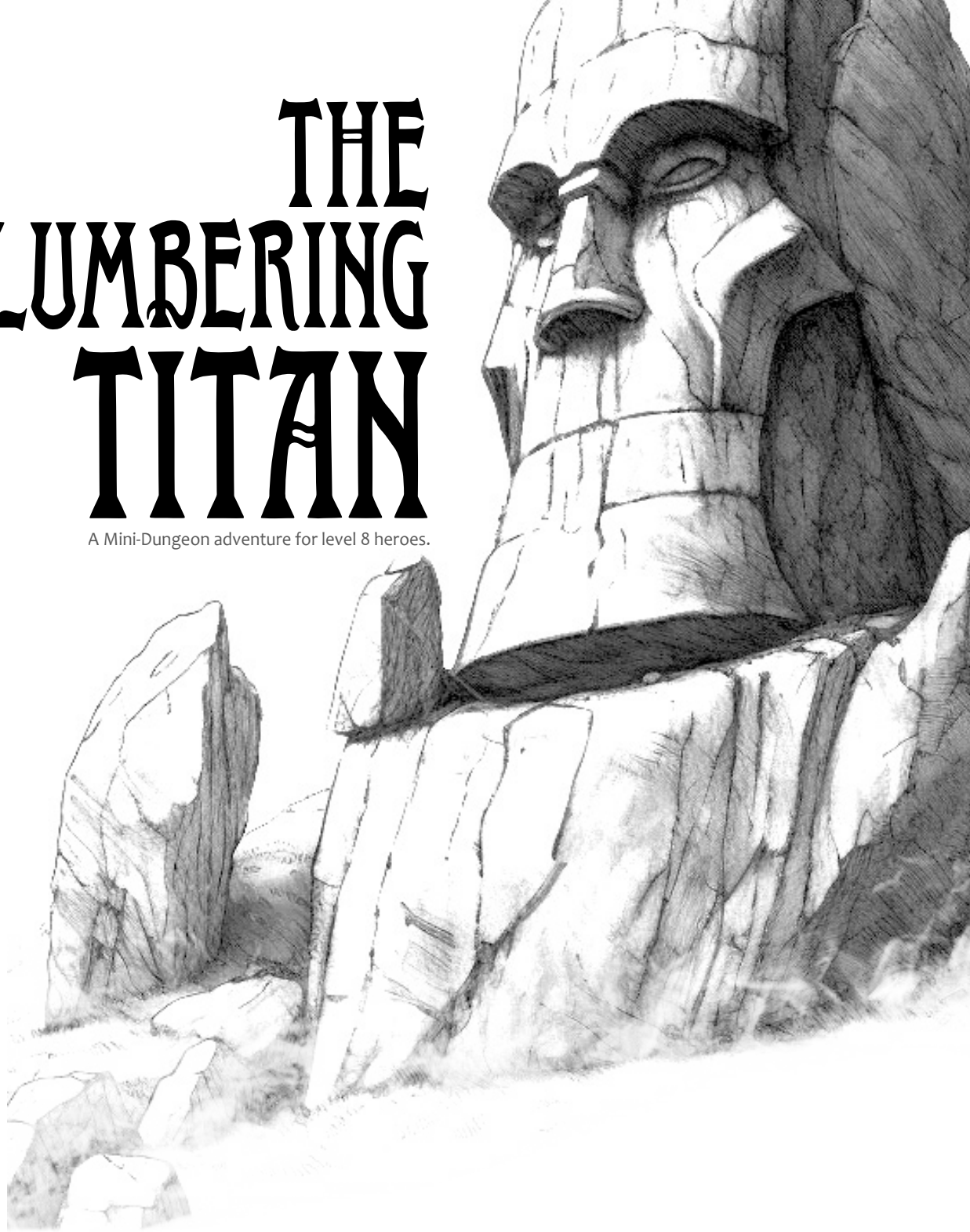


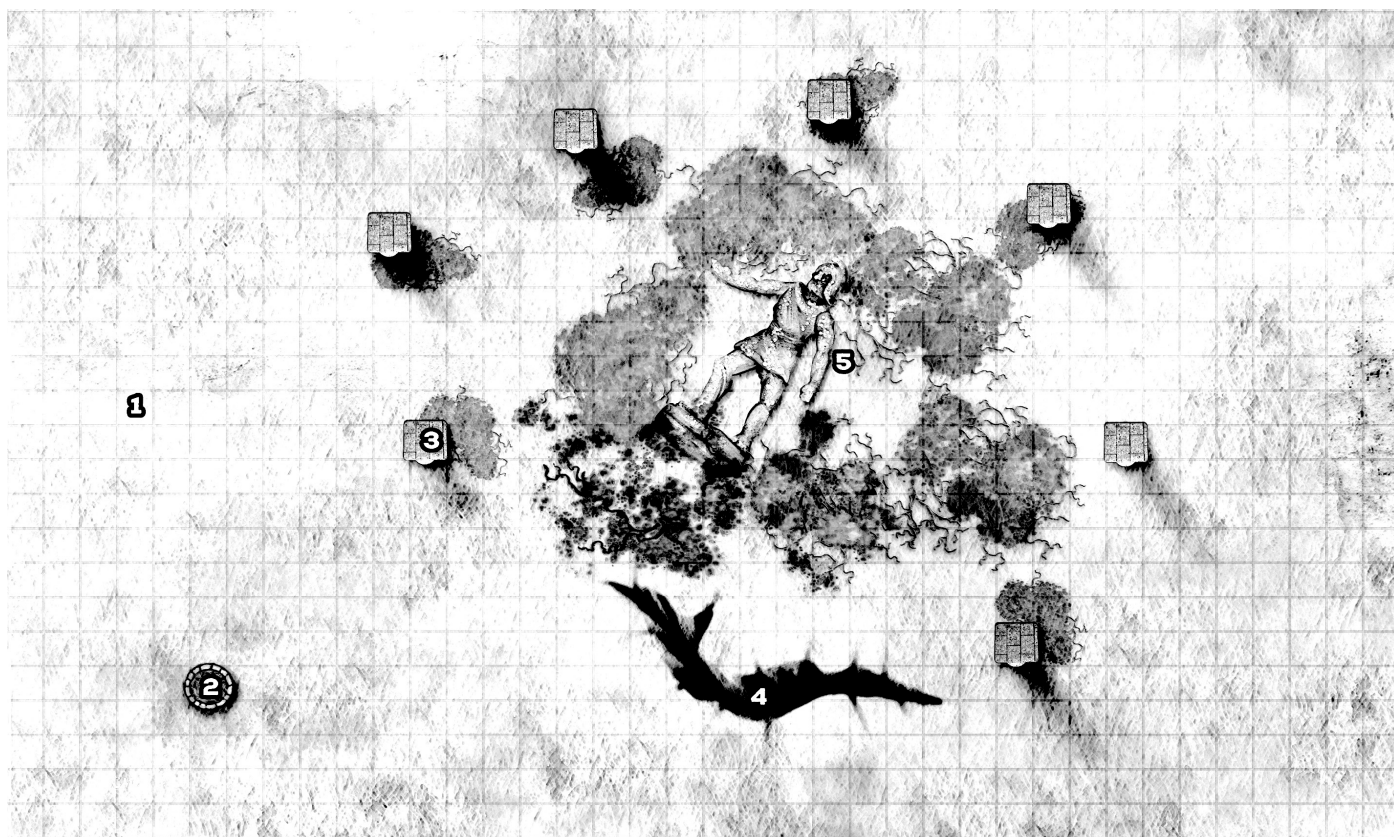
# THE SLUMBERING TITAN

A Mini-Dungeon adventure for level 8 heroes.



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In ancient times the gods placed titans to live among men and guard their kingdoms from primordial demonic hordes. As the demons were driven from the Material Plane, the titans stood guard over the rift locations to ensure they did not return. Centuries passed without demonic incursions, and the titans fell into a deep, dreamless slumber. Until now. A new rift has opened and a vanguard of lesser demons spreads terror and suffering throughout the land. The king tasks the party with awakening one of the titans before more powerful demons emerge. The party receives an ancient scroll with a ritual to awaken the titan.

### 1. AMBUSH FROM ABOVE

As the party arrives at the location of the slumbering titan, two vroks swoop from the sky and attack them.

