

UNEARTHED SPOILS

Volume #007



GrimPress

UNEARTHED SPOILS

COLOSSAL CHRONICLES

Unearthed Spoils Volume #007

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Unearthed Spoils is a Dungeons and Dragons 5th Edition compatible supplement designed as a resource for game masters to use in their campaigns.

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COLOSSAL -CHRONICLES-

What's Inside?

This volume of the 5e *Unearthed Spoils* digital magazine contains the following content:

GIGANTIC BLOODLINE pg.4

The blood of an ancient race courses through your veins, giving you overwhelming power.

WAY OF THE COLOSSUS pg.5

These monks draw on one of the world's original races for their focus and strength.

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When a party is looking for someone to light the way, you've got what it takes.

COLOSSAL CANTRIPS pg.7

A flick of the wrist and pinch of ash may be all you need to take down a titan.

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A weighty inventory has never held back a true hero. Try these on for size.

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From forests to mountains, and even the sea; these giant beings, there always will be.

8th-LEVEL ADVENTURE pg.18

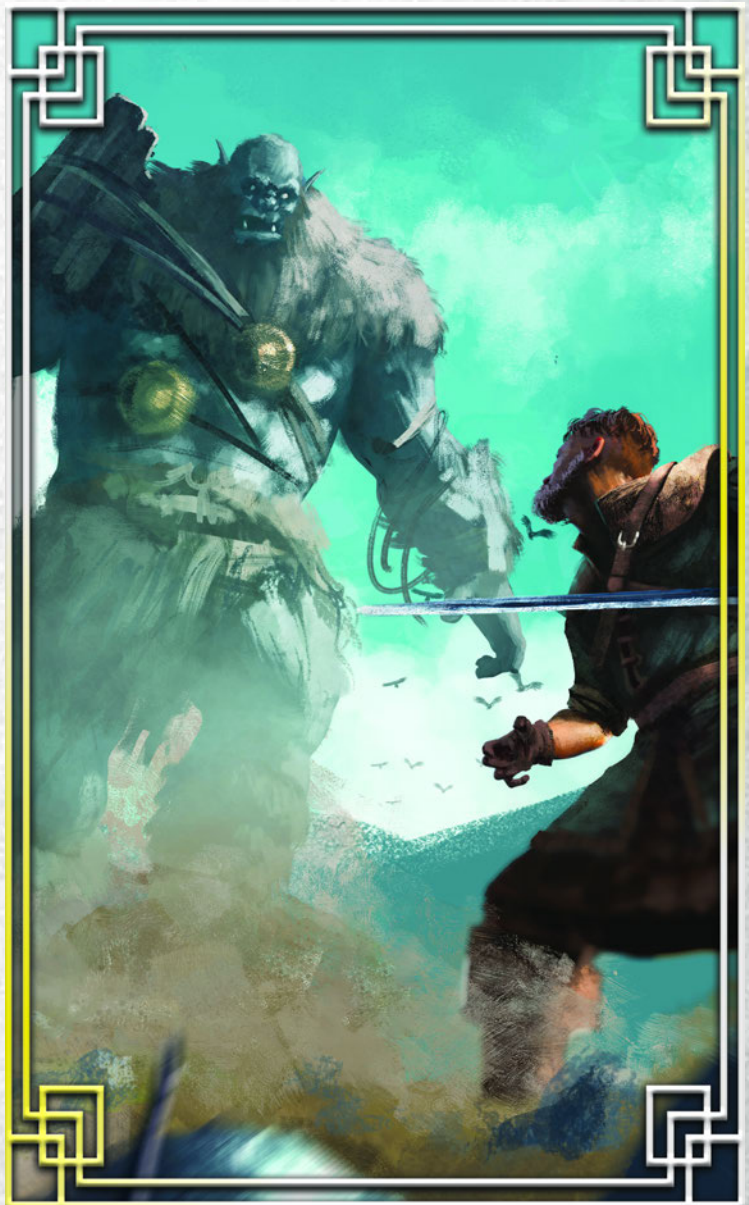
A titan awakens from its eternal slumber, deep under the mountains it once created. The locals will be wiped out unless the keys are replaced and time is short.

In Fantasy Worlds...

Giants once ruled the land. Now these rare creatures may hold the key to the future of all races.

On the Cover

An adventurer faces off against a sapphire giant in an alpine meadow.



Sorcerer Archetype: Gigantic Bloodline

These sorcerers are often tall for their race, but not always. Some show their bloodline more subtle ways.

Gigantic Bloodline

Your innate magic comes from the ancient giant magic mingled in with the blood of your ancestors. Sorcerers with this origin trace their descent back to a forbearer who struck a bargain with a giant to mingle their bloodlines.

Giant Ancestor

At 1st level, you choose one type of giant as your ancestor. The resistance type associated with each giant is used by features you gain later.

Gigantic Ancestry

Giant Type	Resistance Type
Stone	Acid
Frost	Cold
Fire	Fire
Cloud	Thunder
Storm	Lightning

You can speak, read, and write Giant. Additionally, whenever you make a Charisma check when interacting with giants, your proficiency bonus is doubled if it applies to the check.

Giant Strength

As magic flows through your body, it causes some physical traits of your giant ancestors to emerge.

At 1st level, your Strength ability score increases by 1. It increases by 1 again at 4th level, 8th level, 12th level, 16th level, and 19th level. This is in addition to your Ability Score Improvement.

Elemental Constitution

Starting at 6th level, you gain resistance to the type of damage associated with your giant origin.

Rock Thrower

At 14th level, you gain the ability to conjure rocks (no action required) and throw them at your enemies. These weapon attacks are magical. You are proficient with your conjured rocks and as an action, can throw them at targets using your Strength ability. The range of your attack is 60/240 ft., and the damage is 4d10 + your strength ability modifier bludgeoning damage. Conjured rocks disappear at the end of your turn.

In addition, you can spend sorcery points to add the type of damage related to your Giant Ancestor feature to your attack. You can add 1d10 for each sorcery point spent.

Gigantic Presence

Beginning at 18th level, you can channel the presence of your giant ancestor, and make your size Large for 10 minutes or Huge for 1 minute. For each sorcery point you spend, you can increase those times by the same increments, i.e., 10 minutes or 1 minute per sorcery point, respectively.

While you are Large you double your weapon attack and spell attack damage dice. While you are Huge, you triple your damage dice.

You regain this ability after a long or short rest.



Monk Archetype: Way of the Colossus

Some mythologies inform that giants created a smaller race in their likeness, and in doing so bestowed upon them features of their race. Monks who established the Way of the Colossus have gone beyond what was bequeathed and tapped into the gifts of the jotun that are achievable through training and perseverance.

Way of the Colossus

Monks of the Way of the Colossus draw on the might of one of the ancient races, and use the potential of the jotun to guide their path and narrow their focus. They use their environment to manifest a power that's larger than their physical frames, and project it into their world.

Size Matters

When you choose this tradition at 3rd level, and face a Large or larger opponent, you can add a damage die to your martial arts attack.

This begins as a d4 and changes as you gain monk levels; d6 at 5th level, d8 at 11th level, and d10 at 17th level.

Ethereal Giant

At 6th level, you gain the ability to call upon an ethereal version of yourself that is Huge in size and envelopes you like a mantle.

You remain visible as a solid Medium creature in the center of the spaces that your ethereal body occupies, and others see you inside a translucent mirror image that is significantly larger. The spaces that your ethereal self appears in can be transited and occupied by other creatures.

You can attack with your ethereal body as if you occupied all its spaces, including opportunity attacks against creatures moving out of the reach of any space your actual or ethereal body occupies, but attacks against you must target your actual body. Your ethereal body doesn't trigger opportunity attacks.

The ethereal giant lasts 10 minutes. You can spend ki points to extend the duration, using 1 ki point for each additional 10 minutes. You regain this ability after a long or short rest.

Aggregate Armory

When you reach 11th level, you gain proficiency in improvised weapons. Anything you can pick up with one or two hands is a monk weapon for you. Your improvised weapon does 1d8 damage.

When you summon your ethereal giant state, the thrown range of your improvised weapon is 60/180 feet.

Colossus

At 17th level, you are no longer ethereal when you call upon your ethereal giant feature. You become a corporeal Huge creature for the duration and your martial arts attacks do 3d10 damage rather than 1d10.

While in giant form, your reach becomes 10 ft. Your improvised weapons now do 1d10 damage.





Background: Chandler

You spent your formative years in a candle shop. You know your way around wicks and wax. There isn't much you don't know about beeswax, candles, oils, tallow, seals, soaps, wick cord, and even paint.

Specialty

You have advantage on skill checks when performing a task in the area of your specialty.

Roll a d10, or choose from the list below:

d10	Specialty
1-2	Candles
3-4	Fuses
5-6	Paints
7-8	Seals
9-10	Soaps

Proficiencies

Skill Proficiencies: You gain proficiency in the Persuasion and Sleight of Hand skills.

Tool Proficiencies: You gain proficiency in Artisan's Tools: Painter's Supplies.

Languages: You know one additional language of your choice.

Equipment: A diplomat's pack, a set of common clothes, 1 pound of beeswax, a flint stone, a roll of cotton wick cord, 10 candles, and a pouch containing 15 gp.

Features

Feature: *Illuminist*

You have advantage on Dexterity checks to produce non-magical light from available resources, where possible.

