

A GUIDE TO STORM KING'S THUNDER

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POWER SCORE RPG



In this .pdf, we are going to go over Storm King's Thunder and discuss the things you need to know when running the adventure. This guide has a lot of stuff that should make your life easier. At the end, I have included a sample campaign so newer DMs can get an idea of how to put this adventure together.

This guide grew out of my blog:

Power Score RPG

<http://powerscorerpg.blogspot.com/>

<http://thecampaign20xx.blogspot.com/>

When Does This Adventure Take Place?

The timeline is kept purposely vague to suit your campaign. This adventure definitely takes place after Tyranny of Dragons. There is a sidebar on page 13 that says that this adventure is assumed to be set after the year 1485 DR.

- **The Spellplague** hit in 1385 DR, which marked the beginning of 4th edition.
- **The Sundering** occurred in either 1484 or 1485 DR and marked the beginning of the D&D Next playtest era.

So, yeah, here we are. I'd say you should put in at least a year to account for Tyranny of Dragons, which occurs prior to this adventure.

I think saying that there is one year of time between each adventure sounds good. Out of the Abyss could take a very long time in-game. So here's what you do:

- 1486 DR: Tyranny of Dragons
- 1487 DR: Princes of the Apocalypse
- 1488 DR: Out of the Abyss
- 1489 DR: Curse of Strahd
- 1490 DR: Storm King's Thunder

If This is Your First Campaign

New DMs: If you are new to being a dungeon master, it is important to remember that you can do whatever you want with this book. The authors are expecting you to change things to suit your style. There is no "wrong" way to run this.

Also, if you're new, don't get stressed out over running this thing. Being a DM is hard and nobody is expecting you to be the greatest DM in the world. The important thing is to always keep things "fun" and to try your best to be fair. If you have time, watch some Dice, Camera, Action to see how Chris Perkins runs his games. He wrote this adventure.

If the group comes up with a clever plan, let them be clever! It's important to find the right "difficulty setting" for your game. You'll probably do a lot of tweaking. That's what we do behind the DM screen, we fiddle with knobs.

The best thing of all about this adventure is that chapter one is pretty straight forward. All you have to do is read it and take some notes, then let your group go nuts. That chapter alone should take you a few sessions and will give you time to find your footing.

How to Prepare this Adventure

I am going to give you my approach to how I would set up and run this adventure. My way isn't "right" or "better" than anyone else. I am doing this so you can see how you can take this adventure apart and then put it back together to form the adventure you want.

Let's do a quick, basic outline.

1. Nightstone: The group goes through chapter 1. That's very straightforward. The villagers need help.
2. Pick One of Three Locations: Chapter 2 is trickier. The group will have to pick a hook. If there is one place you like and want to use, just give the group that one hook. For example, I like Bryn Shander. So I would have the group be asked to go to Bryn Shander and tell Markham his sister is dead. I wouldn't even mention the Goldenfields and Triboar quests.
3. Zephyros: Now we fly in the cloud castle to Bryn Shander.
4. Bryn Shander: In Bryn Shander, we go through the frost giant attack.
5. Sort Out Chapter 3: Then we get to the most complicated part of planning this thing out. Chapter 3 is wide open. Ultimately, the group is meant to meet Harshnag (page 118). How and when that happens is completely up to you! Remember, if you like another of the chapter 2 locations, there's nothing stopping you from using it now.
- 6A. Winging It: If you are a fly-by-the-seat-of-your-pants kind of DM, then just let the group go where they want and when it feels like it is time, plop in Harshnag.
- 6B. Planning: If you are like me and you like to prepare, I suggest that you go through chapter 3 and find all the things that you want to use. Then look at the map on pages 74-75 and see where all these places are in relation to each other. Then just connect the dots - make a reason for the group to go from one place to the next. I have already broken down this chapter into quick little blurbs in my Guide to Storm King's Thunder.
7. The Oracle: Once the group meets Harshnag, then they are off to the Eye (page 121). The group will be asked to go to all those burial mounds in chapter 3. I don't like those, so in my version I changed it. Some people online have said they didn't like the idea of desecrating holy sites, so consider your group before you run this as written.

8. Iymrith: The group gets the artifacts and returns to the oracle. They learn that they need a conch. On the way out, Iymrith attacks and Harshnag makes a heroic sacrifice.

9. Find the Conch: In the book, every giant lord has a conch. The heroes will need to go steal a conch from a giant lord. I liked a lot of these areas, so in my version I changed things a little so I can use Svardborg, Ironslag and the Cloud Giant castle in my campaign.

10. Use the Conch: It takes the group to Maelstrom (page 201). There, the heroes hopefully expose Iymrith and get a clue to Hekaton's whereabouts.

11. King Hekaton: The group tracks down Hekaton and saves him!

12. Final Battle: The adventurers team up with Hekaton to take down Iymrith. As written, there's a bunch of NPC giants with the group. That seems a little unwieldy, so think about if you really want to take these NPCs along.

Foreshadowing

Once that is done, I suggest that you go back through your neat little outline and place clues and ideas. A lot of stuff in this adventure feels kind of out of the blue. I think it's a good idea to let the characters hear about some of these things in advance so it doesn't feel so random. Here's some topics to consider foreshadowing:

- The Golden Goose Token: I think it would be fun to have the group gamble on The Grand Dame (page 216) during chapter 3. You can watch the group light up when Serissa shows them the token in chapter 10.
- Iymrith: I think the group should hear legends of Iymrith long before they meet her so it's more awe-inspiring and epic when they face her.
- The Wyrmskull Throne: Serissa gets paralyzed when the Korolnor Scepter is taken from her (pages 209-210). This might feel very bizarre and random to the group. I suggest having the group learn about the Wyrmskull Throne and how it interacts with the scepter beforehand.
- Slarkrethel and the Cult: If you can, let the group hear tales of the legendary kraken and maybe hear word of the cult that worships Slarkrethel. This is tricky because this organization is kind of a surprise villain and you don't want to show your hand. I think if you present this detail among a sea of other details, it won't stick out. So I'd say you should present legends and rumors of two other shadowy organizations in prior sessions first to get the group used to this sort of presentation. That way, your inclusion of a mention of the Kraken Society won't stick out.
- Felgolos: If you are going to use the Cloud Giant castle, you might want to have the group meet Felgolos early on so they'll care when they find out he is being tortured.
- Harshnag and the Gray Hands: Harshnag was a member of the Gray Hands, now known today as Force Grey. The group should hear about their exploits, so when they meet Harshnag they know who he is.

Remember that your plans are not set in stone. Who knows what weird choices the group will make? Just adjust your outline as you go and indulge the players as much as you can.

Leveling

Once you start rearranging things, you might get worried about when to level your group. Chapter 3 is so huge that the adventurers could gain quite a few levels. I don't think you need to worry about the group getting too powerful. The giants are really tough. Worst case, just add in another giant to each encounter.

As an example, fighting those 4 ambassadors in Maelstrom seems like a tough encounter for a group of almost any level.

I don't think you need to be concerned if your group ends up at 13th level or whatever.

Things to do Before You Begin the Campaign

- Warn your players that some of the encounters are very hard and that they might need to run away. See "Deadly Encounters" on page 17. It is expected that the group will either try to interact with or run from monsters that are much more powerful than they are.
- At least one character in the party should speak Giant.
- Check out "Random Magic Items" on page 18 and consider letting your players each make a 'wish list' of magic items. Maybe have them pick three items per chart. Then you can just roll on that list during the adventure.
- Pick out some mundane items off the chart on page 18 in advance. If a giant has a huge brass gong, you might want to know that up front so it can be used in the encounter in some fun way.
- Every single chapter has a bunch of instances where you roll on random magic item charts from the DMG. I highly recommend handling this in advance, as it will grind your game to a halt.
- Foreshadow the Runes: When you describe the giants, you might want to mention the weird rune/symbol many of them wear. In the dungeon area on page 125, you can see that each type of giant has a rune associated with them. In that area, the group needs to figure out what each rune means. If you place non-magic/cosmetic runes on the giants, then the group has a chance to learn what they are in advance and they will be rewarded for paying attention.
- Foreshadow the Chip: In chapter 11, the group needs to find out where a gambling chip came from. You might want to have the heroes see these chips during their earlier adventures. See chapter 11 for everything about the chip.
- Alternate Giant Powers: Make sure you check out the giant options on page 245-246. There are fun new powers you can give your giants to keep them from getting repetitive. My favorite power is "Fling," where the giant throws you 60 feet.
- Klauth the Red Dragon: The group should hear about the red dragon Klauth before chapter four. You should try to build up the legend of Klauth. This dragon gives the group an airship and it will have more impact if they know who Klauth is in advance. See page 95 for info on this dragon. Also, check out this article by Ed Greenwood.

- Familiarize the Players with the Names of the Giant Lords: When you use the giants, I think you should have them call out the name of their leader, or the group hears them talking about their leader, whatever. You are going to want to make sure that your players are aware that the leaders control the schemes and are the ones that need to be defeated. When the group gets to the oracle on page 129, it is somewhat expected that they will ask the oracle about the leaders. The group will ultimately need to pick at least one giant lord to kill.
- The Importance of the Conch: Every giant lord has a conch of teleportation. The heroes will need one of these to find King Hekaton.
- Dragons vs. Giants: Remember that in this adventure, the group can team up with all sorts of dragons, even evil ones. It could lead to lots of fun things.
- Big Map at the End: Be aware that you might want to make a big poster map of Iymrith's amphitheater (page 228) way at the end of the campaign. It's hard to draw, but it seems like if you can do it you should give it a try.
- Storm Giant Stats: Don't forget that storm giant stats are on the very last page of this book (page 256). That should save you a little bit of shuffling during the game.

The Overall Storyline: King Hekaton, ruler of the giants, is dead or missing. The giants are all fighting to re-organize their caste system, known as The Ordning.

Mirran and Nym, two of Hekaton's daughters, secretly killed their mother and sent Hekaton on a wild goose chase looking for the murderers (few are aware that Hekaton has since been captured by the Kraken Society). Now their sister Serissa rules the giants. Iymrith, a dragon, is manipulating Mirran and Nym. All of them want to overthrow Serissa.

No Pressure: On page 16, it is noted that there is no time pressure. The group is free to wander. It's kind of tricky to convey that, though. I mean.. once that frost giant finds the ring of winter, the world is plunged into an ice age! Why would you take your time?

Leveling: The group should not hit level 10 until they've finished chapters 10 and 11 (aka, once they've rescued King Hekaton). I don't think it will be a big deal if your group ends up higher level than they're supposed to be.

Getting Captured: Because of the deadly encounters, the book advises you to have them be taken prisoner rather than just being killed.

On a recent D&D podcast, Chris Perkins talks about Storm King's Thunder. He explained a lot of things that I think you should know:

- The Giants Are Supposed to be Too Powerful: The idea of this adventure is that it is supposed to be similar to the walking dead. Low level characters are trying to survive and figure out how to deal with giants who are far too powerful for them to handle. Eventually, the group becomes powerful enough to take them on. He mentions that forming an alliance with other giants is a major option.
- Sandbox: He says that this adventure is sandbox-y because the sandbox elements of previous adventures were well-received.

- Random: They put in the choices and randomness so that the adventure is different each time people run it.
- Support a Daughter: The characters will have to choose which daughter to support. Choosing the wrong one has grave consequences for the realms.
- The Zhentarim Are Allies: It was mentioned on another D&D podcast that while the Zhentarim are "bad guys," they sometimes do good things. In this adventure, because they are trying to protect their interests, they will team up with the Harpers and other factions.
- Links to the Future: There are things that you find in this adventure that come into play in future adventures.
- Chapter 3 Happened for a Weird Reason: Chris says that he realized after his pitch was accepted that there was tons of space between all of the lairs. He needed to describe all of the areas in between. The research was this huge, daunting thing. He raided the library, took a week off to go through all of the old books (volo's guides, savage frontier, etc).
- Winged Cats: The tressym (winged cats) are in the adventure because they had some space to fill in the appendix. They went back and wrote them into the adventure.
- The Wyrmskull Throne: The wyrmskull throne was put into this adventure because they came up with a title for the adventure that involved the throne. But ultimately they ended up using a new name, and the throne remained.
- Acquisitions Inc. Airship: The airship from chapter 4 is exactly like the one that the Acquisitions Incorporated group has.
- All of the dragons in this adventure are from Ed Greenwood's Wyrms of the North Dragon Magazine articles.

Adventure Outline

There's a nice synopsis of the adventure on page 16 and a sweet flowchart on page 17. Here's a quick list that should give you the gist of things:

1. The group checks out a village that was recently attacked by giants.
2. A cloud giant takes the heroes to a settlement (their choice: Bryn Shander, Goldenfields or Triboar).
3. The group must defend that settlement from a giant attack.
4. From there, the group can follow one of a billion hooks to have all sorts of side adventures indifferent areas. Eventually, they meet the frost giant hero named Harshnag.
5. Harshnag brings the group to an oracle who helps them figure out what is going on with the giants. The oracle first wants the group to retrieve giant artifacts from barbarian burial mounds.
6. The adventurers go to 9 different mounds and gets the items.
7. The group returns to the oracle with the items and are allowed to ask 6 questions. They can learn that they need to find out what happened to King Hekaton and that they need to get a conch from a giant lord.
8. Iymrith the blue dragon attacks during the oracle thing. Harshnag holds her off while the group escapes.
9. The heroes basically pick one giant lord out of five and attacks them. That giant lord has a conch of teleportation that will get the group to the undersea realm of Maelstrom.

10. In Maelstrom, Princess Serissa asks the group to find King Hekaton, her father. She gives them a clue - a gambling chip.
11. Investigation reveals that the chip is from a gambling business in Yartar. Going there ultimately reveals that the cult of the kraken has captured King Hekaton and they are keeping him on a boat.
12. The group rescues King Hekaton from the cult of the Kraken. The group may have to deal with the powerful kraken Slarkrethel, who will try to sink their ship.
13. The group can use the conch to return to Maelstrom. Hekaton finds out that Iymrith was behind his abduction and the slaying of his wife.
14. Teamed up with King Hekaton, the group has an epic final battle with Iymrith in her desert lair.

The Main NPCs to Know

- **King Hekaton:** Storm giant, ruler of the giants. Sits on the wyrmskull throne, an artifact. Thinks that the Lords' Alliance killed his wife.
- (dead wife) **Queen Neri:** Hekaton's wife, she was fond of "small folk" like humans and elves. She was actually killed by the Kraken Society. It is possible for the group to resurrect her if they think of it.
- (younger brother) **Imperator Uthor:** Commander of the king's garrison. Good guy.
- (youngest daughter) **Princess Serissa:** Will inherit the throne, is wise.
- (oldest daughter) **Mirran:** Spoiled, tempestuous, emotional. Wants to create a new giant empire.
- (middle daughter) **Nym:** Cold and unloving. She thinks that when Mirran rules, she'll fail and Nym will take over.
- **Iymrith:** Blue dragon that can turn into a storm giant. Manipulating everything.
- **The Kraken Society:** Mirran and Nym hired them to kill their mother using a legendary kraken named Slarkrethel.

The general idea here is that the group needs to help Serissa figure out that she is being conned by her own sisters and a legendary dragon. The group will meet the sisters before they meet Serissa, so things will get a little hairy.

Drylund: The Kraken Society is barely mentioned in this prior to chapter 11, so I think you should slip in reference or two just so your players know that they exist. I think Lord Drylund is really cool. If you can think of a way to expand his role, you should.

Neri Raised: There's a really weird moment in this, where the group can actually raise Neri from the dead if they think of it and they have the means. That might be a fun thing to do, especially if things go south at Maelstrom and the heroes desperately need an ally.

Giant Allies: Imperator Uthor is also a potential ally, but he doesn't like small folk. Hekaton doesn't like "small folk" either. Part of the arc of this story is convincing Hekaton that us small people aren't so bad.

In this adventure, the ordning story isn't really resolved. The giants are simply in a state of chaos. Depending on what happens in your campaign, it is possible that certain giants will move up the ladder. I'm not sure exactly what that means. New powers? Better stats? It's up to you.

Who is Iymrith?

Iymrith is the secret villain of this adventure. I'd never heard of her before. There's a big article about her in Dragon Magazine #242 by Ed Greenwood. This entire article was updated to 3e rules and posted on the wizards site. Here's what we learn:

Iymrith, "the Dragon of the Statues," was first sighted in 570 DR, making her at least a little over 900 years old. She served a lich for a time. He actually rode her with a saddle and everything. Iymrith creates gargoyle servants out of dead adventurers...! She also has the ability to shift her essence into statues and control them.

She has six such statues, each of them carved to look like a blue dragon. She can cast spells through them or she can inhabit them. When she has possessed a statue, the eyes come alive with tiny flames. Iymrith may be able to exist as a disembodied, mistlike flying spirit (Just like Palarandusk from Force Grey!). She has mastered two new spells which you might want to add to your game:

- (lvl 4) Flame Sands: For 6 rounds, the target can vomit sand that is almost molten. It does 2d4+2 damage and if it hits water, it creates scalding steam that does 4d4+4 damage. That's 2e damage, you should make the damage somewhat comparable to level 4 5e spells.
- (lvl 9) Force Burn: This spell only affects spellcasters with spell slots left or phaerimm. The cast fires a bolt of force that is six feet in diameter and up to 20 feet long. It does some damage and causes the target to make two saving throws. Each *Fail* means that the target lost a spell slot or a memorized spell. I think you should say that Iymrith gets to pick, or determine the spell randomly.

I would definitely use the sand-spewing gargoyles made from dead adventurers! And having her attack the party using dragon statues is really cool. That's a nice way for her to interact with the party without you worrying about whether or not the group will kill her or otherwise mess with her.

