

DEVOURING THE SUN



MonkeyDM

MONKEY DM

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Devouring the Sun is a one shot designed for 4-6 Level 20 characters for use with the Dungeons & Dragons 5th Edition ruleset.

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You are brave Viking soldiers, heralding from many a place. Your actions are sung across the land, and now the people of this very land need heroes to stop Ragnarök.

Jormugandr has awoken, and although you managed to defeat him, the earthquakes he caused broke the rock to which Fenrir was tied. The Colossal wolf is now making his way towards the sun to devour it. You must stop him or all life will end. To reach him they will need access to the dwarves Forge under the mountains. Frost Giants have invested the area, making it impossible to cross. Secondly if they can manage to salvage the forge, the dwarf can craft boots that will protect them from Fenrir's Ravenous Hunger. Failure is not an option. You have roughly 8 hours before the End.

OUTLINE

1. Introduction
2. Entering the mines
3. Restarting the Forge
4. Teleporting to Fenrir
5. Final Battle

1. INTRODUCTION

At the beginning of the adventure the characters have been gathered for their mission by a Dwarf Forgemaster, Galarr Fodür. He will explain the situation with the Forge.

Read the following:

Heroes, I'd like to come to you with good news, but I don't, we're so screwed. The only way we have to protect you from Fenrir is with our two hands and our forge. These bloody Giants came in yesterday and massacred us, we had to flee. If you want us to help you, you're going to need to clear the Forge of these assh#les. We are smith not fighters, we can't help you here, but if you empty the place, you can be damned well sure we'll bleed ourselves with our tools for you. May Odin be with us, because Time isn't.

Forgemaster Fodür Galarr

The Forgemaster should leave at this point and give the opportunity for the players to introduce their characters and decide how they will proceed forward.

2. ENTERING THE MINES

The entrance to the mine, a gigantic double stone door covered in bronze dwarvish carvings and what seem to be dwarven figure, has been sealed shut from the inside. The carvings are symbols of protection and are not magical.

A few options to go through could be a successful **DC 25 Athletics** that would burst down the door. There is a **hole for a key about an inch large**, where perhaps a fly could go through. Your players have characters that are level 20, so they should have many ways to overcome this obstacle (dimension door, wildshaping, ...).

2.1. AREA 1: THE MAIN HALL

Stairs are leading down into the underground fortress.

Read the following description:

As you enter, you see immense walls carved out in the granite, engravings enriching the stone. Fight scenes are depicted in the stone, dwarven soldiers taking the battle to the giants, forging legendary items and, almost ironically, entrapping Fenrir with their creation. The hallway leads down where you see two massive doors, one on the wall to the right, and another facing it, both are sealed shut.

Both doors at the end of the stairs have been locked, and jammed from behind with stone pillars installed by the giants. A successful **DC 22 athletics** will manage to burst down either door and the pillars behind it.

RIGHT DOOR:

Either a successful **DC: 20 perception check** will reveal that there is a *small tunnel atop the right door* where they can try to go, any creature of size small or smaller can fit.

1 Frost giants and **1 Frost giant Everlasting One**, are awaiting in ambush for the door, if the door is busted down, they will ambush the party and each make a rock attack against the first target they see, you can then roll initiative. If the party comes from the tunnel above the door they won't see them and the person leading the tunnel can get a surprise attack in. (if you have 6 players you can add **1 more frost giant**)

Carved in the wall is a dwarven face spitting lava in a reservoir, a successful **DC 21 Investigation check** will indicate that some *wings of flying* are located under the lava in the reservoir.

LEFT DOOR:

1 Frost giants and **1 Frost giant Everlasting One**, are awaiting in ambush for the door, if the door is busted down, they will ambush the party and each make a rock attack against the first target they see. (if you have 6 players you can add **1 more Frost giant**)

As soon as either of the doors is busted down, or that combat begins in a room, the giants in the room will arrive 2 rounds after (time to breakdown the door), and *the Everlasting One will be raging*.