Suggested Characteristics

d6 Personality Trait

- 1 I am honorable and always keep my word, never betraying those who trust me. (Lawful Good)
- 2 I am a skilled negotiator and can find common ground between different parties. (Neutral Good)
- 3 I am disciplined and adhere to a strict code of conduct. (Lawful Neutral)
- 4 I am an eternal optimistic and always see the potential for success in every situation. (Chaotic Good)
- 5 I am quick-tempered and prone to acting impulsively. (Chaotic Neutral)
- 6 I am resourceful and can find solutions to problems even in the most difficult situations. (True Neutral).

d6 Ideal

- 1 **Compassionate.** I believe in the power of compassion and seek to alleviate suffering in the world. (Good)
- 2 **Honorable.** I am guided by a strict code of honor and integrity in all my actions. (Lawful)
- 3 **Adventurous.** I embrace the spirit of adventure and constantly seek new experiences and challenges. (Chaotic)
- 4 **Knowledgeable.** I am driven by a thirst for knowledge and constantly seek to expand my understanding. (Neutral)
- 5 **Unity.** I believe in the power of teamwork and always strive to collaborate with others. (Good)
- 6 **Traditional.** I believe in the importance of tradition and honor my cultural heritage. (Lawful)

d6 Bond

- 1 Ancient ruins hold a deep connection to my family's ancestry, and I am driven to uncover their secrets.
- 2 The dark secret I carry within me fuels my inner turmoil and drives me to seek redemption.
- 3 I am bound by a vow of loyalty to a secret society, and I carry out their missions covertly.
- 4 The betrayal of a former comrade fuels my quest for redemption and forgiveness.
- 5 I am bound by a promise to a dying friend, and I will fulfill their last wish no matter the cost.
- 6 The tragic death of my mentor fuels my quest to avenge their loss and carry on their legacy.

d6 Flaw

- 1 I am impatient and struggle with waiting for things or taking the time to plan properly.
- 2 I am secretive and tend to keep important information to myself, even when it could benefit others.
- 3 I am indecisive and often find it difficult to make choices, getting stuck in analysis paralysis.
- 4 I am distrustful and find it hard to place my faith in others, always suspecting ulterior motives.
- 5 I am overly competitive and constantly compare myself to others, sometimes at the expense of teamwork.
- 6 I am easily swayed by flattery or manipulation, making me susceptible to being deceived.



Colossal Cantrips

The darkness deep underground is no place to go unarmed. You need the brightest of magicks and the trickiest dweomers to brave the unlit depths.

Dust

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Target: A creature you choose within range

Components: S, M (a pinch of ashes, dust or sand)

Duration: Instantaneous

Classes: Bard, Druid, Sorcerer, Wizard

You blow a conjured cloud of dust at a creature within range. The target makes a Dexterity saving throw. On a failure, it is blinded and begins coughing and sneezing. Until the end of its next turn, it can't see and automatically fails any ability check that requires sight. Attack rolls against the target have advantage, and the target's attack rolls have disadvantage. In addition, it can't cast spells that have a verbal component.

Giant Weapon

2nd-level Evocation

Casting Time: 1 bonus action

Range: Self

Target: An item you choose within range

Components: V

Duration: Instantaneous

Class: Warlock

You can imbue your weapon with the power of giants. Your next attack adds 2 extra dice of the weapon's type to the damage on a hit. You can use this spell after you make the attack roll but before you know if it hits or misses the target. If the attack misses, the spell has no effect.

At Higher Levels. When you cast this spell at 3rd level or higher, the damage increases by 1d8 for each spell slot above 2nd.

Make Whole

9th-level Evocation

Casting Time: 1 action

Range: Touch

Target: A creature you choose within range

Components: V, S, M (a black sapphire worth 5000 gp which is consumed in the casting)

Duration: Instantaneous

Class: Cleric

You touch a conscious living creature within range and make it whole. If it is not a willing target, it must succeed on a Wisdom saving throw or be subject to the effects of the spell. This spell closes all wounds, neutralizes any poison, cures all diseases, and lifts any curses affecting the creature. It severs and sunders all contracts, pacts, and bonds, other than those that the creature expressly wishes to keep. The spell replaces damaged or missing organs and limbs, and removes all scars and markings, other than those the creature expressly wishes to keep. It restores the creature's hit points to the maximum.

Petrify

5th-level Transmutation

Casting Time: 1 action

Range: 30 feet

Target: A creature you choose within range

Components: V, S, M (a shard of jet)

Duration: Concentration, up to 10 minutes

Class: Druid, Sorcerer, Wizard

You draw upon the energies of the earth and cast them toward a creature you can see within range. The target makes a Constitution saving throw. On a success, it is unaffected.

On a failure, it begins to petrify. The target's speeds are reduced to 15 feet and it has disadvantage on attack rolls and ability checks. At the end of each of its turns, it can repeat the saving throw ending the effect on a success. If it fails a second saving throw, the target becomes restrained. If the target fails a third saving throw, it is petrified for the duration, until you release the spell with a bonus action, you become incapacitated or die, or until your concentration is broken.

At Higher Levels. When you cast this spell at 6th level or higher, the duration increases by 10 minutes for each spell slot above 5th.



Massive Magic Items

Magical items don't have to be physically large to have giant effects.

Amethyst Carcanet

Wondrous Item, Uncommon (Requires Attunement)

When you are the target of a weapon attack, you can use your reaction to force the attacker to make a DC 15 Wisdom saving throw. On a failure, the attacking creature sees you as non-threatening, and must choose another target instead if one is within range. Otherwise the attack fails. If the creature can attack another target, it does so with disadvantage for that attack only. This effect last until the end of the target's next turn, or until it takes damage from you. Its action cannot be one of aggression toward you until the effect ends.

This item regains this feature each day at dawn.

Bracers of the Behemoth

Armor (Shield), Uncommon (Requires Attunement)

While you are attuned to this item you know can read, speak and write Giant.

In addition, you gain resistance to bludgeoning damage.

Colossus Shield

Wondrous Item, Rare (Requires Attunement)

You gain +1 to AC while wielding this shield.

While attuned to this item, you can use your reaction to prevent being knocked prone.

Emerald Shard

Weapon (Dagger), Rare (Requires Attunement)

You gain +1 to attack rolls and damage rolls with this weapon.

When you hit with an attack with this weapon, you can use a bonus action to call forth its power. The target makes a Constitution saving throw. On a failure, it takes an additional 10 (3d6) poison damage and is poisoned. On a success it takes half damage and is not poisoned. A creature poisoned in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success. This item regains this feature after a long or short rest.



Amethyst Carcanet



Colossus Shield



Bracers of the Behemoth



Emerald Shard



Giantbane Greatsword



Giantbane Longsword



Giantbane Shortsword



Giantbane Dagger

Weapon (Dagger), Rare (Requires Attunement)

You gain an extra +1 to attack rolls and damage rolls with this weapon.

When you hit a giant with this weapon, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 16 Strength saving throw or is pushed up to 15 feet away from you. If the giant fails the saving throw, you can use your reaction to make an opportunity attack against the giant.

Giantbane Longsword

Weapon (Longsword), Rare (Requires Attunement)

You gain an extra +1 to attack rolls and damage rolls with this weapon.

When you hit a giant with this weapon, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 16 Strength saving throw or is pushed up to 15 feet away from you. If the giant fails the saving throw, you can use your reaction to make an opportunity attack against the giant.

Giantbane Greatsword

Weapon (Greatsword), Rare (Requires Attunement)

You gain an extra +1 to attack rolls and damage rolls with this weapon.

When you hit a giant with this weapon, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 16 Strength saving throw or is pushed up to 15 feet away from you. If the giant fails the saving throw, you can use your reaction to make an opportunity attack against the giant.

Giantbane Shortsword

Weapon (Shortsword), Rare (Requires Attunement)

You gain an extra +1 to attack rolls and damage rolls with this weapon.

When you hit a giant with this weapon, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 16 Strength saving throw or is pushed up to 15 feet away from you. If the giant fails the saving throw, you can use your reaction to make an opportunity attack against the giant.

Giantbane Dagger

Mammoth Bow

Weapon (Longbow), Uncommon (Requires Attunement)

This item has 6 charges and regains all expended charges each day at dawn. As a bonus action you can speak a command word to activate a charge when you hit a target that is Huge or smaller with this item. The target must make a DC 15 Strength saving throw or be knocked prone.

Ruby Ring

Wondrous Item (Ring), Rare (Requires Attunement)

While attuned to this ring, you can use a bonus action to throw it away. When you do so it disappears, and you gain hit points as if you spent a hit die. In addition to adding your Constitution modifier to the hit points rolled, add your highest mental ability modifier as well – Intelligence, Wisdom or Charisma, your choice.

You can choose to remain attuned to the ring or not. If you remain attuned to it, after each rest, roll a d8. On a 5 or higher, the ring reappears in your possession.

Sapphire Skull Gem

Wondrous Item (Ring), Legendary (Requires Attunement)

While attuned to this time, you can use your action to summon a **sapphire giant**. The giant appears in an unoccupied space within 60 feet of you. The sapphire giant disappears when it drops to 0 hit points or after 1 hour expires. The sapphire giant is friendly to you and your companions for the duration. Roll initiative for the sapphire giant, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate the following: it will not attack Medium or smaller creatures, or non-evil creatures, unless those creatures attack it first. If you don't issue any commands to the sapphire giant, it defends itself from but otherwise takes no actions. The GM has the giant's statistics.

Once you use the gem in this way, you can't use this feature again for 10 days.

Shredding Shuriken

Weapon (Dart), Rare (Requires Attunement)

You gain a +1 to attack rolls and damage rolls with this weapon.

While attuned to this item you can speak a command word as a free action to split it into 6 darts. Make one attack roll for up to 6 targets within range. On a hit, you can apply the damage for each dart to the targets chosen, even if you chose one target. For example, you could choose to have one dart to hit each of six different targets, two darts to hit each of three different targets, or six darts to hit one target. This item regains this feature each day at dawn.



Ruby Ring



Mammoth Bow

Sapphire Skull Gem



Shredding Shuriken

Enormous Encounters

It takes a special kind of hero to face down a creature three times your size.



Amethyst Giant

Huge Giant, Neutral

Armor Class 17 (natural armor)

Hit Points 126 (11d12 + 55)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	10 (+0)	14 (+2)	10 (+0)

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

Skills Athletics +12, History +3

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The giant makes two amethyst fist attacks.