Temporary Portals: There is a bit more in a follow-up article. It says she figured out how to make portals to other places in the Realms. These portals last for 12 hours. She sends her gargoyles through them.

The Giant Lords

These giants rule their respective subrace:

- (Hill Giant) **Chief Guh**: She is gorging herself, trying to become the biggest giant in the world.
- (Stone Giant) **Thane Kayalithica**: Wants to destroy settlements and rebuild the giant empire of Ostoria.
- (Frost Giant) **Jarl Storvald**: Seeking the ring of winter to plunge the world into an ice age.
- (Fire Giant) **Duke Zalto**: Wants to trap a primordial (!) in an iron flask and use it to re-animate a colossus so that it can go on a rampage.
- (Cloud Giant) **Countess Sansuri**: Searching for a treasure trove. Torturing a bronze dragon for information.

Factions

The factions come in handy on page 220. They can provide the group with a boat. I'm going to try to list every faction member that appears in this adventure:

The Harpers

They were "instrumental" in foiling the dragon plot to summon Tiamat from Tyranny of Dragons.

- (Page 220) **Zaldar Floshin**: Mage, captain of the Kelpie's Kiss. He must be linked to Floshin Manor in Hoard of the Dragon Queen. Has a sprite named Arrow who is first mate.
- (Page 220) **Ilkara Levari**: Bosun of the Kelpie's Kiss.
- (Page 40) **Beldora**: Pretending to be homeless.
- (Page 40) **Thwip Ironbottom**: Based in Hundelstone. Beldora reports to him.
- (Page 42) **Artus Cimber**: The dude with the ring of winter. This guy is gone - apparently his location will be revealed in a future adventure.
- (Page 42) **Lord Zelraun Roaringhorn**: Archmage, has parties.
- (Page 53) **Darathra Shendrel**: Lord Protector of Triboar, retired adventurer.
- (Page 60) **Krowen Valharrow**: A dotty archmage in Moongleam Tower.
- (Page 82) **Moonlord Daviana Yalrannis**: She's a knight and she runs Moongleam Tower, the harper base.
- (Page 118) **Nespril Menk**: Reliable apprentice of Krowen.
- (Page 118) **Flewen Aldhark**: Sleep-deprived apprentice of Krowen.
- (Page 118) **Revil Slombarr**: A slovenly mage in Loudwater.
- (Page 118) **Zazspar Bronzefire**: A dwarven mage in Mirabar.
- (Page 118) **Sandyse Thunderquill**: A studious mage in Neverwinter.
- (Page 118) **Thestryl Mellardin**: A tiny little mage with a shield guardian in Waterdeep.
- (Page 115) **Kolban**: A cantankerous mage in Yartar.

Lords' Alliance

King Hekaton thinks they killed his wife. The alliance is paying a bounty: 200 - 500 gp per giant head! The alliance is credited with defeating the dragons in Tyranny of Dragons.

- (Page 12) **Lord Dagult Neverember**: Former ruler of Neverwinter
- (Page 12) **Lady Laerel Silverhand**: Ruler of Neverwinter
- (Page 12) **Lord Taern Silverblade**: Ruler of Silverymoon
- (Page 12) **Queen Dagnabbit**: Ruler of Mithral Hall

The Emerald Enclave

They are the first to notice that the giants are running amok. They want to preserve the balance if possible.

- (Page 220) **Klarz**: A hobgoblin who owes his life to an Enclave ranger. He is repaying his debt. Captain of the Koalinth.
- (Page 47) **Abbot Elardin Darovik**: Ruler of Goldenfields.
- (Page 46) **Sevembra Tumbleleaf**: Halfling druid who sells seeds in Goldenfields.
- (Page 51) **Tharra Shyndle**: Half-elf druid, friends with a treant named Turlang.
- (Page 57) **Zindra Winterbow**: A guide who is noticing lots of giant activity.
- (Page 83) **Dasharra Keldabar**: A dwarf who teaches people to ride griffons.
- (Page 94) **Quinn Jalanthar**: Runs Jalanthar, part of his ear bitten off by a barbarian.
- (Page 107) **Turlang**: Treant, primary caretaker of Shadowtop.
- (Page 144) **Ghalvin Dragonmoor**: Half-elf scout, imprisoned at Grudd Haug, reports to the Abbot of Goldenfields..

The Order of the Gauntlet

Trying to protect people from the giants and gathering information.

- (Page 220) **Arilosa Adarbrent**: Owns the Coin Toss, a merchant ship.
- (Page 220) **Captain Tazlan Rilzeer**: Captain of Coin Toss, fearless scoundrel.
- (Page 220) **Tharkil Morn**: Priest of the Coin Toss. Cheery, overweight.
- (Page 40) **Sir Baric Nylef**: Knight of Tyr, hunting dwarf bandits.
- (Page 44) **Sir Lanniver**: Knight of Tyr.
- (Page 44) **Dannika Zarn**: Joined a splinter group of overzealous inquisitors.
- (Page 47) **Naxine Drathkala**: Quiet, bookish spy for Laeral Silverhand.
- (Page 90) **Arthus Caviolos**: Lord of Hawk's Nest
- (Page 90) **Lady Fenris Agathon**: Wife of Arthus, mage, relative of the ruler of Silverymoon.

The Zhentarim

Trying to protect their holdings and bribe the giants to leave their stuff alone.

- (Page 221) **Captain Drashk**: Captain of the Lost Cause. Has an imp who is a bad influence.
- (Page 43) **Sorelisa Zandra**: Spy, looking for dwarf fugitive to recruit him.
- (Page 43) **Naremos**: Left arm was torn off by a troll.
- (Page 46) **Shalvus Martholio**: Spy that is scoping out Goldenfields.

- (Page 51) **Zira**: A half-elf (actually a bronze dragon magically disguised) who runs an inn in Daggerford. Is on the Zhentarim payroll.
- (Page 53) **Nelkin "the Snail" Danniker**: Undermining a moneylending business in Daggerford.
- (Page 54) **Urlam Stockspool**: Red eyepatch, suave businessman.
- (Page 54) **Valken Nespeer**: Urlam's bodyguard, half-elf assassin.
- (Page 73) **Nalaskhur Theaelond**: Owner of Bargewright Inn
- (Page 73) **Chalaska Muruin**: Terse, cold-eyed militia leader.
- (Page 81) **Nelkin "The Snail" Danniker**: Talks real slow. In Daggerford.
- (Page 81) **Pencheska the Succubus**: She has secretly replaced the ruler of Daggerford.
- (Page 97) **Telbor Zazrek**: Ruler of Loudwater.
- (Page 100) **Oboth Thornsteel**: Looking for a tomb in Mornbryn's Shield.
- (Page 100) **Fylo Nelgorn**: Priest of Bane, negotiating with the fire giants.
- (Page 104) **Yondral Horn**: Dwarf, runs an inn in Rasalantar, spies on the Lord's Alliance.
- (Page 156) **Nilraun Dhaerlost**: Teamed up with the Storvald, the frost giant lord to find the ring of winter.
- (page 184) **Jasper Dimmerchasm**: Dwarf trapped in Zalto's maul. Neutral Evil.

The Kraken Society

Led by a godlike kraken named Slarkrethel who can psychically connect with people all over the realm. Killed Neri and captured Hekaton. Hekaton is being held on a ship called The Morkoth.

Chapter 1: A Great Upheaval

Megalith Sighting: Right off the bat, we get more megalith stuff. Every official adventure so far has had at least one mysterious, unexplained megalith. In this case, four cloud giants stole it from Nightstone, thinking it to be an Ostorian artifact.

Basic Scenario: The giants attacked the small settlement of Nightstone. The villagers fled to nearby caves. It turns out that there's goblins in them thar caves and we have ourselves an adventure!

Arrival: The group comes to Nightstone to find it abandoned, save for goblins looting the village. Goblin MM page 166. They'll hear the church bells...

The Ringing Bell: The church bell is ringing. The group is likely to go check it out. The noise is caused by two goblins gleefully swinging on the rope connected to the bell in 5b.

1. Drawbridge: The group can find two sets of tracks:

1. Villager tracks that lead north
2. Goblin and wolf tracks that lead in the same direction.

3. Square: Worgs MM page 341.

4e. Summerhawk Residence: Antitoxin PH page 151. Herbalism kit PH page 154.

6a. Nandar Crypt and Graveyard: Specter MM page 279.

8. Nightstone Inn: Kella Darkhope is a Zhentarim agent that will be spying on the group through the hole in 8f. If you run the "Seven Snakes" event, seven Zhentarim will come to the village and call out for her. They want to make this place a Zhentarim base.

8c. Morak's Bedroom: Potion of Heroism: DMG page 188. Gain 10 temporary hit points for one hour, gain the effects of bless (PH page 219) which is: gain +d4 to attack rolls and saving throws for one hour also!

8f. Kella's Bedroom: Spy MM page 349. Flying snake MM page 322.

9. Trading Post: Adventuring Gear PH page 150.

14a. Great Hall: 4 guards MM page 347. They are Sydiri, Torem, Alara and Kaelen.

14d. Upstairs Hall: Flying Sword MM page 20.

Seven Snakes: This is really cool. 7 Zhentarim show up and what the characters did with Kella will have ramifications. Potion of Invulnerability DMG page 188. Resistance to all damage for one minute.

Ear Seeker: 20 Orcs fleeing elves! Orcs MM page 246. Scouts MM page 349. The elves can show up at a convenient time if you so choose.

Dripping Caves

1b. Hot Mud Bath: An ogre taking a bath! Ogre MM page 237.

2. Goblin Warrens: You might want to think about your players attitudes. These non-combatant goblins might create a "one player wants to kill the orc babies and the others don't" scenario.

3a. The Blob: A black pudding inside a stalagmite. Black pudding MM page 241. It has total cover, so that means it can't be targeted directly by an attack or spell.

Prisoners: The number in parenthesis denotes how many of that family or group there are:

- Morak Ur'gray: Dwarf innkeeper, leader of prisoners. Morak ends up handing out quests once this is done, so beware!
- Hiral Mystrum: Cowardly priest of Lathander.
- (6) Unarmed, wounded guards.
- (2) Agganor Family: Tiefling devil worshipers.
- (5) Delfryndel Family: Own the windmill. Son was eaten by the goblins.
- (5) Hulvaarn Family: Potato farmers.
- (2) Nesper Family: Two kids. Family is dead.
- (2) Osstra Family: Wheat farmers.
- (5) Summerhawk Family: Halflings. The father died, crushed by a rock.

Once it is all Over: Morak wants the group to go on a quest. You, the DM, should pick the one you want to do:

- Bryn Shander: Go to Icewind Dale and tell Markham that his sister, Semile, is dead.
- Goldenfields: Go tell Mirok Xelbrin that his parents are dead and bring him the tressym (winged cat).
- Triboar: Go tell Darthag's ex-wife the Darthag is dead.

They give you the travel times and everything, pretty nice.

It's All About the Journey: So this cloud giant ends up taking the group where they want to go in his tower with a wizard hat on it.

Aerie: Griffons MM page 174.

Day 3 Howling Hatred: Cultists from Princes of the Apocalypse! I like it. Invisible stalker MM page 192. Bag of holding DMG page 153.

If The PCs Are Losing: Zephyros will help out with a mass suggestion spell (PH page 258). It affects up to 12 creatures within 60 feet, Wisdom save DC 17, Duration 24 hours.

Considering the Cult's Offer: Contact Other Plane: PH page 226. Zephyros needs to make a DC 15 Intelligence save. He has a +1!! *Fail*: 6d6 psychic and insane until a long rest. Insanity means he can't take actions, he can't understand people, can't read and can only speak in gibberish.

Day 10 Operation Orb Strike: Silver Dragon MM page 117. Potion of gaseous form: DMG page 187. Gain gaseous form as per the spell (PH page 244). Your movement is fly 10, you have resistance to nonmagical damage, you can pass through small holes, etc.

Copy and print out the NPC list that starts on page 247.

Chapter 2: Rumlings

This is really odd. The group pick one of three settlements to defend. Each player will control their character and an NPC. If the NPC lives, the group is rewarded with a quest. This thing is really dense, so get ready.

There's actually metagame flavor text for the NPC situation on page 37.

Introducing the NPCs: So once the giants show up, the players are suddenly handed these NPCs their characters don't know. I would recommend running a little scenario where the group goes to town and meets each of these people, and you hand out their stats to a players as they meet. Once the group has all of them, then we can let the attack kick in. In my detailed summary later on, I lay out one way to introduce these NPCs in a somewhat organic way.

Bryn Shander

Things to Do Before you Start:

- Roll some giant items. Each giant has d4 art objects worth 25 gp on DMG page 134.
- Maybe roll items on table B in the DMG page 144. It's a reward for the Sirac Quest (page 42). One more for Du vessa (DMG page 43).
- Also roll some table A items (DMG page 144) for Du vessa Quest (page 43).

Why We're Here: The group is here to tell Sheriff Markham that Semile, his sister, died at Nightstone.

My Favorite Thing: Everyone should have a chance to buy a yeti-skin coat (B12, page 40)

NPC Rules: Some things to keep in mind about the NPCs:

- The NPC goes on the player's turn.
- When given an option, a monster will attack an NPC over a character.

The Gates Might Get Bashed Down: The giants will try to bash in the gate. Here's stat stuff:

- There are 3 gates barred from the inside, each 15 feet high.
- Stats: AC 15 HP 200 Damage Threshold 10 (DMG page 247).
- Open the Gates: Requires a strength check DC 28. The giants have +7, so it's impossible for them to open the gates in this manner.

There are three gates, but this whole thing revolves around the southwest gate. The bad guys:

- 12 Frost Giants (MM page 155) Led by Drufi, who has two winter wolves.
- 2 Winter Wolves (MM page 340).

NPC Locations: Here's where the NPCs will be when everything happens:

- Augrek, Du vessa, and Sheriff Markham will be talking to the giants at the southwest gate.
- Sirac is close to the southwest gate.
- Beldora and Sir Baric are in the center of town.

Sequence of Events: Here's a step-by-step rundown of how this whole thing unfolds:

1. 3 frost giants approach the southwest gate. Drufi (the leader) demands to talk to Du vessa.
2. Drufi demands that Artus Cimber come out. She doesn't know Artus Cimber isn't in town.
3. Read the flavor on page 41. Drufi calls out for Artus.
4. Alarmed, citizens head for somewhere safe. Nobody responds to Drufi's cry.
5. Drufi blows a horn as an action. Her giants advance to within 100 feet of the town.

6. The giants start hurling rocks. Range 60/240. +9 to hit, 28 (4d10+6) damage. If you decide to have them throw from 100 feet away, remember that's long distance. They have disadvantage to hit.
7. Drufi and her bodyguards try to break down the gate. That's 6 attacks per round, doing 25 damage per hit. If you decide they auto-hit the door, that's 150 points. Or you could roll for each attack: +9, need to hit AC 15. Either way, I think that door is going down in 2 rounds.

The NPCs of Bryn Shander: These are the NPCs the group controls. Each can offer a quest if they survive the attack:

- **Duversa Shane:** Elected speaker/ruler of Bryn Shander. Quest: Go to Waterdeep, end up finding loot from a wrecked ship.
- **Markham Southwell:** Sheriff - he's the guy the group came here for. Quest: Go check Icewind Dale for giants (page 43), fight giants, come back.
- **Augrek Brighthelm:** She is a sheriff's deputy, guards the southwest gate. Quest: Get reinforcements from Ironmaster (page 42).
- **Sirac of Suzail:** A member of the Cimber family. Has no idea where the ring of winter is. Quest: Go find Artus Cinder. This leads to Waterdeep, where Lord Roaringhorn gives each character a magic item off of Table B on DMG page 144.
- **Sir Baric Nylef:** Knight of Tyr, member of the Order of the Gauntlet. Quest: Sends the group to chapter 3 to check out a splinter group of the faction.
- **Beldora:** Harper in disguise as a homeless person. Quest: Go say hi to Thwip in Hundlestone, get a clockwork dog.

Goldenfields

Why We're Here: The group has come here to tell Miros that his parents are dead and to give him his winged cat (if it is still alive).

Stay the Night: You should probably have the group arrive in the evening, if possible, so that they spend the night in town. This giant attack occurs late at night.

Rolling Stuff: You might want to roll some magic items in advance:

- 1 item on table F (DMG page 146)
- 2 items on table B (DMG page 144) for the Lifferlas quest.
- 2 items on table C (DMG page 145) for Zi Liang's quest.

Placing Art Objects: You might want to roll up d4-1 250 gp art objects on DMG page 135. These are found on the bad guys. You might want to even place these items in town when the group arrives and have the bad guys steal them. For example, maybe the group sees someone in town who has a gold bird cage with electrum filigree with a bird in it. During the rampage, an ogre eats the bird and keeps the cage. You could use a carved ivory statuette of Chauntea and a silk robe with gold embroidery. With the robe, you could say the group sees some obnoxious person wearing the robe walking around in town. When the giants attack, this NPC went outside to see the ruckus and fainted straight away. An ogre took the robe quietly and let the person sleep.

Giants Were Here Recently: Remember that Goldenfields has already repelled some hill giants recently (see top left of page 49).

Gates: The gate doors probably won't come into play in this scenario, but just in case: The gatehouse has an inner and outer set of doors. Stats for each: AC 16 HP 500 Damage Threshold 10 (DMG page 247)

Gate Guards: These people probably won't be involved until maybe the third battle. 1 Priest (MM page 348), 4 acolytes (MM page 342), 1 mage (MM page 347), 10 scouts (MM page 349), 30 guards (MM page 347).