2.2. AREA 2: CORRIDORS

The corridors are as tall as they are wide (15ft). On the floor of each of the corridors are engraved some dwarven runes, representing symbols of protection. But amongst the runes, a **DC 23 investigation check** (perception will not work) will reveal some runes which appear more recent, and in a different language, Giant. These are traps. A *dispel magic of level 6 or higher* will remove them, or a *shape earth* spell that puts the runes underground. Scratching the runes doesn't dispel their magic.

If a *humanoid* sets foot in a 10 feet radius around one of those runes it will trigger. Select a random character within 20 feet of the rune that can cast spells. That target *expends their highest level spell slot* to cast a level 1 spell of your choice against a target of your choice. The rune then inactivates. Triggering a rune renders the **Iron golem** in Area 3 invisible.

There is one of such a rune in each corridor of area 2.

2.3. AREA 3: GOLEM CHAMBER

Read the following

This area is a mess of iron and steel, partially formed swords, shields and armours of all kinds fill the room. The door is shattered, desperately hanging onto the hinges. The way was forced, probably the Giants that have taken over.

An **Altered Iron golem** (Appendix B) is present there on a pedestal on the south part of the room. He belonged to the dwarves, was deemed an unsuccessful experiment and was inactivated. He has been reactivated by the Giants and serves them now.

If a rune has been triggered he is on alert and will use a mechanism to cast *greater invisibility* on himself (he still concentrates on it, but the duration is extended to 1 hour for him) and tries to ambush the party when they walk in.

If no rune has been triggered the golem is visible and he will not have his greater invisibility, but will still attack on sight.

In the carcass of the golem is a *Staff of Power*.

2.4. AREA 4: FORGE

In the center of the room is a lava pit, behind it a massive anvil with various apparatus linked to it. In the back area is a lava cascade on the right, and two chests on the left, in each chest is an *Immovable rod*.

1 Fire giant Dreadnought is lying prone hidden underneath the lava in the center of the room, and in the backroom are located **2 Frost giants Everlasting One**. (If you have 5 or 6 players you can add 1 or 2 Frost Giants).

As soon as 2 giants die, the remaining one(s) will try to destroy the forge to prevent the craft of the boots. The forge has an AC of 19 and 100 HP and is immune to poison and psychic damage. Make sure your players understand the importance of stopping its destruction.

2.4. AREA 5: TELEPORTATION ROOM

In the eastern stone wall, untouched on a stone platform lays *Mjölfnir* (Appendix C). Once the dwarfs come back underground they will point the players towards the weapon if they didn't go look themselves already. Placed underneath the altar home to the weapon is a basket with various offerings, notably *2 potions of greater healing*

3. RESTARTING THE FORGE

Once the fight is over, the underground fortress is considered safe, and the dwarves will come back in to try to craft the boots for the heroes. Giving the rods to the smiths they will make 2 pair of *Immovable boots* (Appendix C) in 2 hours.

NOTE:

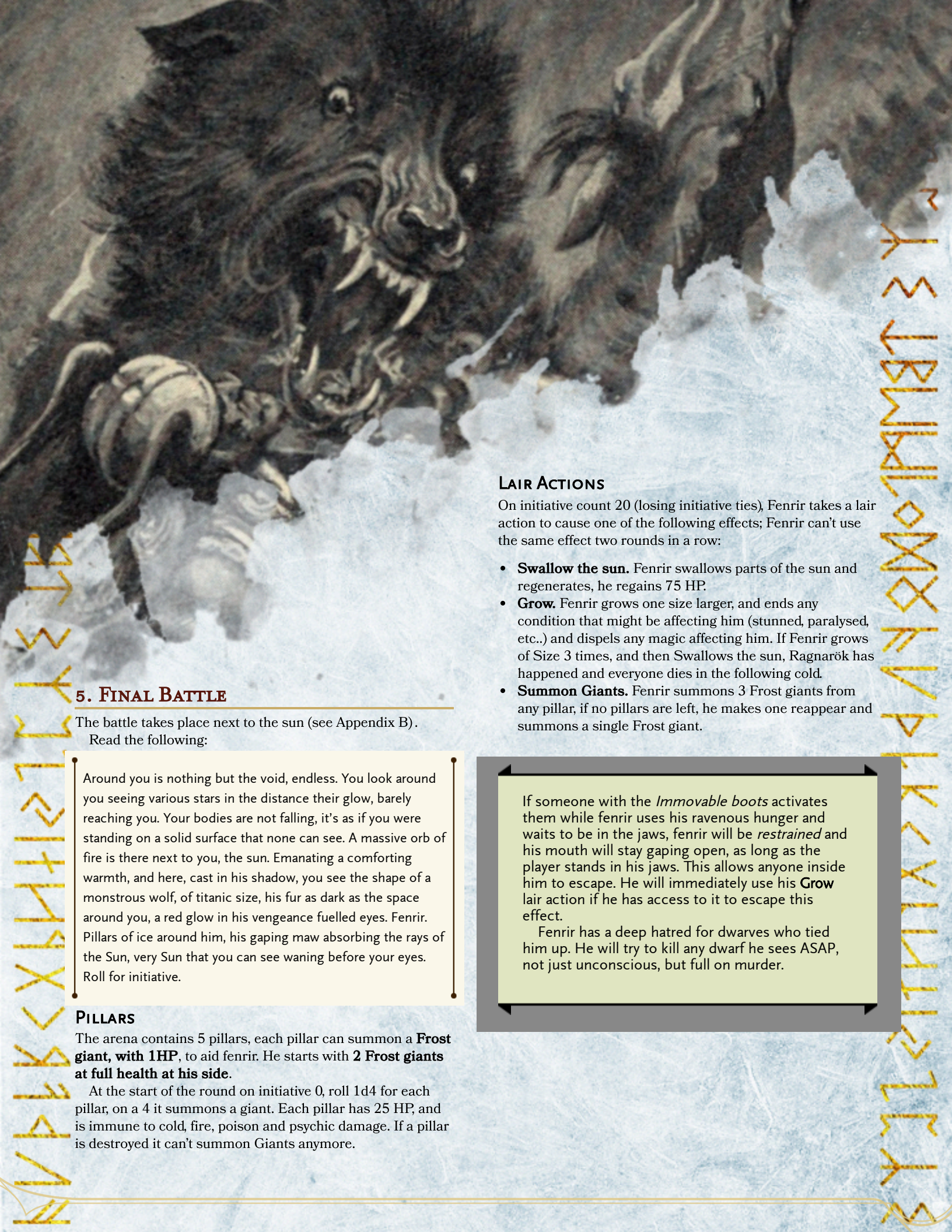
Your players must understand the urgency of the situation. Some dwarves will tell them to hurry, or start breaking down crying, the earth will shake, the world starts to feel colder with each minute that goes by. If your players try to take longer it will mean the End of the World and no one will survive, not even them.

If the forge has been destroyed, 2 players (or 3 if you have 5+ players) need to assist the dwarves to help rebuild it in time for forging, needing to accomplish a **DC 23 Athletics** to put the pieces back together, and a **DC 25 Sleight of hand** check, they have advantage of both rolls because the dwarfs are helping. (one of those checks is done twice if 5+ players). Each task taking up 2 hour of time and requiring assistance. A long rest of 8 hours is only possible if someone doesn't assist on fixing the forge.

4. TELEPORTING TO FENRIR

Once the heroes are geared up, and the boots forged or not depending on the state of the forge, In Area 5 is a teleportation circle made of dwarven runes. It will bring the party next to the sun when activated by Forgemaster Fodür Galarr. At this point your party should have rested before being sent towards the sun and Fenrir. They will have to find a way back themselves.





