turn restrained by the crushing walls must succeed on a DC 15 Strength saving throw or take 22 (4d10) bludgeoning damage. Once one or both walls reach the center of the room, they remain there for an additional three rounds—after which time, the trap resets and the walls retract to their original position.

Once activated, the trap can also be deactivated by two concealed catches. Detecting a hidden switch requires a successful DC 20 Intelligence (Investigation) check. Both switches must be individually located and activated simultaneously in order to deactivate and the trap. Once deactivated, the walls retract at the rate of 10 feet per round. Once the walls have moved into their normal position, the trap is reset (unless the glyph has been dispelled).

NEEDLE BARRAGE

Mechanical trap

The walls here bear hundreds of carved giant faces, each with their mouths open in song and adulation. Two-dozen of them conceal **pressurized tubes** inside their mouths. Each of these tubes contains a poison dart.

Detection and Disabling. Any character adjacent to a one of the faces notices the tubes on a with a successful DC 17 Wisdom (Perception) check. In the middle of the area there is a pressure plate. Any character succeeding on a DC 17 Intelligence (Investigation) check distinguishes the pressure plate from the surrounding floor. Wedging an iron spike or other object under the pressure plate prevents the trap from activating. Similarly, stuffing the tubes may prevent the darts from launching.

Trigger. The trap activates when more than 20 pounds of weight is placed on the pressure plate.

Effect. The trap releases thirty-six darts. Each character within 60 feet of the pressure plate is attacked by 1d4 darts. Each dart makes a ranged attack with a +8 bonus (vision is irrelevant to this attack roll). If there are no targets in the area, the darts don't hit anything. Each dart that hits a target inflicts 2 (1d4) piercing damage and the target must make a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

I'M NOT HERE

Magic trap

This door out of this hallway is marked with a nearly-invisible **glyph of warding**.

Detection and Disabling. The presence of the *glyph* can be detected by a successful DC 17 Intelligence (Arcana) check or automatically by anyone using *detect magic* or similar spells. A *dispel magic* dispels the *glyph*.

Trigger. The glyph is triggered when someone approaches within 5 feet of it.

Effect. The glyph releases the *suggestion* spell stored within. The triggering creature must succeed on a DC 15 Wisdom saving throw or be subject to the suggestion: *"There is no door here."*

This trap resets itself automatically after being triggered.

BREATHLESS

Magic trap

The bottom of this area is filled with a ten-foot deep **cloud of invisible gas** that seems to sap the life out of those who breathe it.

Detection. The fog is odorless and colorless. Detecting the trap is possible only by detect poison or similar magic. While the fog can't be disabled and doesn't spill out of the room, it can be blown out of the way by a *gust of wind* or other similar effect. If dispersed, it returns at the end of the following round.

Trigger. Entering the fog subjects a creature to its effects.

Effect. A creature entering the fog or starting its turn there without holding its breath must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion. These levels of exhaustion last only until the end of a short rest taken near a warm fire.

APPENDIX. ROOM TRAPS

The following traps can be substituted for those found in Area B. Hall of the All Father, and Area N. Trolling for Clues.

BURNING VENOM

Magical trap

The room features a 20-foot diameter cylindrical column carved to resemble a mass of intertwined serpents. A number of **enchanted serpent heads** equal to the number of characters are spaced evenly around the column about four feet off of the ground.

Detecting and Disabling. A character investigating the serpents that succeeds on a DC 17 Intelligence (Investigation) check notices that the serpents's mouths bear a tiny seam; as if they are capable of opening. A head can only be disabled by casting *dispel magic* or other similar magic. Casting *dispel magic* on a head disables that particular head for 1d4 rounds. If all of the heads are disabled at the same time, the trap is permanently disabled.

Trigger. The trap is triggered when a character touches the column or one of the serpent heads.

Effect. The serpent heads each animate, open their mouths, and—with a sharp “hsssss”—spew a pale green, odorless, and highly poisonous gas into the area. The doors into the chamber close and are thrice-barred—thus requiring *knock* or similar magic to be cast three times to open the door; once for each locking mechanism.

At the end of the first round, the gas deals 1 poison damage to each creature in the room. This damage continues until the trap is disabled, but increases by 1 every other round (first round: 1 poison damage, second round: 1 poison damage, third round: 2 poison damage, fourth round: 2 poison damage, etc.)

