



CRYPT OF THE DEATH GIANTS

A magical storm builds over the Anauroch desert bringing portents of death and destruction to Faerûn. Giants imbued with the power of death itself threaten to permanently destroy the giant Ordning and small folk in their wake. Can you stop these unnatural giants and those that seek to control them?

A 2 Hour Adventure for 17th-20th Level Characters



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INTRODUCTION

Welcome to *Crypt of the Death Giants* a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Tales of the Yawning Portal*™ storyline season.

A storm in the sands of the Anauroch desert lead to a massive stone arch amidst the ruins of an ancient people. From there the exploration of millennia old temples and warriors of in an unknown location.

This adventure is designed for **three to seven 17-20th level characters** and is optimized for **five characters with an average party level (APL) of 18**. Characters outside this level range cannot participate in this adventure.

ADJUSTING THIS ADVENTURE

This adventure provides suggestions in making adjustments for smaller or larger groups, characters of higher or lower levels, and characters that are otherwise a bit more powerful than the adventure is optimized for. You're not bound to these adjustments; they're here for your convenience.

To figure out whether you should consider adjusting the adventure, add up the total levels of all the characters and divide the total by the number of characters (rounding .5 or greater up; .4 or less down). This is the group's APL. To approximate 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

Some encounters may include a sidebar that offers suggestions for certain party strengths. If a particular recommendation is not offered or appropriate for your group, you don't have to make adjustments.

BEFORE PLAY AT THE TABLE

Before you start play, consider the following:

- 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. Familiar yourself with the adventure's appendices and handouts.
- Gather any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- Ask the players to provide you with relevant character information, such as name, race, class, and level; passive Wisdom (Perception), and anything specified as notable by the adventure (such as backgrounds, traits, flaws, etc.)

PLAYING THE DUNGEON MASTER

You have the most important role—facilitating the enjoyment of the game for the players. You provide the narrative and bring the words on these pages to life.

To facilitate this, keep in mind the following:

You're Empowered. Make decisions about how the group interacts with the adventure; adjusting or improvising is encouraged, so long as you maintain the adventure's spirit. This doesn't allow you to implement house rules or change those of the Adventurers League, however; they should be consistent in this regard.

Challenge Your Players. Gauge the experience level of your **players** (not the characters), try to feel out (or ask) what they like in a game, and attempt to deliver the experience they're after. Everyone should have the opportunity to shine.

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. Watch for stalling—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.

ADVENTURE PRIMER

This section provides the adventure's background, a list of prominent NPCs, an overview of the adventure in play, and hooks that you can use to introduce your players's characters to the action.

ADVENTURE BACKGROUND

Emboldened by the actions of Eclavdra in Snurre's halls as well as the rise of Kiaransalee worshipers in Szith Morcane some time ago, the drow of Kiaransalee's Undying Might seek to imbue the corpses of an ancient storm giant king's honor guard with the power of death and raise them as undead forces of destruction in the service of the Revenancer. The drow have learned the location of the Uvarjoten Kong Bapart (a Storm Giant King's Temple).

The location of a portal to the Uvarjoten temple is learned and the drow storm the mountain top location, only to be pushed back by Dessa, a storm giant quintessent.

LOCATION AND NPC SUMMARY

Ashowg (A-showg) A D'tarig tribesman and goat herder. Ashowg and his tribe know the area better than anyone.

Dessa (Des-sa). A storm giant who is tired of waiting for the signs that Ostorla will rise again. She has become embodied by an everpresent storm as a storm giant quintessent, nobly guarding a portal that sits atop a mountain peak in the Anauroch desert which leads to an Ostorian Crypt.

Dionese (Di-o-nes). Dionese, a Zhentarim agent who wants this over as quickly as possible so the other factions will get off the Black Road and leave them to their business.

ADVENTURE OVERVIEW

Part 1 A Desert Storm. The characters are drawn into the adventure and find themselves at the foot of a lone peak in the Anauroch desert. A sand and lightning storm rages over the entirety of the peak, preventing all but the most powerful adventurers ingress. The storm, Dessa, the storm giant quintessent, attempts to rebuff all who come near the portal.

As they approach the characters find evidence of drow. Dessa reveals herself and tells the party of the drow invasion, the portal and where it leads. She is too tied to this location to travel through the portal, however, she offers to imbue a belt with her strength to aid the party.

Part 2 The Uvarjoten Temple. A magnificent temple kept in a timeless demiplane. Exploring the temple they learn the history of the Uvarjoten

Kong Rang Krigga (Storm Giant King's Honor Warriors). Through exploring the temple they may learn that there are more of these crypt portals scattered across Faerûn that lead to fire giant and storm giant noble crypts that the followers of Kiaransalee hope to use for similar necromantic purposes.

Part 3 The Rang Krigga. In the crypt of the Uvarjoten Kong Rang Krigga (Storm Giant King's Honor Warriors) the drow perform necromantic rituals first to desecrate the temple, raising the storm giants as death giants. Hindering the ritual will corrupt the ritual's effect, causing the giants to rise as zombies.

ADVENTURE HOOKS

Story Hook. Murssvayas Dhuurniv, the leader of Szith Morcane (see DDEX03-15 Szith Morcane Unbound and several other season 3 adventures in which the characters allied with the drow) reaches out to the characters after finding that a cult of Kiaransalee known as the Undying Might has been seeking crypts of ancient giants and has found one in the Anauroch desert. Days and weeks of tracking a contingent of evil drow have lead you here, in the midst of the Anauroch desert.

Faction (Zhentarim). Trade along the Black Road has been disrupted by a storm that has been raging for weeks.

Faction (Emerald Enclave). A massive unnatural storm has centered on a peak in the Anauroch desert.

Faction (Order of the Gauntlet). An arch that some believe is a potential portal is at the center of this great unnatural storm. The portal may need to be closed, who knows what is coming through it.

Faction (Harpers). Intelligence reports indicate heavy interest in the area from drow followers of Kiaransalee. Their interest and the unending storm are likely not a coincidence.

Faction (Lords' Alliance). If an unnatural storm of this size and power were to move into settled lands, it would be devastating. Since it's unnatural, it can likely be stopped.

Each faction has sent agents to investigate, but the winds were too strong to get to the center of the storm.

PART 1. A DESERT STORM

“Zhents claim the Black Road the safest path across the desert of Anauroch, but there’s a stretch that passes near the sand swallowed ruins of a once-great arch – a portal build by giants, some say. A sandstorm rages all around it, and in the storm some have seen a face: a giant scowling visage”

-- Elminster, *Volo’s Guide to Monsters*

Estimated Duration: 40 minutes

The characters meet the locals and learn some information about the situation before they head into the storm. While in the storm they face Dessa’s might and see displays of her strength.

GENERAL FEATURES

The faction camp and storm has the following general features.

Terrain. The land is mostly flat, but rises toward the sandstorm.

Weather. A great sandstorm rages. Exposed skin becomes irritated from the scouring sand.

Light. Lightning flashes during all hours of the day and night.

Smells and Sounds. Thunder rumbles low and often followed by lightning and the smell of ozone.

A heavy storm rages just to the north of where you stand. Sand scours everything and blue lightning races across the sky striking the sand, leaving strange structures of glass that vaguely looks like an eye.

Standing near the edge of the seemingly never-ending storm a small camp has been erected made up of various members of the factions who’ve attempted to enter the storm, as well as D’tarig, local desert traders. Dionese, a man of tanned, leathery skin, and the local Zhentarim agent responsible for this section of the Black Road has shown you around the camp.