#### DEV NOTE

- The vroks have minimum hit points.
- Spend less than 20 minutes on this encounter.

### 2. THE WELL OF STONES

A shallow well, only two feet deep, currently sits empty to the side of the clearing. Part of the ritual to awaken the titan involves placing a rune stone in each of the pillars in **Area 3**.

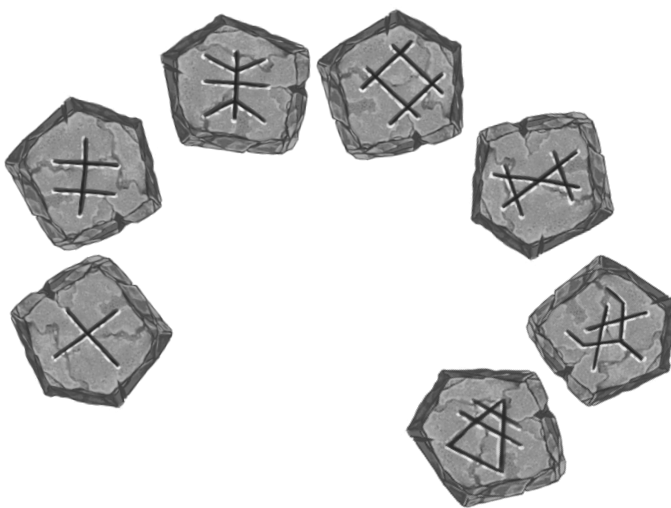
**Ritual of the Stones.** The ritual scroll explains the steps to follow to make the rune stones appear in the well. Completing the ritual requires five successful **DC 15**

**Intelligence (Arcana) checks.** Upon the first failure, 5 yek crawl out of the rift in **Area 4** and attack the party. Subsequent failures after the first spawn 2 yek.

#### DEV NOTE

- The yek have minimum hit points.
- Spend less than 20 minutes on this encounter.

Once the group has completed the ritual to conjure the rune stones, they notice that each stone is inscribed with a rune:



### 3. THE WAKENING PILLARS

A rough semi-circle of stone pillars surrounds the slumbering titan. Each pillar is ten feet tall and contains a small indentation, which obviously is intended to accept one of the rune stones (see **Area 2**). To wake the titan the party must determine in which pillar to place each rune stone. The pillars themselves are all identical. There are no markings on the pillars which correspond to the runes on the stones.

**Puzzle Solution.** The key to solving this puzzle is counting the number of intersections in each rune. The runes above are arranged in the proper order, but they should be scrambled when presented to the players. The rune with one intersection should be placed in the left-most pillar and moving clockwise the characters should place the rune stones in order from one intersection to seven intersections. Placing the runes in the incorrect pillars has no effect.

#### DEV NOTE

- You should have an hour left to complete the adventure after the heroes solve the puzzle. If time is running short while the players struggle with the puzzle, give them hints to help them along.

**Giving Hints.** Allow a character to make a **DC 15 Intelligence (Investigation), Intelligence (Arcana) or Wisdom (Insight) check** to gain a clue. On a success, the character can study the ritual scroll and determine the proper positioning of one rune. Whether they succeed or fail, each character may only make this check once. Alternately, a character may assist another character on their check, but only once.

