

KNIGHT ERRAND

Part Three of the Storm Herald Trilogy

The fortress moves, slow yet inevitable in its trek across the land of Thar towards the Sword Coast. On board are Baron Rajiram and his servant, Selise of Teshwave, and the awoken defenses ready to keep the fortress afloat. Prepare for the assault.

A Four-Hour Adventure for 11th–16th Level Characters



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INTRODUCTION

Welcome to *Knight Errand*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and The Role Initiative's *Storm Herald* series.

This adventure takes place high above the Moonsea, as the characters infiltrate an ancient floating sky fortress making its way to the Sword Coast.

This adventure is designed for **three to seven 11th–16th level characters** and is optimized for **five characters with an average party level (APL) of 13**. 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.

Party Strength: Deadly. Many Adventurers League groups turn out to be stronger than the Party Strength listed above would suggest. In such a case, the DM and players should feel empowered to raise the difficulty. To that end, a new party strength of "Deadly" has been added to each encounter for Very Strong parties whose players would like an additional challenge.

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 of 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. Familiarize 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 note cards, 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

“War. War never changes.”

—Fallout Series

ADVENTURE BACKGROUND

A fissure has opened in the Galena Mountains, just north of the Moonsea city of Hulburg, exposing ancient ruins that have been shaken awake by intruders and villains. As the shaking subsided, a magnificent and terrifying sight filled the vision of all in the region: Thousands of feet in the sky, the ancient giant fortress Skyelinjeheim moves forward to the Sword Coast, its shadow currently over the Moonsea.

At its helm is Baron Rajiram, a cloud giant ready to use this power to regain his control and authority amongst his people. At his side is the enigmatic Selise of Teshwave, who continues to feign her magical restraints set by the Baron.

Characters have spent the last two adventures, CCC-TRI-22, “On the Baron’s Trail” and CCC-TRI-23, “Sub Rosa,” searching for both the Baron and Selise, with some mild aid from Selise’s two siblings: Char and Abigail of Teshwave. Now they begin their adventure on the base of the floating fortress, possibly met by those hired to help end this threat, with choices to make.

LOCATION AND NPC SUMMARY

The following NPCs and locations feature prominently in this adventure.

Skyelinjeheim (SKEYE-linj-HIME). Subterranean ruins of an ancient flying storm giant city recently discovered near Hulburg.

Baron Rajiram (BAH-ron rah-JEER-am) He/Him. A male cloud giant that was once an ambitious pirate lord. After his defeat on the Sword Coast, at the city of Beregost, he has since been looking for a way to regain his lost glory. He has made a pact with an elder air elemental as a means to that end.

Abigail (She/Her) and Char (They/Them) of Teshwave (AH-beh-gale, CHAR of TESH-wave). Sibling pirates who have since given up their ways and moved on to more respectable work. Have been looking for their missing older sibling (Selise), and are willing to go to any length to ensure that she is safe to return to society.

ADVENTURE OVERVIEW

The adventure is broken down into four parts:

Part 1 (Estimated Time: 45 Minutes).

Characters start the adventure on the underside of the castle, an old maintenance tunnel having opened to allow them entry. They endure the tunnel’s collection of traps and degraded magical effects to gain entry into the main castle.

Part 2 (Estimated Time: 1 Hour 15 Minutes).

Once inside, the castle’s interior is theirs to explore, break, and loot while they make their way to the control room where Baron Rajiram and Selise reside. With strong wards blocking the control room’s entrance, the characters find a way to disrupt the castle’s source of energy.

Part 3 (Estimated Time: 1 Hour 45 Minutes).

The defenses parted, the characters gain entrance into the control room to confront Baron Rajiram but discover that Selise has turned on the Baron and slain him. She demands control of the fortress and does not take no for an answer.

Part 4 (Estimated Time: 15 Minutes). The after effects of the character’s actions are realized, and the fortress moves to its final destination. Where will it be, and what is the final outcome for Selise of Teshwave?

ADVENTURE HOOKS

Into the Fray. Characters who have played CCC-TRI-22 and CCC-TRI-23 will be starting directly after the events of CCC-TRI-23, their current location being the bottom of the fortress. Characters that have not played the prior two adventures, or are playing them out of order, the following story hooks can help bring said characters into the adventure.

Remembering Beregost. A cloud giant fortress moving across the Moonsea brings back memories of the giant attacks that happened not too long ago, including the burning city of Beregost. Stopping this new threat will help put the region at ease.

Zhentarim (Faction Assignment). The Zhentarim understand the power of a floating fortress or a powerful foe, and on the surface agree to scuttle the fortress into the Moonsea and kill the Baron . . . But if a Zhentarim member can retrieve either a portion of the Baron or the navigation orb, so much the better.

PART 1. STOWAWAYS

Estimated Duration: 45 Minutes

Attached to the underside of the fortress, the characters must decide which path to pick. The fortress' old secrets cause issues of their own, and old acquaintances return again.

GENERAL FEATURES

Skyelinjeheim has the following general features.

Terrain. Worked stone, giant runes, dust and debris.

Weather. A clear, cloudless day for beautiful viewing. Bitter wind and cold. Once in the tunnel, dry and stifling.

Light. Bright light outside, darkness inside.

Smells and Sounds. Wind whistling through openings, the occasional giant words muttered by ghosts.

Giant Defenses: The appendix "Giant Defenses" contains information on exterior and interior defenses and guards against various things. These are in effect throughout this adventure unless stated otherwise.

1A. PUT A FORK IN IT

The wind blows heavy and cold though your location on the underside of the fortress. Just minutes after it took flight you were asked to meet with faction leaders and officials from around the Moonsea, all asking for your aid in bringing the fortress crumbling in the waters below.

A fissure in the foundation of the fortress lays ahead of you, unknown in its contents and pitch black.

While the characters start in action, the following information about their situation, and how they arrived here, can be given. Important details are **bolded** within their respective bullet points. Truncate and ignore bullet points that your party might not care to hear or know about.

- Minutes after the fortress' ascent, various groups came to the rubble and ruin left behind in the Galena Mountains. Survivors that could be found were pulled free, and information traveled fast among them.
- Faction members and various representatives from around the region held council, and rapidly came to a conclusion: The fortress must be brought to crash into the Moonsea. No one could trust one specific group to watch over it, and landing on solid ground would be problematic. They will have flying agents to bring the characters back safely from the main entrance, after removing or destroying the navigation orb, which should disable the defenses.
- As for the Baron and Selise of Teshwave? The Baron is wanted dead or alive, and Selise is wanted alive, particularly by the Lords' Alliance.

She is a trusted agent of theirs who disappeared after the events at Bereghost (Season 5). They believe she is under the effects of a spell, but do not know the specifics.

- Each character chosen for the mission has been given a 5,000 gp diamond as quick payment, along with cold weather gear, climbing equipment, and a *potion of superior healing*.
- To enter the fortress, it will have to be done physically and without the aid of spells (as described in the appendix "Teleportation & More"). The characters will be brought on the backs of mounts to the foundation and be left to enter on their own through a 3 feet wide crack in the foundation.
- A bigger attack would alert whatever still guards the fortress. This means that each character is **limited to a familiar or animal companion (if they have one) and one other minion** of their choice. If the characters object, the leaders vividly explain why they are down an entire contingent of griffon riders. DM Discretion as to what that means, though remember, this fortress was used to hunt ancient dragons.

If the players ask if they were able to pre-cast spells or do other effects, they were given only **ten minutes** to prepare and then leave. This was not negotiable, as the fortress is picking up its pace and will be beyond the Moonsea in **1 1/2 hours**.

- This one hour thirty-minute time frame means that they will be able to safely take **one short rest** while within the fortress. Two normal short rests and their mission fails.
- If characters are immediately coming from CCC-TRI-23, spellcasters in their meeting pool their resources together and provide the characters with the benefits of a long rest. This is to preserve continuity between adventures and immersion, and is not to be used as a way to gain resources.

MOVING FORWARD

After you have given the players whatever information they wanted from above, their attention should return to the path in front of them: A 3-foot-wide and 4-foot-tall wide crack extending deep into the foundation. This size prevents Large or bigger sized creatures from entering the cracks, unless the characters have a way to shrink them down. If they did not recognize the size issue when told the crack size earlier, allow them to change their minion selections, if needed and with DM discretion.