Amethyst Fist. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d4 + 6) bludgeoning damage and the target must make a DC 15 Wisdom saving throw. On a failure, the target sees the giant as non-threatening until the end of the target's next turn or it takes further damage from the giant. Its action cannot be one of aggression toward the giant until the effect ends.

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

REACTIONS

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



Bone Giant

Huge Undead, (Giant), Lawful Evil

Armor Class 16 (natural armor)

Hit Points 149 (13d12 + 65)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	21 (+5)	8 (-1)	10 (+0)	6 (-2)

Saving Throws Dex +5, Con +8, Wis +3

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands Giant but can't speak

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

ACTIONS

Multiattack. The bone giant makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 29 (4d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.



Coral Giant

Huge Giant, Neutral

Armor Class 19 (natural armor)

Hit Points 157 (15d12 + 60)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	19 (+4)	19 (+4)	10 (+0)	15 (+2)	10 (+0)

Saving Throws Dex +8, Con +8, Wis +6

Skills Athletics +14, Perception +6

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 16

Languages Aquan, Giant

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

Amphibious. The coral giant can breathe air and water.

Underwater Camouflage. The coral giant has advantage on Dexterity (Stealth) checks made while underwater.

ACTIONS

Multiattack. The coral giant makes two trident attacks.

Trident. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 27 (6d6 + 6) piercing damage, or 34 (6d8 + 7) piercing damage if used with two hands to make a melee attack.

Rock. *Ranged Weapon Attack:* +10 to hit, range 60/240 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.

Vortex (Recharge 6). While in water, the coral giant creates a vortex of water in a 30-foot-cone, ending at itself. Each creature in that area must succeed on a DC 17 Dexterity saving throw or is caught in the vortex and is grappled (escape DC 15) and knocked prone. The vortex lasts until the start of the coral giant's next turn, until the coral giant dies or is incapacitated.

BONUS ACTIONS

Vortex Draw. The coral giant can pull a grappled creature caught in its vortex up to 30 feet towards it.



Emerald Giant

Huge Giant, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 115 (10d12 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	18 (+4)	21 (+5)	12 (+1)	16 (+3)	9 (-1)

Saving Throws Dex +7, Con +8, Wis +6

Skills Nature +7, Stealth +10, Survival +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant, Sylvan

Challenge 6 (2,300 XP) **Proficiency Bonus** +3

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

ACTIONS

Multiattack. The giant makes two greatclub or two emerald sling attacks.

Greatclub. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Emerald Sling. *Ranged Weapon Attack:* +7 to hit, range 60/240 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage plus 13 (3d8) poison damage.

REACTIONS

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



Pyroth

Gargantuan Celestial (Titan), Neutral

Armor Class 17 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	24 (+7)	15 (+2)	17 (+3)	22 (+6)

Saving Throws Con +13, Wis +9, Cha +12

Skills Athletics +20, Intimidation +12, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks, poison

Damage Immunities fire

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 19

Languages Common, Giant, Primordial, Titan, telepathy 120 ft.

Challenge 19 (22,000 XP) **Proficiency Bonus** +6

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

Magical Weapons Pyroth's weapon attacks are magical.

Fire Aura. At the start of each of Pyroth's turns, each creature within 20 feet of it takes 21 (6d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature also takes 21 (6d6) fire damage from touching Pyroth or hitting it with a melee attack. Non-magical weapons and armor become heated. A creature wearing heated armor takes 9 (2d8) fire damage at the start of its turn. A creature holding a heated weapon has disadvantage on attack rolls. When a creature leaves Pyroth's aura, the heating ends.

ACTIONS

Multiattack. Pyroth makes two slam attacks or two magma hurl attacks.

Slam. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Magma Hurl. *Ranged Weapon Attack:* +14 to hit, range 120/480 ft., one target. *Hit:* 22 (4d6 + 8) bludgeoning damage plus 22 (4d10) fire damage.

Spellcasting. Pyroth casts one of the following spells, requiring no material components using Charisma as the spellcasting ability (spell save DC 19):

At Will: *fireball*

3/Day each: *power word stun*, *revivify*

1/Day each: *power word kill*, *true resurrection*

LEGENDARY ACTIONS

Pyroth can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Pyroth regains spent legendary actions at the start of its turn.

Suppress Magic (Costs 1 Action). Pyroth targets one creature it can see within 60 feet and suppresses any fire resistance it gains from a spell or a magic item. This effect lasts until the end of Pyroth's next turn.

Summon Mephits (Costs 2 Actions). Pyroth summons 8 magma mephits that appear in any unoccupied spaces it chooses within 30 feet of the titan and act on Pyroth's initiative count. The mephits obey Pyroth's commands and fight until destroyed.

Embervoid (Costs 3 Actions). Pyroth creates a 20-foot-radius sphere of embers and hot ash centered on a point within 120 feet of it. The embervoid lasts until the end of Pyroth's next turn. It's area is heavily obscured. When a creature enters the embervoid or starts its turn there, it must make a DC 19 Constitution saving throw. The creature takes 14 (4d6) poison damage and 22 (4d10) fire damage on a failed save, or half as much on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.



Ruby Giant

Huge Giant, Neutral Good

Armor Class 18 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	13 (+1)	20 (+5)	11 (+0)

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

Skills Arcana +7, Athletics +12, Medicine +8

Damage Resistances cold

Senses darkvision 60 ft., passive Perception 15

Languages Common, Giant

Challenge 7 (2,900 XP) **Proficiency Bonus** +3

Magic Weapon. The giant's weapon attacks are magical.

ACTIONS

Multiattack. The giant makes two slam attacks.

Slam. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Ruby Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d10) radiant damage and the next attack roll made against this target before the end of the giant's next turn has advantage, thanks to the dim ruby red glow around it.

Spellcasting. The giant casts one of the following spells, requiring no material components using Wisdom as the spellcasting ability (spell save DC 16):

At Will: *cure wounds*, *light*, *sacred flame*, *spare the dying*
3/Day each: *blindness/deafness*, *detect magic*, *gentle repose*
2/day each: *bestow curse*, *meld into stone*
1/day each: *banishment*, *stone shape*

REACTIONS

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



Sapphire Giant

Huge Giant, Lawful Neutral

Armor Class 17 (natural armor)

Hit Points 162 (13d12 + 78)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	15 (+2)	22 (+6)	11 (+0)	16 (+3)	10 (+0)

Saving Throws Con +10, Wis +5

Skills Athletics +14, History +3, Insight +9

Senses darkvision 60 ft., passive Perception 11

Languages All

Challenge 9 (5,000 XP) **Proficiency Bonus** +4

ACTIONS

Multiattack. The giant makes two greatsword attacks.

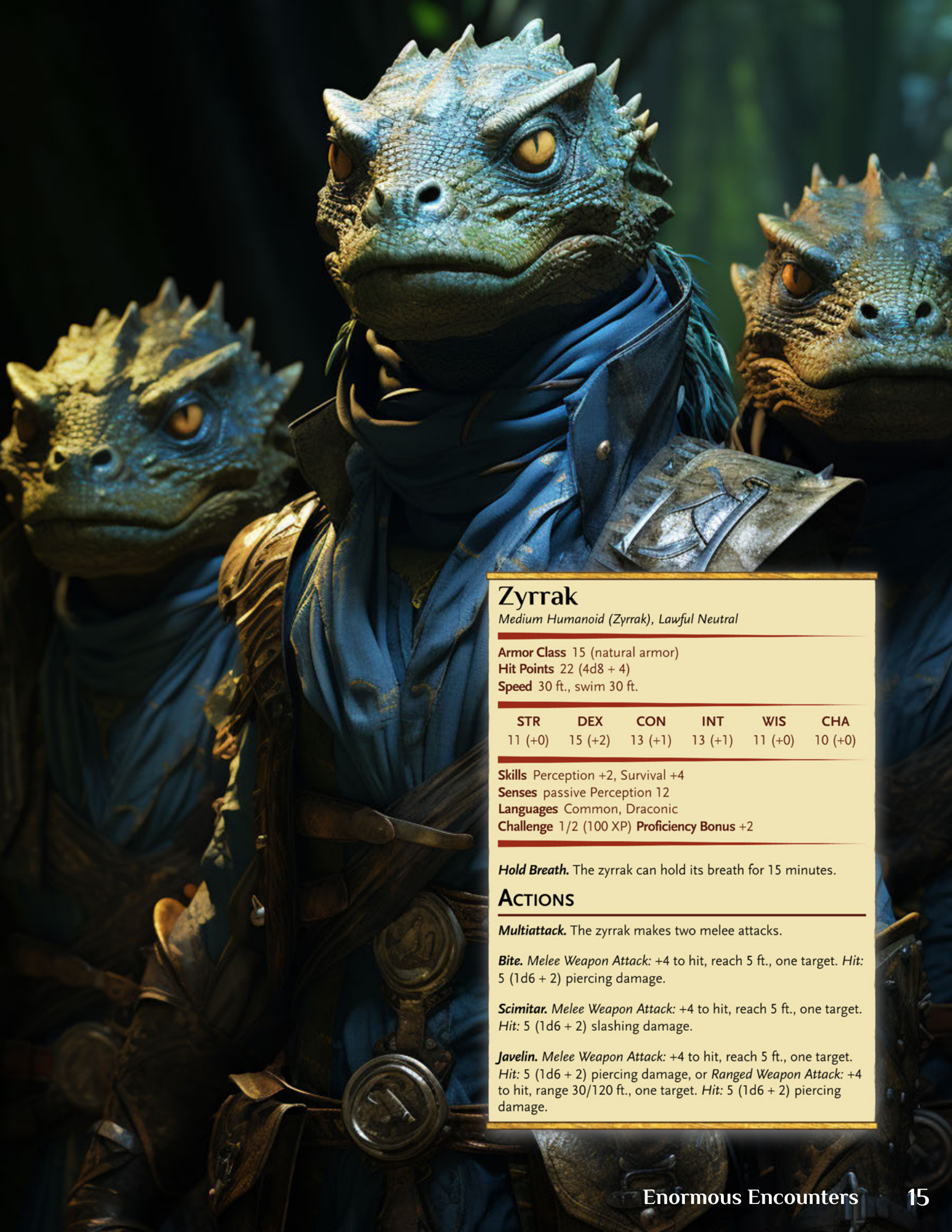
Greatsword. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 27 (6d6 + 6) slashing damage.