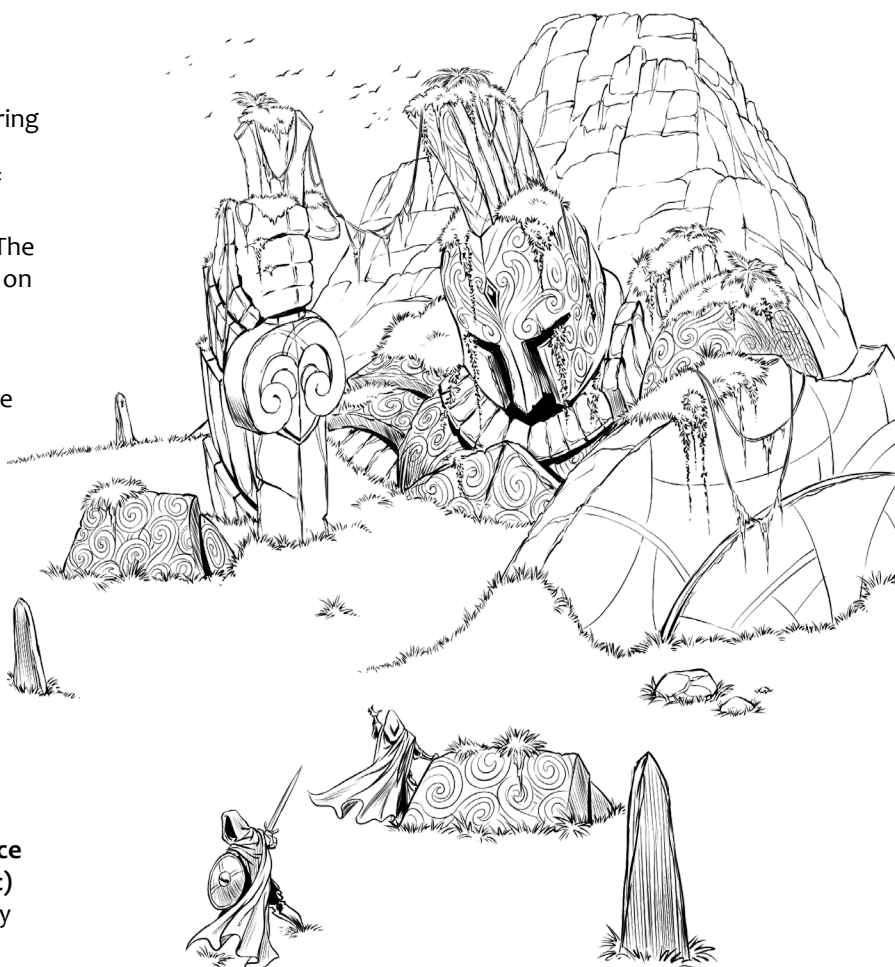
### 5. THE TITAN AWAKENS

As the rune stones are placed in the proper pillars the ancient titan groans to life. The titan is disoriented and weakened from centuries of sleep, and not yet fully awake. The titan attacks the party until they can explain to him that they woke him to deal with a new demonic threat. The titan has **disadvantage** on all rolls and deals only half damage until fully awake.

**Parley.** On initiative 20 of each round after the first, the party may attempt a **DC 15 Charisma (Persuasion) check** to convince the titan to cease attacking and listen. If the party reduces the titan to less than 100 hit points, the **DC** for the check decreases to 10. On a success, the heroes' words cut through the fog of sleep and the titan fully awakens.

**Development.** Once the titan stops his assault, the party can explain that the rift has reopened, and demons have been emerging and terrorizing the land. The titan explains that he can close the rift again, but that the accompanying influx of magic indubitably attracts a powerful demon. The party must prepare to face off against this demon.

**Rewards for the Party.** As a token of his appreciation for their help, the titan imbues ritual stones with his energy, transforming them into *ioun* stones. Allow the players to choose which *ioun* stone they receive. Each character receives one *ioun* stone, to which they are automatically attuned.



#### DEV NOTE

- You should have 45 minutes left to complete the adventure after the titan is fully awake and the *ioun* stones are awarded. If time is running short, the titan awakens fully when the rune stones are properly placed.
- If time is particularly running short, assign the *ioun* stones to the party based on which type of stone would be most useful to each character.

### 4. CLOSING THE RIFT

Once the party and the titan agree to cooperate, the titan begins the process of closing the rift. He points his greatsword at the rift and a beam of energy engulfs the tear in the ground. As the hole begins to close a huge burst of fire flares from the rift and a balor emerges. The titan points his sword at the demon and the energy engulfs the balor. The titan yells, "Attack him now! I will keep him weakened as long as I can!"

**Fighting the Balor.** While the titan's focus is on the demon, use the Balor (Weakened) statblock. Maintaining the energy beam on the balor saps the titan's lifeforce. The titan loses 25 hits points at the end of each round. If the titan dies, the balor returns to full strength; use the Balor (Restored) statblock, keeping the Balor's current hit points. The party can heal the titan to help him maintain the energy beam.

