



# Sacred Storm

A once-a-century battle provides a group of gladiators the chance at completing the most unlikely of quests: defeating a Giant stronghold floating in the sky!

# 5e

A unique module for Dungeons & Dragons' 5<sup>th</sup> edition

WRITTEN BY NEIL PASCALE

**SPECIAL NOTE TO READERS – PLEASE READ!**

“Sacred Storm” is written for the clients of Heroes B&B to enjoy as part of their ultimate gaming experience with us. Heroes B&B is a Twin Cities-based company that caters to gaming groups in Minnesota, Wisconsin and Iowa who wish to heighten their RPG 5<sup>th</sup> Edition gaming experience. If you’re planning on spending a weekend or an upcoming day-long game with us, then **STOP right here!** We don’t want to spoil your fun by giving away all the plot twists in “Sacred Storm.”

If that’s not the case, then enjoy this adventure module that provides hearty doses of RP and combat, not to mention unique gaming moments and player character choices.

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For monsters, we’ve either created them from common creature templates or made recommendations on which ones to use from our favorite 5e publisher, Kobold Press.

All images/visuals were used from Creative Commons sites; we would like to thank these generous and talented artists for their work!

Last, a heartfelt thank you to the many supporters of Heroes B&B who encourage us to turn our weekday nights into D&D scheming time. This way, we can make our supporters’ future adventures with friends and family all that more thrilling. Many, many thanks!



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## **ABOUT THE ADVENTURE**

Once a century, a prominent Storm Giant has the honor of hosting “Hellig Uvar,” the Sacred Storm. This week-long festival culminates with an epic arena battle where famed Giant warriors clash with the mightiest of beasts and monstrosities under a massive, magically created thunderstorm. This century’s Hellig Uvar will be held on a flying cloud palace owned by a nefarious Storm Giant named Ugaeji (pronounced Uug-eye-gee).

Ugaeji’s growing power within the upper societies of the Giants and his successful intrusions into the mortal lands has caught the attention of one of the oldest Storm Giants, Gud’gave. This reclusive giant has the power of foresight and his visions of Ugaeji’s eventual destructive incursions

into several planes has led to a difficult but needed decision – the younger Storm Giant Ugaeji must be killed. And it must be done by those not associated with Giant-kind for fear of an uprising and rebellion within the society’s ranks.

Through his foresight, Gud’gave has deemed just one possible scenario to successfully kill the heavily guarded Ugaeji – the destruction of his cloud palace. Such flying castles are given their magical power by a single, rune-covered pebble, which is hidden in a leather pouch somewhere within the cloud. If such a pebble

### *The magic pebble*

*Heroes B&B would like to credit the <https://forgottenrealms.fandom.com/> site for great information on giant cloud palaces. This site triggered our collective brainpower in wondering – if a cloud castle was controlled by a single magic pebble, as the site explains, where would you hide that pebble? And what incredibly fun quest could you build around that?*



could be found and its magic dispelled, the cloud palace would come crashing down to the ground, likely killing all of its inhabitants, including Ugaeji.

The Hellig Uvar festival will provide the opportunity for Gud'gave to hatch such a plan as the event will provide a chance for non-

Giants to access the flying cloud castle, something normally not allowed. In preparation for Hellig Uvar's final arena battle, the evil giant Ugaeji will secure a number of humanoid gladiators. And it is within this lot of humanoids – mostly slaves – that Gud'gave will entrust his mission to: To find a pebble in order to kill a Giant.

### **ADVENTURE OVERVIEW:**

Here are special notes on this Heroes B&B module:

- It is intended to take at least 15 hours to complete;
- It has been written to accommodate all players levels in 5<sup>th</sup> edition Dungeons and Dragons; GMs will need to change creatures and conditions depending on player levels;
- We have provided monster recommendations as well as where to find these monsters' stat blocks in different 5e publications;
- Locations are loosely described in most parts of this module as Heroes B&B gamers play 5<sup>th</sup> edition adventures in a unique gameplay environment that features high-detailed, digital maps, multiple monitors and a sound system.
- GM NOTE: Take PC's Passive Perception scores before the game begins and then consider adding a combat-impact (minus-5) to those stats for later use in the adventure.

### **ADVENTURE BACKGROUND & HISTORY**

The Player Characters (PCs) are slaves of the dominant Osh Orim (Iron Orcs) nation, a conquering and growing empire of orcs. This orc nation has spread from the southern corners of the region and, over several decades, expanded its territories in all directions. Unlike some savage orc races, the Osh Orim combine uncommon intelligence with fierce and brutal strength to dominate foes.

Each of the PCs were captured in battle during Osh Orim conquests of their lands. Because the PCs showed skill and resilience, they were not killed in battle. Instead, they were imprisoned and sent as slaves to Osh Orim arenas.

In the expanding orc nation, arenas are as numerous as marketplaces, with each town hosting some form of weekly skirmish. These events are well attended by the orcs.

The slave gladiators are popular enough to earn nicknames from the local populace. As a result, the slave gladiators are treated well outside the arena. Inside the arena is a different story. Here they often face overwhelming odds and must rely on both wits and courage to stay alive. If the gladiators fail to stay alive, however, they are often brought back to life by the Osh Orim arena owners, who would rather pay a local priest's revival fee than try to find more, worthy slave warriors.

Between arena fights, the gladiator slaves are kept in locked environments and only have access to their arms and armor during actual battles. Between arena fights, the warriors mostly tend to their wounds and if possible, train with wooden weapons under the watchful eyes of nearby Osh Orim guards.

## **ADVENTURE OUTLINE:**

**To the arena:** The PCs are fighting in an underground arena, heavily injured from that day's battles, when the adventure begins. At this time, the final battle starts. This finale features not only a surprising foe but one that carries an intriguing message.

Activity: RP/Combat

**A surprise meeting:** An old Storm Giant with the gift of foresight provides the rarest of opportunities for the PCs, but one fraught with uncertainty and danger. The PCs' mission: Assassinate a heavily guarded giant at his cloud castle by dispelling an enchanted – and hidden! – magic item.

Activity: RP

**To the clouds!:** The PCs join a contingent of gladiators brought to a festival of Giants. Upon arrival, they learn something is amiss. Something they must handle personally.

Activity: RP/combat

**Into the fray:** The PCs are thrust into a massive arena in front of hordes of spectators with the single objective of .... being consumed by one of the creatures they'll encounter.

Activity: Combat

**This is a garden?:** After being "consumed," the PCs are teleported outside the flying cloud castle's "garden." Here they must find the rune-covered pebble that keeps the castle aloft and dispel its magic. But what the PCs find inside the "garden" is not exactly farmers and crops.

Activity: RP/possible combat



In "Sacred Storm," the PCs will be gladiators who battle in two separate arenas. The second arena actually will be used twice but look totally different in the final encounter.