Dionese, a Zhentarim agent wants this over as quickly as possible so the other factions will get off the Black Road and leave them to their business. He can provide the following information:

- The storm has been in the area for several years, but has stayed isolated to the ruins. Three weeks ago the storm grew larger and more violent.
- In the center of where the storm sits lies an ancient ruin that is barely more than dust and

rocks. The only exception is a giant archway that still stands, over 40 feet tall.

- Each of the five factions have sent agents into the storm, but all have been rebuffed. Most have become lost and come out of the storm disoriented, some were literally blown to the edge of the storm by forceful winds. A few claim to have seen a huge face in the storm.

Should any of the party wish to speak with any of the local D’tarig they can learn the following from Ashowg, a short (4’ tall) human goat trader dressed in white robes:

- The D’tarig are nomadic herders who pride themselves in their ability to survive in the desert, often attributed to their superb sense of direction. They generally herd goats and sheep.
- When travelling near the ruins, D’tarig leave a large offering of goat cheese and cactus fruit to the gods who dwell there. (Ashowg will sell the party goat cheese and cactus milk and a goat to carry it for 50gp, he will drop the price to 40gp, then 30gp if negotiated with).
- 50 years ago a great storm raged over the land, causing all to take shelter. Back then there was more to the ruins and his father took shelter in them. During the storm a great bolt of lightning hit the arch, causing a shimmering light to emerge from the center of the archway, then take up the entire opening. As the light faded a great room and hallway could be seen, inside the hallway was a man thirty feet tall. In the next flash of lightning, it was gone.
- In addition to the factions, the D’tarig have noticed a number of drow in the area. They recently (1 day ago) spotted a large contingent enter the storm.

ROLEPLAYING DIONESE

Dionese is a pragmatic Zhent and he knows calming this storm will allow the gold to begin flowing in the area again. He’s more of a middle management type and just wants this situation over.

ROLEPLAYING ASHOWG

Ashowg is fearful that the factions have brought trouble to the desert that will last longer than the agents’s camp is here. He assists the characters in hopes of everyone leaving, that is of course, after they buy a goat or sheep.

A. SANDSTORM

As you prepare to head into the storm a massive boom of thunder erupts and lightning bolts from a dozen directions strike down into the center of the storm. The winds become more violent and the sandstorm explodes outward tearing tents from their stakes and frightening the D'tarig herds. Something has changed in the storm, time is of the essence!

The drow of Kiaransalee's Undying Might have reached the stone arch and Dessa battles mightily to prevent them from entering as evidenced by the increase in the fury of the storm.

As the party pushes into the sand storm, caused by Dessa, the wind picks up small pebbles and bits of wood sending them at the characters, making for uncomfortable travel.

GENERAL FEATURES

While traveling in the sandstorm the following effects are ever present:

- High winds blow, making it impossible to light a fire or hear beyond 10 feet.
- The winds blow sand and dust making everything beyond 10 feet lightly obscured. Everything beyond 30 feet is heavily obscured. A creature effectively suffers from the blinded condition when trying to see beyond 30 feet.
- Sand forms deep drifts and dunes, causing difficult terrain.

Tricks of the Trade

Characters of the appropriate level for this adventure may have extraordinary means of overcoming the hindrances of Dessa's storm. If this is the case, roll with it and adjudicate any features or magic items that may make the situation easier for the characters. Encourage out of the box thinking and support inventive ideas.

Dessa's storm intensifies as the characters leave the edges and head toward the arch.

- Moving at half "Slow" overland speed the characters will reach the arch in an hour.
- If the characters make the D'tarig offering before they move into the sandstorm award each character 1 Inspiration that must be used during this section and be sure to notify them of the stipulation.
- In the first 20 minutes they're exposed to the storm the party must succeed on a DC20 Strength saving throw as a group or not make any progress into the storm, losing 20 minutes of time as they battle for every step and gain a level of exhaustion. Record a failed group check as a time setback in Part 3.

- In the second 20 minutes of fighting against the storm the group Navigator must succeed on DC 20 Wisdom (Survival) check or become lost for a time. The check should be made at disadvantage due to the severity of the storm, but help from an ally will grant advantage, cancelling out the disadvantage. A failed check will cause the party to lose another 20 minutes as they backtrack and find their way. Record a failed roll as a time setback in Part 3.
- After moving into the storm for 40 minutes they must succeed on individual DC 20 Constitution saving throws or be scoured by the sand, taking 55(10d10) slashing damage each (half damage on a successful save) and gaining a level of exhaustion. If they have a goat with them, it dies from the sand scouring.

Failures. Record the number of successes lost (0,1, or 2). Record a failed roll as a time setback in Part 3.

TRICKS OF THE TRADE

Lightly Obscured. In a lightly obscured area, creatures have disadvantage on Wisdom (Perception) checks that rely on sight.

Heavily Obscured. These areas blocks vision entirely. A creature effectively suffers from the blinded condition when trying to see something in that area.

Difficult Terrain. You move at half speed in difficult terrain--moving 1 foot in difficult terrain costs 2 feet of speed.

Group Ability Checks. To make a group ability check, everyone in the group makes the ability check. If at least half the group succeeds, the whole group succeeds. Otherwise, the group fails.

DROW REMAINS

After 40 minutes of travel through the sandstorm the party comes upon the remains of a drow contingent. The half-dozen drow seem to have mangled bodies caused by being smashed against rocks, struck by lightning, and having their skin scoured away by sand. Their equipment is similarly sand blasted, destroyed by lightning, or smashed against rocks and all but useless. This is to show the strength of Dessa. However, a successful DC 20 Wisdom (Perception) (remember the area is Lightly Obscured causing Disadvantage) check reveals the following in a small sack, nearly buried. If any of the characters still have Inspiration from the D'tarig offering advise them to spend it on this roll.

- Potion of Speed
- Scroll of Project Image

- A medallion of a drow hand. A successful DC 15 Intelligence (Religion) check reveals this is a holy symbol of Kiaransalee, the Revenancer, drow goddess of vengeance and undeath.

KIARANSALEE, THE REVENANCER

Kiaransalee is the drow goddess of vengeance and the undead whose faithful operate secretly in small cells within drow communities and encaves.

What the Dead Know

If the drow are questioned via speak with dead or similar means they know the following:

- They seek the Uvarjoten Kong Bapart (Storm Giant King's Temple)
- In the temple they wish to perform a ritual to raise the long dead Rang Krigga, honor guard, as servitors of the Revenancer.

B. THE OSTORIAN ARCH

Pushing through the storm you feel its power wane. Sand still blows and lightning still strikes nearby, yet the wind and grit are tolerable. Suddenly, before you is a giant arch made of stone, some 40 feet high. Surrounding the arch are the remains of more drow as well as a strange malformed, beast headed, ogre sized creature with four arms with wicked claws, purple-black skin, and white hair.

A number of lightning strikes hit the sand near you, this time leaving large shapes that resemble not only eyes, but also a nose, and mouth, all made of glass in the sand. The giant glass face begins moving and speaking!

"I am Dessa, storm giant keeper of this gateway to a tomb of old Ostoria. I have failed once but I will not fail again!" Lightning strikes the ground near you, a little too close for comfort.