### CONCLUSION

When the balor is defeated, the titan finishes closing the rift. But if this rift has opened, then others might be opening as well. The titan leaves in search for other slumbering titans, preparing for the fight he believes to be ahead.

## BALOR (WEAKENED)

*Huge Fiend, chaotic evil*

**Armor Class** 17

**Hit Points** 157 (21d12 + 21)

**Speed** Walk 40ft. Fly 80ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 16 (+3) | 15 (+2) | 12 (+1) | 20 (+5) | 16 (+3) | 22 (+6) |

**Saving Throws** Str +9, Dex +2, Con +7, Int +5, Wis +9, Cha +12

**Damage Immunities** fire, poison

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Proficiency Bonus** +6

### Special Features

**Death Throes.** When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

**Fire Aura.** At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

**Magic Weapons.** The balor's weapon attacks are magical.

### Actions

**Multiattack.** The balor makes two attacks: one with its longsword and one with its whip.

**Longsword.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (3d8 + 3) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

**Whip.** *Melee Weapon Attack:* +9 to hit, reach 30 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

**Teleport.** The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

## BALOR (RESTORED)

*Huge Fiend, chaotic evil*

**Armor Class** 19

**Hit Points** 262 (21d12 + 126)

**Speed** Walk 40ft. Fly 80ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 26 (+8) | 15 (+2) | 22 (+6) | 20 (+5) | 16 (+3) | 22 (+6) |

**Saving Throws** Str +14, Dex +2, Con +12, Int +5, Wis +9, Cha +12

**Damage Resistances** cold, lightning, bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** fire, poison

**Senses** truesight 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 19 (22,000 XP)

**Proficiency Bonus** +6

### Special Traits

**Death Throes.** When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

**Fire Aura.** At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

**Magic Weapons.** The balor's weapon attacks are magical.

### Actions

**Multiattack.** The balor makes two attacks: one with its longsword and one with its whip.

**Longsword.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

**Whip.** *Melee Weapon Attack:* +14 to hit, reach 30 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

**Teleport.** The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

# ANCIENT TITAN

*Gargantuan Celestial, neutral good*

**Armor Class** 15

**Hit Points** 198 (12d20 + 72)

**Speed** Walk 50ft.

| STR     | DEX     | CON     | INT     | WIS     | CHA     |
|---------|---------|---------|---------|---------|---------|
| 27 (+8) | 13 (+1) | 22 (+6) | 16 (+3) | 16 (+3) | 20 (+5) |

**Saving Throws** Str +8, Dex +1, Con +10, Int +3, Wis +7, Cha +9

**Skills** Athletics +14, Intimidation +9, Perception +7,

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

**Senses** darkvision 120 ft., passive Perception 17

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

**Challenge** 12 (8,400 XP)

**Proficiency Bonus** +4

## Special Traits

**Magic Resistance.** The ancient titan has advantage on saving throws against spells and other magical effects.

## Actions

**Multiattack.** The ancient titan makes two greatsword attacks or two longbow attacks

**Greatsword.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 38 (8d6 + 8) slashing damage.

**Longbow.** *Ranged Weapon Attack:* +5 to hit, range 150/640 ft., one target. *Hit:* 19 (4d8 + 1) piercing damage.

# VROCK

*Large Fiend, chaotic evil*

**Armor Class** 15

**Hit Points** 55 (11d10 + 44)

**Speed** Walk 40ft. Fly 60ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA    |
|---------|---------|---------|--------|---------|--------|
| 17 (+3) | 15 (+2) | 18 (+4) | 8 (-1) | 13 (+1) | 8 (-1) |

**Saving Throws** Str +3, Dex +5, Con +4, Int -1, Wis +4, Cha +2

**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** poison

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 6 (2,300 XP)

**Proficiency Bonus** +3

## Special Traits

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

## Actions

**Multiattack.** The vrock makes two attacks: one with its beak and one with its talons.

**Beak.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

**Talons.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

**Spores (Recharge 6).** A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

**Stunning Screech (1/Day).** The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.

# YEK

*Small Fiend, chaotic evil*

**Armor Class** 16

**Hit Points** 44 (14d6 + 28)

**Speed** Climb 30ft. Walk 30ft.

| STR     | DEX     | CON     | INT    | WIS     | CHA     |
|---------|---------|---------|--------|---------|---------|
| 16 (+3) | 16 (+3) | 15 (+2) | 9 (-1) | 13 (+1) | 10 (+3) |

**Saving Throws** Str +5, Dex +5, Con +4, Int +1, Wis +1, Cha +0

**Skills** Perception +3, Stealth +5,

**Damage Resistances** cold, fire, lightning

**Damage Immunities** poison

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Abyssal, telepathy 120 ft.