Sapphire Volley. *Ranged Weapon Attack:* +9 to hit, range 120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Wisdom saving throw or suffer -10 on Charisma (Deception) checks for up to 1 hour. It can repeat the saving throw as a free action each time it answers a question directed at it from the giant, ending the effect on a success. The sapphire returns to the giant after the attack and is absorbed into it.

The giant can make this attack and choose for it not to do damage.

REACTIONS

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



Zyrrak

Medium Humanoid (Zyrrak), Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	13 (+1)	11 (+0)	10 (+0)

Skills Perception +2, Survival +4

Senses passive Perception 12

Languages Common, Draconic

Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Hold Breath. The zyrrak can hold its breath for 15 minutes.

ACTIONS

Multiattack. The zyrrak makes two melee attacks.

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

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Javelin. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Zyrak Diplomat

Medium Humanoid (Zyrak), Lawful Neutral

Armor Class 16 (mithral breastplate armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	15 (+2)	11 (+0)	18 (+4)

Saving Throws Wis +3

Skills Perception +2, Survival +4

Senses passive Perception 13

Languages Common, Draconic

Challenge 5 (1,800 XP) **Proficiency Bonus** +3

Hold Breath. The zyrak diplomat can hold its breath for 15 minutes.

Ambusher. The zyrak diplomat has advantage on attack rolls against any creature it has surprised.

Sneak Attack (1/Turn). The zyrak diplomat deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the zyrak diplomat that isn't incapacitated and the zyrak diplomat doesn't have disadvantage on the attack.

ACTIONS

Multiattack. The zyrak diplomat makes two melee weapon attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Spellcasting. The zyrak diplomat casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

3/Day each: *fog cloud*, *poison spray*

2/Day each: *calm emotions*, *stinking cloud*

1/Day each: *cloudkill*

BONUS ACTIONS

Exfiltration Adept. The zyrak diplomat can take the Dash, Disengage, or Hide action.



Zyrak Priest

Medium Humanoid (Zyrak), Lawful Neutral

Armor Class 15 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	14 (+2)	17 (+3)	12 (+1)	10 (+0)

Skills Perception +3, Religion +7, Survival +3

Senses passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP) **Proficiency Bonus** +2

Hold Breath. The zyrak priest can hold its breath for 15 minutes.

ACTIONS

Multiattack. The zyrak priest makes two melee attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Mace. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

Dark Affliction. *Ranged Spell Attack:* +6 to hit, range 120 ft., one target. Hit: 9 (2d8) necrotic damage.

Spellcasting. The zyrak priest casts one of the following spells, requiring no material components and using Intelligence as the spellcasting ability (spell save DC 13):

At will: *poison spray*, *sacred flame*, *thaumaturgy*

3/Day each: *entangle*, *fog cloud*, *hold person*

2/Day each: *moonbeam*, *water breathing*

1/Day each: *mass healing word*, *spirit guardians*



Zyrak Sergeant

Medium Humanoid (Zyrak), Lawful Neutral

Armor Class 17 (chain shirt, shield)

Hit Points 45 (7d8 + 14)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	14 (+2)	11 (+0)	10 (+0)

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

Senses passive Perception 12

Languages Common, Draconic

Challenge 3 (700 XP) **Proficiency Bonus** +2

Hold Breath. The zyrak sergeant can hold its breath for 15 minutes.

Martial Advantage. Once per turn, the zyrak sergeant can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of a non-incapacitated ally.

ACTIONS

Multiattack. The zyrak sergeant makes two melee attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Javelin. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, or *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.



Zyrak Soldier

Medium Humanoid (Zyrak), Lawful Neutral

Armor Class 17 (studded leather, shield)

Hit Points 27 (5d8 + 5)

Speed 30 ft., swim 30 ft.

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

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

Senses passive Perception 12

Languages Common, Draconic

Challenge 1 (200 XP) **Proficiency Bonus** +2

Hold Breath. The zyrak soldier can hold its breath for 15 minutes.

Formation Attack. The zyrak soldier has advantage on attack rolls against a target when a non-incapacitated zyrak ally is within 5 feet of the target.

ACTIONS

Multiattack. The zyrak soldier makes two melee attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Adventure: A Titan's Awakening

A Titan's Awakening is a giant quest that will provide 3-5 hours of adventuring for a group of 5 characters with an Average Party Level (APL) of 8.

Background

The Azura zyrrak tribe of the Panawan delta have been troubled of late. Earthquakes, tsunamis, and volcanoes are a natural occurrence in that area, but the recent rumblings are on a scale far greater than what is normal for the tropical forest that lies at the foothills of the Aurumotan Mountains.

Their priests have studied the auguries, and the portents have been so bad so bad that the Azura have made peace with their neighbors – the Kallix, war-like zyrraks up the coast and the simple Sylthos to the south. They have even treated with the hated Phyrros of the interior. For the first time in living history, the zyrraks of the Galph Panawan Basin have been united in a cause.

A conclave was announced at Galph, the great city inland on the Panawan River, where all the tribes would meet and be represented. A conclave of this magnitude was rare. Rarer still was the absence of a tribe from a conclave, and when the Xanthos tribe did not show, concern increased significantly.

Their priests studied the omens, and all agreed. The titan, Pyroth, was stirring below the Sanctum of the Mountain God. Scouts sent to confirm these fears were slaughtered or turned back by the guardians, fanatics dedicated to the sanctity of the titan's resting place. These guardians, from the Xanthos tribe, were born to serve. They would die, and allow the world to die, before leaving their posts or allowing an intruder into the sacred lands – the mountains that surrounded the Sanctuary of the Mountain God.

Zyrraks are a species of reptilian humanoids related to lizardfolk, but with higher intelligence and quicker reflexes. Zyrraks tend to be weaker overall than their lizardfolk cousins, but quicker thinking and more dexterous. They have a storied and organized civilization going back millennia. The architecture of their cities, like Galph, is a prime example of their classicism and sophistication. They are highly adapted to their environment, yet they have ancient ties to the titans that ruled the world before dragons.

At the Galph conclave, the combined priests of all the tribes held a closed session. For three days the priests performed their scrying and readings then emerged with their findings. Their consensus was that the world would need to seek out the four keys that would relock the titan's prison. The last known holders of these keys were the crystal giants.

Zyrrak Tribes

Zyrraks can be identified by the color of their scales. Each tribe is distinct from the others, but it is not so much genetic as it is adaptation. This species of lizardfolk have a color-changing feature that concentrates or disperses pigment in their cells based on their environment. Coastal zyrraks, such as the Kallix, are blue. The Azura are forest dwellers and are predominantly green. The swamp dwelling Sylthos tend towards brown and the plains Phyrros are orange. Only the militant Xanthos in the mountains lack color. Their black and dark grey scales are thought to be a result of their topography as well, however, given the foliage-free, rocky environment of most of their range.

Unlike the chameleon beast, apart from a few rare exceptions, the zyrrak can't change their color to match their moods, for camouflage, or to attract mates. They can, however, gradually change color, by spending time in another environment with another tribe. Although intermarriage was once rare, it is now more common. When a new partner from one tribe moves to another, within a few months they begin to shift to their hosts' color. All zyrrak hatchlings are born pink and gain the color of the tribe and their environment within 6 weeks of hatching.

In urban settings, where many tribes co-exist for trade, business and diplomacy, if there is no predominant color, the zyrraks retain their tribal colors. Elder zyrraks that reach their 50th year or so can change their color somewhat. As zyrraks age, their scales take on a metallic sheen, and while most of the elders choose a vibrant form of their tribal color, some, particularly in Galph, will choose copper, silver or gold.

Crystal giants had not been commonly seen in a very long time. Ester, the emerald giant, a warden of the tropical forest to the east, and Cob-Amaan, the sapphire giant who ruled Mount Baas, the entrance to the Sanctuary of the Mountain God and resting place of Pyroth, remained. The Kallix zyrraks had boasted of killing a coral giant a decade ago, earning the enmity of any remaining crystal giants – except for, perhaps, Cob-Amaan who was in league with the Xanthos. They would have to hire others to seek out the keys on their behalf. No zyrrak would have luck with the giants and there wasn't time to make amends with the elusive creatures.

A decree was written and sent forth through the land, soliciting assistance from an army, a band of mercenaries, or a powerful hero to act as their emissary and save the world.

Adventure Hooks

Hook #1: Port of Call. The adventurers arrive at a new port and disembark in search of new horizons. Once they gather their belongings and find a place to settle in and gather information, such as a nearby inn with a tavern, they find themselves in a settlement with a predominantly lizardfolk population. Known as zyrraks, these lizardfolk appear far more sophisticated in dress and speech than their usual counterparts. The bartender, a blue-scaled zyrrak, looks up expectantly when the party enters. After taking their order, it inquires if they are looking for work. The bartender seems friendly enough and says it has received word from the capitol, Galph, 50 miles inland, that the Council of Advocates is seeking outlanders for a mission of the utmost importance. Interested parties are to travel to Galph and apply at Advocate Hall in the city center. The bartender does not know what the compensation is, or the specifics of the job, but since it is coming from the ruling council, it will be significant. If the adventurers visit the local market, inns or other businesses, the same offer is repeated, because of their appearance.



