

Muspelheim – Gladsheim

Introduction

This is Part 4, the last quest in the four-part Jotenheim campaign. This fourth adventure module is intended for approximately four characters of Level 20, with multiple epic boons already awarded.

If the party successfully navigates the prior Jotenheim and Fortuna adventure, they will have possession of a giant-sized battleaxe which was forged in Muspelheim and which will allow error-free teleportation there from Fortuna or any other location on the first layer of the Gladsheim plane. The exact location of the teleportation will be centered in a random location in the main forge area. The DM should roll a d10 to determine where the party will land (in one of the 10 locations on the forge map).

[DM Note: There are several “non-official” monsters used in this adventure that come from “D&D Beyond” (www.dndbeyond.com/homebrew/monsters). To find these creatures’ specs, simply visit the website and enter the creature’s name in the “MONSTER NAME” field, and hit enter. Some of these creatures have been modified for this adventure so watch for modifications to the descriptions herein. The authors’ usernames appear here with their creations. There are also creatures derived from those appearing in the D&D Wiki homebrew/creatures section https://www.dandwiki.com/wiki/5e_Creatures). Many thanks to those who have created and posted their homebrew monsters...]

[DM Note: In addition to the non-official monsters, the party will encounter “normal” Fire Giants as well; Normal FGs, and the special ones unless otherwise noted, are 18’ tall.]

The Storm Giantess Accura’s brother Kastor the Bold has intel on the Fire Giant Yaga Shura, indicating that he will be in his tower in Muspelheim in the ensuing week. Accura and Kastor have agreed that a raid on Yaga Shura’s compound would support the rebellion, preventing Yaga Shura and his Fire Giants from supporting the evil regime in Fortuna. The goal is to eliminate Yaga Shura and at least six of his lieutenants. His known lieutenants are:

- Archduke Kopfjager (see “Fire Chief” in Appendix A, based on D&D Wiki homebrew creature “Knight Paragon”; Kopfjager is a Fire Giant Noble, Yaga Shura’s brother)
- Prince Zallendar (see “Fire Giant Savage” in Appendix A, based on *Clockwerk66*’s “Bugbear Savage” which comes from D&D Beyond and which is also available in the D&D Wiki homebrew creature section; Zallendar is Yaga Shura’s nephew)
- Contador the Conflagrator (D&D Beyond, *TheriusDrake*’s “Fire Giant Pyromancer” CR14)
- Duchess Allejandra (see “Fire Marshal” in Appendix A; Allejandra is married to Contador)
- Captain Moordrus (D&D Beyond; *TheriusDrake*’s “Fire Giant Captain”)
- Alaina (D&D Beyond, *TheriusDrake*’s “Fire Giant Priestess”; Alaina is Yaga Shura’s niece, Kopfjager’s daughter)
- Killion Slade (an Efreet noble allied with Yaga Shura)
- Brutius the Hammer (D&D Beyond, *Steedling*’s “Hammer of Surtur”; Yaga Shura’s lead smith)
- Salacia (Yaga Shura’s wife)
- Duke Diffendor (another of Yaga Shura’s brothers)

Unknown to Kastor and his sources, Salacia and Diffendor are not/will not be in the compound, so six of the first eight creatures listed must be neutralized.

It is known that Yaga Shura's tower is part of a compound or plaza in the vast city of Muspelheim, along with his clan's forge and barracks. Nothing else is known that would identify how to find his power base.

The party are advised to avoid discovery, avoid being associated with the Storm Giants or the rebellion in Fortuna, and not to return immediately to Fortuna regardless of success or failure. Destroying the battleaxe after using it to teleport to the forge is recommended to avoid association with Accura.

Due to the excessive heat in Muspelheim, resistance or immunity to fire is needed to avoid taking damage and suffering exhaustion. Without these magical precautions, a creature exposed to the heat must succeed on a Constitution saving throw at the end of each half-hour or gain one level of exhaustion. The DC is 8 for the first half-hour and increased by 1 for every additional half-hour. In addition, an unprotected creature will take 2-5hp heat damage at the end of every 10 minutes.