Once triggered, the trap can only be disabled if the serpents's mouths are forcibly closed. As they are magically animated, there are no mechanisms to be physically disabled; there are no hinges or locks to be manipulated. Forcibly closing a serpent's mouth requires a Strength (Athletics) check opposed by the serpent's own check (the serpent has a +2 to this check). Once a mouth has been closed, it must be held closed each round (with an opposed Strength (Athletics) check) or else it immediately opens again. Let the characters be creative; using a rope or other equipment to lever or pry the mouth closed might result in their making the check with advantage. Casting *dispel magic* on a serpent head closes the

mouth for 1d4 rounds, at which point it reopens if the trap has not been disabled. Destroying a head (AC 15; 15 hit points; immune to poison and psychic damage) doubles the rate at which the damage escalates (every round, instead of every other round). Once all of the mouths have been closed, the trap is disabled.

Once the trap has been disabled, the gas lingers and continues to deal damage until dispersed, though the damage it deals doesn't increase. The gas can be removed by opening the door(s) leading out of the chamber. Alternatively, the gas is highly flammable. If an open flame is introduced, the remaining gas violently ignites and deals 7 (2d6) fire damage for each round that it took the characters to disable the trap, to a maximum of 35 (10d6) fire damage. A successful DC 13 Dexterity saving throw reduces the fire damage by half. If the gas is ignited before the trap is disabled, the gas burns away as normal, but continues to burn as the heads continue to spew it into the room. The characters no longer take poison damage, but any creature that starts their turn within 20 feet of the column must make a DC 13 Dexterity saving throw or take 7 (2d6) fire damage.

RUBY-RED FLAME

Magical trap

The trapped object bears what appears to be a **flawless red ruby**.

Detection and Disabling. An aura of magic can be detected by a character inspecting the ruby that also succeeds at a DC 17 Intelligence (Arcana) check or automatically by anyone using *detect magic* or similar spell. A successful *dispel magic* (DC 15) dispels the trap.

Trigger. When removed from its housing without dispelling its magic, the trap is triggered.

Effect. The ruby explodes into a 20-foot radius sphere of flame. Any creature caught in the area must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

If the trap is dispelled, the gem can be retrieved but is discovered to be worthless, red glass. If the trap is triggered, the gem is destroyed.

BLINDED BY GREED

Mechanical trap

A small **packet of Malice poison** is hidden within a pressurized capsule inside the trapped object. Interacting with the object without disabling the trap causes the capsule to suddenly rupture, expelling the poison in a small cloud around the object.

Detection and Disabling. A successful DC 17 Intelligence (Investigation) check allows a character to deduce the trap's presence from alterations made to the trapped object. A successful DC 20 Dexterity check using thieves' tools disarms the trap, rupturing the capsule slowly and carefully so as to not release the poison.

Trigger. If the check to disable the trap fails or if object is interacted with in a particular fashion (as detailed in the object's description) without disabling the trap, the wires break, and the trap is triggered.

Effect. Any creature within 10 feet of the trapped object must succeed on a DC 15 Constitution saving throw or be poisoned for 1 hour. The poisoned creature is blinded.

A CUTTING WORD

Mechanical trap

A **large scythe-like blade** swings out from the trapped object when a hidden pressure plate adjacent to it is pressed.

Detection and Disabling. The pressure plate can be spotted with a DC 17 Wisdom (Perception) check. A character studying the area can determine the pressure plate is a slightly different color than the rest of the floor with a DC 17 Intelligence (Investigation) check and that the object bears a seam (from which the trap's blade springs forth) with a DC 17 Intelligence (Investigation) check. Wedging an iron spike or other object under the pressure plate prevents the trap from activating.

Trigger. Any weight of more than 50 pounds placed on the pressure plate triggers the trap.

Effect. The blade emerges from the seam and slashes at each creature within 10 feet of the trapped object before withdrawing once more. The blade makes an attack roll against creatures in its path with a +7 bonus to attack. On a hit the attack deals 33 (6d10) slashing damage.

APPENDIX. ENCOUNTERS

The following encounters can be substituted for those in Area E. Liv, the Life Rune, and Area L. Dod, the Death Rune.

A HORDE OF HORRIBLE HORRORS

Read or paraphrase:

The center of this room is elevated and littered with the remnants of dozens of humanoid-sized suits of armor—all largely undamaged. While you can see the occasional skeletal remain of vermin, you see no sign of the former occupants of the cast-off armor.