Dessa, a **storm giant quintessent**, watches over the Ostorian archway. The storm giant is angry that she failed in protecting the archway and that the drow were able to enter. A successful DC 15 Charisma (Persuasion) check can calm her down enough to speak with her. If the characters made an offering of cheese and fruit prior or do so now they may have advantage on the Charisma (Persuasion) roll. Mentioning that they wish to stop the drow is an automatic success, now or anytime in the rest of the encounter (she will stop attacking if this is mentioned).

Battling Dessa. Failure leads to Dessa attacking the group (an Easy encounter) in a rage and gives the drow more time to complete their ritual in Part 3. Record a time setback in Part 3.

Defenseless Dessa. Once Dessa is down to 25% of her hit points she ceases attacking and pleads with the characters to enter the crypt and stop the drow. If they press on and kill her it will take a DC 25 Intelligence (Arcana) to get the gate to open. Record a time setback in Part 3. If Dessa is killed she will not imbue a belt with her storm giant strength.

WHAT DESSA KNOWS

The storm giant has dwelt on the mountain top for a long time and wishes to see the world as a storm before dissipating into nature. In order to do so she must feel the arch is protected, or can be convinced that destroying it is the best protection for the crypt beyond.

If characters demand to see more of Dessa beyond the glass face she can coalesce from the storm into a regal storm giant. If she does so, it's obvious she feels

uncomfortable in this form and reverts back as soon as they're satisfied.

Dessa can share the following information:

- She is nearing the end of her life and has chosen to become a quintessent to be more in touch with the natural world, thus her embodiment as a storm, instead of embracing death.
- Dessa controls the storms as a storm giant quintessent, using it to push away those who would defile the Ostorian temple.
- In the days leading up to now, she saw omens that told her of the coming of the drow and their interest in the Uvarjoten Temple, although she does not know to what end.
- On the other side of the arch's portal lies the Uvarjoten Kong Bapart (Storm Giant King's Temple), a most holy Ostorian temple.
- She knows the drow are seeking an entrance to the Uvarjoten Kong Rang Krigga (Storm Giant King's Honor Warriors) Crypt, a crypt of old Ostorian King's Storm Giant Honor Guard in the Kong Bapart.

Since the characters have proved their mettle to her, Dessa will ask them if they are willing to stop the drow. If they agree, she can open the portal to the Uvarjoten Temple and let them in. Dessa is too tied to this location to travel through the portal, however, she offers to open the portal and imbue a belt with her strength to aid the party. Dessa asks that the party not loot the Ostorian crypt and if they desire gold she will give them what she can. She will create a Belt of Giant Strength (Storm) for the party.

STRONMAUS

The god of storm giants, Stronmaus, has gifted his children, the storm giants with the gift of omen. He is a deity of the Sun, Sky, Seas, Weather, and Joy. As the eldest of the children of Annam he is the default leader in Annam's absence.

ANNAM

The father of the giants, this mysterious god left his children after the fall of Ostoria swearing never to regard the giants again until they return Ostoria to its past prominence.

OSTORIA

Ostoria was the ancient kingdom of the giants, founded by Annam All-Father and governed by the Ordning. As the strength of the dragons rose, Ostoria declared war upon them, a war that would last over a thousand years. By the end of the war Ostoria was restricted to the north of Faerûn. Over the next millennia even those might bastions fell and the kingdom of Ostoria was no more.

ROLEPLAYING DESSA

Dessa longed for the return of a giant kingdom, but her time to witness such a thing has come and passed. She alternates between resigned defeat (light rain) and explosive passion (thunder and lightning) concerning the drow, feeling that she failed her ancestors, but also thinking the drow can be stopped. She must be calmed down before she can be reasoned with.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this EASY encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace **storm giant quintessent** with **storm giant**, 50% hp
- **Weak:** Replace **storm giant quintessent** with **storm giant**
- **Strong:** Add 1 **elemental, air**
- **Very Strong:** Add 2 **elemental, air**

XP AWARD

Characters who make the D'tarig offering to Dessa each gain 500 xp.

Character if they agree and follow through with leaving the treasure in the temple 500xp.

TREASURE

Characters that find the partially-buried sack find a *potion of speed*, a *spell scroll of project image*, and the holy symbol of Kiaransalee worth 1,000gp.

Characters who agree to stop the drow gain a *belt of giant strength (storm)* imbued with the strength of Dessa.

PART 2. THE UVARJOTEN KONG BAPART

Estimated Duration: 20 minutes

Passing through the portal the party enters and explores the storm giant temple learning of the storm giant god. With luck they may gain knowledge of future events and information that will help them in the crypt of the storm giants.

Stepping through the archway, you enter a great welcoming hall watched over by a statue of Stronmaus, the Storm Giant god. Stronmaus's head is held back in laughter and his arms are open and outstretched. The statue has a wall sized plaque written in giant, "Enter the Temple of the Storm Giant King, Stronmaus. Announce Stronmaus's Gift as You Enter and be Joyful." From the portal room other great halls can be seen to the left, right, and straight ahead, each separated by an archway.

Above the archways are the following plaques: to the east, "Hall of Portent – When Stronmaus Speaks Heed the Omen as You See It", to the west "Hall of Mirth – Receive the Joyful Signs of Stronmaus and let only Annam's Children See Our True Face", and to the north "Hall of Honor – Watch for the Presage of Annam's Return and Prepare". Several sets of footsteps can be seen disturbing the dust in different directions as well as a number of clawed prints.

GENERAL FEATURES

Everything here is in giant proportions. The ceilings are 80' high. Each room is 100' square.

Light. Indirect lighting illuminates the rooms from magical lights in the ceilings.

Smells and Sounds. Stone dust has settled over the millennia, but was recently disturbed and left a chalky smell in the air.

THE WELCOMING HALL

This room features the giant stone portal and the statue of Stronmaus. There are no traps in this room as it is the welcoming hall. However entering any of the adjoining halls will trigger a trap that can be overcome by uttering any of the following words, "Presage", "Sign", "Omen", or "Portent" as one enters. Once a word is used for a room it cannot be used for a different room.

A successful DC 15 Wisdom (Survival) or Intelligence (Investigation) reveals a number of drow crafted boot prints, depending on the party

strength, see Part 3. A successful DC 20 Intelligence (Nature or Religion) check reveals that the claw marks are from Drageloths, four armed half-drow, half-demons.

From the Welcoming Hall the characters can see the following in each of the adjoining halls.

HALL OF PORTENT (EAST)

This great hall has several giant sized stone benches and chairs scattered about the hall. Floating in the air are numerous glowing images that flit in and out of existence. The images include a flock of birds, animals crossing a stream, clouds, the rising sun, shooting stars, a burning tree, lightning, crashing waves, a waterfall, and a multitude of other natural phenomena.

Each character entering the Hall of Portent without uttering a password will trigger a trap. If the password is said aloud as one enters the room the trap does not affect the character.

Enrapturing Omens. All creatures in the hall must succeed on a DC 20 Wisdom saving throw or be overwhelmed by the intrinsic meaning of the natural phenomena they're witnessing, resulting in them being Incapacitated for 20 minutes. This effect can be cured with a *greater restoration*. At the end of the duration it may attempt to make another save to resist the effect. Assuming the party stays with the incapacitated character for the duration, record the failure, each failure give the party a time setback that gives the drow more time to complete their ritual in Part 3.