The Bad Guys: 6 hill giants (MM page 155), 12 ogres (MM page 237), 6 of those ogres have goblin huckers (page page 50), 12 bugbears (MM page 33), 60 goblins (MM page 166).

Sequence of Events: Here's how the attack unfolds:

1. During the night (I'd say around 3 AM), 12 bugbears, 30 goblins and 6 ogres climb the wall and try to creep around town hoping to steal food. The hill giants are outside the town with empty sacks.
2. They split into three gangs, each with: 2 ogres, 4 bugbears and 10 goblins.
3. Don't forget that the ogres are wearing catapult-things that launch goblins (see "Goblin Huckers," page 50).
4. The Moon Biters Gang goes to the animal pen (G5, page 46).
5. The Eye Stabbers Gang goes to the central square (G6, page 47).
6. The Hill Howlers Gang goes to the grain towers (G4, page 46). They are lost.
7. Oren Yogilvy spots the Eye Stabbers and sounds the alarm.
8. Read the flavor, page 49.
9. The guards don't hear Oren' call, but the heroes do! So do the sidekick NPCs.
10. The group and their NPCs will have to defeat all 3 gangs. After the second gang is defeated, the Abbot rings the bell. This frightens the last gang and they make a run for it. But..
11. Log and Obb, two hill giants, climb over the wall. They send some guards running and they head for Harvesthome Abbey (G7, page 47).
12. Once the giants are beaten, townsfolk look for more threats as the sun comes up. They follow a trail to the wall. They see the pile of enemies on the other side of the wall!
13. The enemies fire range attacks and chuck goblins.
14. When Lob and Ogg are down to 15 HP, they will surrender and sob (see top left of page 51).

NPCs: Here's our trusty sidekick NPCs:

- **Shalvus Martholio:** A Zhentarim spy snooping around Goldenfields. Quest: Wow, a crossover with Princes of the Apocalypse. The group goes to the Bargewright Inn (POTA page 160). They escort a wagon and then eventually get rewarded with a Mark of Prestige/Special Favor (DMG page 229). Basically, the group can get help from a bronze dragon with something or other.

- **Lifferlas:** A tree! Page 250. Quest: The group must seek out some people and are rewarded with allies: Two awakened trees (MM page 317) and one awakened shrub (MM page 317). An awakened shrub sidekick is pretty hilarious. There's a simple bonus quest where the group can get some nice magic items.
- **Zi Liang:** Unpopular, page 47. Quest: Go to Waterdeep, get magic items.
- **Miros Xelbrin:** Big hairy dude page 47. Quest: Go say hi to someone in Amphail, get a magic ring that summons a spirit that points the group toward the tower in chapter three.
- **Naxine Drathkala:** Quiet, bookish member of Lords' Alliance. Spy for Laeral Silverhand. page 47. Quest: Go talk to a green dragon. Get some potions of poison resistance (DMG page 188) and a mislabeled potion (potion of poison DMG page 188).
- **Oren Yogilvy:** Page 48. Halfling lute player. Quest: I really want to hear a player say: "Lay off the Hardcheeses!" out loud. Group roughs up the Zhentarim in Daggerford, scores some booze and snacks.

Triboar

Why We're Here: The group comes here to tell Alaestra Ulgar (T6, page 54) that her ex-husband suffered a gory death courtesy of some giant rats.

Slightly Ribald Grafitti: You might want to come up with some lewd phrases for The Frost-Touched Frog (T12 page 56). It might be fun to do one for each adventure so far. Let's make some with adventure-specific references. I'm sure you can do better, but this should get the ball rolling:

- "Leosin Erlanthar actually likes to be tied up"
- "Teresiel is at my house"
- "Eldeth Feldrun has a superfluous nipple"
- "The Vistani smell like hot dogs"

Page Numbers: There's all sorts of random stuff you might need to look up:

- Heward's Handy Haversack (DMG page 174)
- Gray Bag of Tricks (DMG page 154)
- Leomund's Secret Chest (PH page 254). Chest is hidden in the ethereal plane.
- Bracers of Defense (DMG page 156). +2 AC when wearing no armor.
- +1 Wand of the War Mage (DMG page 212). +1 to spell attack bonus!
- Glyph of Warding (PH page 245)
- Conjure Animals (PH page 225)
- Mounted Combat (PH page 198)

It's Morphin' Time: A piece of the Vonindod is here! The Vonindod is the mighty colossus that the fire giants want to put together to go on a rampage with. This piece is under the campground (T2, page 53). The bad guys have a rod that leads them right to it.

Bad Guys: 2 fire giants (MM page 154), 5 orogs (MM page 247), 6 orcs (MM page 244) riding axebeaks (MM page 317) and 12 magmins (MM page 212).

The Attack: Here is the sequence of events:

1. The heroes probably won't be aware of this, but orcs attack Merrymeadow Ranch and Broken Yoke (these places are on the little map on the corner of page 55). The guards head there. This is just a distraction to clear the way for the giants to march through town.
2. Read the boxed text on page 59. The giants are throwing boulders at Triboar. They are coming right into Triboar.
3. The orcs are in front of the giants. They scatter into town and attack civilians.
4. The giants (Ildmane and Okssort) march right into town wreaking havoc, hoping everyone runs away. They do. Ildmane has a rod of the vodindod which leads her right to the campground.
5. The giants point out buildings and the magmins set them ablaze.
6. They damage Othovir's (T11, page 56).
7. They destroy Ransor's Open Road (T7, page 54).
8. The giants dig at T2 for 10 rounds. Then they pull up the Vodindod fragment, which is 11 feet long and weighs a ton.
9. The giants will flee if one of them drops to 85 hit points. They will come back to Triboar in $2d4+2$ days with 4 hill giants.

NPCs: Here's the NPC sidekicks:

- **Darathra Shenrel**: Fair and clear-headed leader. Quest: This one is cool. The group can magically travel to Moongleam Tower, a harper base. They have access to teleportation circles. The group gets scrolls of fly and some other utility spells.
- **Darz Helgar**: Elderly ex-thief that spent a lot of time in the clink. Quest: He sends the group after the Weevil and we jump to chapter 3.
- **Narth Tezrin**: Associated with the Lionshield Coster, an organization that is not well-liked at all in Triboar. He is linked to Alaestra Ulgar, the woman the heroes are looking for. Quest: The group ends up in the White Hart Inn and get in the middle of a weird, deadly inheritance situation between the three brothers.
- **Urgala Meltimer**: Retired adventurer, owns Northshield House, an inn. Quest: The group can try to get a giant slayer weapon (DMG page 172) from a corrupt watch captain.
- **Othovir**: Harness-maker, family are devil-worshippers and that is just not cool to him. Quest: The group goes to Silverymoon looking for stashed treasure and ends up neck deep in cambions! 2 items from Magic Item table C (DMG page 145) and two items from Magic Item table B (DMG page 144).
- **Ghelryn Foehammer**: Makes weapons and armor. Getting old. Quest: The group can go meet the King and Queen of Citadel Felbarr and get two figurines of wondrous power (golden lions) DMG page 169. Lion stats are on MM page 331.

Chapter 3: The Savage Frontier

This chapter is overwhelming. I'm not exaggerating when I say this: They detail 164 locations in 46 pages. One hundred and sixty four! I'm going to try to just give you a quick rundown of the main scenarios here. That way, you can look them over and get a basic idea of what the heck is in here.

The Point of This Chapter: The whole point of this chapter is to meet Harshnag, the frost giant good guy. Whenever you want, just have the meet him using the material on page 118. I kind of like the idea of having Harshnag show up when the group is in a tough battle. He can jump in to help and there you go, we just became best friends.

There are two other large encounters. There's one on page 116 that involves a hill giant who can lead the group to the hill giant lair in chapter five. The other is on page 117, and it details the teleportation circles in Moongleam Tower.

Overland Travel: (PH page 182) Definitely read up on this, as it is so easy to forget. On average, the group will travel 3 miles per hour and 24 miles in a day. Even with horses! See "Mounts and Vehicles" at the bottom of PH page 181.

Using the Map: In case you are a new DM, take a look at the map on page 74. The scale on the bottom shows that one inch equals 100 miles. So, eyeballing it, it looks like taking the road from Waterdeep to Mirabar is 450 miles. At 24 miles per day, that trip will take about 19 days. There's going to be a lot of travel in this adventure.

Flying Mounts: Those on flying mounts travel 54 miles or more per day (see Hawk's Nest, page 90). There are a lot of opportunities for the group to get flying mounts. That includes hippogriffs, griffons, even dragons. At one point, the group can get an airship. It has a nice little chart that gives flying travel distances on page 134.

- Hippogriffs: Page 138 says that they can travel 54 miles per day (three 3-hour flights with 1-hour rests inbetween).
- Griffons: "Flying Mounts" on page 146 says that they can travel 72 miles per day.

This Chapter is Wide Open: Some of you who are good at flying by the seat of your pants can roll with this. If you're more like me and you like to prepare, definitely try to set up your sessions so at the end of one session, the group tells you where they want to go in the next session. That way you can prepare it all properly and insert encounters beforehand.

Reghed Barbarians (page 64) Basically, the barbarians hunt reindeer, fight orcs and sometimes they raid towns. There are a whole bunch of tribes. The Tribe of the Wolf (page 65) hunts the people of Ten Towns for sport.

Random Encounters: (DMG pg 86) If you want to roll for these, you'll need to decide how often. Maybe once during the day and once during a long rest? Roll a d20. An 18 or higher means a random encounter is triggered.

Here's the encounters I like and would place in my game:

- **Battlefield** (page 69) Dead giants and barbarians. Animals pick at the corpses. This is a cool way to reinforce the idea that this giant rampage is widespread.
- **Dig Site** (page 69): A fire giant has a horde of exhausted flunkies digging for a piece of the vodindod. There's a lot of monsters, so I am amused to think what wacky scheme the group might come up with. You might want to play up the fact that the goblins are abused and unhappy. The group could ally themselves with the goblins.
- **Horse-Drawn Wagon** (page 71): I love the idea of the merchants with all those barrels of ale. I can just imagine them camping with the group, opening the barrels and then everybody getting really drunk. They'd get loud and possibly attract a hill giant. Maybe the group could even offer to share their barrels with the giant, get it drunk (or poison it?) and then they'll have to decide what to do with the giant. Kill it? Question it?
- **Ogres** (page 71): Players love dumb monsters that can be tricked. These guys are lost and arguing with each other. I think players could have a field day with that.
- **Stone Giants** (page 71): I think it would be cool if the giants were restoring an old ruined area of Ostoria, and maybe it has a magic pillar or something and there's some kind of secret compartment with magic items in it. Maybe the giants already found the treasure and the group will have to decide if they want to try to sneak over and steal the treasure pile, try to kill the giants, or just leave.

Need More Encounters: It feels like there are not nearly enough random encounters in this chapter. There is a ton of travel in this section, and the group will be coming back here in chapter four to go to all nine burial mounds.

Locations of the North

Burial Mounds: In chapter 4, the heroes will learn that they need to go to all of the burial mounds and dig up giant artifacts. I listed them all at the very end of this chapter.

Amphail (page 72) Tylandar Roaringhorn has a big festival. Three hill giants show up looking for food.

Ascore (page 73): One of Iymrith's holdings. There are two blue dragons here.

Bargewright Inn (page 75): There's a whole adventure about this place in Princes of the Apocalypse. In this book, it says this place is a secret Zhentarim meeting place. Few know there is a vampire on the premises who the Zhentarim use as a problem-solver.

Beliard (page 76): Hill giants are attacking the farms. The source of this problem is the Old Tower (page 116).

Calling Horns (page 76): Village and an inn. There's a quest to Everlund that involves "a fire giant slapping around a troll..."

Citadel Adbar: The "king" (a doppelganger puppet ruler) wants the group to go check out the fire giants, which in theory sends them to chapter 8. Yakfolk posses the guards and try to kill the king. This is further discussed in page 168, "Yakfolk Neighbors."

Citadel Felbarr: This is a dwarven fortress. The king and queen want the group to investigate fire giant activity - sending them to chapter 8. In return, the dwarves will build the group a tower! That's awesome. The construction will take 100 days.

Daggerford (page 80): This builds on the story from Scourge of the Sword Coast. Now, Pencheska the succubus is magically disguised as the ruler, Lady Morwen. They might run afoul of the Zhentarim and battle some stone giants, who flee. If the group pursues them, they'll end up in chapter 6.

Everlund (page 81): This is where Moongleam Tower is, the Harper base. There are teleport circles in the tower, described on page 117 ("Inner Circles").

I think you should have Krowen Valharrow (archmage MM page 342) talk obsessively about wanting to learn the spell sequester so he can hide his treasure chest from "prying eyes of the Zhentarim" or whoever. This is done to clue the group in on how to find Iymrith's horde way at the end of the adventure (area 4 page 229). She's sequestered her loot and it is very hard to find.

Fireshear (page 83): A meteor crashed here long ago. Miners dig up the rock. The frost giants in the boat from chapter 7 show up and 12 frost giants attack! There's a bit more info on Dasharra on age 156. Her personal griffon is named Screecher.

Gauntlgrym (page 85): This is a legendary dwarven city featured in Out of the Abyss. Drow sneak in and capture Maegera, the primordial who powers the dwarven forge. There's a weird situation where the group can try to stop them, but the adventure seems to really want the drow to get away. I think this whole situation is meant to be resolved in chapter 8, so I'd say don't even dangle Maegera in front of the group. Maybe have a splinter group of drow try to kill the king and let the group deal with that. That makes it easy for the other drow to steal Maegera. These drow thieves bring Maegera to the fire giant lair of Ironslag (this event is detailed on page 186).

Grayvale (page 87): The group meets a brass dragon that tells them stone giants are up to no good in Deadstone Cleft, which is in chapter 6, page 147.

Grayvale Run (page 88): The group finds stone giants taking a house apart.

Hawk's Nest (page 90): The group can take down some fire giants and get an offer to join the Order of the Gauntlet. Characters who are already in the order get knighthood and a hippogriff mount.

Helm's Hold (page 90): This place is run by the Gilded Eye. They watch the heroes like a hawk. The group has a chance to take down 3 frost giants and check out their ship. There's 16 more frost giant who will be returning to the ship soon.

Icewind Dale (page 92): This place has its own random encounters. I love Arveiatrace, the white dragon who has a dead wizard on her back that she talks to. Check out this awesome article on her by Ed Greenwood.

Klauthen Vale (page 95): Egad. Klauth the red dragon runs this place and he is extremely powerful. He can dual-wield wands! Ed Greenwood wrote a huge article about him here.

According to that article, Klauth has 6 wands on his wings! In this adventure, he has two: a wand of lightning bolts and a wand of fireballs. The entire vale is his lair, so he can use his lair actions anywhere in Klauthen Vale.

Kryptgarden Forest (page 96): There's a green dragon here named Clauguyliamatar. She has a "...habit of carrying a corpse dangling from her jaws to munch on absently from time to time, just as some humans suck on unlit pipes or chew cigars." She actually gives the group great advice. She tells them to seek out Harshnag and to go to the Temple of the All-Father.

Llorkh (page 96): There are six stone giants here reorganizing things.

Loudwater (page 97): Refugees are flocking to this place, displaced by the stone giants who are messing with this region. You might want to put Elister's clockwork shop here. Elister has been captured by the Stone Giant Thane (see pages 153-154).

Luskan (page 97): When the group shows up here, they see smoke in the harbor. Frost Giants are attacking. On page 156, it is noted that there is a pirate named Captain Vaalrik Redreef here in Luskan.

Mornbryn's Shield (page 100): The Zhentarim are here looking for a lost tomb. They really don't want the heroes poking around and they tell them to leave.

Neverwinter: On page 157, it is mentioned that there is a ship called the Seabreaker in Neverwinter. The captain is Draevyn Thornbolt, an albino wizard.

Nesmé (page 100): The group stumbles on the Zhentarim trying to cut a deal with the fire giants.

Noanar's Hold (page 101): Ruled by wights called the Hunt Lords.

Orlbar (page 104): This place was flattened by the stone giants. One friendly mute giant remains, making big stacks of rocks. He can direct the group to Deadstone Cleft (chapter 6).

Port Llast (page 104): This place is being attacked by 20 frost giants! There is a heavy fog, so the group can move around and kill the giants one or two at a time if they like.

Sea of Moving Ice (page 106): There are frost giants hunting whales. Arauthator and Arveiatrace, both white dragons, live in a glacier detailed in Rise of Tiamat.

Secomber (page 107): There are two friendly cloud giants here that can give the group a lot of information on the backstory.

Shadowtop Cathedral (page 107): Emerald Enclave meeting place, protected by Turlang the treant and awakened trees and shrubs.

Stone Bridge (page 109): This bridge is two miles long and 400 feet high. Halfway across, the group spots a fire giant and a hell hound coming their way. You might want to say it's foggy, otherwise in theory the group will see this giant from very far away.

Uluvin (page 112): Hill giants are attacking. Villagers are hiding in the woods.

Waterdeep (page 112): Cloud giants hover over the city in a flying castle. The giants mean no harm, they're just checking out the city. The group can score points with Laeral Silverhand if they can get up there and find out what is going on. On page 157, it is mentioned that there is a ship in Waterdeep called the Bobbin' Flagon. The captain is Lady Taska Sonadora, an insane noble who dreams of killing a white dragon. Thestryl Mellardin (page 118) the harper mage also lives here.

Xantharl's Keep (page 114): This is where that scoundrel Worvil "The Weevil" Forkbeard is hiding out in disguise. A frost giant shows up with 50 goblins, 10 hobgoblins and five ogres. The giant wants to collect the 5,000 gp bounty on the Weevil's head.