**Survival:** After finding the magic pebble and dispelling its magic, the PCs teleport back to the arena – a much-transformed arena. Here the PCs must survive long enough among enormous beasts and fierce Giant warriors before the flying cloud palace begins to fall from the sky and the PCs get their ride back to the ground.

Activity: Combat

**The conclusion:** One of two possible endings: 1) The evil Storm Giant Ugaeji could die as his cloud castle plummets to the ground and the PCs would be freed with enormous riches as their prize; or 2) Ugaeji could have survived the fall and the PCs must battle him and possible allies of his within the debris of the fallen sky castle. Gud'gave could play a role in this final scene, appearing on his Roc to rescue the PCs and help defeat the younger, evil Storm Giant.

Activity: Combat



## The PC Gladiators

The Player Characters start as slaves who fight within the many arenas of the Osh Orim empire. The arenas here are as numerous as they are diverse. Before starting the adventure, each PC gladiator should be given a nickname –

one they've previously earned in the Osh Orim arenas – as well as potentially a trait. This secondary element is up to the PC as they may decide to be a newer gladiator, one that has not fought long enough to have a trait.

## GLADIATOR NICKNAMES

PCs can roll a d8 to be assigned their nickname, which is spoken in the Orc tongue. When a PC carries through with an action associated with their nickname, they earn an Inspiration from the crowd (GM). This can only be achieved once per encounter. See the nicknames and their rewarding actions below.

**On a roll of 1, they have the nickname:** Lochan de Crun (“Finder of blood”)

**The action they must perform to be rewarded:**

When the PC takes first blood with flair, they are rewarded!

**2-Nickname:** Zugka (“Kiss”)

**Their action:** The PC has an unnatural affection for their enemies. Whether for intimidation or to get the crowd going, the PC plants a big, wet kiss on their enemy before they attack.

**3-Nickname:** Zugra (“Curse”)

**Their action:** To inspire their allies or drive the orc crowds crazy, the PC delivers a highly charismatic curse on their enemy through word and non-combat deed! The curse itself is not magical but the PC could attempt to persuade their enemy into believing it is. (Takes an action)

**4-Nickname:** Krazak (“Summit”)

**Their action:** The PC is known to climb atop

huge creatures and enemies to deliver a killing blow from an unlikely spot.

**5-Nickname:** Tarask (“Claim”)

**Their action:** Through their time around the arenas the PC has picked up enough of the Orc tongue to deliver outrageous claims upon their enemies, including predicting how many swings (rounds) it will take for them to defeat their foes. (Note: These claims are spoken or sang mostly in rhymes.) This takes an action.

**6-Nickname:** Agra de Voshu (“Shield of Courage”)

**Their action:** The PC's willingness to sacrifice their body for an ally is honored among orcs, who are amazed as the PC creates disadvantage on one attack for an ally within 5 feet. This uncommon courage requires the PC to jump in front of an attack on an ally as a reaction. (In doing so, you make yourself prone, creating advantage for enemies until the start of your

next turn.) This sacrifice is done as the PC recites words of courage!

**7-Nickname: Crunzarga (“Revenge”)**

**Their action:** The orc crowds cheer at the PC’s passionate desire to kill whatever enemy has drawn the first blood from any of their allies. The PC does this at their own risk (allowing attacks of opportunity against themselves) to get revenge upon the enemy!

**8-Nickname: Goltragga (“Chieftain”)**

**Their action:** This player wears the coveted Circlet of Adez (meaning “blood” in Orc). Once

per encounter, this PC may either give 1d8+2 of health from themselves or from a foe to a fallen ally (an unconscious or dying ally) using a necrotic spell stored in the magical Circlet. The PC may roll a d10 as this happens. A roll of 5 or higher and the delivered blood (health) comes from an enemy of their choice. Otherwise, the blood comes from the chieftain. As the chieftain performs this magical action, they leave themselves exposed, giving their enemy advantage for one attack.

## GLADIATOR TRAITS

### New gladiators

New gladiators are largely healthy and have trained - and have proficiency - in one of the following exotic weapons:

\* **Nets** – These are used to restrain opponents. These may be thrown as a bonus action; opponents must make a DC12 Dex save to avoid the net. The net has an AC of 10 and HP of 8. The PC has two nets.

\* **Boomerang** – This is a returning range weapon that can be thrown as a bonus. It has a chance to knock an opponent’s weapon out of their hands. If this is successful, the weapon flies 10 feet behind the creature. To hit a weapon, the attack must be precise, meaning the attack must hit the creature’s AC plus 2.

\* **Hooked short spear** – This is used to trip or pierce an opponent as a bonus.

\* **Hidden blade** – This singular short blade is



Gladiators can use a variety of weapons in the orc arenas but rarely are provided helms as the audiences wish to see the fear on the faces of the battle participants.

hidden in a gauntlet. It can be retracted with a bonus and the wielder has advantage on the first attack with it. (The damage is the same as a short sword, d6.) After that, it can be used as a bonus action.

## Veteran gladiators

These battle-tested warriors have one exotic weapon from the above list, proficiency in the Medicine skill and one trait shown below. Note each trait has both a positive and negative aspect.

\* **Battle-Hardened** - Your years in the arena have taught you how to avoid critical hits (you have a 50 percent chance of turning a crit into a normal hit) but you do have a tendency to bleed (50 percent chance of bleeding - d4+1 damage each round) from a blow from each new creature/competitor they face. PCs must make a DC10 Medicine check as an action to stop the bleeding.

\* **Light Build** – Your agility gives you uncommon reaction and movement within the arena – the PC has advantage on initiative rolls and has an additional 10 feet of speed – but you are challenged with tasks involving pure Strength (disadvantage on Strength checks and saves).



## PART ONE

### To the arena

The PCs begin the adventure in an arena, already well into a series of battles. The Osh Orim arena battles traditionally are held in

\* **Leader Among Peers** – You can use your reaction once per encounter to allow an ally to take an additional action on their next turn. But in doing so, you give the closest enemy advantage on their next attack against you.

\* **Arena Blacksmith** – You have cobbled together enough knowledge from different arena blacksmiths that you have created improved armor from different metal scraps you have accumulated. (+2 AC) But in creating this denser armor, it also has slowed your reactions. (Minus 1d4 off your Initiative rolls and Dexterity checks and saves)

\* **Uncommon Tenacity** – Your first melee attack wields tremendous power, giving you an extra hit die on your first successful attack. This vicious swing however does expose your defenses, giving your enemy advantage on their first attack against you. (GM note: The latter is only good for the first attack of any creature's multi-attack.)

three stages, with one group of gladiators expected to survive the entire, grueling event. Each of the stages becomes more difficult, with

each round presenting different challenges. As this third and final stage begins on this evening, each of the gladiator PCs are injured, at half health, and have used at least half of their spells and/or abilities, unless the following conditions override that:

**Have a PC roll a d20 to identify further effects**

that they have suffered during the first two stages of the battle (these stages should be communicated to the PCs but not actually played out):

- \* a roll of 1-4 means the first two battles have been exceedingly difficult for the PC, meaning they are down to one-third of their maximum hit points and have just one-third of their spell slots and/or abilities left;
- \* a roll of 5-7 means less severe consequences from the first two battles, allowing the PCs to select if they want to be at one-third of their maximum hit points and/or one-third of their spell slots and/or abilities. Whichever they select, the other area would be at half – so half health points and/or half spell slots and/or abilities.
- \* a roll of 8-13 has no additional consequences on the PCs.
- \* a roll of 14-18 means the PCs have performed well in the initial two stages, meaning they are either at half health hit points or half of their spells and/or abilities, but not both. Whatever area is not at half is at two-thirds.
- \* a roll of 19 or 20 and the PCs have been incredibly skilled in their fighting and start with an Inspiration and have only lost a third of their health or a third of their spell slots and/or abilities.