The Forge

It is assumed that the party will teleport from Fortuna to the Fire Giants' forge, using the battleaxe liberated from King Tholak's citadel. The party must identify their positions and facing prior to teleporting. The DM should roll a d10 to determine where in the forge they arrive. Then roll a d10 for position of **Brutius the Hammer** (see D&D Beyond, *Steedling's "Hammer of Surtur"*), and his **Fire Giant** apprentice. They may be in the same area as where the party lands. There will also be **7 Azers** in the forge. Roll 7d10 to determine their positions. There may be multiple Azers in the same area(s), and they may also be found in the same locations as Brutius and the Fire Giant apprentice, or in the location where the party lands.

The ceilings in the forge are 35' high. Lava from an external lava stream is diverted into the forge, as a heat and light source. It keeps the air super-heated for better temperature control during forge operations. The forge is also lit by large ever-burning torches, so the entire forge area is well-lit.

The entire forge operation is efficient and the processes are orderly. However, the entire area is also filled with a myriad of bins, boxes, benches, ovens, tools, supplies, and materials. It is treated as difficult terrain (1/2 movement). Because the light sources are flame/heat-based, they flicker a great deal, creating shadows and distractions that would aid creatures attempting to hide in the forge amongst the array of obstructions. The lava and furnaces also create a great deal of hissing, popping, and bubbling noises. So any creature attempting to *hide* in the forge area does so with advantage on the die roll.

Areas 1, 8, and 9 of the forge are at ground level, while the rest of the forge is 10' below ground level. The lava stream (and the lava pool and its branches) is another 5' below that. The bridge between areas 2 and 3, and the catwalk (area 10) are 5' above the lower floor level, 10' above the lava. The bridge between areas 6 and 8 is at ground level (even with area 8, 10' above the lower floor (area 6)).

Forge Area 1: Supplies & Raw Materials – a large door with a hinged top swings into the forge to allow delivery of various ores, which are then either binned or pushed over the edge to area 2 (10' down). The swinging door is normally locked from the inside and is only unlocked to allow delivery of materials.

Forge Area 2: Smelting furnaces at the end of the lava branch draw on hot lava from the pool. Ore is smelted here to create ingots, nuggets, or bars of special metals for the giants' armor and weapons.

Forge Area 3: Ingots, nuggets, and bars of the special heat resistant metal are piled here in bins, boxes, and carts.

Forge Area 4: Casting – Casting molds along the lava branches are used to create the rough forms of weapons (axes, swords, and hammers... typically giant-sized) and armor/shields (also typically giant-sized). Other casts of specialty items are stored in the area. There are examples of each of these items in process here.

Forge Area 5: Finish Forging – The rough-formed/cast items from area 5 are refined, annealed, inspected, and either passed on or returned to casting.

Forge Area 6: Cooling – Items are staged here to cool (such as it is in Muspelheim!) before final processing.

Forge Area 7: Finishing – Weapons are sharpened, smoothed, deburred, etc. All weapons and armor are prepped for marking/painting.

Forge Area 8: Marking/painting - Benches are cluttered with weapons and armor in various stages of the painting process. Also, any items are to be marked are engraved or labeled here.

Forge Area 9: Finished goods – All items to be shipped are stored here in crates, on shelves/racks, or in stacks.

Forge Area 10: Catwalk – Long high-temp paddles are used to agitate the flowing lava and keep the pool and branches at a uniform high temperature. If any Azers are here, they are stirring the lava. If the giants are here, they are watching the various forge activities from this vantage point.

Brutius has **5pp**, the FG has **4pp**, and each Azer has 1pp (**7pp** total).

The Plaza

Upon exiting the forge, the party can see a roughly half-mile diameter circular plaza with avenues running NE to SW, and NW to SE, in an X. There is also a circular thoroughfare concentric to the plaza, about halfway from the center. The forge lies at the western, or 9 o'clock position. The four quadrants of the plaza are filled with rock gardens, lava pools, and lava geysers; a lava river runs from approximately the 12 o'clock position to the 7 o'clock. A smaller tributary flows into the forge on its northern wall. It flows on through the forge and out the southern wall, meeting the major lava river near its southern egress from the plaza.

Surrounding the plaza as far as the eye can see in any detail is a great city. Beyond the city, mountains rise to the skies. The sky is reddish, with black clouds occasionally spurting bursts of flame. And at least three vortices of fire can be observed within the confines of the city, rising to the clouds.