As you pass through the room, a haunting red light emanates from within the visor of one suit of armor, and others follow suit. Creaking and scraping, they stand in unison and draw blades.

If the characters inspect the discarded equipment, four **helmed horrors** rise and engage the characters. If viewed from afar, a number of the suits of armor radiate *transmutation* magic, though it is difficult to discern how many due to the fact the suits's components are scattered about the area.

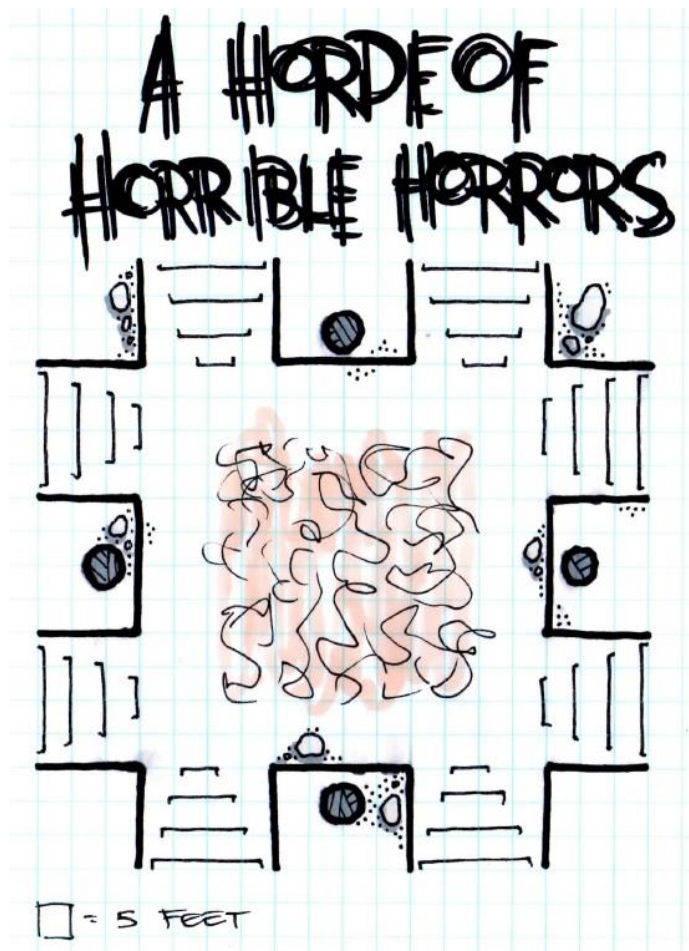
ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak or Weak Party:** Remove one **helmed horror**.
- **Strong Party:** Add one **helmed horror**.
- **Very Strong Party:** Add one **helmed horrors**; each helmed horror deals an additional 7 (2d6) cold damage with its *maul* attack.

TREASURE

One of the mauls carried by the helmed horrors is of exceptional manufacture. It is silvered, and inlaid with diamonds and rubies. The pommel is wrapped in sharkskin and set with an unfinished garnet twice the size of a man's fist. If sold it fetches 250 gp.



BLIND HATRED

Read or paraphrase:

Huge chunks of the ceiling have fallen in this chamber, littering the ground with debris of various sizes. The abundance of it makes it difficult to navigate the maze-like room.

A **grimlock gladiator** and four **grimlock veterans** have discovered a subterranean passage that leads into the temple. They are in which the grimlocks are found is full of large chunks of rubble.

The grimlocks hear the characters drawing near and hide behind the abundant cover in the room—leaping out to attack once the entire group has entered. Due to the rocky terrain, the grimlocks make these checks with advantage.