**The arena itself** is an underground structure in one of the orc empire's smaller cities. The large and boisterous largely orc audience sits above the arena, which is more of a fighting pit. The pit has multiple levels, with the third level being the main fighting area. Here is detailed information on the fighting pit:

\* **Due to the first two stages of the event**, the main fighting area, the third floor, is covered in blood, making it slippery and difficult terrain. PCs and creature can try to move through it at normal speed but require a DC10 Dexterity check to not slip. Otherwise they fall prone.

\* **On the western wall**, about 5 feet off the main fighting floor, there is a sizeable opening within the wall. The opening is approximately 5 feet wide and 10 feet tall. Once each stage begins, a different creature emerges from this opening in the wall. Exactly what creature is not known by the PCs. (This creature should have the lowest initiative and start on the second round of combat.) But all the creatures are aggressive as they have not been fed for several days leading up to the battle. Different, smaller creatures – large, venomous snakes and blood-drinking bats – have appeared during the first two stages of the battle.

\* **The first floor of the fighting pit** – the one closest to the audience – is off limits to the PCs. Heavily armored Osh Orim guards with spears and heavy crossbows patrol this floor. Any PC that ventures onto this floor is immediately attacked by the orc guards.

\* **The second floor of the fighting pit**, which is 20 feet above the main fighting area on the third floor, is territory the PCs can use. Most of this floor is a narrow ledge. This ledge is difficult to climb up to because of the slick wall (now coated in splattered blood). A Dex check of 15 is required to climb the wall. There is one location that is easier to climb – Dex check of 10 – and that's on the western side, near the hole in the wall. There also is a larger area of the second floor on the eastern side of this floor. Here there are three barrels, which represent another Osh Orim arena tradition – the nature of surprise in battle. Each barrel represents the possibility of good and bad - the opportunity for the PC to be rewarded or grievously wounded.

## The barrels

For each barrel a PC opens, roll a d6. Depending on the roll, they will find the following when they open a barrel:

\* **On a roll of 1**, a blast of force detonates from the barrel, doing damage based on tier level, starting at 2d6 for Tier 1. Increase hit die with each tier level.

\* **On a roll of 2**, a swarm (DM's choice) escapes and gets a surprise round on the PC.

\* **On a roll of 3**, a cloud of black, foul-smelling smoke belches from the barrel. No harm is done from the smoke. There is a healing potion that is stuck to the inside of the barrel. As long as the PC investigates the barrel and doesn't roll a 1, they should be able to find the potion.

\* **On a roll of 4**, the PC finds a metallic flask with a stopper. If the stopper is opened, have the PC roll a percentage check. A roll of 50 and higher and the creature that emerges from the flask is friendly to the PC and their allies. A roll of 49 and lower and the creature immediately attacks the PC and/or their party. One of four types of creatures can emerge from the flask. Have a PC roll a d4. Here are the possible creatures:

- On 1, a demon;
- On 2, a Fey;
- On 3, a creature;
- On 4, an elemental.

GM Note: What specific monster is faced depends on PC tier level.

\* **On a roll of 5**, a king cobra, poised to attack, slithers from the barrel. Have the PC roll a Wisdom save (DC13). If they fail the save, the PC will be frightened of the cobra, which will

continue to pursue the PC, although never actually attacking it as long as the PC is fearful of it. If (and when) the PC makes the save, the illusory cobra will vanish and a +1 Ring of Protection will fall to the floor.

\* **On a roll of 6**, the PC is immediately hit by a powerful gust of wind and needs to make a save. (Strength DC13) If they fail, the PC is pushed back 15 feet, potentially falling off the ledge. Released within this gust of wind are three unbreakable potions of healing. Within the wind, they fly out 30 feet from the barrel, in three different directions, giving access to both the PC's allies and their enemies to these health

potions. If the PC makes the save, they have a chance at grabbing one of the flying potions out of the air (Dexterity check, DC13). If the PC doesn't have a weapon or something in either hand, they can try to grab two of the potions, but grabbing

the second one will be difficult! (Dexterity check, DC18)

**The PCs previously have fought at this arena** and are aware of all the above conditions (although they do not know what is in the barrels – they do know, however, that such barrels contain both good and bad possibilities.).

**It is tradition in this Osh Orim fighting pit** that each group of combatants starts on the same level – the third floor. The gladiator PCs will start in a position close to the western wall. Their main foe will walk into the fighting pit from the eastern side. Once both sides are on the main fighting pit, a horn echoes across the arena and the battle begins.



## **Their arena foes**

The Osh Orim arena gladiators include all types of races, with the notable exception of giants. The latter are one of the few races the Osh Orim orcs have not been able to conquer. Even those giants the Osh Orim orcs manage to defeat are not placed as slaves in the arenas for fear of upsetting Giantkind. So it will be with considerable surprise that the PCs see three Hill Giants – each 16 feet tall! - saunter in as their final enemies of this arena event.

The three Hill Giants are brothers. Each of the trio holds an immense, uprooted tree, serving as clubs, and a have thick chain wrapped around their bodies. The chains can be easily removed, are 30 feet long and can be used as range weapons to hit and grapple the PCs who dare try to climb to the higher level in the fighting pit.

Unbeknownst to the gladiator PCs – and the arena officials – the Hill Giants have been sent here to give the PCs a message.

**The message is this:** A very old and revered Storm Giant seeks to meet with the PCs. The Storm Giant will offer them a challenge of a lifetime and if they succeed, he will not only guarantee their freedom from the Osh Orim but also more treasure than they can hold in their little hands.

Knowing how dimwitted Hill Giants can be, the old Storm Giant made them memorize this message. However, he couldn't foresee the Hill Giants would try to whisper the message to the PCs – at the same time they're trying to beat them with their clubs. Nor did the old Storm

Giant think the Hill Giant brothers would forget the correct sequence of the message. (Give the PCs disadvantage on Perception checks to hear the whispered message – DC14 – as the large orc crowd watching this unfold will be incredibly loud as they rarely get to see giants fight! If the PCs hear the Hill Giant's whisper, consider giving them only a few words from one part of the message, which is provided in a different sequence than originally told.)