5. FINAL BATTLE

The battle takes place next to the sun (see Appendix B).
Read the following:

Around you is nothing but the void, endless. You look around you seeing various stars in the distance their glow, barely reaching you. Your bodies are not falling, it's as if you were standing on a solid surface that none can see. A massive orb of fire is there next to you, the sun. Emanating a comforting warmth, and here, cast in his shadow, you see the shape of a monstrous wolf, of titanic size, his fur as dark as the space around you, a red glow in his vengeance fuelled eyes. Fenrir. Pillars of ice around him, his gaping maw absorbing the rays of the Sun, very Sun that you can see waning before your eyes. Roll for initiative.

PILLARS

The arena contains 5 pillars, each pillar can summon a **Frost giant, with 1HP**, to aid fenrir. He starts with **2 Frost giants at full health at his side**.

At the start of the round on initiative 0, roll 1d4 for each pillar, on a 4 it summons a giant. Each pillar has 25 HP, and is immune to cold, fire, poison and psychic damage. If a pillar is destroyed it can't summon Giants anymore.

LAIR ACTIONS

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

- **Swallow the sun.** Fenrir swallows parts of the sun and regenerates, he regains 75 HP.
- **Grow.** Fenrir grows one size larger, and ends any condition that might be affecting him (stunned, paralysed, etc..) and dispels any magic affecting him. If Fenrir grows of Size 3 times, and then Swallows the sun, Ragnarök has happened and everyone dies in the following cold.
- **Summon Giants.** Fenrir summons 3 Frost giants from any pillar, if no pillars are left, he makes one reappear and summons a single Frost giant.

If someone with the *Immovable boots* activates them while fenrir uses his ravenous hunger and waits to be in the jaws, fenrir will be *restrained* and his mouth will stay gaping open, as long as the player stands in his jaws. This allows anyone inside him to escape. He will immediately use his **Grow** lair action if he has access to it to escape this effect.

Fenrir has a deep hatred for dwarves who tied him up. He will try to kill any dwarf he sees ASAP, not just unconscious, but full on murder.

FENRIR

FENRIR

Gargantuan fey, chaotic evil

Armor Class 20 (natural armor)

Hit Points 471 (23d20 + 230)

Speed 90 ft., climb 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	22 (+6)	30 (+10)	22 (+6)	18 (+4)	29 (+9)

Saving Throws Dex +13, Con +17, Wis +11

Skills Athletics +24, Intimidation +16, Perception +18, Stealth +13

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

Condition Immunities blinded, frightened, poisoned, prone
Senses blindsight 60 ft., truesight 120 ft., passive Perception 28

Languages Common, Primordial

Challenge 24 (62,000 XP)

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

Innate Spellcasting (1/Day). Fenrir can innately cast earthquake, firestorm and cone of cold (spell save DC 24), once per day each, requiring no material components. Its innate spellcasting ability is Charisma.

Pack Tactics. Fenrir has advantage on an attack roll against a creature if at least one of the Fenrir's allies is within 5 ft. of the creature and the ally isn't incapacitated.

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

Magic Weapons. Fenrir's attacks are magical.

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

Alpha. All wolves and wolf-kin within a 1 mile radius of Fenrir are considered charmed by him.

ACTIONS

Multiattack. Fenrir can use its Frightful Presence or Ravenous Hunger. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Frightful Presence. Each creature of Fenrir's choice that is within 120 feet of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Fenrir's Frightful Presence for the next 24 hours.

Ravenous Hunger. Each creature within 300ft of Fenrir must succeed on Strength saving throw DC 24, or be pulled 60ft closer to Fenrir's jaw. If a creature within 60ft fails this saving throw it is then devoured. While devoured, the creature is blinded and restrained, it has total cover against attacks and other effects outside Fenrir, and it takes 17 (5d6) fire damage and 17 (5d6) cold damage at the start of each of Fenrir's turns. If Fenrir takes 45 damage or more on a single turn from a creature inside it, Fenrir must make a DC 20 Constitution saving throw at the end of that turn or regurgitate all devoured creatures, which fall prone in a space within 10 feet of Fenrir.