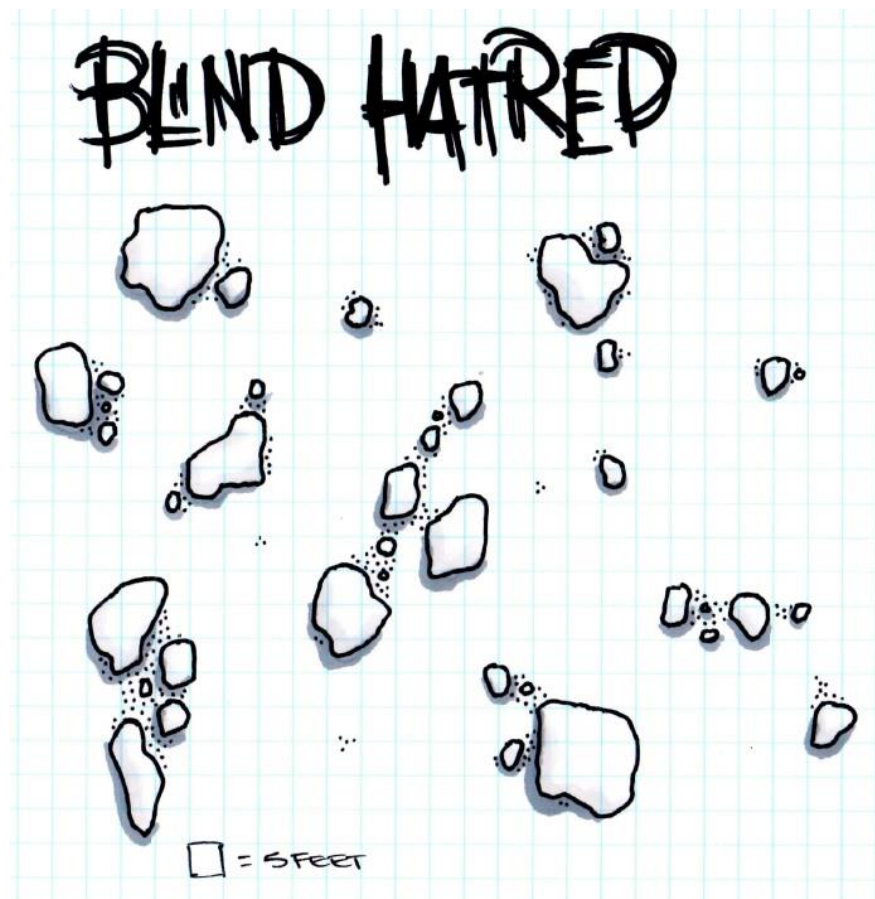
ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove two **veterans**
- **Weak Party:** Remove a **veteran**
- **Strong Party:** Replace a **veteran** with a **gladiator**
- **Very Strong Party:** Replace two **veterans** with **gladiators**; remove a **veteran**

TREASURE

The characters salvage a total of 250 gp in various coins and gems from the grimlocks.



EBON DEATH

Read or paraphrase:

Entering the room, you see a couple of ebon-skinned elves kneeling by a large chunk of a collapsed wall, examining the engravings upon it.

Seeing you, they stand and run for cover among twelve, evenly arranged columns.

A **drider** and a pair of **drow elite recruits** have discovered a means of ingress into the temple. In their attempts to search the ruins for valuables, they happen upon the characters.

The drider is at the top of a nearby wall, examining a section of frieze, and it attempts a Dexterity (Stealth) check when the characters enter. The recruits reserve the use of their *darkness* spell to cast upon a stone or other object near the drider who, in turn, picks it up before casting hex.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove a **drow elite recruit**
- **Weak Party:** The **drow elite recruits** are both crushed by a chunk of stone that falls from the ceiling as a second **drider** enters the room.
- **Strong Party:** Add a **drow elite recruit**
- **Very Strong Party:** Add two **grimlock veteran slaves**

TREASURE

The drider wears a necklace of beautiful mithral chains and emeralds worth 150 gp. The characters also find a large diamond worth 100 gp set into the section of collapsed wall investigated by the drow.



WHAT A NICE FAMILY YOU HAVE

Read or paraphrase:

This chamber is filled with stalactites and stalagmites; unusual among the other rooms you've been in. In the middle of the room is a statue of a giant holding an open book with his face lost in thought.

There are two **ropers** in the room, disguised as stalagmites; each 20 feet away from the statue. Four **piercers** hide among the stalactites on the ceiling. The ceilings here are 60 feet high.