Zyrrak
Bartender

Hook #2: Jungle Settlement. The adventurers are in a tropical forest when they stumble upon a settlement of bright green lizardfolk. These lizardfolk are well-dressed, and their settlements are modern architectural wonders. The town leaders gather quickly at the newcomers' arrival and welcome them with open arms. They seem excited about something and soon reveal that their government in a nearby city is seeking a band of heroes to perform an important task that will benefit the zyrrak species, as well as the entire world. They beseech the party to proceed east to the city of Galph and speak with the ruling council at the Advocate Hall. In the meantime, they supply the adventurers with their every need.

Hook #3: Blown Off Course. While traveling at sea, a great storm blows the adventurers' ship off course and they are forced to anchor off a strange coast for repairs. A well-dressed orange lizardfolk approaches and begs their assistance on behalf of the land. As he speaks, a tremor shakes the ground. He tells them of a slumbering god whose awakening threatens all lands. If they are willing, his government will pay well to have them save the world. The zyrrak, as they are called, leads them to its leaders in Galph, a city a day away.

Hook #4: The Oracle. One or more adventurers visit an oracle or fortune teller and are told that a primordial is stirring that could devastate the world. They need to travel to the mountain jungles of Galph and find the city of the same name. If they speak with the ruling council of the zyrrak people at a place called Advocate Hall, they will receive a quest that may be able to stop the inevitable, if it isn't too late already. The zyrrak, a species of lizardfolk, are not able to perform the mission themselves.

Hook #5: The Portal. On their travels, the adventurers discover a magic circle, gate, or portal. One of them deciphers a code for an unknown destination. Triggering it, they can see what appears to be a modern elven city on the other side, except instead of elves, they observe what appear to be wealthy and colorful lizardfolk going about their business under a great columned portico with the sunlit city beyond. When they walk through, they are excitedly greeted by several differently colored lizardfolk, who introduce themselves as members of the ruling council of Galph. They explain that they have been soliciting help from all over, looking for heroes or a band of mercenaries to help them save the world. The adventurers appear to be the answer to their troubles. They are called zyrraks, and unfortunately, their species cannot accomplish the task that can save the world from an awakening god. If the adventurers are willing to listen to their proposal, they should accompany the zyrraks into the Advocate Hall.

Introduction

Have the adventurers make their way inland to the capitol. Galph is a clean and modern city of towers and spires created from the predominately orange sandstone of the region. Galph has broad terraced streets of dressed flagstone punctuated by palm trees and potted palms at doorways. Its zyrrak population appears to function smoothly and seamlessly. There is no evidence of poverty or beggars. Everyone is well-dressed, albeit some more than others, and the zyrrak are courteous, if business-like, as they pass each other on the streets. Mountains rise in the east, forming a backdrop to this charming oasis of 20,000 souls in the jungle.



However the adventurers find themselves in Galph, they should make their way to the Advocate House at Panawan Place, a wide square in the center of the city. They arrive there on a market day. It is filled with booths and stalls occupied by a variety of zyrrak lizardfolk merchants, and customers of a variety of colors, mainly blue, green, orange and brown mingle freely.

There are a few creatures of other species as well, such as elves, humans, halflings and dwarves, but they are a minority.

GM Option: You can make whatever the party needs available at the market, either *before* or *after* they meet the council of advocates at the nearby Advocate House and secure their mission. Use standard costs for any items you wish to make available. For items like *healing potions*, the zyrrak worship a similar pantheon to the rest of the world but have different names for most of the deities. Several temples border the square and most merchants should cooperate with directions. If not, a **DC 10 Charisma (Persuasion)** check or a bribe will do the trick.

When they climb the wide steps and enter the portico to Advocate Hall, they are greeted by one of a number of aides there for that purpose. Unless they announce the reason for their visit immediately, the aide will likely ask them if they are there about the mission. If a character asks which mission, have a tremor strike at that moment and the aide respond, “*that mission.*”

When it is determined that the group is there because of one of the hooks, the aide will guide them inside. The aide proceeds to a large chamber where three official-looking zyrrak diplomats are gathered around one end of a massive stone table, with a few assistants in the background.

Once it is determined the party is there for the mission, the three well-dressed zyrrak introduce themselves to the adventurers as representatives of the Council of Advocates, the ruling body of Galph, the country. They explain that a titan that has been in a perpetual slumber for millennia is stirring. Its unrest is causing tremors and earthquakes that are increasingly damaging to life and property. They greatly fear what will happen if the titan wakes fully, and rises.

The titan is one of the primordials of creation, known as Pyroth. It likely neither knows nor cares about the civilizations that have developed since the time of its long slumber began, in a time before written history. What is written is that when giants ruled the continent, they foresaw such a time, and created a vault to keep Pyroth contained in perpetuity.

They built a tomb atop Pyroth’s resting place within the Sanctum of the Mountain God, in the Aurumotan Mountains that form the eastern border of Galph. Five keys were fashioned that were required to be used in a precise ritual to seal the tomb should the titan ever awake. However, they warned that if Pyroth fully woke before the ritual was completed, it would be too late as the ritual would be easily sundered by the primordial.

The keys were dispersed among the crystal giants, one to each species, and were to be protected until the titan stirred. Over time, the Age of Giants passed and although they still exist, crystal giants are rare. After explaining this, one of the zyrrak addresses the adventurers.

When it does, read or paraphrase the following:

That brings us to the first of our problems. Ten years ago, members of the Kallix tribe, our blue friends from the coast, killed a coral giant. With its death, the coral key was lost. The Kallix claim it was an accident, but that incident formed a rift between the remaining crystal giants and the zyrrak people. We have managed to re-establish a relationship with Galith the Green, an emerald giant and Warden of the Panawan Forest, but none of the others will permit a zyrrak to approach. We require you to seek out the crystal giants, beginning with Galith, and beg, borrow or steal the four keys. Take them to the Sanctum of the Mountain God, and seal the vault once and for all.

The diplomats inform the adventurers they will provide a written form of the ritual, should they accept the mission, and will provide them with enough supplies to complete the mountain trek. They offer the party *5000 gp* if they can accomplish their mission before time runs out. They will also offer a *resurrection* spell cast by one of their powerful clerics, should a hero fall during the mission. If they don't complete the mission, they claim it won't matter as no one will survive.

Whether the adventurers ask what the second problem is or not, another of the zyrrak diplomat addresses them. When it does, read or paraphrase the following:

The other challenge we face is the Xanthos, and possibly Cob-Amaan. The Xanthos are a tribe of fanatics that live in the Aurumotan Mountains. They believe they are Pyroth's chosen guards. They are militant, and would likely rather die in Pyroth's awakening than allow anyone to interfere with its sacred resting place. Cob-Amaan, on the other hand, is a sapphire giant. Not only does it hold one of the keys, but it is allied with the Xanthos, and is also a stickler for the law as it sees it. It is our hope that you can find the four keys (amethyst, emerald, ruby and sapphire), held by their respective giants, and negotiate with them for these prized possessions. They must be made to remember why the keys were created and what their ancestors intended.

When the adventurers accept the challenge, the councilors provide them directions to the Sanctum of the Mountain God, hand them a parchment with the ritual, and arrange an aide with vouchers to accompany them to the market if need be. The zyrrak are willing to provide a *potion of greater healing* for each member of the party, since there are few settlements apart from Xanthos' in the mountains.

Before they leave, there are a few other pieces of information they can offer:

The ruby giant is a benevolent creature but possibly only to its own kind. That said, it has never killed a zyrrak.

The amethyst giant is a recluse and has rarely been seen. It isn't known if it still lives, but its key must still exist.

Only four keys are required for the ritual. The fifth key would make the lock permanent, but the ritual with the existing keys will buy time to find or create the fifth, gods willing.

With that, the zyrrak councilors bid the adventurers to head east into the Panawan Forest to seek Galith, the emerald giant, and then make their way to the mountains. They wish them good luck.

Part 1. Panawan Tropical Forest

Not far outside of the city, the jungle takes over, quickly erasing all signs of civilization except the trade route heading east. At this point, the road is wide enough for a wagon with scattered places maintained for two to pass.

After a couple of hours of uneventful travel, the adventurers should reach the frontier town of Pakk. Pakk is a zyrrak settlement consisting of a small 2-room inn with a tavern, a general store, a blacksmith, a lumberyard, some warehouses, a town hall, a small temple to the deity of nature, a couple of shrines to other deities, and a population of about 500 green zyrraks.

GM Note: The adventurers should be well-supplied, but you can use Pakk for any last-minute requirements, or as a place to rest or return to. It can have clerics and shrines to whichever deities the adventurers might worship (possibly by a different name). The temples can provide healing potions if desired, but the quantity should be limited. The population is generally cooperative and friendly, and a bit excited about the strangers arriving.

If the adventurers speak to anyone in Pakk (bartender, a priest, a cleric, or a merchant) about the emerald giant, the zyrrak immediately acknowledges that they know of the giant. They call it the Warden of the Woods, and it lives between Pakk and the mountains to the east.

A successful **DC 13 Charisma (Persuasion) check** will elicit the information that a seeker of the giant should locate the Altar of Tomorrow, to the left of the main trail. If the giant is not at the altar, wait. The giant tends the altar regularly.

When they leave Pakk, the road is no longer a wagon road, but a simple walking trail. It is maintained and is about 5 feet wide, large enough for hand carts but too winding and uneven for a wagon. An hour east of Pakk, the adventurers will come to a series of forks in the trail.

GM Note: Use the Panawan Forest map for this section of the adventure. The large trees provide cover. The remaining terrain that is not the trail (dirt color) should be considered difficult terrain: underbrush and thick foliage.

After an uneventful hour, the adventurers will arrive at a spot (**Location 1**) where they can see that the trail splits (**Location 2**) about 30 feet ahead, with paths angling to the right and left. When they reach the split, if they look to the right, the trail winds through the jungle until it disappears from sight. To the left, they can see the trail splits again about 20 feet farther on.

A successful **DC 14 Wisdom (Survival) check** of either path will indicate zyrrak prints on both paths, but predominantly on the left one. The right path indicates something footless, possibly a giant snake, has slid or been dragged along the trail.