With Password While in the room after the password is spoken the meaning of the signs shown in the natural phenomena become clear. There are similar crypts in other parts of Faerun that are being infiltrated and used by followers of Kiaransalee to prepare for the interred giants to be raised in the service of the Revenancer. However, the drow here are casting and perfecting the ritual before giving it to others.

In addition, any character succeeding in a DC 15 Wisdom (Insight) check is awarded 1 Luck Point, which they can use to reroll any attack or saving throw made by them or any other character after a roll is made, but before the result is known. The second roll must be kept regardless of outcome. The Luck Point only exists while in the temple.

HALL OF MIRTH (WEST)

This great hall is lined with giant sized masks. In the dust on the floor are a single set of drow sized footprints. The footprints stop in the middle of the room. There are no returning footprints.

Entering the Hall of Mirth without uttering a password will trigger a trap as the giant masks shoot out beams of light across the room. All creatures in the hall must succeed on a DC 18 Dexterity saving throw or take 97(17d6+40) force damage, half on a successful save, as if from a 9th level *disintegrate* spell. If this damage reduces the target to 0 hit points, it is disintegrated. A failed saving throw also indicates that all nonmagical items carried by the character are also disintegrated.

While in the room after the password is spoken a mask floats off the wall, the character grows to the size of the mask as it covers their face. Through the eyes of the mask they witness the glory that was the giant empire of Ostoria.

In addition, any character succeeding in a DC 15 Intelligence (History) check gains the ability to replace any Charisma check they make with a 15 when dealing with giants and gains the ability to speak the giant language while in the temple. When the character leaves this room they return to their normal size and the masks return to the walls.

HALL OF HONOR(NORTH)

Beyond the arch the east and west walls of this great hall are lined with three 50 foot tall statues of storm giant champions of Ostoria. Each statue has a plaque that states the champion's name and litany of deeds in the service of Ostoria. On the northern wall two gargantuan double doors stand closed.

Entering the Hall of Honor without uttering a password will trigger a trap as the giant statues fall forward. All creatures in the hall must succeed on a DC 20 Strength or Dexterity saving throw or take 55(10d6) bludgeoning damage, half on a save. All creatures in the hall must also succeed on a DC 20 Wisdom saving throw or be affected by frightened by any giants they see (see Part 3). This condition lasts until affected creature finishes a long rest.

Illusionary Exploits. While in the room after the password is spoken the eyes of a giant statue

glow and a magnificent illusion appears in the center of the room. The illusion is of the deeds of the giant with glowing eyes. After a few minutes the next giant's eyes begin to glow and a similar fantastical illusion of the giant's exploits are shown, and so on. Watching all six of the giant's exploits will take about 20 minutes and gives the party a time setback, allowing the drow more time to complete their ritual in Part 3. However, any characters who do watch the giant honors gain advantage to any rolls when speaking with any of the giants in Part 3.

Colossal Door. The doors on the north wall are not locked, but they take a combined strength of over 40 to attempt to open. A successful DC 20 Strength (Athletics) group check is required to open the doors. Failure means that the door is eventually opened, but it takes some time, record the failure, each failure gives the party a time setback, which allows the drow more time to complete their ritual in Part 3. Players may have other inventive ways to pass through the door, run with it.

DEVELOPMENT

When the characters open the door or otherwise pass through it, begin Part 3.

PART 3. THE RANG KRIGGA

Estimated Duration: 45 minutes

The drow of Kiaransalee's Undying Might have begun casting the ritual to raise, kill, and reanimate the storm giant honor guard. Their preparations were not quite complete when they heard the characters in the halls above, but they pushed on regardless, hoping to have death giants at their call by the time the characters arrived. If the characters took extra precautions to be stealthy they may surprise the drow, although it's unlikely.

As the colossal doors inch open, the sound of muffled chanting can be heard from below. Giant sized stairs lead down into a heptagonal chamber in which a coterie of drow priests, flanked by a drow lich and archmages, and surrounded by a cloud of blue necromantic energy cast a ritual. Stairs lead to stone archways from six faces of the seven sided room into six smaller chambers, each of which holds an ancient Ostorian storm giant honor guard laying in state atop a rune covered stone slab.

As the energy from the ritual spreads toward the six storm giant chambers, arcane sparks erupt as ancient wards are shattered. Blue necromantic energy envelops a giant. Moments later her eyes open in life followed by obviously painful spasms as the blue energy turns black, draining her of her newfound life and replacing it with a necrotic semblance of life. The stream of necromantic energy moves to the other archways and more arcane protective wards can be seen breaking under the magical onslaught followed by the giants being brought back to life.

As you take in the scene before you, you realize there is little sound erupting from the magically charged chamber. Suddenly the stairway and archway opening to the chamber is enveloped in darkness!

GENERAL FEATURES OF THE RANG KRIGGA

The crypt has the following general features. Ceilings are 60 tall. Each chamber with an honor guard is 60' square. The heptagonal chamber is approximately 130' across, each face is 60'. The stairway ceiling is 40 feet high.

Terrain. The stairs into the room are giant sized and count as difficult terrain for large or smaller creatures.

Light. Blue and black light from the necrotic energies fill the room with bright light.

Smells and Sounds. The smell of incense and the sound of chanting in elvish.

A coterie of four drow ritual priests (**war priests**) work to perform Kiaransalee's Undying

Might ritual. Protecting the rituals priests are a drow **archmage**, a drow **lich**, a **draegloth** and a **storm giant zombie**.

Unless they're surprised a drow archmage has cast *prismatic wall* 20 feet inside the staircase covering the entire stairway (see #1 on the map), wall of force 10 feet inside the room (forcing movement to the left and right) and *true seeing* on themselves. The draegloth creates the *darkness* between the *wall of force* and *prismatic wall*.

The stairway is 40 feet high, the *prismatic wall* is only 30 feet high. Let players figure that out on their own to bypass it.

ADJUSTING THIS ENCOUNTER

Here are some suggestions for adjusting this encounter, according to your group. These are not cumulative.

- **Very Weak:** Replace the **lich** with an undead **necromancer**, remove the **draegloth**
- **Weak:** Replace the **lich** with an **archmage**
- **Strong:** Add a **draegloth**
- **Very Strong:** Replace the **archmage** with a **lich**

TIME SETBACKS

Much of what happens in this section depends on how quickly the characters have progressed so far. Count the number of time setbacks from Part 1 and 2 and apply the effects to the encounter. Characters taking a short rest count as 3 setbacks.

Setback	Count
Any - Short Rest (3 setbacks)	
P1 A. Desert Sandstorm -- Group Strength	
P1 A. Desert Sandstorm - Navigation	
P1 B. Ostorian Arch - Battle with Dessa	
P1 B. Ostorian Arch - Defenseless Dessa	
P2 Hall of Portent - Enrapturing Omens	
P2 Hall of Honor - Illusionary Exploits	
P2 Hall of Honor - Colossal Door	
Total Setbacks	

Setbacks	Effect (not cumulative)
0	No effect
1-2	The lich and archmage ready an action before the battle commences.
3-4	The storm giant zombies have been empowered with necrotic damage, change their slam attack damage to: <i>Hit: 23 (4d6 + 9) bludgeoning damage plus 7 (2d6) necrotic</i>
5-6	Round 2 add an additional death giant ,
7+	Round 1 add an additional death giant and a storm giant zombie

KIARANSALEE'S UNDYING MIGHT RITUAL

The 4 ritual priests are spread evenly around a 30 foot diameter magic circle littered with obscene spell components. While they're performing the ritual they cannot take other actions except a single Lair Action as a group on initiative count 20. Each ritual priest is protected by a *globe of invulnerability* as if cast using an 8th level spell slot (cannot be effected by spells of 7th level or lower) as well as an 8th level *spirit guardians* (DC 18, 36 (8d8 necrotic) damage). While the ritual is active, the entire area is covered with a 9th-level *hallow* spell, extending to the base of the staircase where the characters enter. No celestials, fiends, fey, or elementals may enter the area--including many familiars! They also cannot be summoned into the area. Each character entering the *hallow* must make a DC 20 Charisma saving throw or be affected by the follow:

Necrotic Vulnerability. Affected creatures in the area have vulnerability to necrotic damage.