The forge is a squat, rough stone building near the western edge of the plaza. An open gate appearing to be made of wrought iron is set upon the path leading from the forge rear doors, perhaps 100 yards away. A wall or fence made of stone and iron encircles the plaza. The path leads out into the city streets and is guarded by a solitary Fire Giant, who watches the city, apparently unconcerned with who might be in the plaza. The major avenues also feature gates and guards.

Companies of Fire Giants march in formation (goose-stepping, of course) along the avenues and around the thoroughfare. Other Fire Giants and creatures of fire mill around the gardens or stride with purpose between the buildings and gates. An occasional large beast of burden such as a fire lizard carries its load under the goad of a Fire Giant rider.

There are 12 buildings around the perimeter of the plaza, between the circular thoroughfare and the plaza's outer wall. These are placed approximately aligned with the figures on a clock, with 12 o'clock being due north. Each has a path leading to its main entrance, from the thoroughfare:

1. Mansion (Whitehouse-like)
2. Pyramid
3. Ziggurat
4. Spire/Obelisk (Washington Monument- like)
5. Circular (Jefferson Memorial-like)
6. Block (squarish Gothic w/gargoyles)
7. Castle (wall, battlements, lava moat, drawbridge)
8. Villa (stone & iron, w/courtyard)
9. Forge
10. Adobe (red stone, smooth & rounded)
11. Barracks (block building featuring columns, shields, and flags; statues along the front)
12. Tower

There is only one building within the plaza that could be characterized as a tower, being the 12 o'clock position at the northern edge of the plaza. This is Yaga Shura's tower. The other buildings are owned by various members of the same clan or family, which owns and supports the forge and barracks. While the other members are evil and on friendly terms with Yaga Shura, none have shown support for Prince Tarriance in Fortuna, or meddled in Fortuna's affairs like Yaga Shura has. He is/was also supportive of the Frost Giant King Tholak, who has attempted expansion into Tarterus and the Tsojcanth Wilderness.

While the plaza is busy with foot traffic and beasts, none will note the passage of invisible creatures. Other means of crossing the plaza to reach YS' tower are subject to possible discovery as determined by the DM.

Yaga Shura's Tower

The tower is surrounded by a 10' high stone wall with a gate facing the circular thoroughfare. The gate is open.

There are no tower windows below Level 2. Windows are circular brass portals and are open during the day unless specifically noted, but are normally closed and locked during nighttime. The windows are also barred, but creatures of medium or smaller size could fit through the bars.

The tower stands atop a 15' foundation. All ceilings are 30' high. Floors above the foundation level are 5' thick. So including the 60' peaked roof, the tower stands 245' high.

The portal windows are about 15' above floor level. So 2nd floor windows are (centered) about 65' above ground level.

All doors are typically closed but not locked, and do not require super-human strength to open.

1 - A courtyard around the tower boasts several lava pools and a footpath. The footpath cul-de-sacs feature giant-sized iron benches and tables. The rest of the courtyard is filled by a rock garden. The rocks are large enough to hide creatures of medium or smaller size.

2 – Tower Entrance - A **Fire Giant** guards the entrance (2), occasionally strolling down to the footpath intersection between the tower and the gate. He has **4pp**.

3 - Entry Hall – The east side of the entry hall is dimly lit by light from the west side. There are some giant benches, and some militaristic artwork (of little value) on the walls. On the west side, an open staircase winds its way up to Level 4, with access at Levels 1 2, and 4. On each level, the stairs run along the south and west walls, and there is an open balcony along the east and north walls. There is an accessible balcony at Level 3, but no access to other rooms on that level. The steps are sized to accommodate Fire Giants. Brass and bronze hammered artwork items line the walls, but are of little monetary value and would be bulky to transport. A stone and metal banister follows the stairs, and there is a balustrade all around the balcony at each level, except where the stairs exit. A magically lit multi-tiered chandelier hangs from the ceiling above Level 4, providing light to the stairs and balconies at each level.

4 – Hall – At the far (north) end of the hall, a *continual flame* torch lights two stairways, one heading up and one heading down.

5 – Mechanical Room – Additional supplies are stored here. There is a large contraption with various pipes, levers, and buttons; it is even hotter than the rest of the building. This is an ingenious temperature control apparatus, super-heated by an underground lava pool. The settings offer some degree of thermal control in each of the tower's rooms. The pipes running to the rooms are built within the walls and are filled with lava, so passage (of an arcane eye, for example) is not possible. The

apparatus also serves as an incinerator. The room is dimly/partially lit by a normal torch in the NW corner.