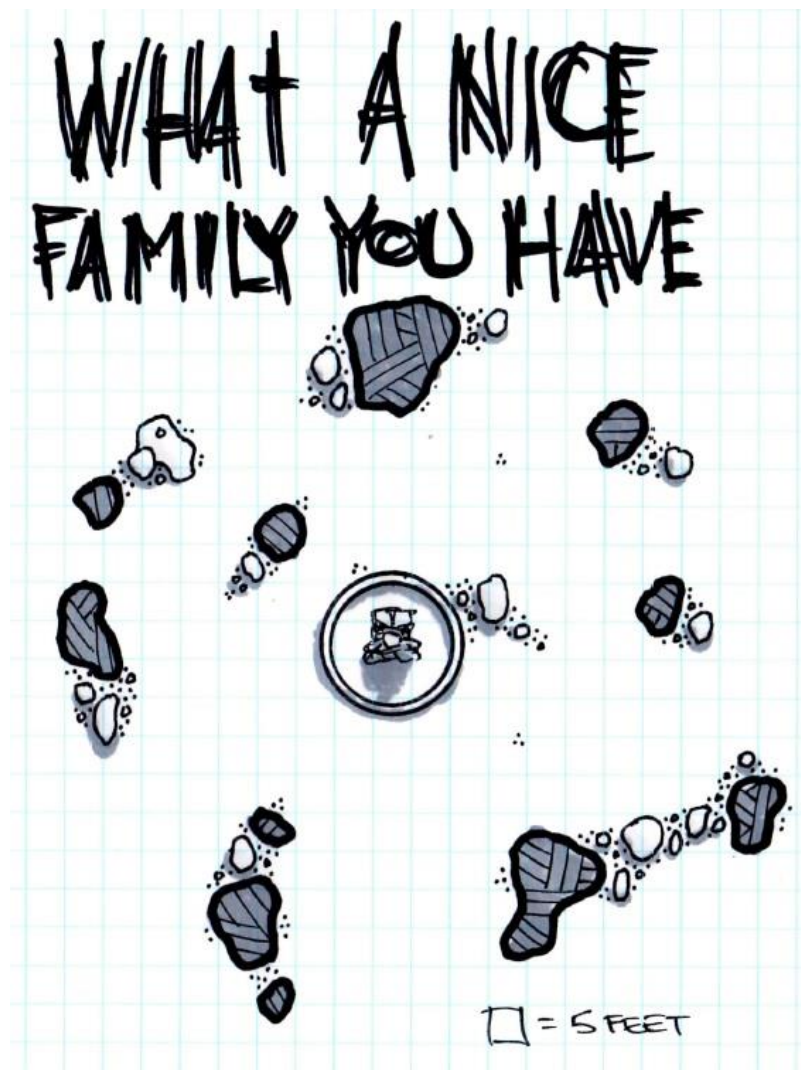
ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove a **roper**; add two **piercers**
- **Weak Party:** Remove two **piercers**
- **Strong Party:** Replace a **roper** with a **roper**
- **Very Strong Party:** Replace a **roper** with two **ropers**

TREASURE

The statue is set with garnets and diamonds worth a total of 250 gp.



REMORHAZ RAGE (SECRET MISSION: EMERALD ENCLAVE)

If there are **members of the Emerald Enclave (Rank 2) present**, the following encounter is used instead of Emergent Elementals (see Area E, above).

Read or paraphrase:

The haunting silence is shattered as a deep rumbling fills the air. Suddenly, a nearby wall explodes in a shower of stone and ice as insectoid creatures as big as a draft horse swarm into the room!

Two **young remorhazes** enters the room, hungry for flesh. These remorhazes are **more powerful** than average—increase each young remorhaz's hit points to 113; add the following to each young remorhaz's bite attack: "If the target is a creature, it is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the remorhaz can't bite another target."

Falling Ice. At the end of each turn, roll a die. If the result is odd, a **chunk of ice** breaks loose from the ceiling and falls onto a random creature. That character, and any other creature within 10 feet of the character must succeed on a DC 13 Dexterity saving throw or take 20 (6d6) bludgeoning damage. Those that succeed take only half damage.

TREASURE

The remorhazes knock loose a diamond worth 250 gp—easily recoverable after the encounter. The remorhazes scent glands are also recoverable.

SECRET MISSION REQUIREMENTS

In order to satisfy the requirements of this secret mission, the characters must successfully harvest the scent glands from any remorhazes they come across.

XP Award. For successfully completing the secret mission, award each character 350 XP.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** The **young remorhazes** have only their normal hit points and abilities as described in Appendix. Monster Statistics, above.
- **Weak Party:** Ice doesn't fall from the ceilings.
- **Strong Party:** Add a **young remorhaz**
- **Very Strong Party:** Add two **young remorhazes**; increase each young remorhaz's hit points to 127

THE SHATTERING (SECRET MISSION: ZHENTARIM)

If there are **members of the Zhentarim (Rank 2) present**, the following encounter is used instead of A Giant Problem (see Area L, above) after the characters have removed all three of the dormant *master runes*.