Fire Breath (Recharge 5-6). Fenrir exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Frost Breath (Recharge 5-6). Fenrir exhales frost in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Fenrir 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. Fenrir regains spent legendary actions at the start of its turn.

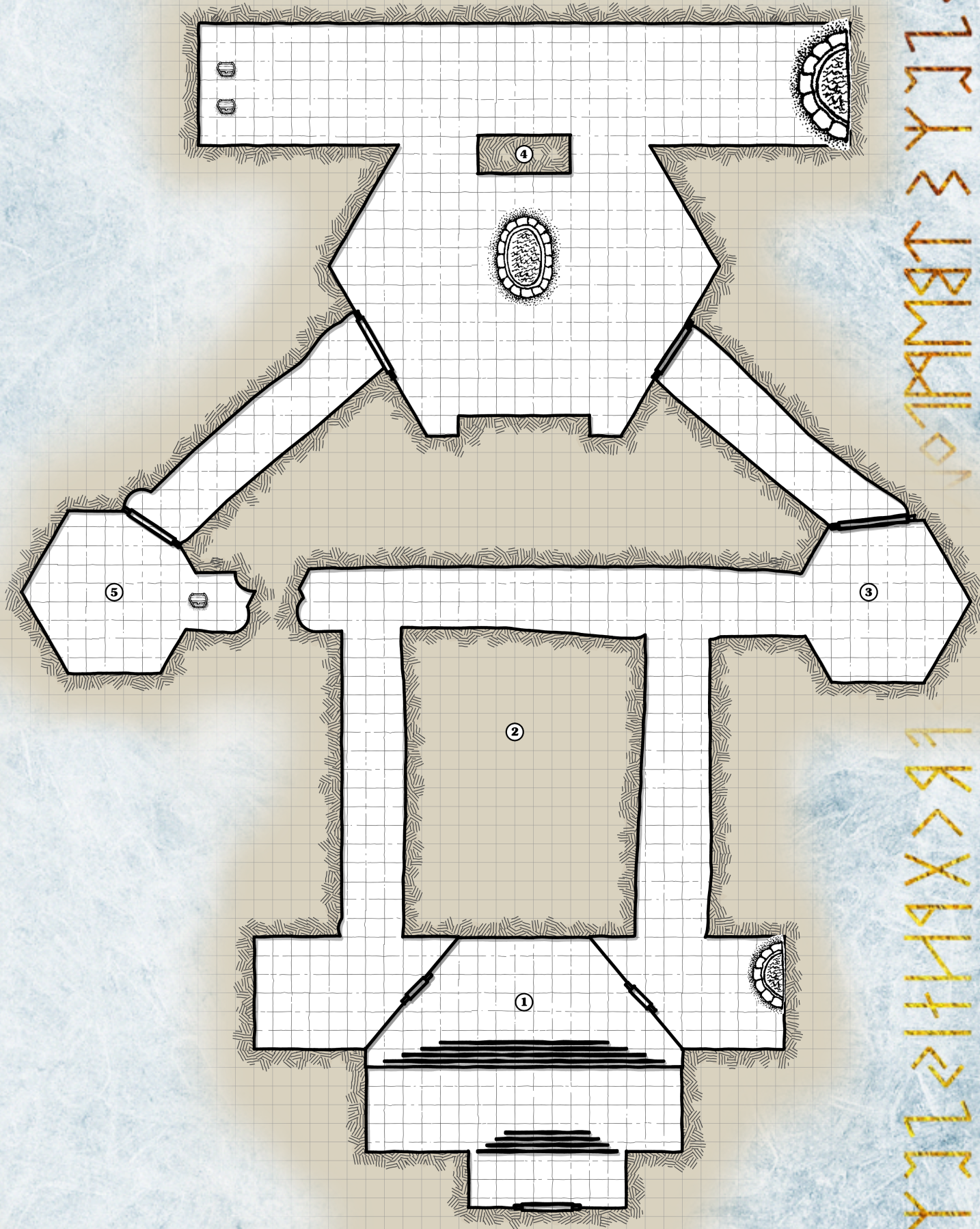
Detect. Fenrir makes a Wisdom (Perception) check.