6 - Workshop/Tinker Room – Items are repaired here if it is not necessary to send them out. In addition, more intricate objects can be fabricated here than at the forge. There are various supplies and tools to support these activities. A **Fire Giant Fomorian** (see D&D Beyond, *BarnOwl/Whisper3's* "Fire Giant Fomorian") labors at the workbench centered along the west wall. He will notice if the door is opened. He has **4pp**. The room is magically lit by *continual flame* above and behind the workbench, and in the NE and SE corners.

7 –Wine Cellar – Racks on the wall hold a variety of **ales and other giantish beverages**. These beverages are specially brewed to tolerate high heat, but would be excellent chilled as well. They would be worth **5000gp** if successfully transported to either Fortuna or the PM plane.

8 – Level 2 Stairway – This area is magically lighted by the multi-tiered chandelier hanging from the ceiling above Level 4. There is a partial balcony, and the center is open from Levels 1 to 4.

9 – Waiting Room – Two giants are seated here enjoying Cardassian Ale. One is **Archduke Kopfjager** ("Fire Chief" in Appendix A, based on D&D Wiki homebrew creature "Knight Paragon") and the other is **Prince Zallendar** (see "Fire Giant Savage" in Appendix A, based on *Clockwerk66's* "Bugbear Savage" which comes from D&D Beyond and which is also available in the D&D Wiki homebrew creature section). Zallendar is regaling Kopfjager with tales of his youth, when he was lost in the Muspelheim wilderness and raised by a she-hell hound. Kopfjager has **10pp** and a **Sapphire/Platinum ring (250gp value)**. Zallendar has a bag containing **20pp** and **5x20gp gems**. He wears **bracers (unknown metal, 100gp for pair)**. A normal **Fire Giant** squire attends the nobles. He has **4pp**. The room is lit by a giant-sized non-magical lantern in its center.

10 – Viewing Deck – This deck offers a breathtaking view of parts of the city, as well as the lava river running through the plaza, and the mansion across the river (in the 1 o'clock position). A **Fire Giant** guards the door on the outside. He has **4pp**. The deck can be lit by ensconced torches every 20' along the walls, but is normally only lit at night during social events. It is lit by daylight during the day.

11 - Dining Room – Currently empty, this is where meals are served to whatever nobles of the clan happen to be present. The portal windows are open, allowing daylight.

12 - Kitchen – Servants normally prepare food and drinks here, but are not present. The portal window is open, allowing daylight.

13 – Level 3 Stairway – This area is magically lighted by the multi-tiered chandelier hanging from the ceiling above Level 4. There is a partial balcony, and the center is open from Levels 1 to 4. There is no access to the rest of Level 3 from here, however.

14 – Servants' Lounge – Most of the servants are off, but there are **two Fire Giants** (seated near the east wall) sharpening their weapons. Each has **4pp**. The room is lit by two giant-sized torches, and the portal window is open, allowing some daylight.

15 – FG Fomorian’s Quarters – He is in room 6 when the adventure starts. There is nothing of interest or value here.

16 – Head Servant’s Quarters – He is also off.

17 – Servant Quarters – vacant, nothing of interest.

18 – Servant Quarters – vacant, nothing of interest.

19 – Servant Quarters – vacant, nothing of interest.

20 - Servant Quarters – A **Fire Giant** sleeps soundly. He will sleep through battle sounds unless a comrade opens the door and shouts at him to wake up. He has **4pp**.

21 - Level 4 Stairway – This area is magically lighted by the multi-tiered chandelier hanging from the ceiling here. The balcony wraps around three quarters of the room at this level (N, E, and S walls). The center is open from Levels 1 to 4.

22 - Parlor (West Side) – The western wing of the parlor features a stone gaming table and shelves/cabinets with dice games, strategy games, figures, etc. **Captain Moordrus** (see D&D Beyond, *TheriusDrake’s* “Fire Giant Captain”) and a **Fire Titan** (see D&D Beyond, *DarthSarian’s* “Fire Titan”, CR19) are in the west wing, using figures on the tabletop to discuss subtleties of military strategy. Both are always alert and ready for a fight.