Read or paraphrase:

The motes of dust that fall without warning from the low ceiling of this chamber are quickly replaced by large chunks of ice and stone as one of the walls explodes.

Inhuman screams of rage fill the air as large shapes rush into the chamber—dark-skinned ogres by the look of them, but clad in metal armor and wielding more than simple sticks and stones. One of them draws what appears to be a white and red stone from a satchel and hurls it towards you.

It shatters nearby; sending shards of what appears to be red glass in all directions. It is only then that you realize that it wasn't a stone at all, but a severed head—frozen solid.

"SHATTERBLOOD!" the ogres cry in unison before charging!

Three **ice spire ogres** and three **orog** slaves descend into the chamber and charge the characters.

TREASURE

The Shatterblooms carry a total of 250 gp in various coins and gems.

SECRET MISSION REQUIREMENTS

In order to satisfy the requirements of this secret mission, the characters must retrieve all three master runes and defeat the Shatterblood raiders.

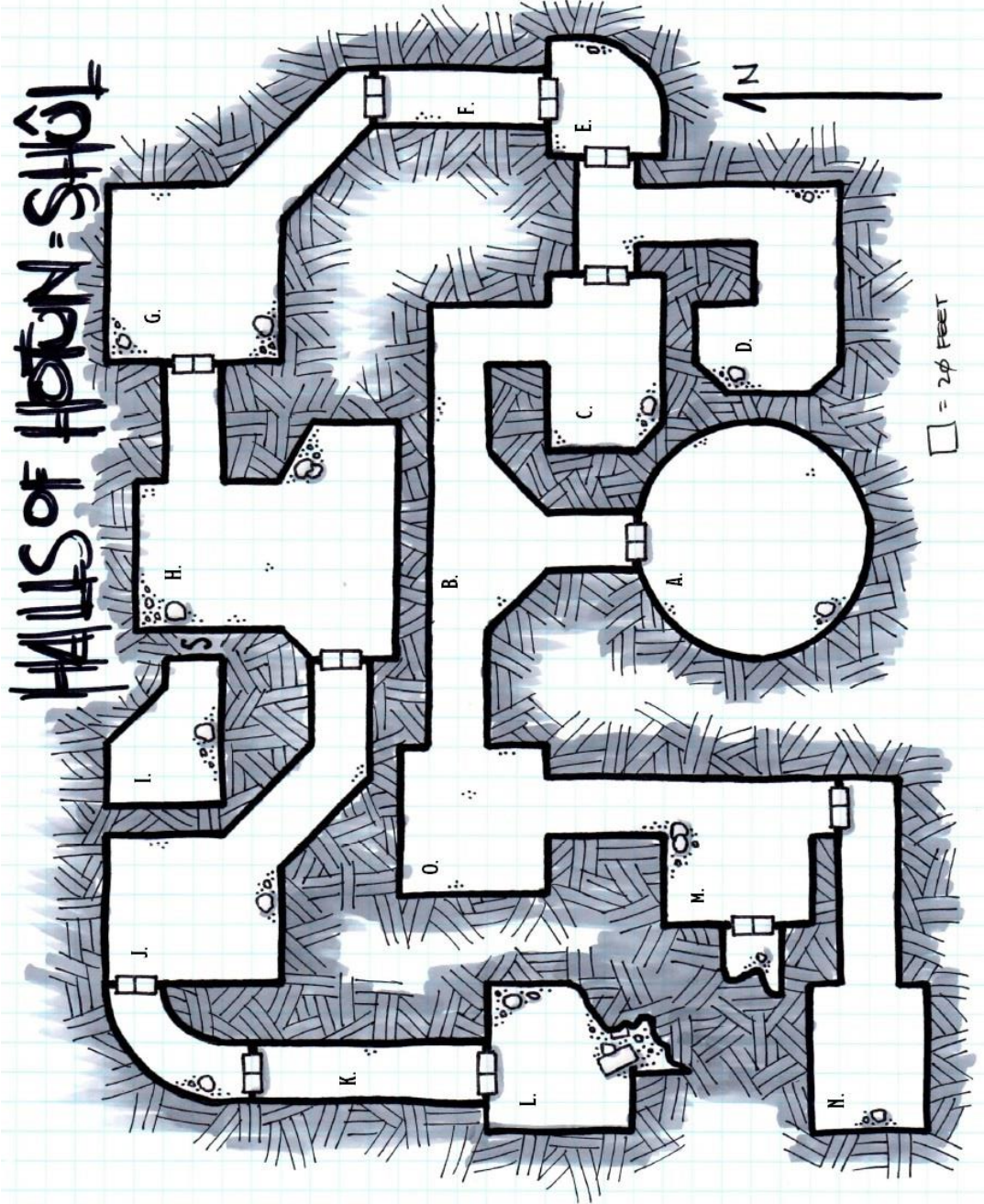
XP Award. For successfully completing the secret mission, award each character 350 XP.