- The path does not smell of anything and looks as if a previous opening was simply widened when the fortress took flight. A successful DC 15 Wisdom (Survival) check will recognize that the empty noise is not natural and it must be guarded by something.

Once they are ready, proceed to part 1b. In addition, the “Giant Defenses” effects described in part 1’s General Features section are now in effect.

1B. MAINTENANCE NEEDED

The characters work their way through a maze of spells and traps, meant to deter and kill creatures trying to come through known tunnels.

The opening has widened and thinned in small increments as you travel through it, no other sounds or light accompanying you. As you come towards a widening bend, every sense in your body urges you to stop.

This dread the characters sense is more than just a feeling: Ancient spells that once aided and brought small joys to the giants have intermingled with degraded traps set out to capture intruders from millennia ago. This overlap causes ... inconsistencies in the tunnel.

- The tunnel becomes 15 feet wide and 15 feet tall and continues at the same size throughout this section. This was a maintenance tunnel for the giants in the past, and was well protected. There is no light in the tunnel, unless an encounter specifies, so remind players that even with dark-vision they have disadvantage on Perception skill checks and a –5 to passive Perception.
- Because of the original intent of the tunnels, giant type creatures, firbolgs, and goliaths do not trigger any traps or effects that they move by. In addition, they have advantage on all saving throws against trap and spell effects in this area. All other creature types, except undead, trigger a trap.

To decide which magical effects and traps are in each 120 foot section of the path (with small areas of safety in between), roll on the following two tables to decide the encounters. If an effect or trap is rolled twice, re-roll and take the new result. After three unique encounters, proceed to “Developments.”

RANDOM MAGICAL EFFECT

d6	Magic Effect
1	Maddening Darkness
2	Flesh to Stone
3	Delayed Blast Fireball
4	Contagion
5	Sunbeam
6	Symbol

RANDOM TRAP

d6	Random Trap
1	Wrong Lever
2	Catch and Release
3	Reality Shards
4	Reverse Energy
5	Re-Attunement
6	Emptiness

RECOMMENDED PAIRINGS AND ADVICE

Traps and magical effects can be received and dealt with in widely different ways, depending on the characters and group cohesion. Each magical effect will have an example of how characters may overcome it, but it is intended to not be the only solution. Work with your player’s actions and bring about a fun and enjoyable conclusion.

In addition, if you are running low on preparation time, or want some pairings that work well together, here are some examples with info on how fast the pairing would go.

- Maddening Darkness + No Trap (Fast Speed)
A simple encounter, as Maddening Darkness is powerful on its own. The magical effect causes damage and forces characters to move quickly, and the tainted dead souls can be roleplayed extensively if desired. Remember, only devil’s sight and true sight can see in it!
- Delayed Blast Fireball + Wrong Lever (Average Speed)
A more pressing encounter, and one that can take some time to finish if characters are nervous or very cautious. The triggering of the lamps plus the pressing matter of the lever will leave characters torn on what to solve or handle, and some groups may never notice the *delayed blast fireball* about to explode!
- Sunbeam + Catch and Release (Slow/Average Speed)
This encounter can be an average speed or slow speed depending on the characters involved. Sun-sensitive characters will have a tougher time navigating through this encounter, including breaking out of nets!

MAGIC EFFECT 1. MADDENING DARKNESS

What once was the resting place of multiple workers due to a cave-in has developed as such: Their unrest over millennia has caused the area to be filled with a non-magical effect, similar to a DC 18, 8th level *maddening darkness* spell. These spirits are so willful that they are immune to features that turn undead.

Example Solution. Spells and abilities that effect spirits or magical energy will suppress the effect for 1d4 rounds. A more powerful effect might suppress it for 1d6 rounds, or give the dead peace and close the planar tear entirely.

Adjustments. For lower party strengths, reduce the damage per turn within the effect by one die per difficulty shift. For higher party strengths, increase

the saving throw DC by 1 per difficulty shift and increase the spell level to 9th level.

MAGIC EFFECT 2. FLESH TO STONE

The giants once used prisoners and dragons as material for their fortress by molding them into stone. Over time, this process has degraded and now affects anyone in this area regardless of command. When passed under, the walls ripple and glittering pebbles rain down: Two creatures within 60 feet are randomly targeted with a DC 18, 7th level *flesh to stone* spell.

Example Solution. Characters may notice bits of old bones calcified and turned to stone before being affected. A *dispel magic* spell might stop these effects, or breaking the walls might ruin the runes hidden under the surface.

Adjustments. For Weak party strength, reduce the saving throw DC by 2. For Very Weak party strength, the saving throw DC is reduced by 2 and the first saving throw against this effect is made with advantage.

MAGIC EFFECT 3. DELAYED BLAST FIREBALL

Even a giant cannot see innately in the dark. 8 metal torches, set in pairs at 30-foot intervals, cast *continual flame* on themselves when creatures enter the area, ready to give their light to workers. One torch has subtly malfunctioned, and activates as a DC 18, 7th level *delayed blast fireball* that looks the same as the other torches. It can be differentiated with a DC 18 Intelligence (Investigation) check, but only if being directly inspected up close.

Example Solution. If noticed, a creature may try a Dexterity saving throw to grab it and move it far away from the party before it explodes. It may also be disabled via such methods as *dispel magic*.

Adjustments. For lower party strengths, reduce the number of torches by 2 per difficulty shift, and lower the base damage of the effect by 2d6 per difficulty shift. For higher party strengths, increase the spell level by one per difficulty shift, and creatures make saving throws to interact with the effect with disadvantage.

MAGIC EFFECT 4. CONTAGION

Medical teams were always ready and willing to mend and tenderly care to giants in need. An open box of their rotten medical equipment lies open on the ground in the center of this section, its magical potency keeping it barely intact but causing side effects. When a creature passes within 30 feet of the medical box for the first time, they immediately contract a DC 18, 5th level *contagion* spell, if they are able to contract diseases. The disease they contract is chosen at random from the spell's description, and the afflicted characters begin with one saving throw to resist the disease having already failed.

Example Solution. Those trained in medical work might understand what the supplies were used for, and know how to neutralize the magical toxins emanating from it with something as simple as a skill check or other ability in their repertoire.

Adjustments. For lower party strengths, creatures do not start with one failed saving throw to resist the disease. For higher party strengths, the medicine box is hidden by a *sequester* spell and reapplies its effect to anyone not already affected, within 30 feet, at the start of every round.

MAGIC EFFECT 5. SUNBEAM

The night sky comforted workers, so gems were grown in the tunnels to mimic it. Today these gems are dull, prone to cracking, and have flare-ups. When a creature moves within 30 feet of the gems it triggers a flare-up that acts as a DC 18, 6th level *sunbeam* spell. This effect changes position on initiative count 20 of every round, but the entire tunnel section is continuously bathed in sunlight.

Example Solution. Cunning thieves might pry as many loose as they can, or others might smash them or blast them or cover them up. Once half or more are tampered with, the effect ends.

Adjustments. For lower party strengths, no adjustment. For higher party strengths, increase the width of the sunbeam by 5 feet. In addition, increase the damage per turn by one additional damage die per difficulty shift.

MAGIC EFFECT 6. SYMBOL

The floor is covered in various tools used to carve stone and metal, broken down but still easy to distinguish. In addition, a spellbook is tucked underneath some of the tools, which can be seen with a DC 14 Wisdom (Perception) check. The spellbook has a DC 18 *symbol* (discord) around the outside cover and activates when the book is opened or when the book is moved 10 feet from its resting place. The owner wanted it kept hidden.

This spellbook contains *investiture of stone*, *thunder step*, and *whirlwind*. While written in Elvish, a giant child has drawn runes all over it, and those you can read have child drawings around them ...

TRAP 1. WRONG LEVER

This section has a dead end, two levers on each side of the dead end. In Giant, the left lever reads, "To go right" and the right lever reads, "To go left". In reality, both switches are fakes that will trigger the ceiling to collapse on those below. To notice the collapsible ceiling requires a successful DC 24 Wisdom (Perception) check, as the giants expertly crafted the ceiling.

To notice the real opening, a creature must succeed on a DC 18 Intelligence (Investigation) check to notice a slightly worn section of wall between the

switches. Pushing on the worn section pushes the dead end to the side, showing the way forward.