Yartar (page 115): The Kraken Society is quietly trying to take this place over largely though a noble named Lord Drylund. Drylund is the owner of the boat where King Hekaton is being held.

Zelbross (page 115): The group meets a barbarian kid who ran away from his tribe.

With all that out of the way, now we get to the actual point of this chapter - the featured encounters:

Old Tower (page 116): An upset hill giant named Moog is here. Chief Guh stole her husband, Hruk. Moog can lead the group to Grudd Haug (page 137), lair of the hill giants. Hruk is in the entrance of the hill giant lair (area 1, page 139). If the group brings Moog (see area 2, page 116) there, she will drag him away and the entrance will be clear.

Inner Circles (page 117): In Moongleam Tower, there are teleportation circles. There is a harper spellcaster at each site who can cast teleportation circle to activate them. Here's where the portals are:

- Everlund: Moongleam Tower, a harper base.
- Loudwater: The Smiling Satyr, a tavern.
- Mirabar: The circle is hidden under hay in a stable.
- Neverwinter: An attic of a three-story house.
- Waterdeep: A crypt in the Waterdeep cemetery.
- Yartar: A villa owned by the Harpers and protected by a hallucinatory terrain spell.

Harshnag (page 118): This encounter can be dropped in wherever you like. Harshnag is a good guy/frost giant who was in The Gray Hands, the precursor to Force Grey. Harshnag befriends the heroes and wants to take them to an oracle who can help sort out this giant situation.

Burial Mounds

I'm not sure where to put this burial mound list. The group could find them in this chapter, but they'll be sent to them in the next chapter:

- Beorunna's Well (page 76): 10 barbarians and a mantichore lurk in a pit this blood-soaked altar.
- Flint Rock (page 84): A weird place with an altar. The group might get cursed.
- Grandfather Tree (page 87): A big magic tree. Dryads want the group to leave immediately.
- Great Worm Cavern (page 88): The group can free a couatl trapped in an altar by killing the crazy barbarian named Wormblod. They might accidentally run into some remorhazes. Wormblod is discussed a little on page 66. There are some typos in this section. The concubine isn't named and there is no "Development" section. Wormblod is located in the temple (area 4, page 124). His concubine's name is Noori. She's been captured by an ice spider (area 9a, page 127).
- Morgur's Mound (page 99): The group can do some digging and loot some magic items. They'll fight some skeletal dinosaurs, too.
- One Stone (page 102): The group can dig up a cool magic stone that you can enlarge and shrink (and do 55 points of damage with). It can also cast divination and control weather. Earth cultists and bulettes attack - they want the stone.
- Raven Rock (page 105): 4 menhirs! The standing stone conspiracy continues. The group can dig up a ring that summons minor elementals and a dragon bone that does +2d8 damage vs. dragons. Black raven barbarians might hunt down the party for disturbing the mound.
- Shining White (page 107): The group can dig up a pretty useless relic. Four griffons might attack and the heroes can acquire a very amusing curse: "I have an insatiable craving for horse flesh."
- Stone Stand (page 110): This mound has ghosts that attack the heroes. If the group digs and removes the skull, the ghosts can move on to the afterlife.

Chapter 4: The Chosen Path

Prep:

- You might want to write down the highest passive Perception score.
- Before you run this, you might want to copy or draw the map on page 132. Harshnag will likely draw this map for the group so they can find the burial mounds.
- Extreme Cold: DMG page 110.
- Everything is Large: Don't forget that this place is giant-sized. Each square equals 20 feet.

6. Annam's Temple: Here's the deal. A giant needs to touch one of the weapons to a rune. That will allow the group to teleport to the Oracle. Harshnag needs to grab the steel greataxe. The problem is that the axe isn't here. The heroes will need to find it. It's in area 7, page 126.

There are lots of scary trial and error effects:

- Confusion PH page 224.
- Earth Elemental MM page 124.
- Ice Storm PH page 252.
- Meteor Swarm PH page 259.
- Reverse Gravity PH page 272 The ceiling is 100 feet high! That's 10d6 damage when they fall.
- Storm of Vengeance PH page 279.

7. Feast Hall: Remorhaz MM page 258.

8. Trapped Hall: The trap goes like this:

1. The hallway slopes up. All of the side rooms have giant beds and couches in them.
2. A non-giant walks to 8b. Walls of stone (PH page 287) block off all of the side rooms.
3. Everyone rolls initiative. The sphere goes on count 15 in the initiative order.
4. On initiative count 15, a giant granite sphere phases through the far wall and rolls 200 feet. Remember that on the map of this place on page 123, one square equals 20 feet! So that means that the sphere moves ten squares. It takes three rounds to get to the statue on the other end. Anybody in its path must make a DC 12 Dexterity save or take 55 damage and be knocked prone.
5. The statue animates (stone golem MM page 170) and catches the sphere. It dutifully rolls the sphere back up 20 feet per round, passing the sphere back into the wall. If I counted the squares right, that means it will take 23 rounds (2 minutes and 18 seconds). The golem then goes back to its original position. Golems have a speed of 30, so the walk back takes 16 rounds (1 minute and 36 seconds). The walls of stone vanish and the trap is reset.

9. Ice Spider Tunnels: This whole place is difficult terrain. Giant Spider MM page 328.

9A. Larder: Webs DMG page 105. There are three cocoons, each contain something or someone:

- Mountain goat corpse
- A dead dwarf prospector with a pick
- Noori, the barbarian consort that Wormblod is looking for. She's still alive. Right now she has 0 HP and is unconscious.

9b. Nest: When this spider dies, the 32 eggs hatch. Swarm of spiders MM page 338.

10a. Giant Sack: Shard of the ise rune (page 236). I don't get the ability to trace the rune onto an item. Does the item get all of the shard's powers? It doesn't seem like it does. Why would you ever want to do that? It's a terrible trade.

11. Eye of Annam: Wow. The dead son of Blagothkus is in here. Blagothkus is the giant in the flying castle in the final chapter of Hoard of the Dragon Queen! How great is that?

On Hoard page 77, we learned that Blagothkus was working with the cult of the dragon, but really he was trolling them. He was trying to spur the giants into action.

So Eigeron is a ghost (MM page 147). He will help the characters use the oracle. He asks them to kill his father! This book refers you to Hoard for that.

Opal of the ild rune is on page 235.

The Oracle: All right, this is a bit of a process. Don't forget about the Iymrith encounter which is buried wayyy at the end of the chapter on page 136. Here's how this goes:

1. The heroes meet Eigeron the ghost. He has lots of advice.
2. The group will need to clear frost off of the circle.
3. Someone needs to stand in the circle and ask a question. The oracle has 6 "charges," so the group gets 6 questions. These charges will reset the next day.
4. The group ultimately needs to learn that they need a conch of teleportation, and the way to get one to kill a giant lord. Every giant lord has a conch.
5. When the group asks about a giant lord, the Oracle demands that the group go get at least one giant artifact from one of the burial mounds. The more artifacts that the group gets, the more choices in giant lords they will have.
6. The group leaves the temple to go to the burial mounds.
7. Outside the temple, an airship crewed by dragon cultists is waiting for them. This is a gift from Klauth, the red dragon. They are expected to return the ship eventually.
8. The group flies to the burial mounds, which are described in chapter 3.
9. The adventurers come back and offer the artifacts as sacrifices. The heroes literally have to declare which giant lord they want to go after.
10. The Oracle tells them where the giant lord is and where their conch is.
11. As the group leaves the oracle room, Iymrith shows up (see page 136). Harshnag attacks her and tells the group to run. She's too powerful for them to hurt. If the group doesn't flee, the ceiling collapses. If they don't run, they'll be buried alive. Harshnag ends up buried and Iymrith teleports to safety.

Map 4.2 is on the next page (page 132).

The Balloon of the Airship: AC 11 HP 50 (0 hit points means the ship can't fly).

The Airship: AC 13 HP 250 damage threshold 10 (DMG page 247)

- Ballista: +6 to hit, 16 (3d10) damage It takes an action to load, an action to aim, and an action to fire.
- Harpoon Gun: +6 to hit, 16 (3d10) damage and impale (DC 15 STR check to escape) This gun has a winch. You can reel in 20 feet of rope per round.
- Crew Requirements: The ship needs at least two crew to function. Less than that means the ship is out of control and moves in a random direction.
- Crew: Cultists (MM page 345) Delsephine (the leader), Nyzroth, Brassik, Laz, Oriskus, Perella, Tralt, and Zalthia.
- Repairs Are Costly: Each hit point costs 20 gold and a day of labor.

Ask How High They Fly: There are a lot of creatures that will attack the balloon in this, so you should definitely be prepared to deal with a crash from pretty fair height. You might want to ask your group how high up they fly when they first start using the ship, so that way you know how far they'll fall.

Chapter 5: Den of the Hill Giants

Fun Fact: If you google Grudd Haug, google will ask: "Did you mean group hug?"

Why We're Here: The group is here looking for the conch. It is possible that the adventurers will search the whole place and not find it. That's because Guh is sitting on it!

Stuff to Think About in Advance:

- NPC Names: You might want to make up some prisoners from local settlements in case reinforcements bring some.
- Reinforcements: Remember that each hour, reinforcements might show up (page 139). So if the group takes a short rest, roll on that chart!
- Dangerous: The conch is right there in room 2. Chief Guh has it, and she's in a room with a ton of monsters. Groups will definitely need to be clever here because I don't think anyone can take 5 hill giants and four ogres at once.
- Chief Guh is eating a lot, thinking that if she is the biggest giant, she will be considered the strongest.
- She stole every husband in her tribe. All the other women are gone and all the males are her consorts.
- The males are out getting her food constantly.

The map to this place is really, really nice. I can't find it online yet, so I took a picture. This doesn't really do it justice, but I think it's really cool that they actually drew the building as part of the map.

Approaching Grudd Haug: This can a million different ways. If the group tries to just march right up to the front door, they're in big trouble:

- There are four hobgoblin sentries (area 8, page 142). They can see very well and they will hit a gong if they spot the group.
- If the group takes the airship and lands within a mile of Grudd Haug, the hobgoblin sentries see it and put the whole place on alert.
- If the group tries to just walk right up to the place, they will be spotted as well.
- Sneaking In: The group makes a group Dexterity check vs. the hobgoblin Wisdom (Perception) +0. See MM page 186.

Alert: I think it would be hard to keep track of who moves where when the place is under alert. Here's where the monsters are when Grudd Haug is on alert:

1. Outside: The entrance is blocked with a boulder. One hill giant is outside in front of it.
2. Chief Guh, 5 hill giants, 4 ogres, 6 goblins. 4 hobgoblins will come here from 8 if the group is inside the building.
3. 4 wolves held in by a gate.
4. Empty.
5. Roderik Hilltopple is tied up here. He won't leave without his sheep! A hobgoblin in area 7 will investigate loud noises.
6. Empty.
7. 2 hobgoblins.
8. If heroes outside: 4 hobgoblins. If inside, empty.
9. 15 orcs, 2 hill giants, 100 sheep. A boulder blocks the way in from outside.
10. Empty.
11. Empty.
12. Lots of pigs, 1 ettin, 7 bugbears. 2 more bugbears will come here from 13 if they hear noise.
13. 7 prisoners 2 bugbears, will go to 12 if they hear noise.
14. 6 goblins, 1 hill giant, 1 otyugh.
15. Empty.
16. 2 goblins hiding.

1 Main Entrance: Hrug the hill giant guard is here keeping watch. He is Moog's mate and does want to be back with Moog (page 117). If the group convinces Moog to come here, she grabs him by the hair and leads him far away from Grudd Haug.

2. Feasting Hall: There's a lot of monsters in here! 5 hill giants, 4 ogres, 6 goblins and Chief Guh. Remember, Chief Guh can't move.

I think that the goblin stuck in her folds is a really funny idea. You might want to give your group a clue to that. Maybe they see a hand sticking out. Players usually come up with some hilarious idea to use stuff like that. Stuff to remember:

- The group has a chance to convince Guh not to kill them.
- She won't give up her conch.
- If the group flees, only the ogres chase them.
- The group can break the wagon she's on and send her tumbling into the pit to area 12.
- Her conch is in the wagon!

13. Prison: Ghalvin asks the group to take him to Goldenfields.

14. Abbatoir: Gavel of the venn rune is on page 234. Tracing the rune on the airship might be cool. People would have to speak the truth on the ship!

The Group hits Level 9: The group should be 9th level before they attune to the conch and use it.

Chapter 6: Canyon of the Stone Giants

Stone giants can turn to stone and trance/meditate (see page 146). When they come out of it, they have tremorsense and they can cast spells:

- Meld into Stone: Page 259
- Stone shape: Page 278
- Stoneskin: Page 278
- Time Stop! Page 283

The canyon is lined with stone giant corpses that produce a moaning sound when the wind blows. There's a roc (MM page 260) that guards the canyon.

Where's the Conch? The conch is in a pouch worn by Kayalithica. She's in area 14.

Stuff to Remember:

- This area feels like you're going need a map to show the players. You might need to sketch out the central area, the bridges overhead, the rivers and the cave entrance.
- There are ten total stone giants in Deadstone Cleft.
- Only one stone giant will come out if the group makes a ruckus.
- There are also a pile of barbarians sympathetic to the stone giants. It is possible the group might have to face them all if they're not careful.
- At the end of each hour, roll on the reinforcement table on page 147.

Approaching the Vale:

- The roc (MM page 260) is going to see the group approach unless they sneak.
- If the group is in the airship, it attacks the balloon.
- Sneaking: Group Dexterity check DC 14.
- If it spots them, it screeches.
- In two rounds after the screech, the creatures from areas 3 and 6 investigate: 2 cave bears (polar bears MM page 334), 1 gladiator (MM page 346), 1 stone giant (MM page 156) - the giant will have stoneskin cast on him (see top left of page 150).
- Barbarian Search Party: 1 gladiator (MM page 346), 2 polar bears polar bears (MM page 334), 21 tribal warriors (page 350), 3 berserkers (MM page 344), 1 Uthgardt shaman (page 243).

Alert: Pretty much everyone stays put except the roc and all of the tribe. The rust monsters in area 15d are let out of their cage.

4. Gorgon Mud Pool: The giant tries to shove a PC into the gorgon mud. That's an opposed check: The giant's +14 vs the character's Athletics or Acrobatics. If you want to get nuts, you can give this stone giant the fling power (page 246).

Gorgon Mud: It's like quicksand (DMG page 110) and when a character ends their turn in there, they must make a DC 12 Con save or be petrified (PH page 291)!

5. Thanes' Tomb: Looks like there's no save for this trap. If the group doesn't prod, in they go. They fall right into that gorgon mud in area 4!

7. Tomb of the Skodkong: If a hero touches the tomb, they're sucked in. They can ask the Skodkong three questions, and then they are released. That is a really cool way to help the group learn about the plot.

10. Mushroom Farm: The giant here can control the piercers and have them drop on the heroes. Piercers, MM page 252. They drop from 50 feet, so they have +3 to hit and 18 (5d6) damage. Miss, the piercer takes 2d6 falling damage.

11. Overgrown Tunnel: Black puddings MM page 241. The 6 tribal warriors from 15d. Will join in.

12. Warriors' Tomb: Roper MM page 261.

13. Skoraeus Stonebones: These giants are actually friendly. Orb of the stein rune page 235.

14. Temple: Wow. Kayalithica can animate one of the fossilized thanes. That is really cool. Stone golem page 170. The Steinfang is a big stone thing that answers questions after a month. We get stats for it and it has a lot of hit points. If destroyed, there's a massive explosion. I'm not sure why the group would attack it. It's immune to spells level 3 and lower, meaning it probably won't be accidentally destroyed by area effect spells.

The conch is in one of her pouches. There's a living gnome named Elister Noggins in another pouch. If the group takes him back Loudwater, things get a little eyebrow-raising.

Chapter 7: Berg of the Frost Giants

It says to review the info on Frost Giants on MM page 151 to play them better. Let's see:

- They respect only brute strength and skill in battle.
- Items made from dragon parts are especially prized.
- They are impressed by physical might and trophies of slain enemies.
- They hunt wild game but don't cook it.
- They raid towns for booze and metals.

Frost Giant Stats: MM page 155.

We're Here for the Conch: The heroes need the conch. It is on the throne in 1G, page 159. The idea here is that the group gets the conch, but then the Jarl returns from his hunting trip with TWENTY FROST GIANTS. The conch requires attunement, which means the group can't use the conch right away and now they have problems!

What is the Ring of Winter? The Ring of Winter isn't found in this adventure. What the heck is it? I looked it up. It is incredibly powerful Here are some of its powers:

- You don't age when you wear it.
- It boosts the power of all other magic items.
- It can change the climate.
- It has defenses and attacks, it can create weapons of ice, this thing does everything!

Apparently the story of Artus Cimber and the ring is told in the 1992 Forgotten Realms novel The Ring of Winter. Here's a mysterious quote for you on Storm King page 156: "Artus Cimber and the Ring of Winter have roles to play in another adventure."

Stuff to Know:

- The giants lurk at Svardborg, a glacier/island with giant cabins on it.
- When the group arrives, the Jarl and many giants are out hunting. They'll be back soon.
- The giants stole some white dragon eggs, chained one adult white dragon up on their ship and the other adult dragon is in a lodge, afraid that the giants will kill her babies.
- Extreme Cold: DMG page 110. At the end of each hour, DC 10 Con save or gain one level of exhaustion (PH page 291).
- Opening Doors: The doors are 25 feet tall! The knob is 11 feet up. It takes an action and a DC 13 Athletics check to open.

Alarm: If the horn in 2d is blown, that's an alarm. Bilraun runs to 1G. The frost giants at 9 go to 2A. The monsters at area 7 split up. 1 giant and 9 tribal warriors go to area 1. 9 tribal warriors and 3 yetis go to area 3.