ADJUSTING THIS ENCOUNTER

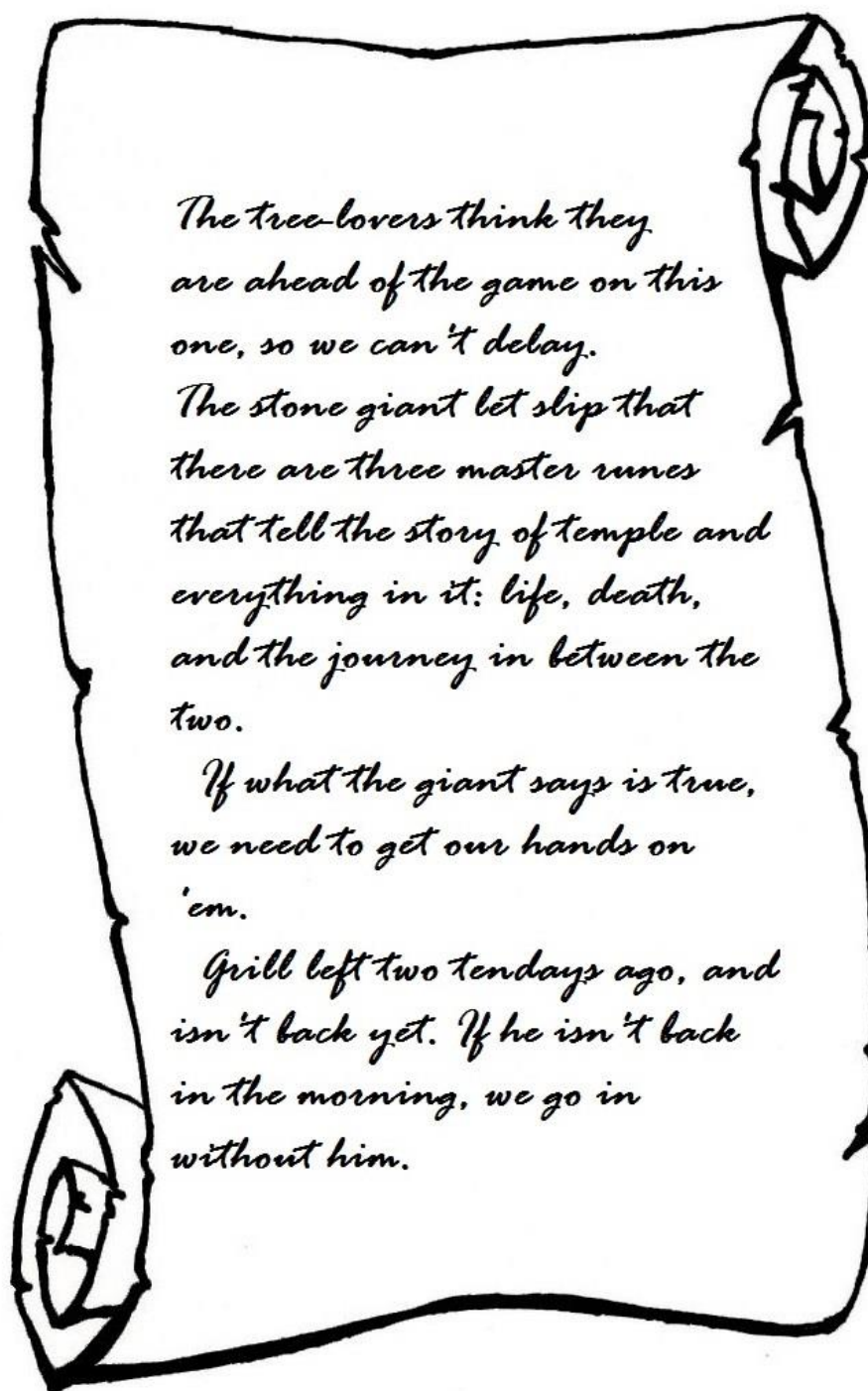
Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Very Weak Party:** Remove an **ice spire ogre**
- **Weak Party:** Remove three **orogs**; add an **ice spire ogre**
- **Strong Party:** Add an **orog**
- **Very Strong Party:** Add an **ice spire ogre**