**Challenge** 4 (1,100 XP)

**Proficiency Bonus** +2

## Special Traits

**Devouring Swarm.** If a creature has three or more yek attached to it from a bite attack at the end of its turn, the creature must succeed on a DC 12 Constitution saving throw or its Constitution score is reduced by 1d4 as the demons feast upon the creature's flesh.

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

**Pack Tactics.** The yek has advantage on attack rolls against a creature if at least one of the yek's allies is within 5 feet of the creature and the ally isn't incapacitated.

## Actions

**Multiattack.** The yek makes one bite attack and one claw attack.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage, and, if the target is Large or smaller, the yek demon attaches to it. While attached, the yek demon can make this attack only against the target and has advantage on the attack roll. The yek demon can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the yek demon by succeeding on a DC 13 Strength check.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (3d4 + 3) slashing damage.

# IOUN STONE

*Wondrous item, varies (requires attunement)*

An ioun stone is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of ioun stone exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

**Agility (Very Rare).** Your Dexterity score increases by 2, to a maximum of 20, while this deep red sphere orbits your head.

**Fortitude (Very Rare).** Your Constitution score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

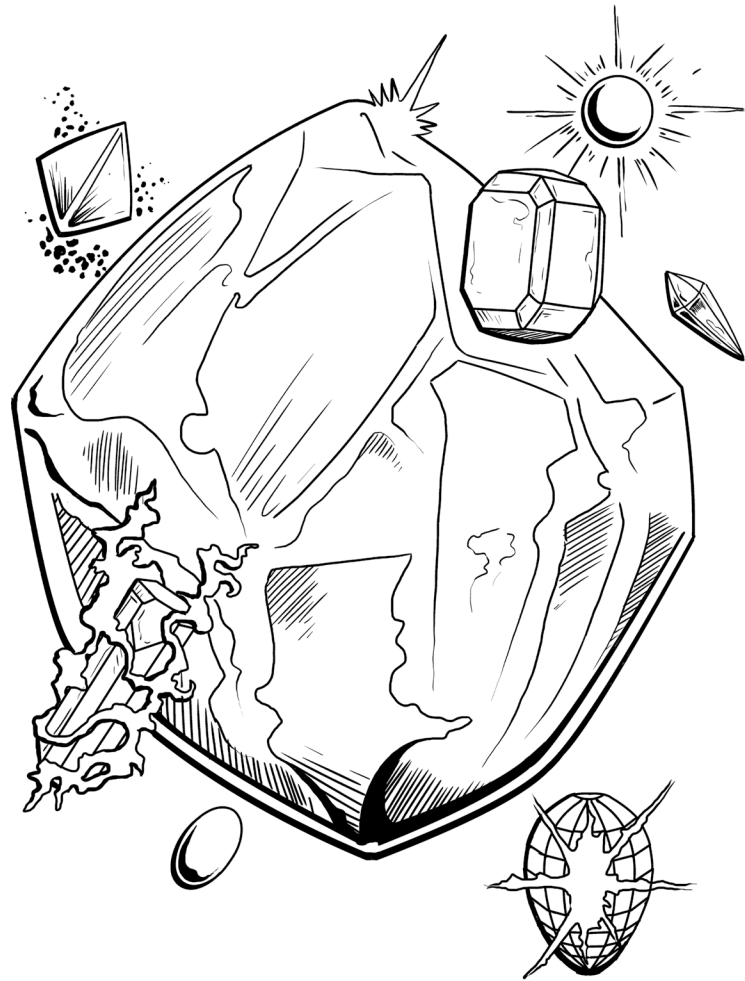
**Insight (Very Rare).** Your Wisdom score increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