Two of the Hill Giants will be trying to whisper this message to the PCs during the battle. They won't be smart enough to deliver the message at one time – or in the right order – so this could take several rounds before the PCs understand the message.

The Hill Giants also have been tasked with “gifting” the PCs a ring of teleportation, which will later send the PCs to their meeting with the revered old Storm Giant. Rather than simply dropping the ring, the brutish Hill Giants will try to tackle a PC and shove the ring into any type of opening that might work, such as the PC's mouth, their ear, a particularly bad opening in their armor, etc.

The Hill Giants include brothers “Weckbog” and “Cowgrog” and a third, slightly smaller brother - a mute known as “Bog-bog.” This trio will team up to jump on top of a PC – in true pro wrestling fashion! - to restrain them before lodging the ring into the PC in some fashion.

### Monster recommendations:

Hill Giants, *Monster Manual*, pg. 155; Roper, *Monster Manual*, pg. 261, that could emerge from the western wall.



## PART TWO

### **A surprise meeting**

The ring of teleportation given to the PCs will bring the party to a location – a mountaintop – they have never visited before. As the world materializes in front of them, the PCs will feel bitter cold and freezing winds encircling them as they view a high-elevation landscape largely covered in ice. It is not difficult for the PCs to discern that they are thousands of feet high. In fact, clouds can be seen below them, hovering near the mountain and hiding the ground far, far below.

Within moments of arriving, the PCs will hear a grinding of ice and behind them, a door – previously invisible to the eye – of incredible size will slowly open, revealing a passageway into the mountain. Heat beckons the PCs inside, as does the smell of cooking meat.

Inside, the passageway immediately opens into a vast natural cavern, some 100 feet high and at least that long. Within this cold environment is a blazing fire – with the remnants of an animal carcass slowly rotating over it – and opposite of this area is an array of toppled trees and indistinct, large pieces of wood (remains of broken wagons and ships perhaps?). The latter has a semblance of order to it. On top of this immense woodpile is a titan of a bird, its head mostly a deep blue and its beak a distinct, blood-colored red. (The bird is so massive its

wingspan could probably cover the entire cavern.) The bird – a solitary Roc – will eye the PCs suspiciously but not move from its nest. After examining the PCs, the Roc will make a singular noise, a piercing call. Moments later, behind the fire, from a not-so-easy-to-find opening in the mountain cavern, a giant figure will approach.

This is Gud’gave the Wise, a Storm Giant some 25 feet tall. (See his NPC information).

Gud’gave, in his deep but trembling voice, will welcome the PCs, invite them to partake in the feast (about a third of a roasting Elk) and ask them to call upon him when they have finished. The feast includes several barrels of ale. An assortment of giant-sized mugs – two feet tall and adorned with priceless gems and rubies – are conveniently at hand. (Although the PCs will probably need to use both hands and a Strength check of 10 to pick up the three-quarters filled mugs.)

Once the PCs conclude their meal, they may call upon Gud’gave. The Giant will then provide the following information:

\* Gud’gave will formally introduce himself and speak of his lifelong mission to fulfill the true meaning of his birthname, God’s Gift. Gud’gave

will explain that in most cases, his role in fulfilling this birthright has not had an effect on other races, including theirs. But more recently that has changed for one of his kind – a younger, aggressive Storm Giant with the thoughts and manner of a wicked conqueror - has deemed it worthy to intrude into the lives of other races. This Storm Giant, named Ugaeji, is on a path to cause unimaginable destruction and mayhem in various planes, including the one the PCs live in. Ugaeji must be assassinated and this act must be done in secret, which Gud’gave believes the PCs can do. If the PCs are successful, Gud’gave will ensure they are freed as gladiator slaves and have the means – treasure! – of helping their nations take on the mighty Osh Orim empire should they so choose.

\* The opportunity to dispatch the heavily guarded Ugaeji will come only once as he rarely, if ever, leaves his heavily guarded flying cloud castle. That opportunity will be an upcoming giant festival that includes a series of arena battles the PCs can participate in.

\* To kill Ugaeji, the PCs will need to destroy his flying cloud castle by causing it to fall from the sky. Gud’gave has used his gift of foresight to understand how this seemingly impossible task can be done.

### The quest

Here are the key aspects of the PCs’ quest:

- 1) **Gud’gave will use his contacts within the orc nation** to ensure the PCs are part of a group of gladiators who fight in the upcoming Sacred Storm festival. On the festival’s final day, there will be a number of arena battles. The PCs will be in one of that day’s first battles.
- 2) **To avoid being linked with the death of Ugaeji** – for that would mean they would be targeted by Giantkind after the festival - the PCs must “die” during this battle. Although their death will not be genuine, the act itself must be. To achieve this, the PCs must be consumed by a creature within the arena. Once they are swallowed, they can use a

**The view from Gud’gave’s mountain top.**



teleportation ring Gud'gave will gift them in order to teleport within the flying cloud castle to a garden. It is within this garden that Gud'gave believes the rune-covered pebble can be found. (Gud'gave's spies searched the rest of the flying castle and did not find the magical pebble.)

- 3) **The PCs must gain entrance into the garden** and find the pebble. This large garden – an enclosed area appearing like the Underdark with its tall fungi forests, according to rumors told to Gud'gave's spies - is guarded by a 20-foot tall Ettin.
- 4) **Once the pebble is found**, the PCs can recite a ritual provided by Gud'gave. This ritual will, in time, dispel the magic from the runes on the pebble. Although the ritual is short – only taking a few minutes to speak – it is unknown how long it will take to undo the pebble's magical runes, and thus cause the flying cloud to begin to fall to the ground. Once the ritual is said, the PCs can use their rings to teleport back to the arena.
- 5) **When the PCs return to the arena**, they will be embroiled in the Sacred Storm, the festival's final battle that features a deadly encounter of giants and titan-sized creatures. As Giant tradition dictates, only one giant can be left standing in this battle and they are then heralded as their race's "Sacred Warrior," a prestigious title that lasts 100 years, until the next festival. The PCs must survive this battle long enough for the pebble's magic to unravel and for the flying cloud castle to begin falling from the sky. At this

point, the PCs will be taken by an ally of Gud'gave's – an adult red dragon who has agreed to participate in this battle and then fly off with the PCs.

- 6) **Once the flying cloud castle has crashed** to the ground, the PCs are to find Ugaeji to confirm he has died. Or, if need be, to finish him off.

### **Gifts from Gud'gave**

Assuming the PCs accept the quest, Gud'gave will provide them gifts that he sees as crucial to their success, including:

- \* hats of disguise, one for each PC to be used before they teleport back to the Giants' arena;
- \* a scroll of Lightning Strike with a range of 500 feet. Each creature in a 10-foot radius must make a Dex save (DC based off spellcaster's modifier). Damage is 12d8 lightning.
- \* a Staff of Catapult Creation. One action is needed to transform the foot-long, thick wooden staff into a catapult, and a second action – a ranged spell attack - to hurl a massive rock from the catapult. (Damage: 4d12+spell modifier). When the catapult is moved, the item re-assembles into a staff and later, another action is required to re-create the catapult. The staff has enough magical energy to create and hurl 1d6+1 rocks.
- \* Teleportation rings. These will only teleport the PCs from the arena to the cloud palace gardens and then back again to the arena.