Once 2 ritual priests are killed the coterie can no longer take lair actions and the *globe of invulnerability* and *spirit guardians* effects stop. If 3 ritual priests are killed death giants can no longer be created, only storm giant zombies will rise in subsequent turns. If all ritual priests are killed the ritual ends and no more death giants or storm giant zombies can be created.

LAIR ACTIONS

On initiative count twenty the ritual priests can perform one of the following lair actions.

Heal the Dead. The necrotic energy from the ritual envelopes a death giant or storm giant zombie, healing it for 40 damage.

Necrotic Whip. The necrotic energy forks off of the main flow striking out at a character within 30 foot radius of the center of the room. The target must succeed on a DC 18 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed saving throw, or half as much damage on a successful one.

LIVING STORM GIANTS

While the giants are alive, but unable to move the characters could speak with them if they are in the same chamber together or have some means of communicating with multiple giants.

Speaking with the giants and either reminding them of old Ostoria (from the Hall of Mirth) or their deeds in the past (from the Hall of Honor) will allow the giants to attempt to resist the necrotic energies. As an action a character must succeed on a successful DC 18 Charisma (Persuasion) check, this will allow the storm giant to resist the call of Kiaransalee by attempting a DC 20 Constitution saving throw. Let the player who spoke with the giant make the saving throw with a +10 bonus. After 2 rounds of failing to convert a storm giant into a death giant or zombie the ritual casters will move to another subject.

If the characters do not think of speaking to the giants the god Stronmaus can reach out to them with an omen (especially to any character who saw omens in the Hall of Portent) to relate the tales of Ostoria or their great deeds to the giants to remind them of who they are.

DEVELOPMENTS

If the characters do nothing to disturb the ritual or speak to the giants the ritual will have the following effects. Newly animated creatures roll for initiative or are added to the initiative of similar creatures.

- **Round 1.** A storm giant (in Area 2) turns into a **death giant** unless at least one of the ritual casters is killed this round in which case the storm giant rises as a storm giant zombie.
- **Round 2.** A storm giant (in Area 3) turns into a **death giant** unless at least one of the ritual casters is killed this round in which case the storm giant rises as a storm giant zombie.
- **Round 4.** A storm giant (in Area 6) turns into a **death giant** unless at least one of the ritual

casters is killed this round in which case the storm giant rises as a storm giant zombie.

- **Round 5.** A storm giant (in Area 4) turns into a **death giant** unless at least one of the ritual casters is killed this round in which case the storm giant rises as a storm giant zombie.
- **Round 6.** A storm giant (in Area 5) turns into a **death giant** unless at least one of the ritual casters is killed this round in which case the storm giant rises as a storm giant zombie.

ESCAPE

If two death giants have animated, an archmage, warlord, ritual priest, or war priest commands one of the death giants toward the teleportation circle (#9) and attempt to leave with them. The giant moves toward the magic circle and the priest takes an action to cast a *teleport* spell.

TREASURE

A Scroll of *teleport* and a Scroll of *antimagic field* can be found on an archmage. 7,000gp in coinage, gems and spell components is on the elves. 7,500gp in coinage, gems, and equipment from the temple crypts.

XP AWARDS

250xp per character for convincing a Storm Giant to resist the ritual by reminding them of their past
500xp per character for leaving the treasure from the temple.

CONCLUSION

If the characters destroy Kiaransalee's cult and prevent the Undying Might from escaping with a death giant they have slowed the Revenancers plans and have protected the Uvarjoten temple. Dessa is pleased and awards the characters the *belt of giant strength (storm)* after permanently imbuing a portion of her storms strength into it.

If the characters were successful Dessa fears the drow may return and is unsure of what to do. The only way to insure they cannot get back in is to destroy the arch. She does not want to, but if the characters urge her to, she will. If she destroys the arch Dessa will leave the desert to wander Faerun as a living storm. If they were not successful and the temple was defiled she grows in anger and frustration growing and becoming a permanent magical storm that troubles nearby roads and traders.

If the storm abates Dionesa is pleased, if it grows and becomes more trouble the characters

may have trouble in dealings with the Zhent in the future.

If any of the members of the Undying Might cult teleport away with a death giant the cult of Kiaransalee gains a mighty weapon for future plots (see DDEP06-03 Hecatomb).

REWARDS

Make sure players note their rewards on their adventure log sheets. 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.

COMBAT AWARDS

Name of Foe	XP Per Foe
Archmage	8,400
Death Giant (Storm)	18,000
Dreagloth	2,900
Elemental, Air	1,800
Lich	33,000
Storm Giant Quintessent	15,000
Storm Giant Zombie	10,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Honor the D'tarig tribute offering	500
Each Time Setback avoided (max 6)	250/setback
Leaving the temple treasure	500
Remind a storm giant of their past	250

The adventures minimum and maximum XP awards are located on the Adventure Rewards document. Note that DDAL adventures award a maximum of the "target XP" award. Only epics may grant the "maximum" amount.

The **minimum** total award for each character participating in this adventure is 10,125 **experience points**.

The **maximum** total award for each character participating in this adventure is 16,875 **experience points**.

TREASURE

The characters receive the following treasure, divided up amongst the party. Treasure is divided as evenly as possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

TREASURE AWARDS

Item Name	GP Value
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Holy symbol of Kiaransalee	1,000
Drow	7,000
From the temple or Dessa	7,500

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 detailed in the *D&D Adventurers League Dungeon Master's Guide*.

BELT OF GIANT STRENGTH (STORM)

Wondrous Item, Legendary

The storm giant quintessent Dessa imbued this belt with her elemental strength. When the belt's fantastic strength is used lightning dances around the wearer while a warm desert wind blows in the area. This item can be found in **Player Handout #3**.

POTION OF SPEED

Potion, Very Rare

This item can be found in the *Player's Handbook*.

SCROLL OF PROJECT IMAGE

Potion, Very Rare

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF TELEPORT

Potion, Very Rare

This item can be found in the *Dungeon Master's Guide*.

SCROLL OF ANTIMAGIC FIELD

Potion, Very Rare

This item can be found in the *Dungeon Master's Guide*.

DOWNTIME ACTIVITIES

During the course of this adventure, the characters may earn access to the following downtime activity. If none of the death giants were taken from the crypt Dessa is thankful for the characters's help and offer them the chance to enter the temple to perform the following activities at the conclusion of the adventure. If the characters took the treasure from the crypts Dessa

is angry and they cannot utilize these downtime activities.