If either lever is pulled, the roof collapses and each creature within 80 feet of the dead end must make a DC 18 Strength saving throw or be knocked prone. If they failed by 5 or more they are also stunned for 1d4 rounds. In addition, as the debris hits the ground two 6th level, DC 18 *glyph of warding* spells explode, their center points being 20 feet away and 60 feet away from the dead end. The explosions trigger the dead end to collapse, showing the way forward.

TRAP 2. CATCH AND RELEASE

Four nets are hidden behind swirling runes in the walls and ceiling, set to capture intruders alive. Each net has a 5-foot square pressure trigger that activates with 20 pounds or more: One on each wall and two on the floor.

If activated, a net covers a 10-foot-square area. Those in the area are trapped under the net and are restrained, and those that fail a DC 15 Strength saving throw are also knocked prone from the heavy nets. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. The net has AC 15 and 40 hit points, and dealing 10 slashing damage to the net destroys a 5-foot-square section of it, freeing any creature caught in that section.

To notice the nets inside of the swirling runes and/or the pressure plates requires a successful DC 18 Wisdom (Perception) check. From there, the four pressure triggers can be disabled with a DC 18 Dexterity (Thieves' Tools) check.

TRAP 3. REALITY SHARDS

What once was an elemental trap has collapsed and transformed, the air thick with volatile wild energy that is painful to anything moving through without the utmost caution. Every 15 feet of movement through this area requires a character to succeed on a DC 18 Dexterity saving throw, taking 11 (2d10) force damage on a failed save, or half as much damage on a successful one. If a creature tries to dash, they make the saving throw every 15 feet with disadvantage.

Additionally, if a creature casts a spell within 30 feet of this trap, they must roll a d4 and have the following effect immediately happen. Once done, the spell continues until completed.

RESIDUAL TRAP EFFECTS

d4 Effect

- 1 The energy of the spell cascades, causing painful spikes to grow throughout the caster's body as the energy tries to escape. The caster takes 1d10 force damage per spell level. This damage cannot be resisted, mitigated, or transferred.
- 2 The shards of energy react to the caster's spell as if the caster were a giant, and work to fix their "abnormalities". The caster immediately loses the ability to speak all languages except Giant. If they did not know Giant, they immediately learn it. These effects end at the end of the adventure.
- 3 Wild magic explodes from the spell, causing the caster and every creature within 30 feet of the caster to roll on the Wild Magic Surge table found in the *Player's Handbook*.
- 4 As if to stop the spell from occurring, the energy in this section of the tunnel quickly tries to remove the caster's components. If the spell required a somatic component, the appendages used are switched with another creature in the tunnel with similar appendages. If the spell required a verbal component, the caster's vocal cords (and voice) are switched with another creature's in the tunnel. If the spell required material components, they are replaced with a plain, unassuming rock that acts as their spell focus.

Each of these effects end at the end of the adventure, all parts and items returning to normal.

TRAP 4. REVERSE ENERGY

The air shimmers and vibrates with energy from the Positive and Negative Planes of Energy, constantly forming and breaking apart as it erupts around the area. While in this area, all healing spells instead deal necrotic damage, and all necrotic damage instead heals hit points. Any healing done is doubled, but any damage taken is also doubled while here.

In addition, for the duration of this adventure, all healing potions that are not stowed in another dimension become *potions of poison*, all *potions of vitality* instead give a level of exhaustion and waste half of a creature's total hit die, and *potions of invulnerability* instead give vulnerability to all damage. Other items should follow similar changes and are up to DM discretion (with party input).

These item changes can be noticed with an *identify* spell or other similar means, and are reversed once outside of the fortress.

TRAP 5. RE-ATTUNEMENT

Every three rounds, multiple waves of energy flow through and around the area, showing each school of magic. Creatures can feel their bonds to magic and items changing over the three rounds, and a successful DC 21 Intelligence (Arcana) check allows the creature to be aware of the potential effects.

Each creature with magical items that require attunement, and whose items are within 60 feet of their body, must roll a d6 and have the following effect happen to them immediately. This includes simulacra and other creatures under their control.

RE-ATTUNEMENT EFFECTS

d6	Effect
1	Make a DC 18 Intelligence saving throw. On a failure, one attuned item is immediately unattuned at random. On a success, the creature takes 3d12 force damage for each currently attuned item.
2	Make a DC 18 Charisma saving throw. On a failure, the creature's alignment is reversed: Lawful becomes Chaotic, Good becomes Evil, Neutral stays the same. If this alignment change would make a character unable to play (Neutral Evil or Chaotic Evil), they instead become True Neutral or Chaotic Neutral, player's choice. This alignment change reverts back to normal at the end of this adventure. On a success, the creature gains advantage on the next saving throw of their choice in this adventure, as the planar energy gives them glimpses into the future.
3–4	Make a DC 18 Wisdom saving throw. On a failure, the character gains disadvantage on their next mental (Intelligence, Wisdom, Charisma) saving throw as their minds become hazy with memories not of their own. On a success, the creature gains a physical feature akin to a cloud giant (silver/blue hair, cloud colored skin, eyes change color, etc.) and gains the giant subtype until the end of the adventure.
5	Make a DC 18 Charisma saving throw. On a failure, the creature's second lowest base ability score and their second highest base ability score are reversed until the end of this adventure. On a success, the creature gains the benefit of the <i>death ward</i> spell and gains double their total character level in temporary hit points.
6	Make a DC 18 Intelligence saving throw. On a failure, one randomly unattuned item is immediately attuned, replacing a randomly chosen attuned item if the creature is already attuned to three items. On a success, the creature takes 3d12 force damage for each attuned item.

As the energy plays with their bodies, repeated exposure is problematic. If a creature makes this roll four times, they immediately lose the ability to attune properly and can attune to only two magic items during the rest of this adventure. This reduces to one magic item at five rolls, and no magic item attunements at six rolls. After six rolls, the energy ceases to work on the creature. The only way to resolve this imbalance is by taking three long rests.

TRAP 6. EMPTINESS

If there was a trap here, it has long since broken down and become useless. Instead, there is silence and a creature's own thoughts and sounds.

DEVELOPMENTS

Once three unique rolls of each encounter table have occurred, the characters reach the end of the maintenance tunnel. A nondescript, thick metal door with a broken lock bars the way, and the characters can rest in this small section if needed. When they are ready, proceed to part 2a.

XP Reward. In addition, each character receives 1,000 XP for making their way through the maintenance tunnel.

PART 2. SKYELINJEHEIM PROPER

Estimated Duration: 1 hour 15 minutes

Once inside the fortress, players need to explore and find a way to enter the control tower on the second floor. The Teshwave Siblings are here to help, expediting the process.

GENERAL FEATURES

Skyelinjeheim has the following general features.

Terrain. Worked stone, giant runes, dust and debris, ruined decorations and signs of wealth and power.

Weather. Cold, dry wind whistling through the fortress.

Light. Bright light from windows and arrow slits, unless otherwise noted.

Smells and Sounds. Wind whistling through openings, the occasional giant words muttered by ghosts, creaking walls and floors.

Giant Defenses: The “Giant Defenses” DM handout contains information on exterior and interior defenses and guards against various things. These are in effect throughout this adventure unless stated otherwise.

Rests: Be sure to remind the players that there is time for a short rest, if they have not taken one already. Once Part 2 is complete, there will be no time for any rests.

2A. WHAT A SURPRISE

When the characters open the door from the maintenance tunnel into great hall, read the following box text.

As the iron door begins to open, two familiar voices reach you.

“Dammit Rajiram, let us in! Our sibling is not a tool!”

The sound of metal on stone rings repeatedly ...

The voice belongs to Char of Teshwave, visibly frustrated and hitting a dagger against a reinforced door at the top of a small set of steps leading up. Abigail is sitting back, resting against a pillar and visibly agitated. The signs of recent battle are all over the room, both Char and Abigail also showing some damage. They are both expecting other adventurers to enter the fortress though, with Abigail’s passive Perception of 25 (with truesight) keeping a watchful eye.

THEIR PLAN

If the characters are spotted, or actively make their presence known, the Teshwave siblings are relieved to see them. Use the following bullet points and sidebar to roleplay and give information as needed.