**Note for GMs:** These items will not be given to the PCs now as gladiator slaves are constantly searched by the arena guards. Rather, one of Gud'gave's contacts (the Red Dragon Eternal Fire) will deliver these to the PCs after they arrive at the Giant festival.

## NPCS

### **Gud'gave the Wise (pronounced Good-ga-vey)**

Even for a Storm Giant, Gud'gave the Wise is ancient, his dozen centuries of life rare among his kind. Age has left its mark on the Giant, his hair now silvered and sparse, though long enough to touch his shoulders. His 25-foot tall frame shows the slightest of signs of what once was, for his physical features once almost god-like now appear frail and occasionally tremble. His deep voice, too, struggles to remain on pitch.

Only his bright purple eyes that stare down upon a visitor remain as they always have – watchful and wary.

For Gud'gave's final days are here, a fact that his gift of foresight has shown him. His powers of prophecy were handed down by his father, who gave him his name – meaning God's Gift in the Giant language – and thus his life's mission. This was to use the gift of foresight to better the world, but not his standing within Giant society. The latter, if asked, Gud'gave views with some reservations. He, like his kind, has

always sought a solitary life but his existence has, at times, lacked excitement. (“Even a storm of common gray clouds and soft drops of rain occasionally has thunder and lightning.”)

Within the Giant community, Gud'gave's gifts are prized. He has accumulated several lifetimes of treasure for providing his gift of foresight to other giants and prominent creatures, including dragons. The latter includes Eternal Fire, an adult red dragon that Gud'gave recently struck a deal with. Eternal Fire has agreed to be involved in the Sacred Storm, the Giants' celebration, as part of the final arena battle and in doing so, fly the PCs away from the battle once the flying cloud castle begins to fall. For this, Gud'gave has given more than half of his considerable treasure to the dragon.

Gud'gave's final days on this plane will be spent on what he considers his most difficult feat of all of his years – ridding the world of the wicked Storm Giant, Ugaeji. For this, he has summoned the gladiator slaves (the PCs).

### **Ugaeji (pronounced Uug-eye-gee)**

Disputes of petty importances wound up impacting the life of this Storm Giant and later, thousands of others.

The parents of Ugaeji, the silvery-eyed, dark-haired Storm Giant, could not resolve their minor differences and thus went their separate ways, well before the custom time of a child's maturity. Thus Ugaeji was left in his father's care and the latter, having little interest in the boy, sent him to be educated within Giant society. So the defining years of Ugaeji's childhood was spent among far more aggressive beings, namely Frost Giants. Here he developed an endless appetite for war.

After overseeing the construction of his cloud castle – which included the betrayal of prominent Cloud Giants and other magical folk – the warmonger Ugaeji targeted other races. Ugaeji secretly used the spoils of his successful war raiding to help a little-known aggressive band of orcs, the Osh Orim (Iron Orcs), to first establish regional dominance and then quickly spread through their brutal war tactics across an entire continent.

Even these gains could not satisfy Ugaeji's desire for dominance and his neverending appetite for destruction has stretched now across multiple planes of existence.



## PART THREE

### **To the clouds!**

Within days of meeting Gud'gave, the PC gladiators are approached by their arena master and told they will be soon be leaving to participate in a festival of Giants called "Hellig Uvar," the Sacred Storm. Their arena master, donning new clothing and jewelry, will conclude the brief discussion with a throaty chuckle, "It was nice knowing the lot of you ..."

The following day, the PCs (fully healed now from their previous encounters) will be taken by arena guards to a wizard's tower, where they will enter a magic circle and be promptly teleported to Ugaeji's flying cloud castle.

The PCs will materialize in an outdoor area on the flying cloud castle. Several giant guards stand around the teleportation circle, awaiting their arrival. Clouds around the area conceal much of the flying castle, although towers and spires can be seen jutting out as far as the eye can see. It's apparent from this viewpoint that the flying castle is a massive, sprawling structure.

The PCs will be briskly taken to a guarded, enclosed area housing a number of arena participants, including a large, loud pack of gnolls, numerous other gladiators and one particular creature that stands out above the

rest – an adult red dragon. The latter sits by itself, its eyes half closed with a massive pile of chewed-upon animal bones at its side and one bone fragment (larger than any of the PCs) in its mouth. This is Eternal Fire, the female red dragon Gud'gave spoke of that has promised to carry the PCs back to the ground once the cloud castle begins falling from the sky.

Once the dragon has spotted the PCs, Eternal Fire will saunter over to them and command them – in a less than gracious manner – to follow her back to her spot by the animal bone pile. In her curt, less than friendly manner, Eternal Fire will communicate the following: "You pets of Gud'gave have a problem - one that needs your prompt attention. Two giants have brought Rocs, creatures that could enable Ugaeji a rather easy time of it, if you know what I mean. Luckily, the Rocs are not pets, like you worthless bunch of bones. So if you can free the Rocs from their chains, they will fly off."

The dragon will tell them where the rocs are – in an area far from this enclosed area – and discreetly hand the PCs two teleportation scrolls, one that will bring them to the area where the Rocs are being held and one to bring them back. (The dragon also will provide them the gifts Gud'gave previously promised them.)

“If you get caught freeing the Rocs,” Eternal Fire will say, “the giants will crush you.” The dragon will then chuckle, “saving me the trouble later. I’ve rather had my fill of boney creatures for the time being ...”

### **Roc rescue site**

Using the scroll, the PCs can teleport to an area of the flying cloud castle that appears to be far removed from the busy festival area in which they were previously in. In this area – largely devoid of any sound or activity - the PCs are near a rocky ledge, with only a cloudy sky below them. Near this ledge is another part of the flying castle terrain, separated by about 60 feet of air. Two bridges cover the span between these two ledges. It is on one of these rocky ledges – the one farthest away from the PCs - that the Rocs are located. There are two immense birds here, each of which is held to the rocky ledge by immense, thick chains. In this area, standing guard, are two stone giants, at opposite ends of the area. Neither giant is particularly active as the PCs arrive, sitting more than standing guard and tracing shapes in the ground near them. Each giant has a horn on them that they’ll use it to call others toward the scene should anything draw their attention. If alerted, another 1d4 Stone Giants could arrive in 1d4 rounds to help their allies.