Hall of Mirth. Characters can spend time in the Hall of Mirth learning about giant kind and ancient Ostoria and the giant language. At the conclusion of this adventure a character may choose to learn the giant language for 50 downtime days. In addition at the conclusion of this adventure a character may choose to learn about Ostoria, by spending 50 downtime days the character will have advantage on any future rolls regarding giants or Ostoria.

More information can be found in **Player Handout #1.**

Hall of Omens. Characters can spend time in the Hall of Omens learning about signs and portents. A wizard of the school of divination may spend 200 downtime days to gain 1 additional portent dice. Any other character may spend 50 downtime days to gain 3 Luck Points and may use them as the Lucky feat. Once the 3 Luck Points are spent they are not regained.

More information can be found in **Player Handout #2.**

Hall of Honor. Characters can spend time in the hall of honor learning about the deeds of the ancient Ostorian Honor Guard. A character who spends 25 downtime days will gain advantage in dealings with true giants (Cloud, Hill, Fire, Stone, or Storm) when the subject of the Ostorian Honor Guard can be included in the conversation.

More information can be found in **Player Handout #3.**

STORY AWARDS

During the course of this adventure, the characters may earn the following story award:

Death's End. You helped defeat Kiaransalee's cult of Undying Might and prevented many Death Giants from being created and used by Kiaransalee. (See the D&D Epic DDEP06-03 Hecatomb)

More information can be found in **Player Handout #4.**

Death's Escape. Cultists of Kiaransalee were able to escape with an animated death giant and the ritual used to create them. It won't be the last we see of them. (See the D&D Epic DDEP06-03 Hecatomb)

More information can be found in **Player Handout #5.**

RENOWN

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

DM REWARD

In exchange for running this adventure, you earn DM Rewards as described in the *D&D Adventurers League Dungeon Master's Guide* (ALDMG).

APPENDIX. DRAMATIS PERSONAE

The following NPCs are featured prominently in this adventure:

Ashowg (A-showg) A D'tarig tribesman and goat herder. Ashowg and his tribe know the area better than anyone.

Dessa (Des-sa). Weary of the world Dessa, a storm giant, has grown tired of waiting for the signs that the ancient giant kingdom of Ostoria will rise again. Narrowly holding on to reality she has become embodied by an ever present storm as a storm giant quintessence. She nobly guards a portal that sits atop a mountain peak in the Anauroch desert which leads to an Ostorian Crypt.

Dionese (Di-o-nees). Dionese, a Zhentarim agent who wants this over as quickly as possible so the other factions will get off the Black Road and leave them to their business

APPENDIX. MONSTER/NPC STATISTICS

ARCHMAGE

Medium humanoid (drow), any alignment

Armor Class 13 (16 with *mage armor*)

Hit Points 99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistance damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses darkvision 120 ft., passive Perception 12

Languages Undercommon, Elvish, Dwarvish, Thayan, Gnomish, Netherese

Challenge 12 (8,400 XP)

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

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it 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 save DC 16). 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 archmage is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The archmage can cast *disguise self* and *invisibility at will* and has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*, *shocking grasp*

1st level (4 slots): *detect magic*, *identify*, *mage armor**, *magic missile*

2nd level (3 slots): *detect thoughts*, *mirror image*, *misty step*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt* or *melf's minute meteors*

4th level (3 slots): *banishment*, *fire shield*, *stoneskin**

5th level (3 slots): *cone of cold*, *planar binding*, *wall of force*

6th level (1 slots): *globe of invulnerability*, *true seeing*

7th level (1 slots): *teleport* or *finger of death*

8th level (1 slots): *mind blank** or *antimagic field*

9th level (1 slots): *time stop* or *prismatic wall*

*: The archmage casts these spells on itself before combat

DEATH GIANT (STORM)

Huge undead, chaotic evil

Armor Class 20 (natural armor)

Hit Points 247 (19d8 + 95)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	23 (+6)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Resistances necrotic, poison

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death giant is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death giant is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death giant makes three longsword attacks.

Longsword. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 8) slashing damage, or 23 (3d10 + 8) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Rock. Ranged Weapon Attack: +13 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage.

Hellfire Orb (1/Day). The death giant hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death giant adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.

DRAEGLOTH

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	13 (+1)	11 (+0)	11 (+0)

Skills Perception +3, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Elvish, Undercommon

Challenge 7 (2,900 XP)

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

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

At will: *darkness*

1/day each: *confusion*, *dancing lights*, *faerie fire*

ACTIONS

Multiattack. The draegloth makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claws. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.

ELEMENTAL, AIR

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 weapons

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 slap attacks.

Slam. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 3) 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.

LICH

Medium undead drow, any evil alignment

Armor Class 17 (natural armor)

Hit Points 135 (18d8 + 54)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	14 (+2)	16 (+3)

Saving Throws Con +10, Int +12, Wis +9

Skills Arcana +18, History +12, Insight +9, Perception +9

Damage Resistances cold, lightning, necrotic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses truesight 120 ft., passive Perception 19

Languages Common plus up to five other languages

Challenge 21 (33,000 XP)

Legendary Resistance (3/Day). If the lich fails a saving throw, it can choose to succeed instead.

Rejuvenation. If it has a phylactery, a destroyed lich gains a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery.

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it 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 save DC 16). 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 lich is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The lich has the following wizard spells prepared:

Cantrips (at will): *mage hand*, *prestidigitation*, *ray of frost*

1st level (4 slots): *detect magic*, *magic missile*, *shield*, *thunderwave*

2nd level (3 slots): *detect thoughts*, *invisibility*, *Melf's acid arrow*, *mirror image*

3rd level (3 slots): *animate dead*, *counterspell*, *dispel magic*, *fireball*

4th level (3 slots): *blight*, *dimension door*

5th level (3 slots): *cloudkill*, *scrying*

6th level (1 slot): *disintegrate*, *globe of invulnerability*

7th level (1 slot): *finger of death*, *plane shift*

8th level (1 slot): *dominate monster*, *power word stun*

9th level (1 slot): *power word kill*

Turn Resistance. The lich has advantage on saving throws against any effect that turns undead.

ACTIONS

Paralyzing Touch. Melee Spell Attack: +12 to hit, reach 5 ft., one creature. Hit: 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

The lich 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 lich regains spent legendary actions at the start of its turn.

- **Cantrip.** The lich casts a cantrip.
- **Paralyzing Touch (Costs 2 Actions).** The lich uses its Paralyzing Touch.
- **Frightening Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 10 feet of it. The target must succeed on a DC 18 Wisdom saving throw against this magic or become frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the lich's gaze for the next 24 hours.
- **Disrupt Life (Costs 3 Actions).** Each living creature within 20 feet of the lich must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

NECROMANCER

Medium humanoid (drow), any alignment

Armor Class 12 (15 with *mage armor*)

Hit Points 66 (12d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +7, Wis +5

Skills Arcana +7, History +7

Damage Resistance necrotic

Senses passive Perception 11

Languages Undercommon, Elvish, Dwarvish, common

Challenge 9 (5,000 XP)

Fey Ancestry. The drow has advantage on saving throws against being charmed, and magic can't put it 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 save DC 16). 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 necromancer is an 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The necromancer has the following wizard spells prepared:

Cantrips (at will): *chill touch*, *dancing lights*, *mage hand mending*

1st level (4 slots): *false life**, *mage armor*, *ray of sickness**

2nd level (3 slots): *blindness/deafness**, *ray of enfeeblement**, *web*

3rd level (3 slots): *animate dead**, *bestow curse**, *vampiric touch**

4th level (3 slots): *blight**, *dimension door*, *stoneskin*

5th level (2 slots): *Bigby's hand*, *cloudkill*

6th level (1 slot): *circle of death**

*: *necromancy spells of 1st level or higher*

Grim Harvest (1/turn). When the necromancer kills a creature that is neither a construct nor undead with a spell of 1st level or higher, the necromancer regains hit points equal to twice the spell's level, or three times if it is a necromancy spell.