ROLEPLAYING THE SIBLINGS

Siblings that hail from the Moonsea, neither of them recalls their actual hometown. They chose Teshwave as their adopted city, as they grew up there, and have added that to their names. Both have dark mahogany skin, curly hair, and eyes as dark and blue as the Moonsea.

Abigail (She/Her) is the quieter of the two, keeping a watchful eye on her sibling at all times. When she does speak, she is curt, tactful, and above all else precise with her levelheadedness.

Char (They/Them) is the ever-fluid of the two, in mannerisms, gender, and in battle. When Char speaks, Char is boastful and happy to be the center of attention. In battle, melee range is where Char is the most commanding and deadly. When Char is quiet, Char is either thinking, calculating the next move, or doubting previous actions.

While they are generally sarcastic and irreverent, they are very serious when it comes to their older sibling Selise.

AREN'T YOU DEAD?

Characters may have encountered or heard of these siblings before, from either CCC-TRI-03, “Fences & Swords” or CCC-TRI-04, “Birds of a Feather.” Some may have sent them to their death at the hands of the Lord’s Alliance, or even killed them themselves. For these characters, the siblings will be somewhat ruder, but will state that, luckily for the characters, neither they, nor their patron (whom they will not discuss) bear any grudges.

- The siblings have cleared portions of the fortress, but still cannot enter the control room at the top of the main hall. It is magically warded like the rest of the fortress, and they have tried everything they have to brute force their way in.
- Characters can inspect the control room doors and come to the same conclusion, with those proficient in Arcana recognizing that it is unstable and can be broken by doing other tasks in the fortress.
- Char and Abigail know their sibling and the Baron are up above, as the Baron sent multiple sets of forces to harass them. To little success.
- To speed up the rest of the process, the siblings would like to split the workload with the characters: There is a giant shrine that they have not cleared, and an arcane room that “was too delicate for their expertise”.
- Both of those locations are in side rooms of the main hall, but the siblings want to quickly clear the inner bailey and areas outside of the main hall.
- “We’re great distractions.” —Char
- If the characters do not trust them, they are more than happy to be subjected to spells such as a *zone of truth* to prove their honesty. They do not

care about the fortress, but they want the Baron dead and their older sibling rescued.

- They also are acutely aware of the speed of the fortress, and do not wish for more trouble.
- “Selise has been a devout worshiper of The Red Knight and done lots of work for the Lords’ Alliance. We’ve done a lot of bad ... And we don’t want that life to be forced on her.” —Abigail

The siblings don’t have much more to say, as they are antsy to go break more defenses and get on with their plan. If the characters still do not trust them, both siblings get irritated and point to the control room door.

- “We need each other’s help. Smashing enough things should break the magical barrier keeping that door shut, and we don’t have enough time to be wary. We’re leaving to do what we can, we hope you do the same” —Char

If the characters try to stop them, which is unlikely, the siblings both trigger *dimension door* with a contingency etched into their clothing. Each automatically suffer no ill effect from the teleportation effect table, as their patron bends fate to allow them to escape. In addition, this hostility will cause complications in part 3.

If the characters agree to work with the siblings, they both smile and head off, pointing to the two rooms they did not clear. Proceed to either part 2b, “Giant Shrine” or part 2c, “Arcane Power.”

PART 2B. GIANT SHRINE

The characters go down a majestic path to a shrine that stone giants created, while helping to build this fortress and defend it afterwards. The old bodies do not take kindly to being disturbed.

The doors to the shrine are intricately carved with images of giants, all working tirelessly surrounding a much larger giant. The doors are ajar with enough space to peer within and see a long staircase descending into the foundations. The steps wind for a few hundred feet before opening into a grand mausoleum, coated in a millennia’s amount of dust.

While characters stay in the staircase, nothing will happen to them. Anything exiting the stairs, be it spell, familiar, or the characters, will start to awaken the giants whose statue-like bodies line a wall of the shrine. They do not fully awaken for 30 seconds, so keep an eye on the clock. In addition, while in their statue form, they do not register as undead or alive for the purposes of detection.

If and when they do enter it and look around, the following information can be found (before the giant attack).

- The room itself is 30 feet tall, 70 feet long, and 50 feet wide. The floor consists entirely of two

intricately carved giant hands, palms facing up to the ceiling. The walls are covered in depictions of various giants working on the castle, waging war against dragons, and the left wall (in relation to where they enter in the north) is one large mural.

- In front of the mural are six giant statues in supplication to the mural. Most of their frames have melted into the floor and mural.
- While they have been here for some time, a successful DC 16 Intelligence (History or Religion) check will recognize that these are petrified giants, and the mural they are in front of is depicting hundreds of other giants giving praise to one in the center who is double the size of all others: The giant god Annam the All-Father.
- If the characters successfully recognize what this room is for, they will also know that giants abhor outsiders that enter their sacred spaces. This allows the characters to not be surprised as the giants awaken!

Once 30 seconds has elapsed after the giants awaken, a *wall of force* spell blocks the door frame, keeping it from being immediately used to escape. Two **stone giant** statues and a **cloud giant smiling one** statue attack. Do not forget that if they do not recognize what the statues and mural were for, that the giants have a surprise round (unless the characters have something that negates surprise rounds).

As if struck by lightning, multiple giant statues spring to life, stone turning to mottled flesh as inorganic sounds escape their mouths, rock flowing into outstretched and deformed hands to form rudimentary weapons the size of grown men that begin to swing towards you.

TRICKS OF THE TRADE

This entire combat is to remove intruders from the giant shrine. The following tips can help make this encounter interesting and smooth.

The giants are constructs. While they look lifelike, their souls are not in their bodies and should be treated as constructs (do not breathe, cannot be affected by poison, etc.). Remember that certain spells and items deal extra damage to them, and when dead they cannot be interacted with via spells such as *speak with dead*.

The spells can be dispelled. The glyphs on the giant weapons power their *elemental weapon* spells. These can be dispelled to help ease combat.

Race is important. Firbolg and goliath characters will find themselves ignored in combat and will only be attacked if those characters deal damage first. Even then, the attacks are reluctant and non-lethal. On the other hand, kobolds and dragonborn are actively sought out for attacks. The giants will provoke attacks of opportunity and go through detrimental effects when needed to attack these races. They will attack until they are destroyed due to their construct logic.

The giants and the walls. Having worshipped in this room before being re-animated as constructs, statues are able to move through the walls. They meld in, move through, and exit without taking extra actions. A giant will never end its turn entirely hidden in a wall or mural, always keeping its arms and head available to attack with if possible.

SETTING UP THE ENCOUNTER

All APLs

The cloud giant smiling one(s) act on initiative count 20, and all other giants act on initiative count 15.

Also, every giant is a construct in addition to its normal type, and has truesight to 120 ft.

Very Weak

- **Stone Giant:** AC 17, 126 hp
The stone giant has *elemental weapon (thunder)* pre-cast at 3rd level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 230 hp

Weak

- **Stone Giant (2):** AC 17, 126 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 3rd level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 230 hp
The cloud giant has *elemental weapon (cold)* pre-cast at 3rd level on its morningstar, without concentration.

Average

- **Stone Giant (2):** AC 17, 146 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 5th level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 262 hp
The cloud giant has *elemental weapon (cold)* pre-cast at 5th level on its morningstar, without concentration.

Strong

- **Stone Giant (2):** AC 17, 146 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 5th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 262 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 5th level on its morningstar, without concentration.

Very Strong

- **Stone Giant (3):** AC 17, 166 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 7th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 295 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 7th level on its morningstar, without concentration.

Deadly

- **Stone Giant (3):** AC 17, 166 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 7th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 295 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 7th level on its morningstar, without concentration.
It can also innately cast *wall of force* 1/day, without using spell components, as a bonus action.

DEVELOPMENTS

When the giants are destroyed, the room begins to degrade and a part of the barricade to the control room also degrades.

When the characters are ready to move on, proceed to part 2c if they have not completed it. If they have completed part 2c, proceed to part 3. There is no time for a short rest once both 2b and 2c are completed.

PART 2c. ARCANE BATTERIES

This room is covered in glyphs, runes, and crystals the size of halflings. Characters will need to disable this room to break down the control room door.