1A. Feast Hall: 8 ice mephits (MM page 215)

1E. Steward's Office: Mage (MM page 347). Wand of fireballs (DMG page 210). Don't forget, this dude has a scroll of sending. He can call on his friends to come get him. 3 manticores (MM page 213) and 2 scouts (MM page 349)

1G. Throne Room: This is the big room at Svardborg:

- The conch is on the throne.
- There are 2 frost giants and 2 winter wolves (MM page 340) in here.
- They are guarding the seven white dragon eggs! The eggs are each 4 feet tall, 300 pounds, AC 14 HP 20. Be careful with those eggs. If you think killing unborn baby dragons might bother your group, don't do it! Just have them pop out of the shell alive or something.
- The clockwork mule (page 162) seems like fun. Mule MM page 333.

There's a good chance that the group grabs the conch and then Storvald arrives. Check out page 165, last paragraph of "The Krigvind" section. His 20 giants split up. Storvald and 5 frost giants come here.

2A. Gathering Hall: 3 drunk frost giants! They have the poisoned condition PH page 291. One of them will stagger up above and try to blow the warning horn (area 2C, page 162), which will put the place on alert.

4A. Statue of Thrym: The curse: Vulnerability to cold! Very cool. Right? Cool? I'll move on.

4B. Hall of Heroes: Slippery Ice (DMG page 110). Difficult terrain, when you move make a DC 10 Acrobatics or fall prone.

4E. Bell Tower: So, the poor dragon is up in the bell. Adult white dragon MM page 101. It's a little confusing to me. I think she starts off about 80 feet in the air, huddled in the interior of the bell. Then she drops down to the rafters, which is 30 feet off the ground.

She wants her eggs and her mate back! Her mate, Cryovain, is chained up on the Jarl's ship. She is willing to parlay with the group. Also, remember that white dragons are not smart (INT 8).

4G. Submerged Passage: Frigid water DMG page 110. You can be in it for a number of minutes equal to your Con score. Once that time is up, you have to make a DC 10 Con save or gain a level of exhaustion.

5. Yeti Cave: 8 yetis! MM page 306.

7. Entombed Greatship: This ship is half-encased in a wall of ice. The deck is icy - Moving or taking damage causes a DC 10 Dex save or you fall into the frigid water (DMG page 110), 1 frost giant (MM page 156), 18 tribal warriors (MM page 350), 3 yetis (MM page 306).

Freeing Cryovain: Poor Cryovain is chained up on the ship. There will probably be 4 frost giants manning ballistas and one guarding the dragon. It seems like sneaking on board is the best bet.

- If the group got the command word from Nilraun or Storvald, they can free this fellow with a bonus action.
- A knock spell unlocks one of the four collars.
- Breaking a chain requires a DC 27 Athletics check! Not likely!
- Each chain has AC 20 HP 20 Damage Threshold 20 (DMG page 247) and immunity to a pile of stuff.
- Riding Dragons: The coolest option here is to befriend the dragons. The group will need to get those 7 eggs and then free Cryovain. Then, the dragon in 4E will help. The dragons would probably fly the heroes home after that, right?

Storvald has Leverage: Get a load of this. Cryovain will obey Storvald. Storvald has his babies! Cryovain will gladly turn against Storvald if the group has liberated the eggs.

The ship has a pennant of the vind rune page 235. This is a bit weird. It's a flag on the ship, but it has no effect on the ship - it must be on a person. You might want to say that Storvald is wearing it. It allows you to levitate and fly/jump/ride the wind for just a moment - about 20 feet.

If the group is getting away on their airship, Storvald could fly up and grab the airship, pulling it into the sea. Then the group could battle Storvald on the wreckage of their ship. Storvald can cast

water walk, so he'd be standing on water. That would be a cool fight, right? I really don't like the idea of destroying the airship, though.

Airship: The group needs to get away without that balloon popping! The giants can throw rocks up to 240 feet. One hit does 28 damage! The ballistas on the ship do 44 damage!

Griffons/Hippogriffs: This is probably the safest mode of travel to escape. The group can grab the conch, hear Storvald arrive, run to their mounts and take flight. They might take some range attacks. Griffons have 59 hit points so they can take a shot or two. Hippogriffs only have 19 hit points!

Boat: If the giants don't find the little boat that the group rowed in on, the heroes might be able to row to the ship behind the glacier and escape.

Chapter 8: Forge of the Fire Giants

Why We're Here: We're here looking for the conch. It is in a locked chest in Zalto's bedroom, area 26A, page 182.

Stuff to Know:

- Appraising: Tons of the treasure in this area includes art objects. Appraising items is an Intelligence check (see PH page 178 under "Other Intelligence Checks")
- Drow Show Up: Whenever you want, have the drow show up with the iron flask ("Special Delivery" page 186).
- Maegera Chaos: Depending on how things go, Lord Zalto might have time to put Maegera in the forge. Maegera will break out soon after, probably within an hour or two and go on a rampage.
- Liam Neeson: A major option in this chapter is to take Zalto's wife, son or daughter hostage.
- A Cornucopia of Slavery: There's a lot of slaves here, and they want to be freed. It would very hard to free them, because the giants notice so quickly. I guess if Maegera is berserk, the you could do it. Or they could be freed as part of a hostage negotiation.

The Plan of Lord Zalto: The fire giants are scouring the land, looking for all of the pieces of the vonindod. Stuff to know:

- The vonindod is a colossus.
- The drow stole a primordial named Maegera and put it in an iron flask (DMG page 178).
- Maegera will be used to power the fire giants' adamantine forge, which will allow them to assemble the Vonindod.

Vonindod Stats: On twitter, Chris Perkins offered some unofficial stats for the Vonindod: AC 30; hp 5,000; 2 fists (+20 to hit, 20d10 damage); 300-ft. death ray (DC 30 save or die); Spd 50 ft., fly 100 ft.

We are told to review the fire giants in the MM page 150:

- Militaristic brutes.
- Masters of metalwork.
- Very warlike, they all have martial training.
- Fighting skill comes from endless training.
- Conquered humanoids become slaves in a mine or serfs who must offer tribute.

Yakfolk: You might want to call these creatures "yikaria." Back in my Al Qadim campaign, nobody could take the "yak men" seriously.

The setup goes like this. There's a yakfolk village on a mountain. Inside the mountain are the mines where the fire giants are. The group is going to have to pass through the village to enter the mines. There's a chimera that will attack the heroes if they fly to the village.

When the characters approach the village and are spotted, a gong will be rung in area 8. That puts the place on alert.

Alert: The yakfolk kill their slaves just in case when the gong is run. 5 yakfolk head for area 8 (they come from areas 3, 4A, 6 and 7).

Parlay: The group can make 'friends' with the yakfolk. Chief Kartha-Kaya will feed them and let them smoke his pipeweed. The can stay in his hut. They'll need to make a DC 15 Con save or fall unconscious. The characters are looted and enslaved.

Slaves: You might want to make up some name for slave NPCs. There's a good chance the group will interact with at least one of them. A lot of the yakfolk slaves are moon elves. They have white/blue skin, silver hair and green or blue eyes with flecks of gold. One of them is a princess named Halani Meliamne (area 8, page 173).

- The yakfolk slaves are naked.
- In the mines, there are also lightfoot halflings, humans, shield dwarves, rock gnomes, and orcs.
- The yakfolk slaves are kept in cages. Pick the locks: DC 15

1. Twelve Thousand Steps: This staircase is 15 feet wide, goes up in a straight line and has no railing. It goes up 500 feet. Mounts don't like going up those stairs, so the heroes will need to make a DC 15 animal handling check.

- The Chimera: Don't forget, 350 feet up, there's a cave. 50% chance that the chimera (MM page 39) is home.

3. Mill: Yakfolk warriors (page 244), commoners (MM page 345). The water wheel could lead to some serious zaniness:

- Climb Through: DC 15 athletics or acrobatics *Fail*: DC 10 Dexterity save or fall down the mountain and take 70 damage!
- Jamming Something in the Wheel: You can stick something in there or make a DC 20 Strength check to stop it with your muscles. Each turn, there's a 25% chance of it

breaking. When it breaks, anyone on it falls with the wheel down the mountain (no save) and takes 70 damage.

- Zalto hears this and orders a fire giant (MM page 154) to go check it out. The giant shows up in 20 minutes.
- Breaking the water wheel causes the elevator (area 9, page 175) to stop functioning.

8. Hall of the Yakfolk Chief: The chief has 2 wives (Imberu and Nahala) and a flame tongue sword (DMG page 170). Other stuff to know:

- 3 Slaves: Halani (a princess), Jevin and Vandar
- 4 Chests: In a pile of empty baskets, there are 4 locked chests. Pick the locks: DC 15
- Freeing Halani: One of the three slaves is a princess. If the group brings her to the Moonwood, which is about 100 miles to the west, each hero gains a charm of the slayer (DMG page 228) - this thing gives the effects of a giant slayer (DMG page 172) or dragon slayer (DMG page 166)

9. Elevator Shaft: It automatically stops at each of the 15 floors (12 mines, upper level of Ironslag, lower level of Ironslag). It takes about 15 minutes to go all the way down.

- Lever: This can stop the elevator. It's ten feet above the floor and requires a DC 17 Athletics check to pull.

Ironslag

Features:

- Doors: 20 feet tall iron plates, handles 9 feet up. Giants can open it as normal, PCs will need to use an action and make a DC 13 Athletics check.
- Gantries: Walkways, give three quarters cover (+5 to AC and Dex saves).
- Portcullis: No mechanism, you just lift it. DC 22 Athletics. The bars are close together, no squeezing through.
- Stairs: Each step is 3 feet tall and 3 feet deep.
- Reinforcements: Roll on page 170, once during the day and once at night.

15. Mustering Hall: Ogres (MM page 237)

17. Ore Depositories: Salamander (MM page 266). The 4 dwarves will want to take the group to area 20 (page 180) and 23 (page 181) to free slaves. After 15 minutes, this will be noticed by the ogres in area 18 (bottom right of page 177).

18. Foundry: Extreme heat (DMG page 110), Zaltember (half-ogre, MM page 238) is dangling a dwarf slave over a smelter and ordering the dwarf to beg for its life. If wounded, he tries to run to his mommy in area 31 (page 134).

- Hostage Situation: The group can take this guy hostage and get the conch in return. Zalto will not hand over Maegera, though.

20. Slave Wheel: The classic! I don't know why, but I get a kick out of these things. The slaves have 4 levels of exhaustion. Once this wheel stops, the whole place comes to investigate. Zalto will be here in one minute.

22. Hell Hound Pen: Hell hounds (MM page 182).

23. Slave Pens: Hobgoblins (MM page 186).

25. Feasting Hall: 30 goblins (MM page 166).

26A. North Bedchamber: It's 6 feet tall, DC 21 pick locks. Open it without using the combination causes gas to come out: 20 foot radius DC 15 Dex save or 45 fire damage, half on save. The conch is in here!

26B. South Bedchamber: This is pretty fun. Cinderhild is the daughter of Zalto and she is spoiled. She wants to explore the world but her parents won't let her. She will help the group if they help her get out.

27. War Room: An inactive iron golem (MM page 183). An identify spell will give the group the command word to activate it. It obeys fire giants over anyone else, it shuts down after one hour. Ingot of the skold rune page 234.

28. Assembly Hall: The adamantine doors can only be opened by fire giants, though an illusion will trick the doors.

- Zalto is in here playing with his hellhounds.
- Ring of lightning resistance DMG page 192.
- There's actually a prisoner trapped in the head of Zalto's maul. That's a really cool idea. The prisoner is Jasper, a member of the Zhentarim.

31. Kitchen: Brimskarda wears a dress made of black dragon scales. She's got a potion of invulnerability (DMG page 188). Smoke mephits are on MM page 217.

Special Delivery: Drow mage (MM page 129). Drow elite warriors (MM page 128). Shadow Demon (MM page 64). Iron flask (DMG page 178).

Zalto's Iron Flask: Wow. If Maegera (page 241) is let out, the primordial obeys whoever freed it for one hour.

- The Furnace: If Zalto is able to stick Maegera in the furnace, it doesn't work out too well. After each hour, the primordial makes a DC 15 Strength check (he has a +5). When he gets out, he goes berserk.

Chapter 9: Castle of the Cloud Giants

Why We're Here: The group is here to get the conch. It's in a leomund's secret chest, the replica of which is located in area 33, page 200. There's a big wrinkle here. Only Sansuri can summon it and access the chest! You can destroy the little replica to access the stuff in the chest, but the group might not figure that out without some nudging.

The Countess is looking for an ancient trove of dragon magic. She is torturing a bronze dragon named Felgolos to get information.

Stuff to Do:

- Pick out 12 trinkets and some spell components for area 2, page 191.
- Roll or pick 10 art objects worth 750 gold (DMG page 135) for area 19 page 196.

Keeping the Castle: If the group slaughters everyone, they can keep the castle. Klauth the red dragon might come to try to take it from them, but that's up to you. It's a pretty cool place. It is giant-sized, which is pretty inconvenient.

It says to review Cloud Giants in the MM page 150:

- They can turn into mist and they can create fog.
- They have magical solid clouds.
- They cast spells and can create storms, wind and weather.
- They look down on other giants and use them.
- Their god is Memnor the Trickster.
- They do a lot of gambling.

Countess Sansuri: She's the villain:

- Sansuri wears masks that reflect her mood. Current mood: Sad.
- If she loses half her hit points, she casts fly flees.
- She has a bunch of Aaracokra simulacra.

Her Family:

- **Thullen:** Her brother (page 198). Gentle, soft-spoken. Can cast a lot of spells!
- **Kaaltar:** 6 and a half feet tall, mental equivalent of a four year old.
- **Alastrah:** 6 and a half feet tall, mental equivalent of a four year old.

Felgolos, "The Flying Misfortune": Here's his deal:

- He's a bronze dragon with really good and bad luck.
- He's clumsy and socially awkward.
- He can magically take the form of a halfling or human.
- He hates the Zhentarim. He loves to attack them and steal their wagons (he collects them).

- He never lies.
- He knows a lot about cities and people (he spies on them from afar).
- He plays pranks on people.
- He's very positive and optimistic.
- Some think he is secretly protected by Tymora, goddess of luck, because he always gets out of tight spots.
- He is an accomplished spellcaster.

He has some new spells:

- (lvl 5) Snatchport: This teleports an item from one spot to another.
- (lvl 6) Frame Teleport: You can link two wooden frames (mirrors, windows, etc) and pass through them. This portal lasts a few rounds. He uses it to stick his head through and eavesdrop.

Captured: Here's what happens if the group is taken prisoner.

- Their stuff is put in area 2 (page 191).
- They are put in cages in area 8 (page 192), the room with the dragon.

Aarakocra Simulacra: Sansuri has these weird clones of bird men:

- Simulacrum: PH page 276.
- Aaracokra: MM page 12.

Lyn Armaal: Apparently this castle is what the Acquisitions Inc. castle is based on.

- Doors: 27 feet high, 6 inch thick wood. Door handles are 12 feet up. DC 14 Athletics check to open.

1. Audience Chamber: The hole is a straight drop to the ground far below. Glyph of Warding PH page 245.

2. Workshop and Meeting Room: If the group is captured, this is where their equipment is stored.

5. Barracks: 5 cloud giants (MM page 154).

6. Aft Battery: Ballista: +6 to hit, 16 (3d10) damage. It takes an action to load, an action to aim, and an action to fire.

7. Griffon Aviary: Griffons (MM page 174).

8. Dungeon: Bronze dragon (MM page 108) knock spell removes one of the four restraints, pick locks DC 20.

- Torture: She stabs him with a mithral-tipped spear
- Escape: If the group frees Felgolos, he'll stick with the party for the rest of this chapter.

10. Gatehouse: Air elementals MM page 124.

11. Main Gate: Alarm PH page 211. Don't forget, there are murder holes. See area 24, page 197. A giant can dump acid down on the group! DC 15 DEX save, *Fail*: 44 acid damage. *Succeed*: Half damage.

13. Kitchen: Ogre MM page 237.

14. Castellan's Quarters: Bracers of defense DMG page 156. Figurine of wondrous power DMG page 170.

19. Gallery: Instrument of the bards (DMG page 176). Banner of the Krig Rune page 233.

26. Port Lawn: Water Elemental page 125.

27. Starboard Lawn: Animated armor (MM page 19). Helmed horror (MM page 183).

28. Greenhouse: Awakened shrubs (MM page 317). Thullen is here. He's not a bad guy. He will actually help the group get the conch if they aren't on a rampage.

30. Navigation Dome: Navigation orb page 235.

32. Study: Invisible stalker MM page 192. 6 Potions. Really? All right, here we go:

- Clairvoyance: DMG page 187.
- Diminution: DMG page 187.
- Fire Resistance: DMG page 188.
- Lightning Resistance: DMG page 188.
- Storm Giant Strength: DMG page 187 (29 Strength for one hour).
- Supreme healing! DMG page 188 (10d4+20).

33. Master Bedroom: Leomund's Secret Chest PH page 254.

Chapter 10: Hold of the Storm Giants

Finally! The group uses the conch to go to Maelstrom. There, they need to meet with Serissa and gain her trust. She has a clue to her father's disappearance: A wooden coin linked to the Kraken Society.

Using the Conch: When the conch is used, the group appears in area 2 on page 204. Remember, the conch can only be used once per day and it always takes you to room 2 in this building.

Remember, Mirran and Nym don't know that Iymrith is a blue dragon that is manipulating them.

Serissa has two advisors:

- Uthor: Her uncle. His job is to protect Serissa.
- Iymrith: The secret bad guy. The heroes need to expose her.