ACTIONS

Withering Touch. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) necrotic damage.

STORM GIANT ZOMBIE

Huge undead (storm giant), chaotic good

Armor Class 16 (scale mail)

Hit Points 231 (22d12 + 88)

Speed 50 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	18 (+4)	3 (-4)	17 (+3)	5 (-3)

Saving Throws Str +14, Con +9, Wis +8, Cha +2

Skills Arcana +1, Athletics +8, History +1, Perception +2

Damage Resistances cold

Damage Immunities lightning, thunder, poison

Condition Immunities poisoned

Senses passive Perception 20

Languages understands Common and Giant but can't speak

Challenge 13 (10,000 XP)

Undead Fortitude. If damage reduces the storm giant zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

ACTIONS

Multiattack. The giant zombie makes two slam attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (6d6 + 9) bludgeoning damage.

Necrotic Lightning Storm (Recharges 5-6). The giant explodes in a magical lightning storm. Each creature within 10 feet of the giant must make a DC 17 Dexterity saving throw, taking 27 (6d8) lightning damage and 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

STORM GIANT QUINTESSENT

Huge giant (storm giant), chaotic good

Armor Class 12

Hit Points 230 (20d12 + 100)

Speed 50 ft., fly 50 ft. (hover), swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	20 (+5)	17 (+3)	20 (+5)	19 (+4)

Saving Throws Str +14, Con +10, Wis +10, Cha +9

Skills Arcana +8, History +8, Perception +10

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

Damage Immunities lightning, thunder

Senses truesight 60 ft., passive Perception 20

Languages Common, Giant

Challenge 16 (15,000 XP)

Amphibious. The giant can breathe air and water.

ACTIONS

Multiattack. The giant makes two Lightning Sword attacks or uses Wind Javelin twice.

Lightning Sword. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 40 (9d6 + 9) lightning damage.

Wind Javelin. The giant coalesces wind into a javelin-like form and hurls it at a creature it can see within 600 feet of it. The javelin is considered a magic weapon and deals 19 (3d6 + 9) piercing damage to the target, striking unerringly. The javelin disappears after it hits.

LEGENDARY ACTIONS

The giant 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 giant regains spent legendary actions at the start of its turn.

Gust. The giant targets a creature it can see within 60 feet of it and creates a magical gust of wind around it. The target must succeed on a DC 18 Strength saving throw or be pushed up to 20 feet in any horizontal direction the giant chooses.

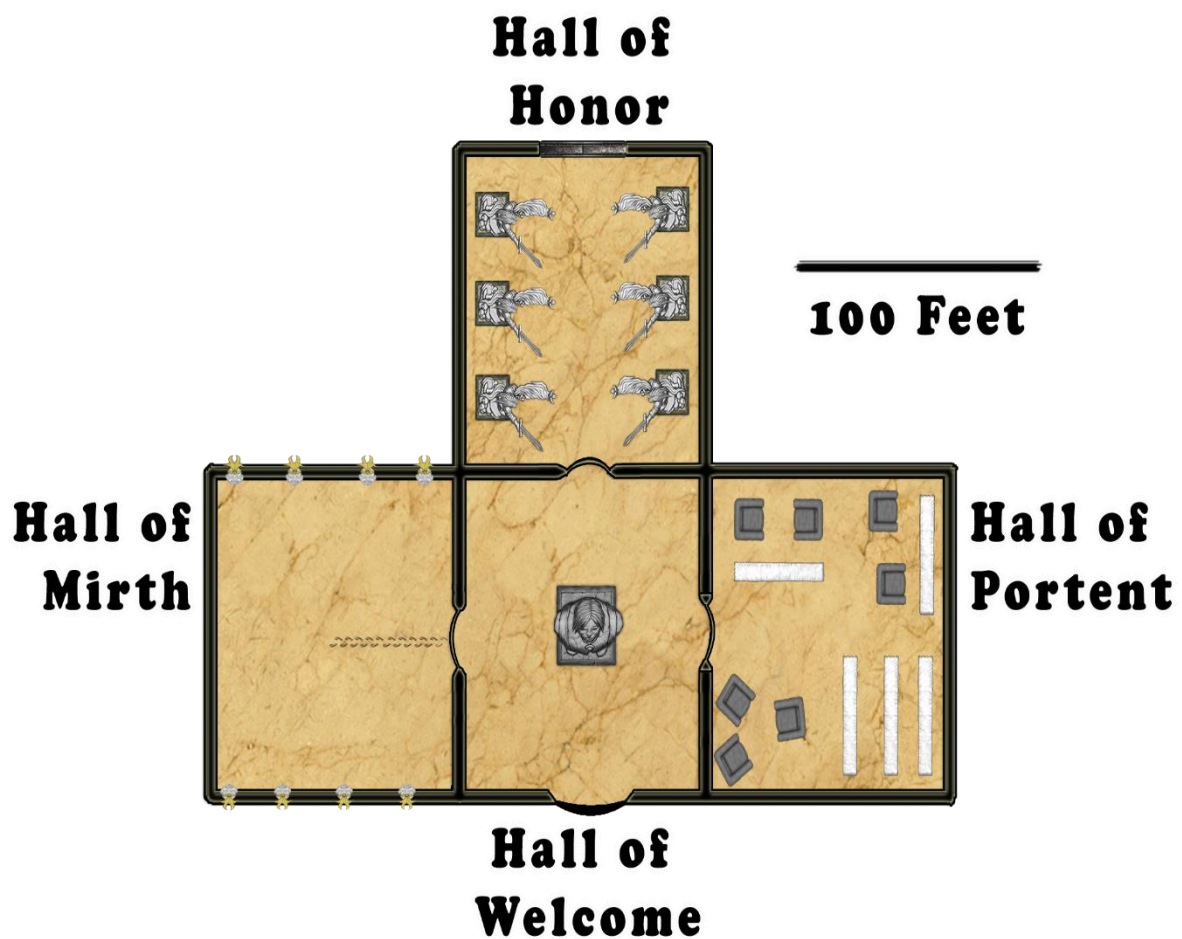
Thunderbolt (2 Actions). The giant hurls a thunderbolt at a creature it can see within 600 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one.

One with the Storm (3 Actions). The giant vanishes, dispersing itself into the storm surrounding its lair. The giant can end this effect at the start of any of its turns, becoming a giant once more and appearing in any location it chooses within its lair. While dispersed, the giant can't take any actions other than lair actions, and it can't be targeted by attacks, spells, or other effects. The giant can't use this ability outside its lair, nor can it use this ability if another creature is using a *control weather* spell or similar magic to quell the storm.