The archway and hall leading to the arcane room that the Siblings described is . . . Rather plain. The heavy stone doors are well worn and open, with “CAUTION: HIGH ENERGY” written in Giant above the door. What lies inside is impressive: The floor and walls are covered in runes and other intricate designs, the air humming with energy emanating from multiple crystals laid out at key points.

This room is one of the ways that the Baron and his recently deceased minions powered the control room wards, and a wrong decision can be problematic.

Due to the energy in the room, any spells cast in or into the room (1st level or higher) trigger a wild magic surge directly on the spellcaster. Use the wild magic table available in the *Player’s Handbook*, underneath the Wild Magic Sorcerer.

To successfully clear the room, and reduce the power of the control room wards, four crystals must be manipulated successfully.

- A DC 18 Dexterity (Acrobatics) skill check is required to make their way to one of the crystals. A failed skill check causes the energy grid to short, dealing 12 (2d10) psychic damage and 12 (2d10) force damage, but they do make it to a crystal. If two creatures try to work at the same time in the room itself, each one makes this skill check with disadvantage as the arcane energy becomes unstable from multiple foreign bodies. Other sources of help and aid should be encouraged, and give the person in the room advantage. This can be a mastermind’s Help action, skilled allies giving advice, etc. Be generous.
- Once a creature reaches a crystal, they must make a DC 18 Intelligence (Arcana) skill check or DC 23 Dexterity (Sleight of Hand) skill check. A failure causes the crystal to short out as it is removed, causing 12 (2d10) psychic damage and 12 (2d10) force damage. In addition, the creature is drained of a spell slot, as decided by the party’s APL and a die roll as shown below. If they do not have that spell slot level available, it takes the highest spell slot available up to the rolled level. If a creature did not have spell slots to lose, or if losing a spell slot would not be even a minor setback (such as a party with multiple wands and staves), they instead have another feature drained as their body loses power and strength. Choose one of the following: one action surge, half of their available rages, half of their available bardic

inspiration, one channel divinity, one druid wild-shape, half of their available ki points, half of their lay on hands pool, half of their available sorcery points, their lowest available mystic arcanum, their arcane recovery.

CRYSTAL SHORT CIRCUIT EFFECT

Party Strength	Spell Slot Drained
Very Weak & Weak	Odd roll—Level 2 spell slot. Even roll—Level 3 spell slot.
Average & Strong	Odd roll—Level 4 spell slot. Even roll—Level 5 spell slot.
Very Strong & Deadly	Odd roll—Level 6 spell slot. Even roll—Level 7 spell slot.

- Once removed from its original position, the holder of the crystal must set the crystal down in a position that routes the energy away from the door without causing backlash. This can be accomplished with either a DC 18 Intelligence (Arcana) skill check, a DC 20 Intelligence (Investigation) skill check, or a DC 22 Wisdom (Perception) skill check. This cannot be a passive skill check, as the complexity is too nuanced for casual observation. A failure will short circuit the room and the holder of the crystal, causing a roll on the “Residual Trap Effects” table on page 7. If a 1 is rolled, use the spell slot selection listed above to decide the damage from the raw energy unleashed. If a 4 is rolled, ignore it and roll again.
- If a crystal is attacked, the energy (be it magical or kinetic) reverberates through the energy grid, as the crystal is immune to all damage while in the grid. The creature attacking rolls for damage as if it was a critical hit, and all creatures in the fortress that are not the Baron or one of his minions take the rolled damage and lose a spell slot as listed above.

DEVELOPMENT

Once four crystals are removed from the arcane grid, and the grid itself redirected, a portion of the control room wards break. In addition, each character receives 1,000 XP.

Proceed to part 2b if it has not been cleared or proceed to part 3 if both areas have been cleared. There is no time for a short rest once parts 2b and 2c are completed.

PART 3. END OF THE LINE

Estimated Duration: 1 hour 45 minutes

The characters have gained access to the control tower and will finally come face to face with the Baron. But what they find will not meet their expectations.

GENERAL FEATURES

The control room on top of the main hall has the following general features.

Terrain. This 120-foot-wide, 100-foot-long, 40-foot-tall room is made entirely of smooth, worked stone. Furniture and debris litter the room in various places.

Weather. The ceiling is magically crafted to allow sunlight to shine into the room. The sun's excess heat is dissipated to keep the room pleasant in temperature.

Light. Sunlight, bright but not glaring, in the entire room. No dim light or dark locations.

Smells and Sounds. Old, damp, stone. The sound of swiftly moving air through the area.

Actions Matter. Confirm which characters participated in Season 5 Tier 3 adventures, or DDEP05-02, "Ark of the Mountains." The Baron might remember their faces from previous interactions in Durlag's Tower or on the airships in battle, and will focus his attacks and attention on them.

3A. EVICTION NOTICE

The doors to the upper levels of the main hall open, the sounds of flowing air all they hear. The Baron has made his move.

Returning to the main hall, the doors to the upper levels are wide open, their wards gone. Sunlight and a stiff breeze flow down the stairs.

Those with a passive Perception of 20 or higher can hear a fight upstairs, and the sound of liquid dripping down the stairs.

If the characters go upstairs before the minute is up, be it stealthy or otherwise, please read the following box text.

As you make your way upstairs, the fortress begins to shake and heave side to side. As suddenly as it starts, it stops, the sound of metal hitting floor ringing through the air and a trickle of blood flows gently down the steps. A deep giant voice echoes down the stairs in Common, confidence oozing from its tone.

"I know there are others here: The fortress shows all. Come forward, and witness the end of the Red Knight's Chosen."

When the characters do arrive at the second floor, the sight that greets them is as follows:

- Baron Rajiram (**death giant**) floats in the air in the center of the room, held in place by a sphere of wind and energy as his tattered robes flit about. In his hand is a red halberd, embedded in the body of Selise of Teshwave directly in front of him. A sharp twist causes her to exhale one last time, determination still in her eyes as the light is snuffed from them.
- Characters with a passive Perception of 14 or higher will notice that the halberd seems to be fighting against the Baron's hand, trying to break free ... until the characters are fully present. It then goes still, as if waiting for something.
- The navigation orb for the fortress is embedded in his chest, acting as the conduit for the sphere as it glows softly. This acts as a casting of *globe of invulnerability* (no concentration, level set by party strength), and imposes disadvantage on ranged attack rolls.
- Freshly made scorch marks and gouges cover the walls and floor, debris strewn everywhere.

Characters can make various skill checks to notice the following bullet points about the Baron, and the halberd in his hand:

- DC 19 Wisdom (Medicine) skill check. Rajiram's body is different from reports: He is a storm giant instead of the cloud giant that he once was, and appears to be undead. In addition, his body seems to crackle with energy and tendrils of air as if possessed.
- DC 19 Intelligence (Arcana) skill check. Recognizes the navigation orb's effect on the Baron (see above bullet points).
- DC 23 Intelligence (Nature) skill check. The air flowing in the room has an intelligence to it, testing the characters equipment and weight. It seems to stem from the orb and the Baron's body.

If a creature touches the navigation orb, one of two things will happen, without using the Baron's concentration:

- If the creature is willfully touching the orb in hopes of attaining power or joining the Baron, they are immediately subjected to the spell-like effects of an 8th level *dominate monster*, and they make the DC 21 saving throw with disadvantage.
- If a creature is willfully touching the orb for other reasons, such as attempting to pull it free of the Baron's torso, they are immediately subjected to the spell-like effects of an 8th level *dominate monster*, DC 21.

For either bullet, if the creature fails they are under the direct control of the Baron for 1 hour, as per the spell description. A creature that succeeds on the saving throw takes 4d12 psychic damage and can

continue to touch the orb without making another saving throw.

WHAT THE BARON WANTS

The Baron's goal is twofold: Resolve the pact that he has made with a powerful elder air elemental, and gain new servants that can be under his control.