Bite Attack. Fenrir makes a bite attack.

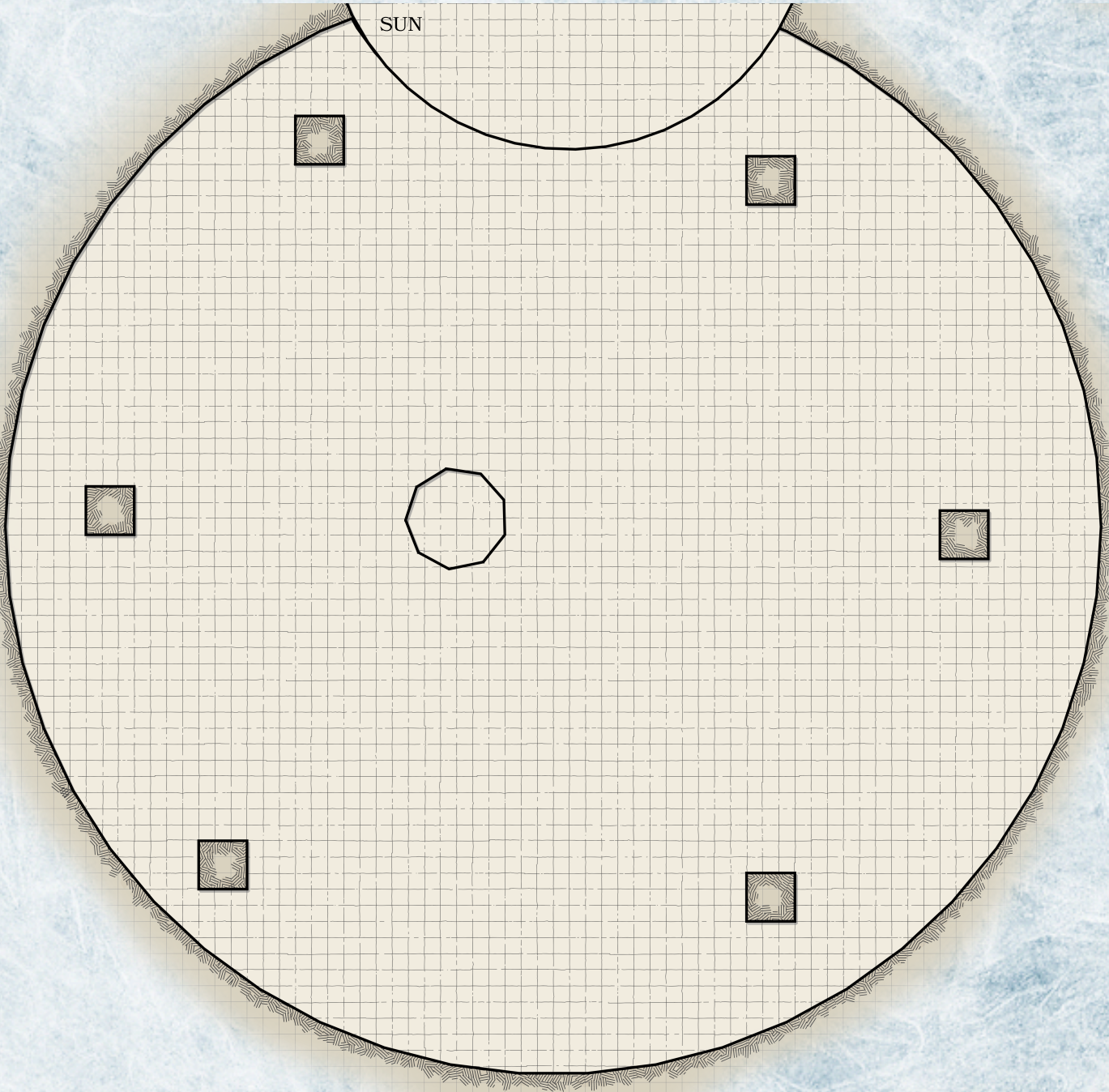
Ice pillar. Fenrir stomps the ground making a spire of ice appear. Choose a creature beyond 60ft from Fenrir but within 500ft of him that Fenrir can see. It must make a Dexterity saving throw DC 24 or be knocked prone and take 36 (8d8) cold damage. On a success it takes half that damage and isn't knocked prone.