Foreshadow Some Giant NPCs: If you can, try to have the group interact with some of the giants listed on page 256. At the very end of the adventure, these giants go with the group to kill Iymrith. One of them, Orlekto, is a traitor that is in love with Mirran. If you can foreshadow this in some subtle way here, you should. Maybe have him be one of the guards in area 14 and go out of your way to describe him as being excessively protective of her.

Maelstrom

Maelstrom is a cool place. It is 3,000 feet below the sea. There's a whirlpool that drags ships down there. Giant crabs pick through the wrecks and bring the treasure to the giants.

Start at the Bottom: Level 1 is at the bottom. Level 3 is higher, where the shipwrecks are. Getting around will involve swimming in the main shaft into side tunnels that lead to pools in chambers.

Underwater: Some of this dungeon is underwater. While in those areas, the heroes will take 7 damage every 10 rounds due to the pressure. Underwater Combat PH page 198. There are all sorts of little details here:

- Anemone Chests: DC 10 Dex or 11 poison. Trick it with a DC 15 Nature check.
- Crystal Windows: You never know when a character will want to break a window! It isn't easy - damage threshold 20 (DMG page 247) 60 hit points. A high-level shatter spell might do it. Water will pour in and fill the place up quickly.
- Doors: 30 feet tall, made of stone with barnacles, doorknob is 13 feet up. DC 15 Athletics to open.
- Giant Clams: This is very amusing. There's treasure in these clams! DC 16 Athletics. Pearl of power (DMG page 184). Crystal ball (DMG page 159).
- Portcullis: These are heavy! DC 26 Strength check. Luckily, medium creatures can squeeze through with a DC 10 acrobatics.

2. Portal Chamber: The group appears in an area connected to some guest rooms. They can hear singing coming from a spiral staircase that goes up. It leads to area 14 (page 207). If they go up there, they will be neck-deep in giants.

5. Crab Pen: Hulking crabs page 240. Huge crabs with ship wreckage stuck to their shells.

6. Nym's Whale: It's a killer whale! MM page 331.

7. Coral Garden: Roper MM page 261.

10. Sleeping Guard: Storm giant MM page 156. Ssh, she's asleep.

14. Great Hall: OK, this room is a big deal. First, there's a hulking crab (page 240) that is also a musical instrument. The two storm giants sisters are entertaining other giant guests:

- **Mirran:** (Storm Giant MM page 156) She's singing.
- **Nym:** (Storm Giant MM page 156) She's playing the crab.
- **Two Storm Giant Guards:** (Storm Giant MM page 156).
- **Vaal:** (Cloud Giant MM page 154).
- **Tartha:** (Fire Giant MM page 154).
- **Hellenhild:** (Frost Giant MM page 155).
- **Braxow:** (Stone Giant MM page 156).

When the Group Comes up the Stairs: They stop singing. They give the group a chance to explain why they're here. The sisters will tell them that Serissa rules, and that all of these people are waiting to speak with her. She is "far too overwhelmed with important matters" to talk to a motley group of small folk. Here's what happens from here:

1. The group will be escorted to guest quarters (area 3, page 204).
 2. Mirran comes back with her two guards and tells the group that their request to talk with Serissa has been granted.
 3. She leads them to area 2. Ambush! All four of those giant ambassadors attack!
 4. The guards cover Mirran while she flees to area 15 (page 209).
 5. The group can try to bargain with the giant ambassadors with a DC 20 Persuasion. Vaal can be bribed with magic/treasure, Tartha will flip out if she hears about the dragon, Hellenhild will be impressed if someone wounds her, and Braxow is in awe of the Oracle.
- Decanter of Endless Water: DMG page 161.
 - Conch of Teleportation: Page 234.
 - Potion of Water Breathing: DMG page 188.

15. Throne Room: The hill giants (MM page 155) are easily tricked with a Deception vs. each of the giants insight rolls: They each have a -1.

- Korolnor Scepter (page 234) is on Serissa's kelp necklace.
- Wyrmskull Throne: Page 237.

Serissa is flanked by her two advisors:

- **Uthor:** He doesn't like small folk. Trident of fish command DMG page 209.
- **Iymrith:** She warns Serissa that the group can't be trusted. She says: "For all we know, they are the ones who murdered your mother and abducted your father!" A DC 15 Insight will clue in the group that Iymrith knows more than she is telling.

If the group calls out Iymrith, she stays in her giant form, snatches the Korolnor Scepter and on her next turn she teleports away. Serissa is paralyzed.

Serissa:

- She is patient and listens to what the heroes have to say.

- She thinks her father, King Hekaton, is still alive.
- She thinks small folk are generous and kind.
- She is mourning the death of her mother, Queen Neri.
- She thinks whoever killed her mother might have captured her father.
- She found a wooden coin where Neri was killed - painted with a golden goose.
- She will ask the group to find out where the coin came from.

If the group agrees, she brings them to area 18 (page 211) and uses the teleport power of the cave to teleport the group back up to land.

16. Royal Treasury: Remember, each square is ten feet! So, it goes like this:

- Detect: DC 17 Perception
- Disable With a Spike: DC 15 Dex check.
- 250 Pounds on the Pressure Plate: DC 15 Dex save. *Fail:* 44 damage. *Success* means you dodged. Remember, anchors fall on all of those trapped squares.
- This trap resets after one minute.

Items:

- Apparatus of Kwalish DMG page 151.
- 6 potions of giant size (page 236) You're huge for 24 hours. All sorts of cool benefits!

18. Meditation Cave: Attuning to the cave takes an hour. Spells:

- Clairvoyance: PH page 222.
- Identify: PH page 252.
- Sending: PH page 274.
- Teleport: PH page 281.

19. Shark Pens: 10 hunter sharks MM page 330.

21. Temple of Stronmaus: Giant sharks MM page 328.

25. Library: Rocks with writing on them. Some of them have spells:

- Antimagic Field: PH page 213.
- Conjure Elemental: PH page 225.
- Fabricate: PH page 239.
- Legend Lore: PH page 254.
- Stone Shape: PH page 278.

31. Nym's Tower: 5 steam mephits MM page 217.

Chapter 11: Caught in the Tentacles

OK.. I'm sure most people don't care about this, but my head almost exploded. There is a spelljammer ship in Storm King's Thunder. The Morkoth is a squidship!

The deck plans don't match exactly and the Morkoth does not have a spelljamming helm (that's the magic throne that a spellcaster sits in to fly a spelljammer ship). But they look pretty much the same to me.

Why We're Here: The group needs to find out where this gambling chip came from. They'll need to wander and ask around, or maybe they have a spell that can help them. This chip leads them to the city of Yartar. The chip came from a gambling hall on a riverboat called The Grand Dame.

Foreshadowing: This chip is integral to the story. I think that if I were to run this, I'd make sure the group saw a chip like it or actually had a little encounter of some kind on The Grand Dame during the shenanigans of chapter 3. That way, as soon as they see this chip, a light bulb goes off in their head. Everything's connected - everything the players did mattered, even if it seemed random at the time. During that visit, I'd probably have it where Lord Drylund isn't on board to avoid the tiny chance that the group learns what he knows way too early.

If you choose to run it by the book, we're looking at an Investigation montage like when Batman goes to every seedy joint in Gotham City demanding to know where the Joker is. It's a downtime thing:

- Each attempt takes d4+1 days.
- One character makes an investigation check. Can each player make one? I guess, if they each pay the cost.
- *Fail:* Dead end.
- The DC and cost depend on where the group is asking around (see the chart on page 216). For a DC 15, that's 10 gold per day in a city.

Stuff to Know About the Grand Dame:

- During the day, the boat is moored at the docks getting supplies delivered.
- Slarkrethel, the kraken, can kill Lord Drylund instantly from afar using psychic powers (see "development" page 219).
- 1 bandit captain (MM page 344), 8 bandits (MM page 343) 32 commoners (MM page 345).
- Characters who approach the ship with armor and weapons are turned away. 6 guards (MM page 347) show up in d4+2 rounds if there's trouble.
- Lord Drylund is usually in area 13 page 219.

The adventure seems to want the group to get on board posing as employees or wealthy guests. This requires a deception check vs. Captain Storn's insight (he has a +0).

Pow Ming will be watching! She's a mage (MM page 347). She's the one that you cash chips out to. She has stuff:

- Bag of Holding: DMG page 153
- Robe of Serpents: Page 236

13. Lord Drylund's Cabin: There's an aquarium with an octopus in it and a little treasure chest. In the chest is a key. This key opens another chest which is beneath the aquarium built into the table.

- Poison Needle Trap: (DMG page 123) If you *Fail* to pick the lock: 1 point of damage, 11 poison damage and a DC 15 CON save. *Fail*: Poisoned 1 hour.
- Octopus: MM page 333.

Finding the Morkoth

The group might have the airship, although there's a good chance that balloon will be popped by now, which is a bit of a bummer. You have a few options for determining how long it takes to find the ship. I'd go with d4+2 days. Weather (DMG page 109).

If the group needs a ship, there's a ton of options on pages 220-221:

- Harpers: (Waterdeep) The Kelpie's Kiss.
- Order of the Gauntlet: (Neverwinter) Coin Toss Fearless scoundrels.
- Emerald Enclave: (North of Waterdeep) Koalinth Crew of bugbears who owe the enclave a favor.
- Lords' Alliance: (Neverwinter) Ravenous Pirates who are doing this for a pardon.
- Zhentarim: (Waterdeep) Lost Cause Bunch of thugs!

It goes like this:

1. The group finds the ship.
2. The group frees Hekaton.
3. Hekaton goes nuts, attacking everyone.
4. The group eventually, hopefully, convinces him that they came here to save him.
5. Once the bad guys are defeated, the group can use the conch to go back to Maelstrom and set things right.
6. If the group rests or spends an hour on the ship, Slarkrethel shows up and attacks!

Morkoth NPCs:

- **Captain Tholtaz Daggerdark**: Archmage (MM page 342).
- **First Mate Rool**: Half-orc assassin (MM page 343) He will betray and kill Captain Daggerdark if possible!
- **20 cultists** (MM page 345).
- In the water are four merrow escorts (MM page 219).

3. Hekaton in Chains: The magic chains keep the giant 'frozen in time.' The four chains each have AC 20 HP 10 Immune to non-magic weapons.

Storm Giant: MM page 156

Giant on a Boat: I don't quite get how Hekaton can stand up on this ship. He's 28 feet tall! Wouldn't the ship capsize? Or wouldn't his weight be too much for the hull to bear?

When Hekaton is Freed:

- All he knows is that "small folk" did this to him. He starts attacking all small folk indiscriminately.
- Talking him Down: DC 18 Persuasion check. Mentioning Serissa gives advantage on the roll.

6. First Mate's Cabin:

- Detect: DC 20 Perception check
- Disable: DC 15 Dexterity check
- Fail by 5 or More: 10 foot radius sphere of green gas. DC 13 Con save or petrified for one hour! Petrified PH page 291.

Slarkrethel the Kraken

So don't forget, if the group hangs out on the ship for an hour or more before using the conch, Slarkrethel shows up! Kraken (MM page 197). Slarkrethel is looking to humble them, not have a big battle.

Apparently, Slarkrethel has been in other, older products. Slark apparently has aboleths and mind flayers that take orders from him.

Sinking the Ship: Slark will sink the ship in two rounds. It can use legendary actions:

- Fling: Chuck a hero 60 feet! No roll to hit or anything.
- Lightning Storm: 3 lightning bolts DC 22 DEX Fail: 22 damage Save: half damage
- Ink Cloud: Creatures in the water.. 60 foot radius DC 23 Con save Fail: 16 poison Success: Half damage.

Slark has Foresight already cast (PH page 244). Advantage on attack rolls, saves and checks for 8 hours! Creatures attacking Slark have disadvantage! Wow. The fight goes like this:

- Slarkrethel wraps tentacles around the ship.
- Roll initiative.
- Slark does double damage to objects.
- Slark can create a Lightning Storm as an action! 3 bolts of lightning. DC 23 Dex Fail: 22 damage, Success: half damage.
- Spells: DC 22 +14 spell attack bonus.
- Slark used its only 9th level slot to cast foresight.

Slark has a laundry list of spells. Here's a few of the nastiest ones:

- Feeblemind: (PH page 239) target takes 4d6 psychic damage makes a DC 22 INT save. *Fail*: Intelligence and Charisma scores are reduced to 1! Target can't cast spells, use items, or talk. In 30 days they get to save again. Cured by greater restoration/heal/wish.
- Delayed Blast Fireball: (PH pages 230-231) 20 foot radius DEX save DC 22 12d6 damage!
- Sequester: (PH page 274) Target becomes invisible and is put in suspended animation. This lasts until dispelled.
- Flesh to Stone: PH page 243. CON save DC 22. *Fail*: Restrained. At the end of each subsequent turn, the target must save again! 3 *Fails* means it is petrified. 3 Successes means it is fine.

Hekaton: He's got some spells and powers that will come in handy:

- Waterbreathing: PH page 287. Effects up to 10 creatures for one hour.
- Levitate: PH page 255. Target within 60 feet rises up in the air 20 feet. This is a concentration spell, lasts up to ten minutes.
- He can drop lightning bolts on Slark that do 54 damage. Slark has legendary resistance, so Slark will probably be taking half damage.

Chapter 12: Doom of the Desert

Map: I think if you can, you should make a big poster map of the amphitheater. There are sinkholes that the group might fall in, and it's going to be hard to determine where they are without a map. As far as I know, the creator of this map is not selling it online. Hopefully they will, so you can buy it and then print it out.

If you have the Dire Tombs dungeon tiles, this is the time for them to shine! You'll probably need two sets for the dungeon.

After the Morkoth: Hekaton takes the group to Maelstrom and takes his seat on the Wyrmskull Throne. He wants to go with the group to Iymrith's lair to kill her. Hopefully the group wants to come along. If so:

- Each character is given a potion of giant size page 236.
- The group receives a claw of the wyrm rune page 233.

Fact Finding: While the group rests and prepares for the final battle, the giants spend some time finding out where Iymrith's lair is and what her deal is. The giants tell the group:

- Iymrith creates living statues to guard her lair.
- Her lair is a ruined city in the desert near Ascore.
- She can cast spells.
- She is immune to lightning damage.

The NPCs: The group has a bunch of giant companions. Most of them are detailed on page 256:

- **King Hekaton:** His stat adjustments are on page 222.
- **Nimir:** Protector of the small, follows orders.
- **Orlekto:** In love with the villainous Mirran! Will want revenge. Yikes. He will try to kill King Hekaton if the opportunity presents itself.
- **Shaldoor:** She is thrilled to be killing a dragon.
- **Vaasha:** Very blunt, very pragmatic.

Return of Harshnag: The book also suggests having Harshnag team up (see page 226) with the group. How did he get here? It's left up to you. It suggests that he survived the collapse by running into the oracle chamber. Eventually, a wizard saved him (Elminster is one of the suggested wizards!).

For me, I think I would use the bronze dragon Felgorol is the savior of Harshnag. He has those teleport powers that work perfectly for this. I might even have Felgorol join this final battle too, and maybe remove a couple giants to keep the encounter balanced.

Approaching the Lair: Once the group gets within 1,000 feet.. it begins.

- Remember, it's long range for the trebuchets. That's disadvantage for them to hit.
- There are 2 trebuchets (DMG page 256), 4 gargoyles operate each: AC 15 HP 150 rg 300/1200 +5 to hit, 44 (8d10) damage.
- It takes a total of five actions to use a trebuchet. 2 actions to load, 2 to aim, and on to fire. You might want to just put 5 gargoyles on each so the trebuchets can fire every round. I can't think of a reason why they wouldn't do that.
- Once the giants are within 500 feet, they can throw lightning bolts. DC 17 dex save, 54 damage, half on save.
- There are 22 other gargoyles (MM page 140) on plinths that will swoop down and attack.

Sinkhole: Dex save DC 15. *Fail:* Fall to the bottom. There are three of them:

- 1A drops you to 4 and 5 (page 229-230).
- 1B drops you to area 5 (page 230) where you are immediately attacked by d4 purple wormlings. You're in a pit with 30 of them! Yargh.
- 1C drops you into a cave between 2 and 3.

3. Serpents of the Sands: Wow. Iymrith will be hiding in one of these sand piles! A character with a passive perception of 17 will spot her. Otherwise, she's going to get surprise and mess your party up!

But wait, there's more. There are yuan-ti in here praying real close to a pit that is 800 feet deep. 3 Yuan-ti purebloods (MM page 3310). 6 yuan-ti malisons (MM page 309).

Peeping on Snakefolk: If the group and the giants silently observe:

1. A pureblood jumps in the pit and dies. Evil whispers in Abyssal come from the pit issuing a prophecy (The prophecys says Iymrith is doomed).
2. Once it's done, Iymrith demands to know what the prophecy said.
3. The yuan-ti lies and says she must face her enemy in battle.
4. Iymrith decides to go kill Hekaton and heads out.
5. The yuan-ti take this opportunity to flee.

Guns Blazing: What probably happens here is that your group and the giants barge in and start chopping up some yuan-ti. Once the group engages, then Iymrith can blindside them!

She's an ancient blue dragon (MM page 90). She has some stat adjustments (page 241). She can and will use her lair actions here. So here's how I would do this:

Surprise the Yuan-Ti: I'd give the group surprise on the yuan-ti if they're not being too loud. Whoever wants to can move and take an action. It might be fun for the group to try to knock some of them into the pit.

Suggestion: The yuan-ti have Suggestion (PH page 279). I don't think they can use it to get the group to walk into the pit. They could just tell a victim to clean a statue or something. To end this effect, the group will have to either end the yuan-ti's concentration, or damage the person under the suggestion.