- Rajiram will not speak of his pact with the elder elemental, as he believes to have it under control. What he will speak about is how he has used Selise of Teshwave to fuel a ritual to further his plans, and happened to pull in her siblings as well. They are either dead, or on the Elemental Plane of Air, but either way they have served their purpose.
- He will try and convince the characters (if they do not immediately try and attack him) that his power is only growing, and that those who currently rule over the Sword Coast are unworthy. After all, if the Red Knight's Chosen could not stop him, what hope do other powers have?.
- If the characters can deceive the Baron, be it through multiple skill checks or other means, Rajiram will drop the *globe of invulnerability* effect to openly speak with them. He can turn it back on with an action if needed.
- Characters who get past the *globe of invulnerability* and successfully cast *dispel magic* on the Baron (while within the globe) will remove all of the pre-cast spells from his being and cause the navigation orb to stutter. This disrupts the *globe of invulnerability* for several rounds, depending on party APL:
 - **Very Weak & Weak:** 4 rounds.
 - **Average & Strong:** 3 rounds.
 - **Very Strong:** 2 rounds.
 - **Deadly:** 1 round.
- Lastly, if a character can remove the navigation orb from Rajiram's torso, it causes catastrophic effects and immediately starts part 3b.

If the Baron believes that the characters will not join his cause, or gets attacked or threatened, combat shortly follows as a **storm giant zombie** is pulled from the floor to join him in combat.

SETTING UP THE ENCOUNTER

Pre-Cast Spells

Baron Rajiram has the following spells and effects on him as combat starts (by potions, spell scrolls, and other effects used by Selise of Teshwave, before she broke free and was subsequently killed while her siblings were banished): *death ward*, *fly*, *foresight*, *freedom of movement*, *heroes' feast*, *mind blank*, *skill empowerment* (athletics), *true seeing*.

Very Weak & Weak

- **Baron Rajiram (Death Giant):** AC 20, 192 hp, Init +0 (Adv)
Globe of invulnerability is cast at 6th level
Add 1 Legendary Resistance per day
- **Storm Giant Zombie:** AC 16, 185 hp, Init +1
Remove Necrotic Lightning Storm

Average & Strong

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 7th level
Add 2 Legendary Resistances per day
- **Storm Giant Zombie:** AC 16, 185 hp, Init +1
Remove Necrotic Lightning Storm

Very Strong

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 8th level
Add 3 Legendary Resistances per day
Add *haste* from a *glyph of warding*
- **Storm Giant Zombie:** AC 16, 231 hp, Init +1

Deadly

If a creature hits the baron with a melee weapon or other form of direct contact, it must make the saving throw against the *dominate monster* effect listed on the previous page for the Navigation Orb.

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 8th level
Add 3 Legendary Resistances per day
Add *haste* and *holy weapon* from two *glyphs of warding*
- **Storm Giant Zombie (2):** AC 16, 231 hp, Init +1

DEVELOPMENTS

As the fight progresses, the Baron's form becomes more and more elementally fueled, crackling with lightning and air surging out of his wounds. If the navigation orb is attacked, the same effects apply. The characters should be aware that something is changing, for better or worse.

Once Baron Rajiram is reduced to 0 hit points, or the navigation orb is removed from his body, proceed to part 3b. Storm giant zombies that are still alive crumble apart and do not participate in part 3b.

3B. STORM HERALD

Baron Rajiram loses control, unleashing a powerful foe that will do more damage than the fortress ever could. He believed his pact with the elder air elemental made him the Storm Herald, but he did not realize that the final part of the ritual had yet to be completed. Once his undead life force is no longer powering the navigation orb, the transformation begins by absorbing his body, and joining his essence with an **elder tempest**. The Storm Herald emerges.

The navigation orb explodes, obliterating the Baron with it. From within the cloud of the explosion comes a storm that fills the room with gale force winds and rain before quickly destroying the roof and multiple walls, expanding rapidly to fill the sky miles across. From within the storm, a serpent over 100 feet long begins to snake through the sky, and a familiar giant's voice echoes through the thunder.

"We come to herald the coming storm, the rain and wind that will cleanse those unworthy. Fall to the ground and perish in your waste."

As the words trail through the air, a broken halberd on the ground glows with a crimson light.

The elder tempest is empowered by the absorption of the Baron, giving it temporary hit points, spell effects, resistances, and extra damage, as detailed in the "Setting up the Encounter" sidebar.

THE RED KNIGHT'S HALBERD

The glowing halberd is the last weapon used by Selise of Teshwave, unable to complete her task from the Red Knight due to the Baron's meddling.

- The knight chess piece etched on the handle is known as the symbol of the Red Knight, and is known by most characters without needing a successful skill check.
- All characters can hear a feminine voice inside of their heads, praising their prowess and asking for their aid in striking down the Baron and what he has become. If someone is willing to wield the halberd, they will become her Chosen and give the party powerful (and needed) aid.
- If a character agrees and moves to wield the halberd, it will fly to their hands and immediately impart the following: The wielder and each of their allies immediately gains 60 temporary hit points and sprouts crimson ethereal wings that provide a fly speed of 120 feet. The wielder of the halberd also gains the following effects, which can be transferred to another character only if the wielder falls unconscious in battle and the halberd is taken:
 - The halberd counts as a +2 weapon and does an additional 3d8 radiant damage for the duration

of this combat, the Red Knight smiting through their weapon and the wielder's body.

- The character's voice gains the effect of the *thaumaturgy* spell for the duration of the fight, a god-like feminine voice layered over their own in righteous fury.

TRICKS OF THE TRADE

The elder tempest is a force of nature, and reasoning with it is not an option. It must be destroyed or it will range across Faerûn, wreaking havoc.

It's stormy weather. Be sure to read the Living Storm portion of the tempest's stat block. It imposes multiple environmental effects on the battlefield.

The tempest does not need to be close. The tempest will stay at range whenever possible, using its Lightning Storm and Lightning Strike to attack at a distance.

Be the storm. When an opportunity presents itself, the tempest will use its Screaming Gale legendary action to knock foes off of the fortress and down to the ground below. Characters who try to secure themselves to the floor with things like climbing gear can still take damage from being moved, but should not fall off.

The Baron is helping to power the storm. Baron Rajiram is now fully absorbed into the tempest, due to the pact he has made. Spells or other effects that would remove him from the body will remove all temporary hit points and other effects that were gained from his absorption. Continue the combat with the regular elder tempest stat block.

The Red Knight's Aid. Be sure to make the fight and the knight's aid cinematic and impactful. This is the climactic battle, and the players should feel it!

SETTING UP THE ENCOUNTER

Pre-Cast Spells

The elder tempest has the following spells on it as combat starts, due to its absorption of Baron Rajiram, even if they were previously dispelled or removed (in addition to gaining temporary hit points and other effects per party strength): *foresight*, *mind blank*, *true seeing*. Attempts to use *dispel magic* against these effects are made with disadvantage, as the Weave roils with the elemental's raw power.

Very Weak & Weak

- **Elder Tempest:** AC 19, 264 hp + 192 temp hp, Init +9 (adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects

Average & Strong

- **Elder Tempest:** AC 19, 301 hp + 247 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack

Very Strong

- **Elder Tempest:** AC 19, 356 hp + 247 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack
Increase Legendary Resistance to 4 per day

Deadly

- **Elder Tempest:** AC 19, 416 hp + 308 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack
Increase Legendary Resistance to 5 per day.

DEVELOPMENTS & TREASURE

Once the tempest and Baron Rajiram are destroyed, the fortress begins to descend as its navigation orb has been destroyed. Pieces of the Baron's corpse fall to the ground and are partially recoverable—his robes have a *spell scroll of geas* and 20,000 gp in the form of platinum and gems stuffed in a bag. The halberd that was glowing transforms at the tempest's defeat, turning into a *manual of gainful exercise*.

ZHENTARIM FACTION ASSIGNMENT

While escaping the crashing fortress, Zhentarim agents need to bring back a portion of the Baron for their assignment to be a success.

PART 4. EPILOGUE

Estimated Duration: 15 minutes

With the assault on Skyelingeheim complete, were characters able to stop it and Baron Rajiram's plan? And what of Selise of Teshwave and her siblings?

FULL SUCCESS

Safely back on land, the characters can watch the fortress descend faster and faster until it slams into the Moonsea, the mission a success.

Once back, the factions and local powers will hold a festival in their honor, the Baron and the fortress vanquished. The only exception to this cheer is the Lord's Alliance, who will be frustrated to hear that Selise was subverted and is currently missing. They are still thankful for the character's efforts, regardless of Selise's predicament.