Destructive Roll (Costs 2 Actions). Fenrir trashes his body around. All creatures within 15 feet of him must make a Strength saving throw DC 24, taking 65 (10d12) bludgeoning damage on a failure, and are knocked prone. Fenrir can then move up to half his speed, without triggering attacks of opportunity.

APPENDIX A. MAPS



APPENDIX A. MAPS (CONTINUED)



YOU CAN GRAP THE MAPS HERE:

<https://imgur.com/pfMx5dE>

APPENDIX B. STAT BLOCKS

FROST GIANT

Huge giant, neutral evil

Armor Class 15
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
Languages Giant
Challenge 8 (3900 XP)

Actions

Weighted Net. Ranged Weapon Attack: +5 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. **Hit:** The target is restrained until it escapes the net. Any creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the target.

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.



FROST GIANT EVERLASTING ONE

Huge giant, neutral evil

Armor Class 15
Hit Points 189 (14d12+98)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	24 (+7)	9 (-1)	10 (0)	12 (+1)

Saving Throws Str +11, Con +11, Wis +4
Skills Athletics +11, Perception +4
Damage Immunities cold
Senses darkvision 60 ft.
Languages Giant
Challenge 12 (8400 XP)

Extra Heads. The giant has a 25 percent chance of having more than one head. If it has more than one, it has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Regeneration. The giant regains 10 hit points at the start of its turn. If the giant takes acid or fire damage, this trait doesn't function at the start of its next turn. The giant dies only if it starts its turn with 0 hit points and doesn't regenerate.

Vaprak's Rage (Recharges on a Short or Long Rest). As a bonus action, the giant can enter a rage at the start of its turn. The rage lasts for 1 minute or until the giant is incapacitated. While raging, the giant gains the following benefits:

- The giant has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the giant gains a +4 bonus to the damage roll.
- The giant has resistance to bludgeoning, piercing, and slashing damage.

Actions

Weighted Net. Ranged Weapon Attack: +5 to hit, ranged 20/60 ft., one Small, Medium, or Large creature. **Hit:** The target is restrained until it escapes the net. Any creature can use its action to make a DC 17 Strength check to free itself or another creature in the net, ending the effect on a success. Dealing 15 slashing damage to the net (AC 12) destroys the net and frees the target.

Multiattack. The giant makes two greataxe attacks.

Greataxe. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 26 (3d12+7) slashing damage, or 30 (3d12+11) slashing damage while raging.

Rock. Ranged Weapon Attack: +11 to hit, range 60/240 ft., one target. **Hit:** 29 (4d10+7) bludgeoning damage.

FIRE GIANT DREADNOUGHT

Huge giant, lawful evil

Armor Class 21 (shields)
Hit Points 187 (15d12+90)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	9 (-1)	23 (+6)	8 (-1)	10 (0)	11 (0)

Saving Throws Dex +4, Con +11, Cha +5
Skills Athletics +13, Perception +5
Damage Immunities fire
Languages Giant
Challenge 14 (11,500 XP)

Dual Shields. The giant carries two shields, each of which is accounted for in the giant's AC. The giant must stow or drop one of its shields to hurl rocks.