Once the group has engaged the yuan-ti:

1. Iymrith surprises the group. She could use her frightful presence: DC 20 Wis or frightened. (PH page 290). Frightened means disadvantage on attack rolls and ability checks, can't move closer. Remember, the dragon can choose which creatures are affected so she can exclude the yuan-ti from this power. You might want to position her so she is in front of the east tunnel. That way she can pull back and lure the group into a collapse.
2. Now we roll initiative!
3. Initiative Count 20: Lair action (see MM page 89). I guess I'd use either the insect cloud or the darkness on spellcasting types to force them closer to the pit and the dragon. Let's assume I roll low for init...
4. Character A takes their turn. Don't forget, Iymrith has counterspell once per day!
5. Legendary Action: Tail Attack (the reach is 20 feet!).
6. Character B goes.
7. Legendary Action: Tail Attack (the reach is 20 feet!).
8. Iymrith's Turn: Lightning breath! DC 23 Dex, 88 lightning! Egad. Remember, she knows that storm giants aren't harmed by lightning, so this attack is focused on the characters. The bolt is 10 feet wide and 120 feet long, so you should be able to get a bunch of people in it.

Options: She's got a lot of tools at her disposal:

- Collapse: DC 15, 22 damage, prone and buried! Each round, the hero can make a DC 15 Athletics to crawl through the rubble at a very reduce speed (5 feet for most races). See "collapsible passages" on page 227.
- Ice Storm: The ice storm (PH page 252) creates difficult terrain and can slow the group down if Iymrith decides to pull back into a tunnel.
- Teleport: If she's getting low on hit points, she can teleport (PH page 281) to somewhere advantageous on the map (don't forget to roll on the teleport chart on PH page 281).
- Many Exits: She won't flee the place. There's so many entrances to the dungeon. She can really mess with the group by using them and possibly sneak up on them.
- Burrow: Don't forget that she can burrow, too. She does not leave a tunnel behind her, it fills in as she goes. She could collapse a tunnel on herself and the group, take the damage, burrow to a side and wait for them to crawl out one by one. Yikes.

Ideally, at some point I'd have her cast ice storm and pull back to that eastern room with the hole that goes up to 1c. She'd lure the group in the tunnel to that room and collapse it on them.

Rolls Will Matter: It all depends on who rolls what for initiative, but that's the general idea. Don't forget your legendary resistance! You can auto-succeed on 3 saves when you roll bad.

4. Iymrith's Trove: 4 air elementals (MM page 124).

Sequestered Treasure Hoard: It seems kind of hard to figure out how the group would find the treasure. Once Iymrith is dealt with and the bad guys are defeated, that's when the group can do some thorough searching.

You could have an NPC wonder some things aloud to give clues. What might be really cool is if, in a previous chapter, you have an NPC talk about their desire to use sequester to hide their treasure. Maybe the wizard in the Harper tower. That way, the seed was planted long ago and an astute player might suddenly light up.

There's a huge pile of treasure in these sarcophagi. There's also a mummy lord (MM page 229) in one!

5. Purple Wormling Nursery: 30 purple wormlings (page 242). Yikes. Each one has 42 hit points. They can't leave the pit!

Cloud Giant's Bargain

Cloud Giant's Bargain is a special adventure linked to Storm King's Thunder. It was given to people who went to a theater to watch the Acquisitions Inc. PAX West 2016 game. The show was really great. If you haven't seen it and you have the time, you should check it out.

Newb-Friendly: This seems to be aimed at people who want to try D&D. It has tons of DM tips for new DMs. It's for characters 5th - 7th level, which seems tricky to me for new players and DMs to start with. I think this could have used some pregens printed in the book.

Interns: We begin in Neverwinter. The heroes are hired on as interns of Acquisitions Inc. Acquisitions Inc is going to attack the cloud giant Stratovan, who has almost all of the pieces of the rod of seven parts. This situation was resolved in the PAX West game.

Stratovan's son Olthanas says he wants to be allies. Our group has to go meet with Olthanas in his flying castle and see if he's full of it. The group has to go to the flying castle of Olthanas in secret, because apparently most of the other creatures at the castle are sympathetic to Stratovan.

If the players are familiar with Acquisitions, Inc, I think it might be cool to say each member of the group gets a signed Jim Darkmagic photo, too.

Travel Options: To get there, the adventurers can:

- Use griffons (if so, they land on C1, page 8)
- Do a HALFF - a high altitude feather fall drop (see page 10), which sounds awesome.

The HALFF drop is really great. The group has to jump out of the airship, hold hands and break an object with a rune on it to activate the feather fall spell. As they fall, they can try to make Dex checks to angle into a dark cloud to conceal their approach. Otherwise, they might be spotted by a chimera or giant eagles. That is just awesome.

NPC Ally: The group is given a talking skull named Tulahk, who is a fun NPC that can be used as a sort of mouthpiece for the DM. He's a lot like Morte from Planescape: Torment.

The castle has four sections to it. There's three structures connected by walkways. There's an island at the intersection of all the walkways:

1. The Island of Contemplation
2. The Towers of Hospitality
3. The Towers of Judgment
4. An adjoining island

You might want to put some giant doors in this place like the ones on page 189 of Storm King.

Island of Contemplation: The group can creep around in this place and learn about Olthanas. The group can learn that Olthanas might have a pet white dragon! They can find some magic items and clues that the majordomo of Olthanas seems to be committed to villainy.

Towers of Hospitality: More creeping around, a few random monsters. There is a really cool idea in room 6 where the heroes have to use a mirror to get to the second floor. There's a very amusing spa encounter with a cloud giant grandfather. The group can get the impression that the majordomo is up to something at this very moment.

Towers of Judgment: The group might fight a dragon here, and they meet with Olthanas and Majordomo Balakar. That meeting is very cool. There's a really great idea where someone is wearing a trapped choker. Awesome.

Reward: The group can gain ranks in the Intern "faction," which is really fun. If they hit the highest rank, they get to meet the members of the Acquisitions, Inc. group. Maybe that meant that this was run at PAX and that these players got to meet the cast. I wonder if their characters were on the airship when it fired on the cloud castle during the PAX West adventure.

Detailed Outline

This would be my plan for the campaign going in. As we played, it would probably change once I saw what interested the players and which NPCs were popular.

What you want to do here is make a skeleton outline like the one at the start of this guide, then go back through it and place in various elements you want to include in your game.

Once you have read and absorbed the adventure, you can connect the dots and add your own ideas, NPCs and scenarios. Take the stuff that interests you and feature it!

After some thought, here are things I want to make sure I do in this campaign:

- I want to do some quick, stylized intros right off the bat to introduce the heroes and give them some background links to various things that are important to this adventure.
- I want to use the white dragon Arveiatrace, as I think she is cool.
- I want to use Felgolos the bronze dragon (he ends up getting caught and tortured by the cloud giant in chapter 8).
- I want to build up the legend of Iymrith so the final battle will feel big.
- I want to make sure Harshnag is foreshadowed a bit so it feels really cool that he is with the group for a stretch.
- I assume at least one player will want a winged cat, so I'll plan accordingly.
- We should think about encounters with giants that are too powerful for the heroes.

Before We Start: I'd ask the players to go through the magic item charts in the DMG and pick three items that they want from each chart and write them all down. This adventure is LOADED with rolls on the charts and I want to make sure the group gets items they are excited about and can use.

Pet: See if anyone wants a tressym (winged cat) familiar.

Giant Items: Cook up some more mundane items like those on the chart on page 18. When you roll on this chart a billion times, you're bound to end up repeating dull results quite a bit.

Prologue

When we first sit down to play, I'd run each player through a very quick scenario. It wouldn't be fully rolled out. There would probably be one roll or choice. Each of these should take just two minutes. We want to get it done as fast as possible so the group is excited rather than bored.

King of the Giants: When one character was a kid, let's say they were in a boat, fishing out in the water on the Sword Coast. Suddenly, a giant rises from the depths and explodes through the kid's little boat. Have them make a Dex check. *Fail*: Unconscious. *Succeed*: Cool maneuver.

The giants are Queen Neri and Princess Serissa. Neri likes the small folk and wanted to show the Princess around a bit. Crashing through the little boat was an accident.

The giants apologize and patch up the hero. Serissa takes a liking to the character and asks them to come back to this beach in a week. For the rest of the summer, The character hangs out with the giants. The character can tell them about small folk customs. The giants will teach the character the giant language.

As summer is winding down, one of their meetings is interrupted by King Hekaton. The King is appalled that his wife and kid are talking to a small one. He takes them back to Maelstrom and they never return.

The Gray Hands: So from what I can tell, Harshnag the Frost Giant was a member of an adventuring group called The Gray Hands. This scenario might be good for an elf, because I'm not sure how long ago the Gray Hands were around. It looks like it was around 100 years ago.

The Grey Hands were going to make an expedition into Undermountain, and they needed a torchbearer. That's our hero.

The torchbearer has to go first in the dungeon. The hero will need to make a perception check. *Fail*: Fall in a pit trap. *Succeed*: Dodge it and earn the respect of the Gray Hands. Either way, a bunch of cultists and a mindflayer pop out of a side door and ambush the group. The hero may not realize this, but they are members of the Kraken Society up to some nefarious scheme.

Harshnag protects the hero from cultists. There's a moment where the hero will need to stop a cultist from throwing a dagger in Harshnag's eye. If the hero *Fails*, Harshnag loses an eye. If the hero succeeds, he doesn't. Either way, Harshnag doesn't hold a grudge.

The Gray Hands end up being sent on another mission and the hero never gets to work with them again.

Hand of Stone: I want the group linked to the Harpers if possible because I most definitely want to use Moongleam Tower in chapter 4 and on. I'd ask a player if they want to have a hand made of stone, permanently balled into a fist. It can do damage like a mace or something.

Not too long ago, the hero tagged along with a harper on an adventure. It was either Beldora or Thwip Ironbottom (page 40). They ended up stumbling right into Iymrith's lair through a sinkhole and were captured by her gargoyles. Now, the pair are shackled to a wall. They watch in horror as the dragon uses her magic to turn an orc into a gargoyle.

Iymrith plays a cruel prank on the hero. She makes the hero pick who's next - the hero or the harper NPC. Either way, Iymrith intends on doing the hero next. She starts the process. The hero's hand turns to stone - but then they are interrupted. More Harpers burst in to the room - Zaldar Flosin and Arrow (page 220), Daviana Yalrannis (page 82) and Artus Cimber (page 42).

Show off all the crazy crap that the ring of winter can do. Go out of your way to have Artus utter some memorable turn of phrase, maybe a Forgotten Realms swear like "Dark and Empty" or "Blood of the Lady!" That's for chapter 2 - we're going to use that as a clue for the heroes to discover the son of Artus Cimber. Give the hero a chance to snatch an item or get a shot in on Iymrith. Something to give Iymrith cause to despise the hero.

The Mad Dragon: I love Arveiatrace and I want to use her in this. The hero is up in the frozen north, hunting. The adventurer comes to a clearing and sees a white dragon with the corpse of a wizard sitting on a saddle on her back.

The white dragon is weeping and talking aloud to her master. Her master's ring fell off into the snow and she can't find it. Play up how sad and pathetic she is. The hero spots it nearby in the snow - the wizard's whole rotten hand fell off! The ring is on the hand.

The hero has a choice: Help Arveiatrace find the ring, steal the ring, or just run away. If the hero helps her, she is overjoyed and tells the hero that her master is pleased. Maybe she gives the hero a gift, like a magic item or something. If the adventurer doesn't help, she will notice the hero and chase them off. She will never find the hand and when the group encounters her in the adventure, the wizard corpse is still missing the hand.

If possible, have the character notice a gleam in the eye of the corpse. We're going to reveal that Arveiatrace has some kind of magical link to this corpse. Maybe it really does talk to her in some way.

Slave: Our hero is a slave of the yakfolk. The hero and the moon elf princess Halani Meliamne (page 173) are cleaning clay vessels. Halani drops and breaks one accidentally. One of Kartha-Keya's wives, Nahala, is enraged. The hero knows a whipping - or worse - is about to take place. Nahala asks who did this. The hero has a chance to take the beating for her, a noble act that Halani will never forget.

Whatever the hero's choice, the beating doesn't take place. A fire giant shows up and says that Cinderhild (page 182 - she's the spoiled Princess) wants the hero down in Ironslag.

The adventurer is brought to her. She dismisses her hobgoblin handmaidens. She wants to hear everything that the adventurer knows about the outside world. She gets excited, and decides that both of them are going to sneak out through the adamantine doors on page 183. Have her use the pass phrase.. if the player thinks to make a note of it, good for them!

The hero and Cinderhild creep out but it is noticed quickly that she is missing. The duke releases his hell hounds to track her down. We can do a thing from The Fugitive where the hero can jump into a waterfall to escape the hounds and win their freedom. Make a Dex check: *Fail*: The hero nearly drowns and from now on suffers from a fear of water (which they will have to overcome in Chapter 10 and 11!) *Success*: Stuck the landing!

NightStone

Let's have it where the heroes don't know each other. The heroes are each coming to Nightstone for a different reason, drawing from their background and the list of hooks on page 19. Some of them are coming through the woods, others are on the trail. All of them hear a cry.

Kella Darkhope (page 25) is in the guise of a monk, being attacked by four goblins. Her arm is singed very badly from the lightning breath weapon of Felgolos. In my version of the adventure, she was heading to Nightstone in a Zhentarim caravan. That caravan was annihilated by Felgolos the bronze dragon. She was the only survivor. She's been hiding here waiting for help to arrive. She decided to creep out into the woods to find some berries but it turns out the woods are just as dangerous as the village.

This battle isn't meant to be dangerous, it's just a chance for the players to show off what their characters can do and to meet each other.

From here we can go through the whole Nightstone adventure. Once it is done, but before the group can rest, run "seven snakes" (page 27). The Zhentarim are here and they want to take this place over!

We're going to change it. Felgolos the bronze dragon shows up and attacks the Zhentarim - preferably once the group is about to fight them.

Felgolos has this weird luck thing going on. When he first shows up, I'd have him crash into the church (area 5) and accidentally send the steeple flying at a random person (PC or Zhent). Felgolos fights along the heroes. I like the idea of giving him a luck aura. When the group fights alongside him, their critical hits and misses are enhanced. I'd probably dig up some cool charts or modify the Critical Hit Deck, which was mega popular in my 4e campaigns.

Once the Zhents are dealt with, Felgolos can assume the form of a halfling and make friends with the heroes. He should talk to them about the giants and point out that the giants are everywhere wreaking havoc. He should also point out that all dragons are potential allies, even chromatic dragons.

If you want, run the orc encounter, too. Felgolos can help with that and he will keep watch while the group rests.

Once they've rested, Felgolos takes leave of them. He assures them he'll be watching them from afar.

Hooks

I don't really like the hooks to send the group to the different areas. I want the group to go to Bryn Shander. I'd have Felgolos tell the group to go and talk to his friend Duveessa Shane (page 248), ruler of Bryn Shander. She will know what to do about this giant menace. Additionally, the group can take the quest to tell Markham that his sister, Semile, is dead (see page 32).

Soon after, Zephyros shows up. He takes the group to Bryn Shander. For the encounters on that trip, I'd change Operation "Orb Strike" on page 37. I'd use Felgolos instead of the silver dragon. I don't want to confuse the players by introducing too many dragon NPCs, and I really want the group to feel like they know Felgolos so that when they find out he is captured down the line, they will be outraged.

I'd change this so that Felgolos crashes into the castle due to an unlucky gust of wind and maybe one of the heroes or NPCs almost falls off. I think I might also have it where Felgolos spots a Zhentarim caravan and asks the heroes if they want to go blow it up with him. Felgolos flies away once this is resolved. He promises to try to keep tabs on the group and help them when he can.

Bryn Shander

This whole "players control the NPCs" thing is awkward. I think I'd concoct a scenario where the group gets to meet each of them as they enter and explore Bryn Shander.

The cloud giant drops the group off at Bryn Shander in the frozen north. The heroes can go in town and look for Markham and Du vessa.

The group walks around and hears a familiar voice say "Blood of the Lady!" or whatever quote you used in the prologue with Artus Cimber. That character will think that Artus Cimber is here. But he's not. It's his son, Sirac of Suzail. Sirac is doing church stuff and nervously says he doesn't know who Artus is. If pressed, he admits it but asks the characters to keep it under their hat.

Sir Baric (page 249) approaches the group, wondering if one of them is "The Weevil" in disguise. Maybe he's on his horse, Henry. After grilling the group, he realizes he's been rude and apologizes, and explains that this Weevil guy is causing a lot of problems. As a token of apology, he offers the group a yeti-skin coat made "from the finest yeti!" He always keeps one in a saddlebag just in case there's a gale-force wind.

If a hero puts it on, I'd have everyone compliment them on their yeti cloak and give some stupid fact about yetis from MM page 306, like: "My cousin Bort said that the voices of loved ones killed in avalanches and blizzards sound out in the wails of the yetis, crying warnings of ill omen."

I just think the yeti-skin coats are funny.

As this goes on, a PC notices someone is watching them. It's a hooded figure in an alley. This person will try and slip into the shadows, but the group can catch up to her. It's Beldora (page 249). If she was in the prologue, she'll recognize the character. If not, she'll try to lie her way out of it and keep it secret that she's a Harper. She likes to lie, according to her fault.

The group should notice she has some weird gear - a modified crossbow, boots with weird spiked soles, metal claws on her wrists, and lots of thin rope. If they press her, she will admit that she plans on hunting giants. She wants to fire a crossbow bolt with a rope line attached to it into a giant. Then she'll use a mechanism built into the crossbow to reel herself in at tremendous speed, launching herself onto the giant's body. She can use the claws and boots to grip the giant, climb around and stab it in vital places.