The PCs will have to devise a plan to get past the stone giant guards and free the Rocs. The latter will not be friendly to the PCs, unless they can role-play and roll a significant Animal Handling skill check as the Rocs have been mistreated by their handlers. Once set free, however, the Rocs will fly away immediately and quickly. (They have 120 fly speed)

Making this process of freeing the Rocs that much more challenging will be the presence of a group of Smoke Mephits, lazy creatures that love to mock and mislead others. Two of the Smoke Mephits have picked up enough of the Common tongue to speak with (and mislead)



Hellig Uvar, the Sacred Storm festival, will be held on a Giant’s floating cloud castle, one that is usually off limits to other races besides Giants.

with individual, heavily accented words in Common. The Smoke Mephits – all six of them - will be somewhat hidden when the PCs arrive,

with only fragments of their smoke being seen. Most of these Smoke Mephits are located underneath the bridges.

Also in this area are two large Tusked Skyfish, which appear like flying jellyfish. They are floating like balloons in the area and have a flying speed of 20 feet. PCs could try to mount these balloon-type creatures to use as flying devices. (This should require a Dexterity check – make it tier based – as the Skyfish can be tricky to mount.) The Skyfish also have deadly tentacles (lightning damage) beneath their circular heads as well as tubular parts of their body that shoot out a stench spray. The PCs could be attacked with the latter or, if properly



## PART FOUR

### Into the fray

Having dealt with the Rocs – either successfully or unsuccessfully – the PCs can teleport back to the enclosed area they were transported to when they arrived at the cloud castle. As they return, they'll see more gladiators in the enclosed area as well as a number of different, movable structures, obviously built to be used in the arenas. Having arrived back at this area, the PCs could talk with the other gladiators and hear the following rumors: (Have PCs interested in hearing rumors roll a d10)

mounted, could use the spray as range weapons if they can control the Skyfish.

\*GM note – This should be a difficult challenge for the PCs. If they fail in freeing the Rocs, the evil Storm Giant Ugaeji is likely to use them in escaping his falling cloud castle, meaning he would be either uninjured or slightly injured when the final battle start. If the PCs succeed, then Ugaeji won't have access to the Rocs and is likely to be heavily injured at the start of the final battle.

#### Monster recommendations:

Tusked Skyfish, Tome of Beasts, pg. 391; Smoke Mephits, Monster Manual, pg. 217; Roc, Monster Manual, pg. 260

**1** – Unlike at the orc arenas – where gladiators are often revived if killed in battle – that is not expected to happen here as the Giants have little interest in keeping the “miniature warriors” – the humanoid gladiators - alive.

**2** - The Red Dragon, Eternal Fire, will not be alone in her battle against the Giants in what is expected to be the grand finale of the festival – the Sacred Storm battle. There is no definitive word on what type a creature the dragon has allied with but it is rumored to dwell in the sea.

**3** – A pack of nasty gnolls, featuring strange equipment from another plane, will be featured in one of the first battles. Many of the gladiators see this as “cheating” and grumble about having to face opponents with “significantly advanced” arms and armor.

**4** – Throughout the course of the day, the arena will slowly transform as the giants’ magic users will be conducting Control Weather spells, causing incredible downpours, lengthy thunderstorms and possibly snowfall.

**5** – Every battle fought in the arena will feature what the giants prize the most – enormous creatures that can swallow “miniature warriors” in one gulp.

**6** - Fierce Giant warriors and spellcasters, under Ugaeji’s command, have been known to involve themselves in an ongoing arena battle, especially to “clean up” any remaining “miniature warriors” that cling to life.

**7** – Ugaeji likes to place different types of structure in the arena, from wagons to tents to large rocks to even small dwellings. It is rare for these structures to be void of life for the Storm Giant prides himself on finding the deadliest of creatures to occupy the smallest of places.

**8** – Ugaeji has two catapults loaded with fiery projectiles before each arena battle. If he grows bored, the Storm Giant will fire these fire-blazing projectiles at the arena participants. He particularly likes to target the “miniature warriors” with these projectiles.

**9** – An elemental creature of incredible power will be commanding the weather during the final battle of the arena. This creature, supposedly an ally of Ugaeji’s, is not expected to partake in the actual battle itself, although elementals have been known to rage uncontrollably before ....

**10** – Multiple dragons will participate in the final battle, including one that has vowed to kill the famous Red Dragon, Eternal Fire.

### **The battle begins!**

The PC gladiators are featured in the second battle of the day in an immense open-air arena. This structure has a tremendous crowd – mainly giants and giantkind, including Ugaeji himself – watching from raised platforms that surround the arena. The arena – for now – has a hard-packed sand floor, four pillars that are 5-feet wide and 30-high, and four closed (and locked from inside) iron doors set into the different walls. The latter are 20 feet high and smooth, thus difficult to climb.

On GM discretion, there can be different structure placed within the arena, such as empty wagons, barrels, etc. There also are two spiked pits set into the sand floor. Each pit is 15 feet deep and 10 feet wide. PCs and creatures will need a Perception of 13 to spot them (Please remember to penalize combatants’ Perception checks as they are in battle.) A Perception or Investigation of 18 reveals a mechanic device to re-set the trap.

The battle begins when the PCs enter the arena. At that point, their first foes – a large party of heavily armored gnolls - have already been allowed into the arena and taken positions to defeat them. (GM note: Or you can give the PCs a chance at winning the advantage here, thus giving them an option to be the first in the arena.)

After 3-4 rounds of battle, a secondary and deadlier foe will “surface” through the sand. At least two Purple or Sathaq Worms will emerge, giving the PCs the chance to “escape” through means Gud’gave had previously told them about.

### **Monster recommendations:**

Gnoll Havoc Runner (CR3), Tome of Beasts, pg.

230; Sathaq Worms (CR10), Tome of Beasts, pg. 337, or Purple Worms, (CR15), Monster Manual, pg. 255.



## PART FIVE

### This is a garden?

Once the PCs have been swallowed by a worm in the arena, they can then use their teleportation rings to travel to a site near the cloud castle garden, or at least it's referred to as a garden. For as the PCs will quickly discover, this is far from a traditional garden. In fact the entire "garden" is an enclosed area with one entrance - a massive set of 30-foot-tall wooden, double doors. Standing guard outside these doors – and looking almost normal-sized due to the immensity of the doors – is an Ettin, a giant with two heads. The Ettin, a female, is actually nearly 20 feet tall and wears a shimmering cloak (Cloak of Displacement) that makes it appear like it has an illusionary double. It also holds two fierce-looking magical weapons. The two heads are vastly different in appearance. The head on the left - named "Yori" - has a bald head with massive, black bone earrings and upon its lips a deep, forest green shade (there are irregular, small bumps in this shading). It also has light green coloring around its eyes. The head on the right - named "Kaali" - has long, unadorned dark hair, no make-up and a long, stick-like object coming out of its mouth.

As the PCs focus on this Ettin, they'll hear the following conversation:

"Sweet Kaali, would you mind taking that foolish-looking spear out of your mouth, for who knows where it has been ...." The left head Yori will remark, sounding disgusted and nearly sickened.

"Stupid Yori, would you mind taking that disgusting, foul substance off your lips so perhaps a male might actually give us the time of day sometime this century?" the right head Kaali will reply.