The Right Path (1, 2, 5, 7, 9)

Four **gricks** have wandered down from the mountains and are hunting along the right trail (**Location 5**). They will attack anything that ventures their way. One is on the trail, while three forage in the undergrowth nearby.

If the adventurers venture up the right trail, when they round the first bend, read or paraphrase the following:

As you round a bend, you see a thick, worm-like creature in the shade of the jungle canopy. Its head is composed of four writhing barbed tentacles. As the tentacles part, you can see a sharp beak within them. It snaps threateningly as its head turns directly toward you. The underbrush nearby shudders, indicating that either its intended prey is nearby, or it is not alone.

The gricks don't waste time. When they notice the adventurers, whether they stumble upon them, are attacked, or are surprised, **Roll Initiative!**

Encounter: Gricks (4x gricks – CR9 5600 XP)

After dealing with the gricks, the adventurers will arrive at a “T”-intersection (**Location 7**) about 100 feet further along the trail, where they can go right, or left, which turns back toward the direction they have come.

A successful **DC 12 Wisdom (Survival) check** of the intersection will indicate a lot of zyrrak traffic in both directions. There is less traffic on the trail they used to arrive at the intersection. If a character **beats the check by 3**, faint giant prints are evident as well on the main trail, going toward **Location 6**.

A successful **DC 15 Intelligence (History) check** will recall that the Altar of Tomorrow that the Emerald Giant tends is somewhere to the left of the main trail.

The **DC is 10** if they asked for this information from someone in Pakk.

The Main Trail (1, 2, 3, 6, 7, 9)

If the adventurers stay to the left at the split, twenty feet beyond it, they find another narrow path joining it at a “T”-intersection (**Location 3**). Looking along this trail, they can see it winds to the right after a several feet (**Location 4**).

A successful **DC 13 Wisdom (Survival) check** of the intersection will discover zyrrak footprints mostly continuing straight on the center trail, with a few prints on the path to the left (toward **Location 4**). If they choose to explore the left path, see **The Left Path** below.

If the party continues straight on the center trail, after approximately 90 feet they will approach another “T”-intersection (**Location 6**). A successful **DC 12 Wisdom (Survival) check** of this intersection (**Location 6**) will discover zyrrak footprints continuing both straight on the center trail, and on the path to the left. If a character **beats the check by 3**, giant prints are discerned as well coming from the right (**Location 8**) and heading toward **Location 7**.

If the adventurers decide to check out the left path, see **The Altar of Tomorrow** below. If they choose to continue on the main path, they will reach another “T”-intersection (**Location 7**) leading in the opposite direction 30 feet further along the trail.

A successful **DC 12 Wisdom (Survival) check** of the path at the intersection will indicate a lot of zyrrak traffic in both directions on the main trail, with less zyrrak traffic on the trail leading right. The check also shows faint giant prints are evident as well on the main trail, coming from **Location 8** and going in the direction they just came from (**Location 3**).

A successful **DC 15 Intelligence (History) check** will recall that the Altar of Tomorrow that the Emerald Giant tends is somewhere to the left of the main trail. The **DC is 10** if they learned this information from someone in Pakk.

If they continue along the main trail (**Location 9**), they will arrive at the foot of the mountains in about an hour's time.

The Left Path (1, 2, 3, 4, 8)

A trio of **ankhegs** have scented some gricks in the area and are hunting them. They are currently moving through the forest (**Location 4**) in the adventurers' direction.

When the adventurers approach, the monstrosities' tremorsense picks them up instead.

Map Legend: Panawan Forest

1. Players enter here
2. Y intersection
3. First T intersection
4. Left trail thicket
5. Right trail thicket
6. Second T intersection
7. Third T intersection
8. Altar of Tomorrow clearing
9. To the mountains

ONE SQUARE = 5 FEET

If the party chooses to explore the left path, when they get approximately 50 feet along, read or paraphrase the following:

The jungle encroaches more closely on this less-used path, but you can see it has some traffic. As you round a bend, the ground in front of you explodes. Twenty feet away is a reddish creature that looks like a cross between a giant ant and a monstrous lobster. It has burst out onto the path and hisses at you while snapping its jagged claws. The underbrush rustles on either side of you as two more of the creatures rush forward.

Roll Initiative!

Encounter: Ankhegs (3x ankhegs – CR8 4200 XP)

After dealing with the ankhegs, the adventurers continue on the left trail to **Location 8**. It winds for another 90 feet or so then opens up into a clearing.

The Altar of Tomorrow (8)

In the clearing is an altar and the **emerald giant**, Galith, who is hiding at the far edge beyond the altar.

GM Note: The emerald giant appears to be a large tree unless a character has a **passive Perception of 19 or higher**. Galith was aware of the adventurers' approach and rolled a 19 (15 +4) to hide, since it was not certain of the party's intentions. If a character notices the giant, modify the narrative as desired. The encounter is not intended to be a hostile one, but if it is, it won't affect the outcome.

When the adventurers reach the clearing, read or paraphrase the following:

The jungle opens in front of you, exposing a large oval clearing at least 60 feet wide. In the center of the hard packed earth stands a dark cubic monolith covered in runes. The cube is about 4.5 feet high and the same on all sides. Its top is gently sloped with its surface facing slightly towards you. Smaller, more intricate runes appear to be inscribed on the upper surface. The clearing is surrounded by palm and eucalyptus trees. As you are taking this in, one of the eucalyptus trees steps forward into the glade with a thump that you feel where you stand. As you take a second look, you see that it is not a tree at all, but a giant with a long green-grey beard and hair. The creature stands well over 18 feet tall, and drags what looks like a palm tree trunk in one massive hand. In the other, the giant distractedly twirls a leather sling and looks down upon you with interest.

Roleplaying Galith. Galith is impulsive for a giant.

Although he is not quick to respond, he is unpredictable in his moods. He cares primarily for the forest that is in his care. He has been the possessor of the emerald key for a lifetime, and although he can recall its purpose, it's taken a back seat to his love for the living things in the Panawan Forest.

The adventurers can retrieve the key from the emerald giant in several ways. They can kill it, which would likely earn them the enmity of the zyraks who gave them the quest. They can use **Persuasion**, appealing to the key's purpose and their quest, or perhaps **Intimidation** by threatening to damage the forest in some way. They could also threaten the giant directly, but that would be a much higher DC.

Appealing to his duty through persuasion would have a more predictable outcome than intimidation, and better consequences than killing the warden.

However they acquire the key, they should be awarded the following:

Encounter: Warden of the Woods (1x emerald giant – CR6 2300 XP)

When the adventurers retrieve the emerald key, it is in the form of a dagger with large cut emerald forming the grip. They have collected an *emerald shard*.

The party can make their way out to the main trail and continue to (**Location 9**).

Part 2. Into the Mountains

It should take the adventurers about another hour or so to reach to the base of the Aurumotan Mountains. As they travel, they should notice a slight grade as the elevation climbs. The tropical forest begins give way to pine trees, and eventually ceases altogether.

At some point during their trek, the adventurers should experience a strong tremor, like a mild earthquake. It is not strong enough to knock them down, but enough for them to stop and steady themselves to keep from falling.

The trail through the forest leads to the base of the tallest peak in a mountain range that crosses their path. The adventurers arrive at an intersection (**Location 1**) with a road that runs along the base of the mountain range (**Location 6**). Another path continues up into the mountains (**Location 5**).

A successful **DC 12 Intelligence (History) check** will identify the peak in front of the adventurers as the Sanctum of the Mountain God.

When the adventurers cross the road and take the path into the mountains, they begin to climb in earnest. The path winds its ways through cedar trees and pines which begin to thin out as the party progresses.

5

6

Map Legend: Alpine Meadow

1. Players enter here
2. Left path to ridge
3. Main trail
4. Meadow
5. Upper path
6. Upper main trail

4

3

2

1



After an hour the grade becomes steeper, and the trees are left behind. The air is cooler here and the ground cover gives way to short alpine grasses, prickly pear cactuses, lichen-covered rocks, and wildflowers as the path winds upwards.

As they climb the meadow, a stronger tremor shakes the area. Each character must make a **DC 12 Dexterity saving throw**. On a failure, the character tumbles back down the mountain path 15 feet, taking 2 (1d4) bludgeoning damage.

Eventually the adventurers arrive at a ridge where the path splits and the meadow gives way ahead to the sheer stone of the mountain.

GM Note: Use the Alpine Meadow map for this section of the adventure. Treat going upwards (toward **Location 5 & 6**) as difficult terrain when a character is not on a trail.

Patrolling this area is a squad of Xanthos **zyrrak soldiers** led by a **zyrrak sergeant**. They have been watching the adventurers ascend the alpine meadow from their vantage point on the ridge. The sergeant and two soldiers are hidden behind a large bolder (**Location 4**) while three archers are concealed on the ridge with the pine tree accessed by the left path (**Location 2**).

If combat occurs, the zyrraks will prefer to stand their ground and force their opponents to keep to the path or climb the hillside to reach them, putting them within view of their archers on the ridge. The archers will switch to swords when an enemy closes with them.

When the adventurers reach the split in the path (**Location 1**) the sergeant and his two men step onto the path (**Location 3**). When they do, read or paraphrase the following:

As you approach a split in the path near a large pine tree, three zyrraks step out from behind a massive bolder farther up the trail. All three are dressed in military style black leather and have none of the colorful scales you've encountered with similar lizard people so far on this mission. Two, with black scales, spread out to flank a grey scaled zyrrak in the middle, who hails you with a simple hand signal: the universal symbol for "Stop". The apparent officer shouts down to you, "*This is the territory of the Xanthos, and the sacred ground of the Mountain God. Turn back or forfeit your lives!*"

The sergeant cares nothing about the party's mission or their reasons for being on the mountain. It is simply following orders, so no amount of persuasion or intimidation will overcome its duty. When conflict is inevitable, **Roll Initiative**.