PARTIAL SUCCESS

If the party took more than one short rest, the fortress was able to overfly the Moonsea, and was over inhabited land when it fell. With the fortress crashed on dry land, the mission is a partial success.

The different factions and local powers immediately begin to squabble over who should have control over the ruins, with no end in sight. In addition, the Lord's Alliance is frustrated to hear that Selise was subverted and is currently missing. They think another group was behind the Baron's action, affecting future storylines involving this adventure.

FAILURE

With the fortress either flying on to the Sword Coast, or the elder tempest freed and allowed to attack anything in its wake, the mission is a total failure. The heroes' names are not said in praise but in anger, and the world must contend with the ineffectiveness. Perhaps there will come a day to fix what they have wrought.

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
Stone Giant	2,900
Cloud Giant Smiling One	7,200
Death Giant (Storm)	18,000
Storm Giant Zombie	10,000
Elder Tempest	50,000

NON-COMBAT AWARDS

Task or Accomplishment	XP Per Character
Maintenance Tunnel	1,000
Arcane Batteries	1,000

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 **13,500 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
Diamond Payment	5,000 each
Baron Rajiram	20,000

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.

MANUAL OF GAINFUL EXERCISE

Wondrous item, very rare

This leather-bound book is emblazoned with a crimson red chess piece, the knight. The inside of the manual describes hundreds of training regiments for warfare and self-defense, ingraining some of them into your mind as the magic within is used.

This item can be found in **Player Handout 1**.

GIANT SPELLBOOK

This spellbook contains *investiture of stone*, *thunder step*, and *whirlwind*. While written in Elvish, a giant child has drawn runes all over it, and those you can read have drawings around them like a coloring book.

POTION OF SUPERIOR HEALING

Potion, rare

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

SPELL SCROLL OF GEAS

Scroll, rare

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

REOWN

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

Members of the Zhentarim that successfully bring back a portion of Baron Rajiram's body earn **one additional renown point**.

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:

Abigail of Teshwave (She/Her) Abigail is one of the Teshwave siblings. Quieter than Char and always keeping a watchful eye on them. When she speaks, she is curt, tactful, and above all else precise with her levelheadedness.

Char of Teshwave (They/Them) Ever-fluid in mannerisms, gender, and in battle. When Char speaks, they are boastful and happy to be the center of attention. In battle, melee range is where Char is the most commanding and deadly. When Char is quiet, they are either thinking, calculating the next move, or doubting previous actions.

Baron Rajiram. A cloud giant whose bid to claim the ancient artifacts from the wars between dragons and giants has not ended. While he was severely weakened in a previous conflict, his access to the fortress and need for power has earned him a pact with one of the powerful elder air elementals. By sacrificing his life to serve it, he has been raised as Storm Herald: an undead storm giant paladin.

APPENDIX. MONSTER/NPC STATISTICS

CLOUD GIANT SMILING ONE

Huge giant (cloud giant), chaotic neutral

Armor Class 15 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	22 (+6)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +10, Int +6, Cha +7

Skills Deception +11, Insight +7, Perception +7, Sleight of Hand +9

Senses passive Perception 17

Languages Common, Giant

Challenge 11 (7,200 XP)

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

At will: *detect magic, fog cloud, light*

3/day each: *feather fall, fly, misty step, telekinesis*

1/day each: *control weather, gaseous form*

Spellcasting. The giant is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The giant has the following bard spells prepared:

Cantrips (at will): *minor illusion, prestidigitation, vicious mockery*

1st level (4 slots): *cure wounds, disguise self, silent image, Tasha's hideous laughter*

2nd level (3 slots): *invisibility, suggestion*

3rd level (2 slots): *major image, tongues*

Keen Smell. The giant has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The giant makes two attacks with its morningstar.

Morningstar. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft., one target. *Hit:* 30 (4d10 + 8) bludgeoning damage. The attack deals an extra 14 (4d6) damage if the giant has advantage on the attack roll.

Change Shape. The giant magically polymorphs into a beast or humanoid it has seen, or back into its true form. Any equipment the giant is wearing or carrying is absorbed by the new form. Its statistics, other than its size, are the same in each form. It reverts to its true form if it dies.

Source: *Volo's Guide to Monsters*

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.

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.

Source: DDAL06-03 *Crypt of the Death Giants*

ELDER TEMPEST

Gargantuan elemental, neutral

Armor Class 19

Hit Points 264 (16d20 + 96)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	28 (+9)	23 (+6)	2 (-4)	21 (+5)	18 (+4)

Saving Throws Wis +12, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning, poison, thunder

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 23 (50,000 XP)

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

Flyby. The tempest doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

Living Storm. The tempest is always at the center of a storm 1d6 + 4 miles in diameter. Heavy precipitation in the form either rain or snow falls there, causing the area to be lightly obscured. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

In addition, strong winds swirl in the area covered by the storm. The winds impose disadvantage on ranged attack rolls. The winds extinguish open flames and disperse fog.

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

ACTIONS

Multiattack. The tempest makes two attacks with its thunderous slam.

Thunderous Slam. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (4d6 + 9) thunder damage.

Lightning Storm (Recharge 6). All other creatures within 120 feet of the tempest must each make a DC 20 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one. If a target's saving throw fails by 5 or more, the creature is also stunned until the end of its next turn.

LEGENDARY ACTIONS

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

Move. The tempest moves up to its speed.

Lightning Strike (Costs 2 Actions). The tempest can cause a bolt of lightning to strike a point on the ground anywhere under its storm. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Screaming Gale (Costs 3 Actions). The tempest releases a blast of thunder and wind in a line that is 1 mile long and 20 feet wide. Objects in that area take 22 (4d10) thunder damage. Each creature there must succeed on a DC 21 Dexterity saving throw or take 22 (4d10) thunder damage and be flung up to 60 feet in a direction away from the line. If a thrown target collides with an immovable object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown before impact. If the target would collide with another creature instead, that other creature must succeed on a DC 19 Dexterity saving throw or take the same damage and be knocked prone.

Source: Mordenkainen's Tome of Foes

STONE GIANT

Huge giant, neutral

Armor Class 17 (Natural Armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	20 (+5)	10 (+0)	12 (+1)	9 (-1)

Saving Throws Dex +5, Con +8, Wis +4

Skills Athletics +12, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 7 (2,900 XP)

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

ACTIONS

Multiattack. The giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, reach 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

REACTIONS

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

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.

Source: DDAL06-03 *Crypt of the Death Giants*

APPENDIX. ENCOUNTER SETUP

PART 2B

ALL PARTY STRENGTHS

- The cloud giant smiling one(s) act on initiative count 20, and all other giants act on initiative count 15.
- Also, every giant is a construct in addition to its normal type, and has truesight to 120 ft.

VERY WEAK PARTY STRENGTH (10,100 XP)

- **Stone Giant:** AC 17, 126 hp 2900
The stone giant has *elemental weapon (thunder)* pre-cast at 3rd level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 230 hp 7200xp

WEAK PARTY STRENGTH (13,000 XP)

- **Stone Giant (2):** AC 17, 126 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 3rd level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 230 hp
The cloud giant has *elemental weapon (cold)* pre-cast at 3rd level on its morningstar, without concentration.

AVERAGE PARTY STRENGTH (13,000 XP)

- **Stone Giant (2):** AC 17, 146 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 5th level on its greatclub, without concentration.
- **Cloud Giant Smiling One:** AC 15, 262 hp
The cloud giant has *elemental weapon (cold)* pre-cast at 5th level on its morningstar, without concentration.

STRONG PARTY STRENGTH (20,200 XP)

- **Stone Giant (2):** AC 17, 146 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 5th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 262 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 5th level on its morningstar, without concentration.

VERY STRONG PARTY STRENGTH (23,100 XP)

- **Stone Giant (3):** AC 17, 166 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 7th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 295 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 7th level on its morningstar, without concentration.

DEADLY PARTY STRENGTH (23,100 XP)

- **Stone Giant (3):** AC 17, 166 hp
Each stone giant has *elemental weapon (thunder)* pre-cast at 7th level on its greatclub, without concentration.
- **Cloud Giant Smiling One (2):** AC 15, 295 hp
Each cloud giant has *elemental weapon (cold)* pre-cast at 7th level on its morningstar, without concentration.
It can also innately cast *wall of force* 1/day, without using spell components, as a bonus action.