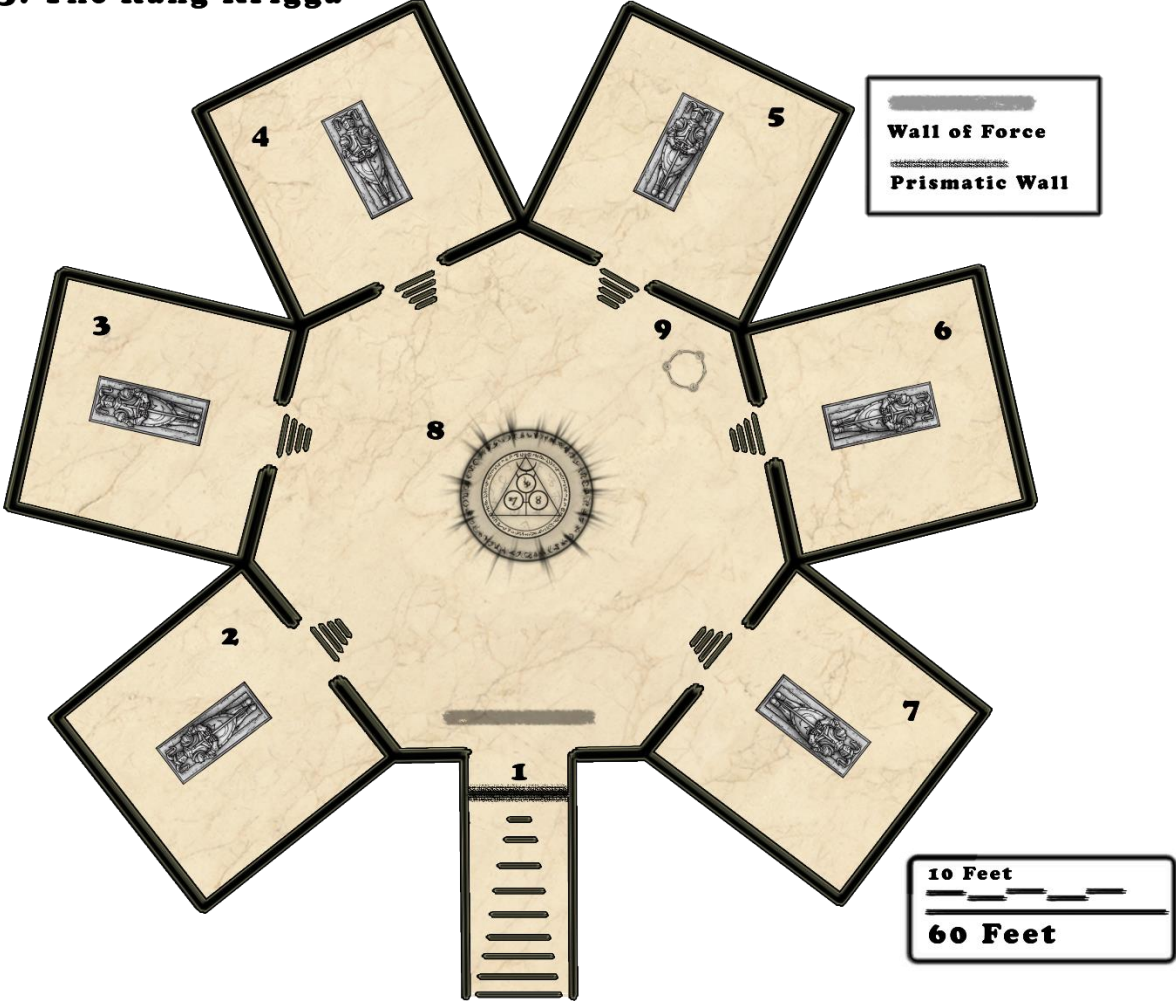
APPENDIX. MAPS

Part 2.

The Uvarjoten Kong Bapart



Part 3: The Rang Krigga



DM HANDOUT #1. TIME SETBACKS

Much of what happens in this section depends on how quickly the characters have progressed so far. Count the number of time setbacks from Part 1 and 2 and apply the effects to the encounter. Characters taking a short rest count as 3 setbacks.

Setback	Count
Any – Short Rest (3 setbacks)	
P1 A. Desert Sandstorm -- Group Strength	
P1 A. Desert Sandstorm – Navigation	
P1 B. Ostorian Arch – Battle with Dessa	
P1 B. Ostorian Arch – Defenseless Dessa	
P2 Hall of Portent – Enrapturing Omens	
P2 Hall of Honor – Illusionary Exploits	
P2 Hall of Honor – Colossal Door	
Total Setbacks	

Setbacks	Effect (not cumulative)
0	No effect
1-2	The lich and archmage ready an action before the battle commences.
3-4	The storm giant zombies have been empowered with necrotic damage, change their slam attack damage to: <i>Hit: 23 (4d6 + 9) bludgeoning damage plus 7 (2d6) necrotic</i>
5-6	Round 2 add an additional death giant ,
7+	Round 1 add an additional death giant and a storm giant zombie

PLAYER HANDOUT #1. DOWNTIME ACTIVITY

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

During the course of this adventure, the characters may earn access to the following downtime activity, usable only once.

HALL OF MIRTH

Characters can spend time in the Hall of Mirth learning about giant kind and ancient Ostoria and the giant language. At the conclusion of this adventure a character may choose to learn the giant language for 50 downtime days. In addition at the conclusion of this adventure a character may choose to learn about Ostoria, by spending 50 downtime days the character will have advantage on any future rolls regarding giants or Ostoria.

PLAYER HANDOUT #2. DOWNTIME ACTIVITY

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

During the course of this adventure, the characters may earn access to the following downtime activity, usable only once.

HALL OF OMENS

Characters can spend time in the Hall of Omens learning about signs and portents. A wizard of the school of divination may spend 200 downtime days to gain 1 additional portent dice. Any other character may spend 50 downtime days to gain 3 Luck Points and may use them as the Lucky feat. Once the 3 Luck Points are spent they are not regained.

PLAYER HANDOUT #3. DOWNTIME ACTIVITY

During the course of this adventure, the characters may earn access to the following downtime activity. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

During the course of this adventure, the characters may earn access to the following downtime activity, usable only once.

HALL OF HONOR

Characters can spend time in the hall of honor learning about the deeds of the ancient Ostorian Honor Guard. A character who spends 25 downtime days will gain advantage in dealings with true giants (Cloud, Hill, Fire, Stone, or Storm) when the subject of the Ostorian Honor Guard can be included in the conversation.

PLAYER HANDOUT #4. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

DEATH'S END

You helped defeat Kiaransalee's cult of Undying Might and prevented many Death Giants from being created and used by Kiaransalee. (See the D&D Epic DDEP06-03 Hecatomb)

PLAYER HANDOUT #5. STORY AWARD

During the course of this adventure, the characters may earn the following story award. If you are printing these out for your characters, print as many as you may need to ensure that any eligible character receives a copy:

DEATH'S ESCAPE

Cultists of Kiaransalee were able to escape with an animated death giant and the ritual used to create them. It won't be the last we see of them. (See the D&D Epic DDEP06-03 Hecatomb)

PLAYER HANDOUT #3. MAGIC ITEM

During the course of this adventure, the characters may find the following permanent magic item:

BELT OF GIANT STRENGTH (STORM)

Wondrous Item, Legendary

While wearing this belt, your Strength score changes to a score granted by the belt (29). If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants. The belt of stone giant strength and the belt of frost giant strength look different, but they have the same effect.

The storm giant quintessent Dessa imbued this belt with her elemental strength. When the belt's fantastic strength is used lightning dances around the wearer while a warm desert wind blows in the area.

This item can be found in the *Dungeon Masters Guide*.