Encounter: Zyrrak Patrol (1x zyrrak sergeant, 6x zyrrak soldiers— CR8 4650 XP)

Apart from their mundane weapons, ammunition and armor, the zyrrak soldiers each have a coin pouch with *2d6 sp* and *2d4 gp*, while the zyrrak sergeant has a coin pouch with *4d4 gp*.

After they have dealt with the Xanthos patrol, and the adventurers continue on the path upwards, they notice that the grass has stopped growing at this altitude. Lichen still grows on some of the boulders, and the air has gotten much colder.

When they reach the stony ground, they observe a path feeding off to the left (**Location 5**). A successful **DC 15 Wisdom (Survival) check** of the path reveals many zyrrak boot prints, recent snow leopard prints, as well as those of a giant. If they check the path they're on (**Location 6**) it reveals zyrrak boot prints and recent snow leopard prints.

Whichever direction they choose they will encounter an **amethyst giant** with a snow leopard carcass. The giant is a recluse that came out of its lair to hunt and happened to observe the encounter between the adventurers and the zyrrak. It meant to hide from the adventurers until they passed by, but they happened to choose to walk right past it. When the adventurers choose a direction (**Locations 5, 6**) the character with the highest **passive Perception** notices a pinkish boulder in front of them flinch. The giant can also be discovered with an active **DC 18 Wisdom (Perception) check** using sight.

When the giant is discovered, read or paraphrase the following:

The massive pink boulder in front of you moves and you realize you are looking at an 18-foot-tall giant with lavender hair that falls well below its waist. It has a matching bushy beard that hangs over a muscular shirtless torso that appears to be unaffected by the chilly mountain air. The giant peers down at you, and says in a deep mellifluous voice, "*I saw what you did. I do not care for the Xanthos much, either.*"

Roleplaying Aturnir. The amethyst giant is an introvert and a giant of few words. It is the most willing of the crystal giants to give up its key once it is convinced that the adventurers are determined to accomplish their mission. It will use **Insight** to check the veracity of their tale. Once assured that they are being truthful, it will part with its key.

The amethyst giant's name is Aturnir. It knows the way to the entrance of the Sanctum of the Mountain God, which is more than just the name of the mountain, but also a cavern deep inside the mountain where the ritual must be held.

It recalls its purpose as a holder of the amethyst key. If the adventurers are successful in convincing Aturnir to give them its key, it reaches under its lavender beard and removes a jeweled torq from around its neck and presents it to them.

The adventurers have accomplished the following:

Encounter: The Hermit (1x Amethyst giant – CR6 2300 XP)

The party has collected an *amethyst carcanet*.

When their meeting with the giant has concluded, it points them in the correct direction and disappears into the rocks, quickly climbing out of sight with ease. The adventurers can continue their climb up the mountain.

Part 3. Mountainside Tarn

The path gets steeper as the adventurers climb up the mountain. The terrain is empty of flora at this elevation, and it is cold. Snow is visible on neighboring mountain peaks, but so far the party has yet to run into any ice or snow on their way.

Approximately a half hour after leaving the amethyst giant, they should reach a wide ledge that gives them some respite from the constant climb. A bowl has formed on the ledge, which is actually a saddle between the mountain they are climbing and its neighboring mountain. In the bowl of the saddle is a tarn lake with room to pass on the left bank.

The lake water is crystal clear and very cold. It is pure and safe to drink. It is, however, difficult to see below the surface unless a character is looking directly down into the water, because it is so still that it reflects the sky like a mirror.

GM Note: Use the Mountainside Tarn map for this section of the adventure.

At the far side of the tarn (**Location 2**) is a canyon (**Location 3**) that splits the rock face of the mountain. Inside the canyon splits north (**Location 4**) and south (**Location 5**) with both arms climbing upwards along the face of the mountain.

Another squad of Xanthos zyrraks holds this sector against intruders. Having seen the adventurers arrive over the ledge at the far side of the lake, they are prepared to repel them if necessary. This squad is led by a **zyrrak priest**. It also has a **zyrrak sergeant** and **zyrrak soldiers** similar to the last squad. Two of the soldiers are submerged in the tarn, holding their breath.

As the adventurers circle the small tarn, they can only see the entrance (**Location 3**) clearly. They can also see several figures standing across the entrance. A successful **DC 12 Wisdom (Perception) check** using sight will identify the figures as five armed, military-looking zyrrak, similar to the ones they encountered

farther down the mountain, except one of this group wears long black leather robes.

When the adventurers are 40 or 50 feet from the entrance (**Location 1**), read or paraphrase the following:

As you make your way along the bank of the lake, the dark-scaled zyrrak in a long leather robe that looks more military than religious, speaks. Her voice carries surprisingly well without shouting. “*Pyroth has spoken to me this day, soft-skins! He wakes and shall cleanse the world. Surely, you must know you cannot prevail in this hopeless task. Turn back and prepare your house for judgment! Or stay and bathe in the glory of your death!*” She seems to believe every word she says, secure in the supreme confidence of a fanatic.

If the adventurers attack or move forward, which is the zyrraks’ signal to attack, **Roll Initiative**.

The two soldiers in the water emerge on their initiative to flank or come in behind the party.

Encounter: Zyrrak Fanatics (1x zyrrak priest, 1x zyrrak sergeant, 5x zyrrak soldiers – CR8 4650 XP)

The corpses of the zyrrak soldiers each have a coin pouch with *2d6 sp* and *2d4 gp*, the zyrrak sergeant has a coin pouch with *4d4 gp*, and the priest has a *ring of spell storing*. The first character to succeed on a **DC 18 Intelligence (Investigation) check** on one of the bodies finds a well hidden *giantbane dagger*.

After the adventurers have dealt with the zyrraks, they should be near the junction of two canyons leading off to the left (**Location 4**) and to the right (**Location 5**), both with a steep grade climbing upwards. Before they can move too far, another tremor strikes, this one much stronger than the previous ones. Rocks and boulders tumble down to the floors of the corridors as the ground shakes tremendously.

Each creature in the area must make a **Dexterity saving throw** to evade the falling rocks. On a failure, they are struck by a rock. Roll a d12 on the table below for the damage taken.

Falling Rocks Damage Table

d12	Size	Damage
1-3	Stone	1d4 bludgeoning
4-6	Fist-sized rock	1d6 bludgeoning
7-9	Head-sized rock	1d8 bludgeoning
10-11	Small boulder	1d10 bludgeoning
12	Boulder	2d10 bludgeoning



Map Legend: Mountainside Tarn

- 1. Players enter here
- 2. Tarn
- 3. Canyon entrance
- 4. Left canyon
- 5. Right canyon

The **sapphire giant** is in league with the Xanthos, and guards the canyon entrance to the Sanctum of the Mountain God. It is rigid in its beliefs that the titan is its god and should rise. It approaches down the south canyon (**Location 4**) as the dust clears from the rock fall.

As the adventurers recover from the tremors, read or paraphrase the following:

As you pick yourselves up from the latest tremor, you hear rhythmic thumping. A 20-foot-tall blue giant strides down the canyon toward you. It comes to a stop 40 feet from your position and slams the tip of a massive sword into the stone of the canyon floor, sending sparks flying. The giant's stony, muscular body has a blue sheen and it sports a dusty blue beard over a face with piercing sapphire eyes. The giant wears massive gauntlets that appear to be made from blue granite, one of which holds a sword longer than any human. The giant stands like a barrier in the canyon corridor and looks down at you without compassion.

Roleplaying Cob-Amaan. The sapphire giant, although not a fanatic, is a stickler for the rules. Long ago the Xanthos convinced the sapphire giant that it was the true guardian of the titan's resting place. Although the giants' original role as keyholders was to prevent the titan's rise, Cob-Amaan believes Pyroth has spoken to it personally in its dreams, overruling the original mandate. It won't be shaken from its course of preventing the adventurers from passing. It will not willingly give up its key. The sapphire giant is fearless, and will fight to the death.

When the adventurers realize they will have to fight the giant to pass and/or acquire its key, **Roll Initiative**.

Encounter: Cob-Amaan (1x sapphire giant – CR9 5000 XP)

A search of the giant's corpse might not turn up anything at first. The sapphire key is a sapphire gem cut in the shape of a skull that is inset into the pommel of its greatsword. A successful **DC 16 Wisdom (Perception) check** can identify that although the sword itself is not magic, there is something special about the pommel. A successful **DC 14 Intelligence (History) check** of the gem will confirm it is the sapphire key. The adventurers have collected a *sapphire skull gem*.

The gem can be removed with a successful **DC 13 Dexterity check using Thieves Tools** or similar method, or they can use the greatsword itself as the key, without removing the gem.

When the adventurers have completed their dealings with the giant, they can choose a path and move on.

Part 4. Sanctum of the Mountain God

The outer canyon wall falls away as the adventurers climb the mountain, and they soon find themselves traversing a ledge that winds its way up and around the lower peak of the massif. The wind picks up and makes their position more precarious when the ledge narrows to a few feet. The adventurers are forced into a marching order, single file.

A half hour later they can see the ice-covered summit of the Sanctum of the Mountain God about 500 feet above them. Tiny shards of ice, carried on the wind, sting their faces as they cling to the mountainside, carefully edging forward. Before anyone falls, the lead character finds a wide opening into the interior of the mountain. It is dark, and only lit by daylight at the entrance.

A party of hostile **zyrraks** is stationed inside.

GM Note: Use the Mountain Passage map for this section of the adventure.

When the adventurers pass through the entrance, read or paraphrase the following:

As your eyes adjust to the sudden darkness, the first thing you notice is you are no longer being assaulted by the wind. Even though the temperature is no different from the outside, it seems immediately warmer without the battering winds. The cavern opens to your left and the rock wall on your right goes straight for about 60 feet. There it disappears into another chamber ahead. A large natural pillar sits in the middle of the cave to the left, supporting a rough rock ceiling 30 feet above you. Loose rocks are scattered on the cavern floor. As you adjust to your new surroundings, you hear hurried rustling and the clinking of metal.