Actions

Multiattack. The giant makes two fireshield attacks.

Fireshield. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 22 (4d6+8) bludgeoning damage plus 7 (2d6) fire damage plus 7 (2d6) piercing damage.

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

Shield Charge. The giant moves up to 30 feet in a straight line and can move through the space of any creature smaller than Huge. The first time it enters a creature's space during this move, it makes a fireshield attack against that creature. If the attack hits, the target must also succeed on a DC 21 Strength saving throw or be pushed ahead of the giant for the rest of this move. If a creature fails the save by 5 or more, it is also knocked prone and takes 18 (3d6+8) bludgeoning damage, or 29 (6d6+8) bludgeoning damage if it was already prone.

ALTERED IRON GOLEM

Large construct, unaligned

Armor Class 20
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	3 (-4)	11 (0)	1 (-5)

Damage Immunities Fire, 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 Understands the languages of its creator but can't speak
Challenge 16 (15,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

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

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

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

Actions

Acid Breath. The golem exhales corrosive acid in a 15-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Multiattack. The golem makes two melee attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Sword. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

APPENDIX C. ITEMS

IMMOVABLE BOOTS

Adventuring Gear: Boots

These simple iron shoes have a button on the side of the heel. You can use a reaction to click the heels together and press the button, which causes the shoes to become magically fixed in place. Until you or another creature uses a bonus action or reaction to press the button again, the shoes don't move, even if they are defying gravity. The shoes can hold up to 8,000 pounds of weight. More weight causes the shoes to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed shoes up to 10 feet on a success

MJÖLNIR:

Legendary weapon: Requires attunement by a creature with a Strength score of 20 or above.

You gain a +3 bonus to Attack and Damage rolls made with this magic weapon. While attuned it has the Thrown property with a normal range of 20 feet and a long range of 60 feet, and returns to your hand after every hit.

This weapons deal an extra 1d8 bludgeoning damage to giants. When you score a critical hit against a Giant using this weapon they instantly die. A Giant is immune to this effect if it has legendary actions, in which case it takes an extra 6d8 bludgeoning damage.

You can cast The ceremony spell at will using this weapon, ignoring the material components and using the warhammer instead.

This weapon holds 5 charges. While holding this warhammer, you can use an action to expend 1 or more of its Charges to cast one of the following spells from it, using a DC 17: Lightning bolt (1 charge); Chain lightning (3 charges); Storm of vengeance (5 Charges).

Mjölñir regains 1d4 +1 charges daily at dawn.

WINGS OF FLYING

adventuring gear (wondrous item); Requires Attunement

While wearing this cloak, you can use an action to speak its Command Word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the Command Word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

STAFF OF POWER

Requires Attunement by a Sorcerer, Warlock, or Wizard

This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to Attack and Damage Rolls made with it. While holding it, you gain a +2 bonus to Armor Class, Saving Throws, and spell Attack rolls.

The staff has 20 Charges for the following properties. The staff regains 2d8 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to Attack and damage roll but loses all other properties. On a 20, the staff regain 1d8 + 2 Charges.

Power Strike: When you hit with a melee Attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

Spells: While holding this staff, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and spell Attack bonus: Cone of Cold (5 charges), Fireball (5th-level version, 5 charges), Globe of Invulnerability (6 charges), Hold Monster (5 charges), Levitate (2 charges). Lightning Bolt (5th-level version, 5 charges), Magic Missile (1 charge), Ray of Enfeeblement (1 charge), or Wall of Force (5 charges).

Retributive Strike: You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius Sphere centered on it.

You have a 50 percent chance to instantly Travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of Charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of Origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin — Damage:

10 ft. away or closer	— 8 x the number of Charges in the staff
11 to 20 ft. away	— 6 x the number of Charges in the staff
21 to 30 ft. away	— 4 x the number of Charges in the staff