APPENDIX. HOTUN-SHÛL MAP



PLAYER HANDOUT 1. ZHENTARIM JOURNAL



PLAYER HANDOUT 2. OPAL OF THE ILD RUNE

OPAL OF THE ILD RUNE

Wondrous item, rare (requires attunement)

This triangular fire opal measures about three inches on each side and is half an inch thick. The ild (fire) rune shimmers within its core, causing it to be slightly warm to the touch. The opal has the following properties, which work only while it's on your person. This item can be found in *Storm King's Thunder*, Appendix B.

Ignite. As an action, you can ignite an object within 10 feet of you. The object must be flammable, and the fire starts in a circle no larger than 1 foot in diameter.

Fire's Friend. You have resistance to cold damage.

Fire Tamer. As an action, you can extinguish any open flame within 10 feet of you. You choose how much fire to extinguish in that radius.

Gift of Flame. You can transfer the opal's magic to a nonmagical item—a weapon or a suit of armor—by tracing the *ild* rune there with your finger. The transfer takes 8 hours of work that requires the two items to be within 5 feet of each other. At the end, the opal is destroyed, and the rune appears in red on the chosen item, which gains a benefit based on its form:

- **Weapon.** The weapon is now an uncommon magic weapon. It deals an extra 1d6 fire damage to any target it hits.
- **Armor.** The armor is now a rare magic item that requires attunement. You have resistance to cold damage while wearing the armor.



PLAYER HANDOUT 3. DOWNTIME ACTIVITIES

Consider printing multiple copies of this page—one for each of your players, and “X” out the Student of Stone downtime activity for those that weren’t chosen by Illsenstaad.

DOWNTIME ACTIVITIES

Characters have the opportunity to earn the following alternate downtime activities during this adventure.

Student of Stone. Illsenstaad has chosen you and you alone to complete his life’s work and put his soul to rest. By spending a total of 365 downtime days (these need not be spent all at once) possessed by Illsenstaad, allowing him to tell his stories and carve them into the living rock of Hotun-Shûl, you gain the **Student of Stone** story award (below). If you are a dwarf, possess the Guild Artisan (mason or stonemason) background, or are otherwise proficient in mason’s tools; you complete this in half the normal time.

Dreamwalker. Kryshilir has taught you to look beyond the veil of the world and navigate your dreams. By spending 25 downtime days, you travel to the Seven Stones and meditate under Kryshilir’s whispered guidance. Upon completing this downtime activity, you gain the **Dreamwalker** story award (below).

PLAYER HANDOUT 4. STORY AWARDS

Consider printing multiple copies of this page—one for each of your players, and “X” out the Student of Stone story award for those that weren’t chosen by Illsenstaad.

STORY AWARDS

Characters have the opportunity to earn the following story awards during this adventure.

Student of Stone. You have studied under the tutelage of Illsenstaad, a long-dead stone giant loremaster and stone carver. You gain the benefit of the dwarven Stonecunning trait. If you already possess the Stonecunning trait, you triple your proficiency bonus instead of doubling it. In addition, you also gain proficiency in mason’s tools and the Giant language if you are not already proficient.

Dreamwalker. Your meditations have granted you the gift of foresight. Upon receiving this story award, roll a d20 and record the number rolled. Once, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with the number you rolled. You must choose to do so before the roll. Once you have used this story award in this fashion, remove it. This story award may be earned again as often as you like, but you must complete the **Dreamwalker** downtime activity (above) each time and may not do so again until you no longer possess this story award.

RESULTS CODE: DECEMBER – JANUARY 2017

If you are DMing this adventure during the months of December – January 2017, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