3A. EVICTION NOTICE

PRE-CAST SPELLS

Baron Rajiram has the following spells and effects on him as combat starts (by potions, spell scrolls, and other effects used by Selise of Teshwave, before she broke free and was subsequently killed while her siblings were banished): *death ward*, *fly*, *foresight*, *freedom of movement*, *heroes' feast*, *mind blank*, *skill empowerment* (athletics), *true seeing*.

VERY WEAK & WEAK PARTY STRENGTH (28,000 XP)

- **Baron Rajiram (Death Giant):** AC 20, 192 hp, Init +0 (Adv)
Globe of invulnerability is cast at 6th level
Add 1 Legendary Resistance per day
- **Storm Giant Zombie:** AC 16, 185 hp, Init +1
Remove Necrotic Lightning Storm

AVERAGE & STRONG PARTY STRENGTH (28,000 XP)

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 7th level
Add 2 Legendary Resistances per day
- **Storm Giant Zombie:** AC 16, 185 hp, Init +1
Remove Necrotic Lightning Storm

VERY STRONG PARTY STRENGTH (28,000 XP)

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 8th level
Add 3 Legendary Resistances per day
Add *haste* from a *glyph of warding*
- **Storm Giant Zombie:** AC 16, 231 hp, Init +1

DEADLY PARTY STRENGTH (38,000 XP)

If a creature hits the baron with a melee weapon or other form of direct contact, it must make the saving throw against the *dominate monster* effect listed on page 13 for the Navigation Orb.

- **Baron Rajiram (Death Giant):** AC 20, 247 hp, Init +0 (Adv)
Globe of invulnerability is cast at 8th level
Add has 3 Legendary Resistances per day
Add *haste* and *holy weapon* from two *glyphs of warding*
- **Storm Giant Zombie (2):** AC 16, 231 hp, Init +1

PART 3B. STORM HERALD

PRE-CAST SPELLS

The elder tempest has the following spells on him as combat starts, due to its absorption of Baron Rajiram even if they were previously dispelled or removed (in addition to gaining temporary hit points and other effects per party strength): *foresight*, *mind blank*, *true seeing*. Attempts to use *dispel magic* against these effects are made with disadvantage, as the Weave roils with the elemental's raw power.

VERY WEAK & WEAK PARTY STRENGTH (50,000 XP)

- **Elder Tempest:** AC 19, 264 hp + 192 temp hp, Init +9 (adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects

AVERAGE & STRONG PARTY STRENGTH (50,000 XP)

- **Elder Tempest:** AC 19, 301 hp + 247 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack

VERY STRONG PARTY STRENGTH (50,000 XP)

- **Elder Tempest:** AC 19, 356 hp + 247 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack
Increase Legendary Resistance to 4 per day

DEADLY PARTY STRENGTH (50,000 XP)

- **Elder Tempest:** AC 19, 416 hp + 308 temp hp, Init +9 (Adv)
Add 18 (4d8) necrotic damage to Thunderous Slam
Add advantage on saving throws against spells and other magical effects
Add a recharged Hellfire Orb attack
Increase Legendary Resistance to 5 per day.

APPENDIX. GIANT DEFENSES

The fortress has several active defense systems, described here.

Perimeter Defenses and Plane Shifting. The entire fortress exterior is protected by a permanent effect similar to a 9th level *globe of invulnerability*, which cannot be dispelled. In addition, planar magic (such as *banishment* or *plane shift*) and teleportation magic (such as *misty step*, *dimension door*, *arcane gate*, etc.) do not work to enter, exit, or bring outside things into the fortress. If a spell or spell like effect is used as outlined above, the resources are expended but no effect occurs.

Walled Off. Every wall in the fortress has AC 18, Damage Threshold 30 (any damage from a single source that does not deal over 30 damage deals 0 damage), immutable form (immunity to any spell or effect that would alter its form) unless it is done by a creature with the giant subtype, blocks Ethereal travel and teleportation through them, has immunity to psychic and poison damage, and resistance to all other forms of damage.

Teleportation & More. Due to failed teleportation experiments done by the previous owners, teleportation magic brings strange effects while within the fortress walls. All creatures in the fortress can sense something is wrong, but those with an ability or spell that allows them to teleport innately know that trying to use said ability or spell might be catastrophic, but do not know any specific effects.

If a creature or object not being worn or carried is subjected to an effect or spell that teleports them (such as *misty step*, the Shadow Monk's class feature, etc.), it must roll a d20 with no modifiers and have the corresponding effect on the "Teleportation & More" appendix table happen to it. This roll is not a saving throw or ability check, but rather the unstable environment reacting to the effect.

VIG's. All of these effects besides those outlined in "Teleportation & More" are ignored by the giants that once lived here, in whatever form, and those that are attuned to the control sphere, such as Baron Rajiram.

APPENDIX. TELEPORTATION & MORE

If a creature or object not being worn or carried is subjected to an effect or spell that teleports them (such as *misty step*, the Shadow Monk's class feature, etc.), it must roll a d20 with no modifiers and have the corresponding effect happen to it. This roll is not a saving throw or ability check, but rather the unstable environment reacting to the effect.

16-20

The teleportation works as intended, following the rules set forth in the "Giant Defenses" appendix.

11-15

The teleportation works as intended, following the rules set forth in the "Giant Defenses" appendix. In addition, the creature must roll a d4 and consult the table listed in part 1b, trap 3.

6-10

The teleportation fails, resources expended. In addition, one of the following bullet points happens as the aftereffects ripple through the weave:

- If an object not being worn or carried makes this roll, a non-mechanical physical property changes permanently.
- If a creature made this roll, instead of teleporting to their destination, the creature randomly trades an appendage with another creature in the same room. The trading creatures must be of the same size and have similarly functioning appendages. This mishap is permanent while in the fortress and does not impose mechanical changes, so the characters can roleplay it as they want. Once outside the fortress, it will revert back in seconds.

3-5

The teleportation goes horribly wrong and fails, resources expended. In addition, one of the following bullet points happens as reality shudders:

- If an object made this roll, its physical form loses stability and immediately explodes with a 5th level *synaptic static* starting from its position. This cannot be countered, and the saving throw and subsequent damage bypass all resistances. Once it explodes, it crumbles to dust if it is non-magical.
- If a creature made this roll, instead of teleporting to their destination, the creature randomly trades heads with another creature in the fortress that it is friendly with. This mishap is permanent while in the fortress, imposing the effects of three levels of exhaustion as each head tries to pilot their original body from a different one! This also messes with effects that require line of sight, and other changes that will

require adaption! It's hard to be in someone else's shoes...

- Once outside the fortress, any swapped heads will revert back to their original bodies by spending 20 downtime days next to it, during which no other activity can happen as the heads swap and then recalibrate.

1-2

The teleportation fails, resources expended. In addition, one of the following bullet points happens as the Weave breaks down and reforms in response:

- If a creature made this roll, it must make a DC 20 Charisma saving throw as its body gets scattered like dust across the planes. This saving throw can only be modified with their own innate abilities (class features, feats, base stat bonus, proficiency bonus). Any other influence, from other creatures to magic items to spells, is negated. On a failure, the creature is paralyzed for 1d6 rounds as their entire being resets, and takes 95 (10d10 + 40) force damage, which ignores temporary hit points, resistances, and immunity. If this damage reduces the target to 0 hit points, it is disintegrated and subject to the rules outlined in the *disintegrate* spell. On a success, the creature is instead stunned for 1d3 rounds and takes half damage. If this damage reduces the target to 0 hit points, it is disintegrated and subject to the rules outlined in the *disintegrate* spell.
- Anything that is not a creature automatically fails. Non-magical items are unable to be brought back save for a *wish* spell, and magical items are launched across the planes. To recover an item requires 50 downtime days to hunt it down and bring it back. If a creature chooses not to find magic items lost in this way, their magic item count is not reduced due to their choice.

PLAYER HANDOUT 1. MAGIC ITEM

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

MANUAL OF GAINFUL EXERCISE

Wondrous item, very rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

This leather-bound book is emblazoned with a crimson red chess piece, the knight. The inside describes hundreds of training regiments for warfare and self-defense, ingraining some of them into your mind and muscles as the magic is used.

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