I am thinking that for the early levels of this campaign, killing a giant should be a little like Shadow of the Colossus and/or Attack on Titan. Defeating a giant could be a major project involving a lot of cool maneuvers.

I am going to say that Beldora has never actually tried this before, and when she does try, she has a hard time with it. If the group likes it, they can use her gear and perfect the technique. They can become known as expert giant hunters over time.

The group finds Markham (page 248) and they can tell him that his sister is dead. The guy buries his emotions and gets stoic. The group notices Augrek (page 248) watching, concerned. She has a thing for Markham. She tries to console him but is rebuffed with extreme prejudice.

Duversa comes over and asks the heroes about the giants. She's concerned that the giants are all over the place, causing problems.

Then we do the whole frost giant attack thing.

Chapter 3 Sorted Out

Once that is resolved, We'll deal out some quests. I'm not even going to give out the quests from Augrek or Barick. The group will basically have three places to go:

1. Explore This Area: Go around Icewind Dale and check out the giant activity.
2. Hundelstone: Say hi to Thwip Ironbottom.
3. Waterdeep: For the Duversa quest and the Sirac Quest.

So now we enter the wild world of chapter 3...

Icewind Dale: Technically, we're already in Icewind Dale. The group is asked to check around the area for frost giant activity. Here's how this search goes:

- Destruction: The group finds a caravan smashed. All of the people are dead. Two giants attacked them - they were here looking for the ring of winter.
- Yeti: The group spots a yeti with an especially spectacular coat of fur! If they want, they can hunt it and sell it for a hefty sum as long as they don't do too much damage to the fur.
- Dragon Fight: The heroes are tramping along in the snow when they walk smack dab in the middle of a battle between Arveiatrace and a frost giant. This encounter will be partly about just surviving the chaos - an avalanche, the ice beneath them breaks, stray breath weapon. They have the option of helping Arveiatrace, or running, whatever. If possible, have Arveiatrace tell a character to use a certain spell they have memorized. How does she know? Her master told her. Again, we want to play up the idea that there is some kind of weird magic going on with the corpse. She will eventually kill the giant and the group won't have the opportunity to question it. Make sure to narrate the big iserune (page 125) on the giant's belt. We want to foreshadow those runes for the encounter in area 6 of chapter 4.

- Another Giant: A huge storm hits. The group needs to find shelter. Of course, this would be the time when the other giant finds them. Let's give this giant the weighted net power from page 246. It wants to question the group about the ring of winter and then kill them. The group is going to have to defeat this giant or escape. The giant will definitely mention Storvald and how he will plunge the world into an ice age, and how he travels in a ship with 20 frost giants.

Then the group can go back to Bryn Shander and tell Markham, whose eyebrows will rocket straight into the sky as a result of this alarming news.

Waterdeep: The trip to Waterdeep should be a pain in the groin. We want to impress upon the group how dangerous travel is now. That way, they will truly appreciate the harper portals and the airship when they get them.

This trip looks like it is about 600 miles! You'll really need to be wary of pacing. These kind of trips can drag down a campaign, as some sessions might feel like "filler" to the players.

Long Journey to Waterdeep

PH page 182 says that the group can travel 24 miles per day, whether on foot or horse. The group might want to take a boat once they get to Fireshear or Luskan. On PH page 158, we can see that ships travel between 2-4 mph depending on the vessel. They can travel 24 hours per day, so that's between 48 to 96 miles per day!

If the group decides to take a ship, you can use one of the ships on page 220. I'd probably use either the Kelpie's Kiss or the Ravenous. Honestly it would be hard to avoid a disastrous encounter with a massive boat full of frost giants.

Detour to Fireshear? Fireshear has the griffons, but I think I would remove that whole idea. For right now, I want the group to get a feel for the dangers of traveling on foot/horse.

Bryn Shander to Hundelstone: This should take a full day. If you look at the map on pages 74-75, you can see that Klauthen Vale is nearby. I want to set up Klauth the red dragon, so we better do it now.

The heroes are making their way down the road, when an airship (page 132) drops out of the sky. It's piloted by the cult of the dragon. They hover 100 feet up and tease/question the group. I think I'd have Delsephine do the talking and play her as a little sassy. Basically I'd give the group a chance to either be jerks to her or be flirty and go from there. Down the line, the group will be working with her so let's establish the dynamic now for future fun.

A frost giant shows up, and the group can team up with the cult to take it down. Klauth himself shows up and hopefully he is impressed with the group. He can use his wands to wipe out the frost giant, if necessary. Klauth asks the group what they know about the giants and he can add that he believes that the ordning has been shattered and that this has the giants scrambling to re-order their hierarchy.

Hundelstone: While the heroes stay here for the night, Thwip Ironbottom will keep an eye on them and see if they are Harper material. I think he should use the expression: "By the clocks of Neverwinter!" if possible. Apparently that's a realms saying, according to the forgotten realms wikia. They can complete the Beldora quest and maybe get a clockwork dog.

The trip to Luskan will take 3 or 4 days. When they cross that river on the map, I'd have some ogre goblin huckers (page 50) launch goblins at the group. I just like the idea of heroes walking along and suddenly goblins are falling out of the sky right at them.

Camping in Ruins: I also want to have a scary encounter where the group may want to hide from the giants. Let's say that it is getting dark and the group spots a stone area partially overgrown with vines that people have obviously used for camping quite often. The group doesn't know it, but these are Ostorian ruins. There is a giant building with an opening that once held a door that is ideal for resting in. The walls contain carvings that are clues to the history of the giants and the ordning. There are also clues that there is a secret stash of treasure here. Maybe there are carvings in the walls of all the different giant runes (shown on page 125).

Let's say that there is actually a secret compartment in here with ancient magic items in it:

- A potion of giant size (page 236).
- The orb of the stein rune (page 235).

That night, cloud giants show up. They are looking for the trove of dragon magic! We'll give them the fling and wind aura powers from page 245. To display that some cloud giants are good and some are evil, let's have one of each. The group will need to do some serious hiding as the cloud giants scour the ruins. They can overhear them talking about Countess Sansuri and whether or not she is mad. They are going to read the carvings on the walls and they realize that there is a treasure trove here. They will end up going right into the building.

One giant is nice, the other is a bully. The bully doesn't want to kill the adventurers, but he might want to see how far he can fling the ones who give him lip. If a hero uses the potion of giant size and beats up the bully, he'll apologize. The other one is happy to see the bully get what is coming to him, but won't let the group kill him.

Luskan: (page 98) The group gets here after the frost giants attacked it. There's dead frost giants floating in the water and burning ships in the harbor.

Luskan to Port Llast will take about three days.

During this trip, let's do the horse-drawn wagon encounter (page 71). I'd have the guys get loud and drunk, and have a hill giant show up. The group could offer the giant some food or attack it. The giant will have a crude tattoo of the Haug rune and can say that Chief Guh wants to marry him so he is getting as far away from her as he possibly can.

Port Llast: (page 104) This place is being attacked and plundered by frost giants! Yikes. The group can actually sneak on their ship and steal some loot. They could also make their way through the fog and take down some giants. This might be a time for Felgolos to show up and help the group beat up some giants.

If possible, once it's all over, have some old fisherman tell the group the legend of Slarkrethel, a spellcasting kraken. He hopes to catch the kraken on his line someday.

Neverwinter: All right, it's time to let the group use that Harper Tower. This travel stuff will get old quick. While in Neverwinter, the group can impress Sandyse Thunderquill (page 118). Let's have a big bar fight, where Sandyse and the heroes are on the same side. Maybe she's being harassed and the group comes to her aid. Maybe she wins a drinking contest and the drunk sore loser tries to beat her up.

Let's use the Fallen Tower Tavern, that looks like a cool place. This bar is a neutral ground where orcs and citizens both visit as customers. Spirits of the dead swirl around in here - an aftereffect of the Spellplague.

The point of all of this is that Sandyse is impressed and decides to bring the group to the Harper Tower, using her teleportation circle.

Moongleam Tower: Here, the group can meet the Moonlord Davianna Yalrannis (page 82) and Krowen Valharrow (page 60). Make sure that Krowen rambles about the sequester spell and how he wants it to hide his treasures. This is done to foreshadow the piles and piles of sequestered treasure in Iymrith's lair on page 229.

The Harpers can teleport the group to Waterdeep.

Waterdeep: We have two quests to deal with:

1. Find the loot from the wrecked ship.
2. Talk to Lord Roaringhorn about the Ring of Winter.

Additionally, the people of Waterdeep are more than a little alarmed about the cloud giant castle that is hovering over the city.

At Lord Roaringhorn's party, I think it would be cool if an NPC from the Acquisitions Inc. game was here. He's a goofy wizard named Flabbergast and he has a cat named Mr. Snibly. I think you should have it where Flabbergast has two sips of a drink and he gets very drunk. He'll slip out of the party.

Once the group deals with Roaringhorn, have Mr. Snibly urgently try to get the group to follow it. The cat leads the group to a dark street. Flabbergast is standing there, drunk, waiting for something. The cloud giant castle is directly overhead.

Here's what happened. Flabbergast has a bag of beans (see DMG page 153), and he knows that sometimes a giant beanstalk comes out of a bean when you plant it. There are a lot of possible random effects that can happen. He found a patch of dirt here and he drunkenly planted ALL OF THE BEANS AT ONCE.

Right then, all of the effects go off:

- A bulette (MM page 34) burrows up and attacks.
- 8 shriekers appear.
- A fruit tree grows, with fruit that has powers of magic potions. Let's have some be water breathing (DMG page 188), as they'll need those for chapter 10. We could do one invisibility, one invulnerability and one vitality (all on DMG page 188).
- d4+8 pink toads appear. Touching them turns them into a monster of the DM's choice. I am thinking rust monsters! MM page 262.
- A beanstalk grows and rises all the way up to the castle.

Some guards might show up to help out. Remember that the guards in Waterdeep all wear helmets that magically modify their voices so they all sound the same.

Flabbergast is wasted so he's got the poisoned condition. Once this situation is dealt with, the group can go up and see what the deal is with the cloud giants. This is detailed on page 113. They're cartographers, so no real danger up there.

This should get the attention of Laeral Silverhand, ruler of Waterdeep. She will want to meet with the group and see what they've learned. She will ask the adventurers to seek out a legendary adventurer - Harshnag the frost giant. She says that the group can find him near Yartar. The Hand of Yartar (page 115) should know where he is.

The group can use the Harper teleport network to go right to Yartar.

The Gambling Ship

In Yartar, the Hand says they can arrange a meeting with Harshnag in a day or two.

Someone else is in Yartar - Felgolos! He's in his halfling form. There are Zhentarim up to no good on a gambling ship called The Grand Dame (page 216). This place is extremely important in chapter 11. I want to use it now so that when the group sees the token in chapter 10 they immediately recognize it.

Felgolos wants the group's help. He'll offer them loot if necessary. Lord Drylund is not on board! He's off doing Kraken Society stuff! We don't want to short-circuit the plot.

A bunch of Zhentarim scoundrels are on board, and they are going to rob Pow Ming. Remember, if the group cheats at a game, Pow Ming will use detect thoughts on them.

Felgolos's weird luck kicks in and he hits a massive jackpot. Pow Ming thinks he must be cheating. Then, Felgolos's bad luck kicks in. He drinks a weird, exotic fruit drink. It turns out he is allergic to it. He starts throwing up over the side and accidentally assumes his dragon form. All he can do is vomit. He's a prime target for these Zhentarim scoundrels, who utterly hate him for all the attacks he's made against them.

People panic/dive overboard/faint and the Zhentarim attack. It is up to the group to stop the Zhentarim now in what should be a ridiculous, chaotic battle.

Once all of that is resolved, Felgolos will need a night to shake off the allergic reaction. Then the next day he can take flight and find Harshnag, who is wandering the Dessarin Hills to the south.

The group can meet up with the giant. Harshnag wants to take the group to see the Oracle. That brings us to Chapter 4.

The Oracle

To save time, let's have Felgolos use his Frame Teleport spell from older editions:

- (lvl 6) Frame Teleport: You can link two wooden frames (mirrors, windows, etc) and pass through them. This portal lasts a few rounds.

They can pass through a window frame in Yartar and appear in Mirabar. From there, the group will have to travel deep into the Spine of the World mountains. This trip is detailed on page 121.

Felgolos will bid the group adieu - he's got Zhentarim to mess with. The group doesn't know it, but he's about to be captured and tortured by the cloud giant Sansuri.

We could stick an encounter in on the way to the Eye. We could do "Battlefield" (page 69), the one with dead giants and barbarians. Maybe some of them have become undead. Zombie giants! That might be fun.

We should also use this time to try to get the group to like Harshnag. See page 120 for how to run Harshnag. He could do stuff like:

- Tell them amusing stories about the Gray Hands.
- Work out cool battle maneuvers with characters. Maybe he throws them at a giant or something.
- He can explain the giant runes and how there are rune magic items.
- He can talk about the wyrmskull throne (page 237). We specifically want to mention the korolnor scepter, how it is linked to the throne and how you can get paralyzed on the throne. That way the group understands what is going on when Serissa is paralyzed in chapter 10.
- He can show off Gurt's Greataxe (page 234). Remember, it glows when it is in really cold places like this one.

Then we get to The Eye of the All Father on page 121.

Alterations: I don't like the whole burial mound thing, so I'm going to remove it. I'm going to say that only one giant lord has a conch. The rest were lost or destroyed or whatever.

So when the group communes with the oracle, instead of sending them to the burial mounds, he will demand that the group retrieves giant artifacts that Storvald has hoarded at Svardsborg.

The items:

- The boulder on page 103.
- The ring on page 105.

Waiting outside is Klauth's gift: The airship! Page 134. The way the group treated the Cult of the Dragon earlier in the campaign will obviously come into play now.

Svardborg

The group can go to Svardborg now (page 155). We're going to make a couple of changes to that chapter. We're going to put the giant artifacts in area 1G. We're also going to put the severed head of Arveiatrace's dead master there, too!

Apparently, the giants fought her recently and cut off the head of the corpse. So.. the group gets to room 1G, they get the stuff, and then the ship full of 20 giants shows up. They see the severed head and they've been clued in that it is possible that there's some kind of magic to this dead thing. Arveiatrace can be contacted through it!

So, as the group tries to survive this insanity, Arveiatrace can show up, tee off on the giants and help the group get through this thing.

Now the group has the items and can head back to the Eye. They're flying on the airship and they hear terrible cries - it's Felgolos being tortured! The castle of the cloud giants (page 187) is just a mile away.

The group can go save him if they like. He will be forever in their debt. He's hurt bad, and will need to go off to rest for a while.

Then we fly back to the Eye, hand over the artifacts, and the Oracle tells the group to get the conch from Duke Zalto at Ironslag (page 201).

On the way out, the group has the encounter with Iymrith. Harshnag holds her off and the group can escape.

Now that the group has the conch, they can teleport to Maelstrom when they're ready.

The Rest

We play through that stuff. Serissa shows the group the only clue to her father's fate. It is a token with the golden goose on it. The group will know exactly where it's from: The Grand Dame in Yartar! The place where Felgolos barfed all over the place.

They fly there on their airship and go through that whole boat encounter (page 216). This time, Lord Drylund is on board. The adventurers can learn from Drylund that Hekaton is being held prisoner on The Morkoth, a ship that can't be scried. Then Drylund dies, killed psychically by Slarkrethel.

The group can take the airship to go try to find the Morkoth. Along the way, maybe we could throw in the manticore encounter on page 135.

The group finds the ship and has that whole epic battle (page 221). If the group likes Felgolos, maybe have him show up at a convenient time for a dramatic assist.

Once Hekaton is saved, the group can use the conch to go back to Maelstrom.

Iymrith: There, the group can set things right and prepare for the final assault on Iymrith's lair. I say replace two of those storm giant NPCs with Felgolos and Harshnag.

Then we go through chapter 12! The final battle with Iymrith.

So there you go. Good luck!

Acknowledgments

Thanks for picking this up! I hope it is helpful for your game. This .pdf grew out of my blog:

Power Score RPG

<http://powerscorerpg.blogspot.com/>

<http://thecampaign20xx.blogspot.com/>

Special Thanks to: Patrick Bouchard, Todd Clayton, and Soren Kristensen.

Thanks to those who took the time to send me a kind word or correction on this guide:

Jake Mitchell, Tyler Biddle, Rene Jimenez, Some guy, Wu M1nG, Fildrigar, Daniel W. Cisek, Nino X., Reese Laundry, SkullAndScimitar, Jason Raabis, Aaron Good, Joe Crase, and Zingbob Co.

My friendly and helpful twitter allies:

CD Gallant-King, Akeisha Roberts, Teos Abadia, Ross, Daniel Joseph Pirro, Andrew Morris, Leonardo Jorge, Roberto Fiorucci, Frank Albanese, Jason Thompson, Mike Shea, The ImmortalGM, Vickie Moore, Travis Board, Richard Jitters, Loud&Clare, Griswicks, Solar, Andrew Morris, Rich Green, DMDavid, Saevar Leadon, James Introcaso, Dave Billy Pooley, Pat B, Raymond Tanner, Zeus, Wes Cordell, The Phunky DM, Elliott James, Paul John, Clint O., Chris Perkins, REPADND, Mythholder, katdragon03, David Swarm, Grant Martin, Nicholas BeJeaux, Urban Znidarsic, Asmogorgon, Reima Nightspear, Jhohn Beautifull, Pedro Galicia, ThePhDM, Blake Robinett, Michael DeLage and whoever runs the D&D twitter account!

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