"That disgusting substance, Sweet Kaali, happens to be all the rage of Giantkind right now," Yori will add. "In fact, I will tell you it's not easy to find Goblin Limb Lipstick here in the castle cloud anymore. Of course, one with your pixie-sized brain would hardly know the fashion of Giant-kind, now would you?"

This discussion of fashion – or the lack there of – will go back and forth as the PCs watch. Despite the verbal confrontation, the Ettin females are effective guards and they will likely spot the PCs if they approach. (The fact that the

Ettin stands right before the wooden doors and there is no nearby cover also helps!)

While it is a faithful guard, the Ettin doesn't really consider letting the PCs into the garden to be any crime, providing the PCs can provide a compelling way (or two!) for the female Ettin to lure a mate to them. (The Ettin is not aware of the magic pebble's existence within the garden and only knows of the garden as a source of food and poison for their lord, Ugaeji. They also are not aware that a "magic pebble" actually controls the flying cloud castle's ability to remain aloft.)

### **An ally?**

Once inside the garden, the PCs will peer upon a scene that is likely foreign to them. This enclosed area features all of the characteristics of the Underdark, including huge forests of tall mushrooms, other multi-colored fungi and a mixture of soft phosphorescent lighting (dim lighting). The plant life, while foreign, is thick throughout the garden, making it relatively easy to travel unseen, and in places, incredibly tall, with some of the fungi reaching up to the 50-foot tall ceiling.

It won't take long for the PCs to discover the presence of other giants here in the garden, first through easy-to-identify tracks (feet that are easily 3x larger than a normal humanoid and many of these!) and then sightings of 15-foot tall creatures. These are Chuhaister, brutish giants typically seen in forests.

Once a PC uses any sort of magic in the garden, they'll receive an unexpected message in their mind.

"Who dares step into my garden?" the voice says, deep and threatening. Have the PC roll an Insight check. If they beat a Persuasion roll (+2) from the source of the voice, they'll discover the tone of the voice is false. It will be evident that whatever creature is sending this message

is trying to sound like a deep, scary presence when it's likely far different from that.

The voice is that of Thei Tulipglade, a princess Pixie with vast magical powers, much of which are not at her disposal due to her captor, a Chuhaister, who possesses an ability to keep her powerless. (She can cast the cantrip Message at-will, however.) Thei was the final crafter of the magical pebble that allows the giant's cloud castle to fly. Her role centuries ago in the creation of the castle – which took weeks and dozens of mages to complete – was "rewarded" by Ugaeji's betrayal. He had convinced the Pixie princess to take part in the formation of the cloud castle with the promise that half of it would be kept as a special homeland for Pixies and other Fey creatures. Ugaeji, in fact, did nothing of the kind and instead had the Pixie princess enslaved.

Thei knows where the pebble is kept – here in the gardens. She will tell the PCs the location of the pebble if – and only if – they can free her from her captor. There are significant complications to achieving this, however. The Chuhaisters – ferocious warriors – are numerous here, numbering at least a dozen. Plus they have nearby pets (Arcanaphage) that can absorb magic, rendering many wizards, sorcerers and other magic users potentially powerless in what would likely be an extremely challenging encounter.

Thei tells the PCs there is only one way for them to free her – they must possess the mind of her captor Chuhaister and when this is accomplished, release her. By possessing the Giant's mind, no other Giants in the garden would be alerted to what's happening.

Further Thei will tell them she knows of a creature in the garden that has the power to possess her captor. It's a wary creature and one not easily dealt with and one she can not physically reach.

## **Mehira the Mist**

Thei will tell the PCs of a female vampire named Mehira that once tried to harm a relative of Ugaeji's. The vampire was caught and brought here to the Storm Giant's cloud castle. Rather than merely killing the vampire, the Storm Giant had the creature exposed to sunlight long enough to burn its physical being but not enough to kill it. Instead the female vampire was transformed into a Mist, a weightless, undead creature.

Thei will provide the location of the Mist creature – it can not be exposed to any light, even the dim light here in the enclosed garden – so it resides in an old, windowless shack in the garden. Thei will tell the PCs that one of them will have to allow the Mist to enter their body. Once this has been done, the PCs and the Mist must return to the Pixie, and have the Mist take over her captor's body.

What Thei the princess Pixie will not tell the PCs is that the Mist has consumed so many mortals in the decades it has been in the gardens that it struggles to retain its mind. In fact, every time the Mist shifts from one mortal body to another, its personality (derived from one of its past victims) also changes. As well, the Mist does not retain knowledge or memory from previous conversations when it shifts personalities.

When the PCs near the Mist, roll a d6. This is the personality the creature will have when it first encounters the PC. Roll a d6 again when the Mist enters a PC's body and is then asked to leave that PC's body in order to capture the Chuhaister's body. (Note: The Chuhaister who has captured the Pixie is in a remote area of the garden, away from others of its kind, tending to a part of the garden.) Roll the d6 a third time when the Mist enters the Chuhaister's body and is asked to free the Pixie.

Each time the Mist's mind shifts the PCs must successfully persuade it – and its different personality – to go along with their plans. If the PCs fail to quickly persuade the Mist, it could wreak physical harm on the body it currently possesses, including the PC.

### **Here are the different personality types the Mist could shift into:**

**1 – Old woman:** Kind and trusting. Needs a thorough explanation of everything and is slow to act. Easily confused. Hard of hearing.

**2 – Young boy.** Excited about everything! Has absolutely zero clue of what to do and often asks the same question numerous times. Especially fond of anything he shouldn't have or know about.

**3 - Valley Girl/Teenager** – Oh my god, this place is so, like, down in the dumps! Who does the interior design around this poor excuse of a weed-dump?

**4 – Librarian** – Needs exact details about everything. Is highly read on the slightest of details but has no real world knowledge of what to do or how to do it. Gets sidetracked easy on long, narrative tangents.

**5 – Old, male science professor** – Dear me, this cottage looks like it has been lived in by a sick walrus. I wouldn't even put half this stuff on a petri dish for god's sake!

**6 – The Anti-Bard:** No, no, I'm pretty sure all of this is going to end terribly. Horribly! Can't you feel that? It's an omen man! Death is knocking on our door with both hands!

Once the PCs are able to convince the Mist and free the Pixie, she will lead them to a remote corner of the garden, show them the location of

the pebble – contained in an old, nondescript leather pouch – and then leave. Here the PCs can perform the ritual and then teleport back to the arena.

**Before the princess Pixie leaves the PCs,** she will cast healing spells on them as a way to thank them. (GMs could consider this heal as a long rest as the Pixie will once again have access to her powerful magic.)

### **Random Encounter**

This final scene in the garden would be a great place for a random encounter where the PCs



## **PART SIX**

### **Survival**

With the flying cloud castle now fated to plummet to the ground, the PCs must return to the arena so they'll be able to catch their ride back to safety. In this, their "ride" is the Red Dragon, Eternal Fire, who is fighting with a group of Drakons against a group of ferocious Giant fighters in the arena as part of Hellig Uvar, the Sacred Storm, the final battle of the festival.