As the party gathers inside the cavern (**Location 1**), a squad of Xanthos zyrraks rushes the group from around each side of the large pillar (**Location 2**).

Roll Initiative.

Encounter: Zyrrak Guardians (1x zyrrak diplomat, 1x zyrrak sergeant, 4x zyrrak soldiers – CR10 6100 XP)

The bodies of the zyrrak soldiers each have a coin pouch with *2d6 sp* and *2d4 gp*, the zyrrak sergeant has a leather pouch with *4d4 gp*, and the zyrrak diplomat carries a tooled black leather wallet with *12 pp*.

An exploration of the cavern behind the pillar (**Location 2**) reveals that the zyrrak squad had been there for some time. There are extra rations, water, and bedrolls in the encampment.



Map Legend: Mountain Passage

- 1. Players start here
- 2. Left span
- 3. The rift
- 4. Grum storage
- 5. Middle span

5

4

3

2

1

When the adventurers complete their activities in the first room, they can move through a 10-foot-wide passage into a deeper chamber within the mountain. The passage is 25-feet-long with an 18-foot high ceiling that opens up into a large cavern, 60-feet-wide by 40-feet-deep with rough, natural stone walls. There is another large rock pillar joining the stone floor to a 30-foot-high rock ceiling.

When they enter it, read or paraphrase the following:

You enter a large chamber at the end of the tunnel. No light reaches here from the entrance, but suddenly a dim red glow fills the space. At the far side, a 20-foot-tall ruby giant glows, its red eyes like beacons as they home in on you. The light reveals more rocks strewn about the cavern floor and another tall pillar beside the giant, joining floor to ceiling. The giant says, in a rumbling voice, “*So, you have come. The time is short. Let us begin.*”

Roleplaying Rulwor. The ruby giant holds true to the keyholders’ original purpose, which is to keep the titan in perpetual slumber. It is a benevolent creature so far as giants go, though it has doubts that such inferior beings can pull off such a momentous task. It knows that giants cannot enter the titan’s resting place, and therefore it must place its trust, however begrudgingly, in the smaller races. It does its best to be considerate without being arrogant, but it slips up occasionally.

The ruby giant’s name is Rulwor. The giant can’t enter the location that the adventurers need to go to perform the ritual but it can aid them with healing and advice. Rulwor is a cleric. Although it casts *cure wounds* as a cantrip, it can be treated as a paladin with 180 points of *lay on hands* healing for simplicity’s sake.

It can tell the group to expect the titan to have defenses prepared as they perform the ritual. They might face earthquakes, lava, or elementals, but it warns the characters to be prepared for anything. It further warns that they don’t have time to rest for Pyroth will rise within the hour without the ritual.

Rulwor hands them the final key, his ring. The adventurers collect a *ruby ring*.

Award the following for the encounter with Rulwor:

Encounter: Rulwor (1x ruby giant – CR7 2900 XP)

The ruby giant warns the party to waste no time, for the Xanthos will be no doubt be sending reinforcements. It wishes them good luck and gives them directions out of the chamber to begin their descent to Titan’s Rest.

Part 5. Titan’s Rest

When the adventurers leave Rulwor through a passage behind the large pillar, they find a wide stone stairway

circling down into the mountain.

There is no light source other than what the adventurers’ have with them. The air is much warmer in the stairwell and becomes warmer the further they descend. During the descent, a strong tremor shakes the mountains and cracks appear in the walls of the stairwell. Each character must make a **DC 14 Dexterity saving throw**. On a failure, the character tumbles down the stone steps 20 feet, taking (1d10) bludgeoning damage.

After walking down the stone steps for almost 10 minutes, the party will find a natural stone tunnel leading back into the mountain. They can see an orange glow ahead.

GM Note: Use the Titan’s Rest map for this section of the adventure.

The adventurers arrive (**Location 1**) at a large cavern deep underground. When they do, read or paraphrase the following:

You find yourself in another vast chamber with rough-hewn walls and a ceiling 30 feet above a smooth stone floor. The room is dominated by a massive capstone, 50-foot-long by 25-feet-wide, protruding 4 feet from the floor of the chamber. Its surface is covered with ancient designs and sweeping glyphs. A 12-foot-tall statue of an armored knight stands at each of the four corners of the capstone, holding a stone tome outwards and flat at a height of 6 feet. The statue facing you has amethyst gems for eyes. From this angle, you can’t see the others. The room is lit by streaks of magma that flow beneath the bedrock surrounding the capstone and threaten to burst up at any time. As you take this all in, you feel another tremor, but this one feels more like a shiver than an earthquake.

The parchment that was given to the adventurers contains a ritual chant that must be recited in part at each of the four stations. Each quatrain must be spoken, in order, after placing the correct key on the corresponding stone tome held by a statue.

The amethyst key must be placed on the tome held by the statue with the amethyst eyes, and so on.

One person must speak the complete quatrain within 5 feet of the statue.

When they are ready, they can begin the ritual.

GM Option: The intent is that each key (magic item), when it is placed on the stone tome and the ritual verse for that station is spoken, turns to stone and becomes part of the statue. As a less dramatic option, you can make the items recoverable.

Map Legend: Titan's Rest

1. Players enter here
2. Amethyst station
3. Sapphire station
4. Emerald station
5. Ruby station
6. Pyroth's capstone



GM Note: You can decide whether the party was given these instructions by the Galph zyraks, if they are included on the parchment, or the party needs to make an Intelligence (Religion) or (History) check to determine them. However they discover the mechanics of the ritual, each line of the quatrain will be delivered separately by one character in Initiative during combat, and must be delivered as a Bonus Action. Once they begin the ritual, they must complete it within 5 minutes or it fails.

When the proper key is placed on its matching tome, a response is generated in the form of hostile elementals that attack the adventurers in an attempt to disrupt the ritual. Completing the quatrain (4 rounds) will end the response, i.e., any remaining **elementals** are reduced to 0 hit points and disappear.

Amethyst Station

When the *amethyst carcanet* is placed on the tome of the first statue (**Location 2**), read or paraphrase the following:

When you place the key upon the tome, the statue's amethyst eyes begin to glow. The glow is faint at first, then it blazes an intense purple and the room begins to shake. The magma around the capstone flares and four small lava creatures crawl out of the cracks and shriek at you. A whirlwind of air appears at the far end of the room and coalesces into an elemental creature of air atop the capstone. It appears the titan is fighting the ritual even in its slumber.

Roll Initiative.

Encounter: Amethyst Challenge (1x air elemental, 4x magma mephits – CR8 4400 XP)

Amethyst quatrain:

*From earth and sea, and battles won,
To fire and air, the united jotun.
With keys in hand, our spirits aligned,
Awakened now, the power we find.*

When the last word is spoken, the elementals disappear, and the room stops shaking. The chamber is quiet once more,

Sapphire Station

When the *sapphire skull gem* is placed on the tome of the second statue (**Location 3**), read or paraphrase the following:

When you place the key upon the tome, the statue's sapphire eyes begin to glow, faintly at first, then blaze an intense blue as the room begins to shake. The magma around the capstone flares. This time six small lava creatures crawl out of the cracks and shriek at you. A torrent of water falls from the ceiling and forms into an elemental creature of water atop the capstone.

Roll Initiative.

Encounter: Sapphire Challenge (1x water elemental, 6x magma mephits – CR10 6000 XP)

Sapphire quatrain:

*Through trials faced, our souls made strong,
Together bound, we do belong.
By ancient words, this vonin's seal,
In harmony, its fate we deal.*

When the quatrain is complete, the elementals disappear, the room stops shaking and the chamber becomes silent again.

Emerald Station

When the *emerald shard* is placed on the tome of the third statue (**Location 4**), read or paraphrase the following:

When you place the key upon the tome, the statue's emerald eyes begin to glow, faintly at first, then blaze an intense green as the room begins to tremble. The magma around the capstone flares and this time eight lava creatures crawl out of the cracks and attack. The left wall splits and forms into an elemental creature of earth that moves toward you.

Roll Initiative.

Encounter: Emerald Challenge (1x earth elemental, 8x magma mephits – CR10 6500 XP)

Emerald quatrain:

*From depths unknown, to heights untold,
With courage fierce, we now uphold.
Vonin's sleep, we shall restore,
With hellig keys, forevermore.*

When the quatrain is complete, the elementals disappear, the room stops trembling and the chamber becomes quiet.

Ruby Station

When the *ruby ring* is placed on the tome of the fourth statue (**Location 5**), read or paraphrase the following:

When you place the key upon the tome, the statue's ruby eyes begin to glow and the room shakes as before. The magma around the capstone flares and ten small lava creatures crawl out of the cracks and attack, shrieking madly. The roof of the cavern bursts with flame and a large elemental of fire forms atop the capstone.

Roll Initiative.

Encounter: Ruby Challenge (1x fire elemental, 10x magma mephits – CR12 8400 XP)

Ruby quatrain:

*In realms beyond, where time began,
We stand as one, in fate's own hand.
By ancient rites, the world we save,
Through sacrifice, this land we pave.*

When the quatrain is complete, the elementals disappear, but the room continues to shake.

A final verse, known as the Coral Quatrain, is required to be spoken in unison by all to complete the ritual:

Coral quatrain:

*So chant with might, oh, ancient claim,
Vonin's power, we reclaim.
In whispers old, and voices grand,
The vault sealed tight, by our command!*

With those final words, the room stops shaking. The magma around the capstone begins to cool and starts to grow dim. The chamber darkens as the final seal is placed upon the titan's rest.

Congratulations!!! The adventurers have accomplished the mission and have saved the world from the wrath of a titan. Now all they have to do is avoid an army of angry Xanthos zyrraks and make their way back to Galph to collect their reward.

Sanctum of the Mountain God



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