**Intellect (Very Rare).** Your Intelligence score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

**Leadership (Very Rare).** Your Charisma score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

**Protection (Rare).** You gain a +1 bonus to AC while this dusty rose prism orbits your head.

**Strength (Very Rare).** Your Strength score increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.



# POTION OF HEALING

*Potion, varies*

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

| Potions of Healing |           |             |
|--------------------|-----------|-------------|
| Potion of ...      | Rarity    | HP Regained |
| Healing            | Common    | 2d4 + 2     |
| Greater healing    | Uncommon  | 4d4 + 4     |
| Superior healing   | Rare      | 8d4 + 8     |
| Supreme healing    | Very rare | 10d4 + 20   |

## ANIMATED SHIELD

*Armor (shield), very rare (requires attunement)*

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While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

## DEFENDER

*Weapon (any sword), legendary (requires attunement)*

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You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

## JAVELIN OF LIGHTNING

*Weapon (javelin)*

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This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a **DC 13 Dexterity saving throw**, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

The javelin's property can't be used again until the next dawn. In the meantime, the javelin can still be used as a magic weapon.

## OIL OF SHARPNESS

*Potion, very rare*

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This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

## RING OF THE RAM

*Ring, rare (requires attunement)*

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This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

## STAFF OF DEFENSE

*Staff, rare (requires attunement by a spellcaster)*

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You gain a +1 AC while holding the staff.

The staff has 10 charges. While holding it, you can use your action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save **DC** and spellcasting ability modifier: *mage armor* (1 charge), *shield of faith* (1 charge), *warding bond* (2 charges).

Additionally while holding it, you can use your reaction to cast one of the following spells from it, using your spell save **DC** and spellcasting ability modifier: *resistance* (0 charges, self only, triggered by having to make a saving throw), *shield* (1 charge).

The staff regains 1d6+4 expended charges daily at dawn.

If you expend the last charge, roll a d20. On a 1, the staff cracks and is destroyed forever. If this happens and you are currently under the effects of *mage armor*, it dispels your *mage armor* at the same time.

## STAFF OF STRIKING

*Staff, very rare (requires attunement)*

---

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

## WAND OF THE WAR MAGE

*Wand, uncommon (requires attunement by a spellcaster)*

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While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.



# STAFF OF THE TREANT

Staff, rare (requires attunement)

This unassuming staff appears to be little more than the branch of a tree. While holding this staff, your skin becomes bark-like, and the hair on your head transforms into a chaplet of green leaves. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

**Nature’s Guardian.** While holding this staff, you have resistance to cold and necrotic damage, but you have vulnerability to fire and radiant damage. In addition, you have **advantage** on attack rolls against aberrations and undead, but you have **disadvantage** on saving throws against spells and other magical effects from fey and plant creatures.

**One with the Woods.** While holding this staff, your AC can’t be less than 16, regardless of what kind of armor you are wearing, and you can’t be tracked when you travel through terrain with excessive vegetation, such as a forest or grassland.

**Tree Friend.** While holding this staff, you can use an action to animate a tree you can see within 60 feet of you. The tree is friendly to you and your companions and remains animated for up to 1 hour, after which it roots in place.

Roll initiative for the tree, 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 directly harm other trees or the natural world. If you don’t issue any commands to the tree, it defends itself from hostile creatures but otherwise takes no actions. Once used, this property can’t be used again until the next dawn.

## ANIMATED TREE

Huge Plant, chaotic good

**Armor Class** 16

**Hit Points** 138 (12d12 + 30)

**Speed** Walk 30ft.

| STR     | DEX    | CON     | INT    | WIS     | CHA    |
|---------|--------|---------|--------|---------|--------|
| 23 (+6) | 8 (-1) | 21 (+5) | 1 (-5) | 16 (+3) | 1 (-5) |

**Saving Throws** Str +6, Dex -1, Con +5, Int +1, Wis +3, Cha +1

**Damage Vulnerabilities** fire

**Damage Resistances** bludgeoning, piercing

**Senses** passive Perception 13

**Challenge** 9 (5,000 XP)

**Proficiency Bonus** +3

**Special Traits**

**False Appearance.** While the treant remains motionless, it is indistinguishable from a normal tree.

**Siege Monster.** The treant deals double damage to objects and structures.

**Actions**

**Slam.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