The dragon has agreed, as part of its deal with Gud'gave, to return the PCs back to the ground safely once the cloud castle begins to fall.

Here is what the PCs will find once they teleport back to the arena (with their disguise hats on so they won't be recognized by the Giants):

are spotted and try to hold off a pack of Chuhaister and their strange pets while one of the PCs performs the ritual on the pebble to dispel its magic. The Mist could be used in this encounter as well, as it may try to consume more than one of the Giants' bodies or even a PC.

#### Monster recommendations:

Crimson Mist (CR6). Creature Codex, pg. 67;  
Chuhaister, (CR7), Creature Codex, pg. 62,  
Arcanaphage (CR4), Creature Codex pg. 42

\* **THE ARENA** ... has been transformed. There is a 10-foot deep and wide river that meanders through the enclosed arena, a byproduct of the constant downfall of rain that occurred during the previous arena battle and the current one. Elsewhere in the arena, there are a number of buildings and structures that are essentially islands separated by the swift-moving river.

\* **THE GIANTS** ... There are three of them, each a different type (depending on PC tier) but they could include a Fire Giant, Void Giant and Storm Giant. Each of these Giants are fighting for themselves as they understand the last Giant standing will be crowned the Sacred Warrior, a prestigious honor among Giants. Each of the three Giants, should they see the PCs, will try to

compel them to destroy any creatures that are attacking them, including the Red Dragon, Eternal Fire. If the PCs do not immediately prove themselves as allies, they will be viewed as enemies and attacked.

\* **THE CREATURES** ... Each of the Giants will be fighting against at least one Drakon, possibly two, as well as the Red Dragon. In addition, there are packs of Eel Hounds in the water.

\* **THE FIGHT** ... The Sacred Storm battle has already been going on for several rounds before the PCs arrive. So GMs should consider having all battle participants – Giants and creatures alike (other than the eel hounds in the water, which are untouched) – down at least one-third of their health, abilities, spells, etc.

\* **THE ELEMENTAL LORD** ... One hundred feet above the arena is a hovering Elemental Storm Lord, who is here to provide the dramatic Hellig Uvar, the Sacred Storm. He is, however, far from a neutral party. He has been paid by Ugaeji to provide a tempest, a mighty storm of water, wind and lightning. This tempest has a 120-foot radius, causing large river swells and waves and savage winds, putting any ranged weapon attacks at disadvantage. Perception checks also are at disadvantage. Also, **all flying creatures must land at the end of their turn or fall**, including the red dragon. Besides providing the Sacred Storm, the elemental lord has been commanded by Ugaeji to try to hit any creature (including a PC) who lands a blow of 20hp+ to any of the Giants. Such a creature (or PC) will be targeted with the elemental lord's lightning attack (+9 to attack). The elemental lord has three such lightning attacks he can cast per round. (In lieu of the lightning strike, the elemental lord also can try to use a gust of wind to knock a creature or PC off an island and into the water. Strength save, DC16) If no Giant is hit for 20+ hp, the elemental lord will not attack that round.

\* **SURVIVAL TIME** ... Roll 2 d4+1s – this is the amount of rounds the PCs must survive before the runes are dispelled from the magic pebble and the flying cloud begins falling from the sky.

\* **THE PCs** ... The elemental lord's tremendous magical tempest causes the PC's teleportation spells to go awry, meaning they will land in different areas in the arena. Roll to figure out where in the arena they will fall and whether they end up on land or in the raging river. If the latter, the PC would be 5 feet under the surface of the water (Depth of the river is 10 feet). Beneath them, in the river, is the hard-packed sand floor. Likely quickly swimming toward the PCs would be one of several groups of starved eel hounds that were set loose in the water.

\* **OUTRAGED!** ... The red dragon Eternal Fire, when first spotted, is injured and outraged. When she spots the PCs, she'll fly down close to them and shout, "I will kill them all, the cheating swines! I did not agree to have a Fire Giant among them! Swines! Cheats!" Even once the flying cloud castle begins to fall, she will have to be convinced to leave the fight and flee back to the safety of land.

### **Once the cloud castle begins to fall**

The Giant's cloud castle has been adrift during the festival, sailing wherever the wind takes it. As the castle begins to plummet toward the ground – no longer held afloat by the magic of the rune-covered pebble – all PCs and creatures should make Dexterity saves in order to grab on to something nearby.

When the cloud castle begins falling, the effect of the Elemental Lord's tempest will be no more as he will suddenly be hundreds of feet above the castle. Fearing unknown powerful magic at work, the Elemental Lord will fly off and not be present for the remainder of the adventure.

At this point, the PCs will have 1d4+2 rounds to convince the infuriated dragon – which can

suddenly fly well enough not to land on the arena's islands – to flee the fight and fly off to the safety of the land.

During this time, PC and creature movement should be challenging as the castle will be falling hundreds of feet per second, in and out of clouds, wind flurries and even – as the castle nears land – through a dark, thunder-booming cloud of rainfall.



## CONCLUSION

### Did he survive?

**Several possible outcomes** could occur as the PCs land safely on the ground, most likely on the back of the Red Dragon Eternal Fire.

As a reminder, the PCs were tasked by Gud'gave to not only cause the floating cloud castle to fall but deal with Ugaeji if he remains alive. Here are different possible scenarios the PCs could deal with:

**THE GIANT** ... Ugaeji could be unharmed as he rides upon a Roc down to the ground and begins surveying the wreckage to his floating cloud castle. He will be infuriated at this outcome and ready to battle anything he sees. He also could be found injured in the wreckage or possibly dead within the wreckage. (GM Note: Depending on time, other Giants besides

### Monster recommendations:

Elemental Storm Lord (CR6). Creature Codex, pg. 139 (not initially part of battle and won't be in combat unless provoked); Drakon (CR5), Tome of Beasts, pg. 157; Eel Hounds, (CR2), Tome of Beasts, pg. 166; Storm Giant (CR13), Monster Manual, pg. 156; Fire Giant (CR9), Monster Manual, pg. 154; Void Giant (CR11), Creature Codex, pg. 187

Ugaeji could make their way out of the castle's wreckage as well and ally with Ugaeji.)

**THE DRAGON** ... Fire Eternal could be persuaded to join a fight against the giants, as they did not live up to their promise of keeping Fire Giants out of the battle. But if the dragon is seriously hurt, she will likely leave.

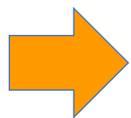
**A RESCUE?** ... It is likely Gud'gave is in the area, watching from atop of his Roc. If things get desperate for the PCs, consider having Gud'gave and his Roc come to the rescue.

With success, the PCs earn their freedom and riches! (Whatever treasure they carry in their hands from Gud'gave's cave.)

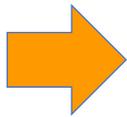


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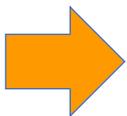
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