Moordrus carries an **Adamant Shield +2** (negates critical hits; can be used by medium or larger creatures), giant-sized **Longsword +2**, and **20pp**. His AC is 23 with the shield which as noted negates critical hits. His longsword attacks are +14 to hit, 23 (3d8+10) slashing damage. The Fire Titan has a pouch with **10pp**. The titan stands 25’ tall.

Unless precautions are taken, the sound of battle can be heard in rooms 24, 25, and 26.

23 - Parlor (East Side) - The eastern wing is a kitchenette/eating nook. The stairway up to L5 is dimly lit by small *continual flame* stairlights.

24 – Pyromancer’s Quarters - **Contador the Conflagrator** (see D&D Beyond, *TheriusDrake’s* “Fire Giant Pyromancer”, CR14) and his wife, the **Duchess Allejandra** (see “Fire Marshal” in Appendix A) stay here when they have business in the city or when visiting for pleasure. They have been working details of support to the expansion of Tarriance in Fortuna, and to King Tholak. Contador and Allejandra are currently discussing how they might use King Tholak and Karnak to wipe out the last of the good Storm Giants in Fortuna. Contador carries a pouch with **10pp** and **20x25gp gems**. Allejandra wears **10x25gp rings**, and a **50gp nose ring**. A stuffed dwarf torso on the wall wears **Spiked Plate +2**. The room is lit by a non-magical giant lantern, and their portal window is open, allowing for some daylight.

Unless precautions are taken, the sound of battle can be heard in rooms 22, 25, and 26.

[DM Note: **Spiked Plate +2**

This heavy spiked armor provides AC 18 along with the magical +2 bonus for AC 20. Also, there is an additional +1 against attempts to grapple and/or +1 to AC against attacks that result in a grapple. If an attacker attempts to grapple and misses, it takes 1d6 piercing damage. Upon a successful grapple, the attacker takes 2d6 piercing damage. If grappled, the wearer's attempts to break the grapple are made with advantage. Strength and Stealth penalties are as described for Plate Armor in the PH.]

25 – Duke Diffendor's Room – When staying in the plaza, this room serves as Diffendor's study and bed. There is nothing of interest other than giant clothing and necessities.

26 – Archduke Kopfjager's Room – When staying in the plaza, this room serves as Kopfjager's study and bed. He is currently staying here but is in the waiting room (3) when the adventure begins. The room is lit by two orbs (with *continual flame* cast on them) on end tables.

27 – Yaga Shura's Anteroom – **Yaga Shura** (see D&D Beyond, *begones' "Yaga Shura"*) is enjoying a social visit from **Alaina** (see D&D Beyond, *TheriusDrake's "Fire Giant Priestess"*), and her boyfriend **Killion Slade** (an **Efrete** noble allied with Yaga Shura). However, all three are always ready for battle. Alaina is Yaga Shura's niece, Kopfjager's daughter.

[DM Note: While this is not Yaga Shura's primary residence, all of his lair actions can be used here...]

If caught by surprise, Yaga Shura is seated at the western wall; Alaina is seated at the southern wall, and Killion Slade is standing in the center of the room. Alaina wears a **250gp necklace**, carries a **50gp orb** (her spellcasting focus), and has a purse containing **5pp**.

Killion wields **Heartrazor (+3 Dagger)** but is not attuned to it since he is not a rogue. He carries **5pp** and **5x20gp gems**, and wears a **100gp earring**. With the +3 Dagger, his attacks are +13 to hit, damage 14 (2d4+9) piercing damage plus 7 (2d6) fire damage.

[DM Note: *Heartrazor* was derived from a D&D Beyond homebrew weapon (www.dndbeyond.com/homebrew/magic-items) of the same name, created by RestlessGhose. Modifications have been made here to require attunement by a rogue for full benefit. This author did not want the party's fighter with 4 attacks/turn getting his hands on a weapon allowing multiple strikes per attack! Other minor modifications were made to the weapon's specs.

Heartrazor, +3 Dagger (requires attunement by a rogue for full powers)

If not attuned, anyone can use this weapon with +3 bonus to attack and damage rolls, with damage 1-4 and with a range of 40/120.

If attuned by a rogue, the following additional capabilities are available: When this dagger is thrown, it moves toward a target/targets its wielder points at and attempts to hit it/them two times (2 attacks) before returning to the hand of its wielder. (Roll a d20 for each attack). If the dagger is used twice on a single target you can attack that same target a third time (This feature can only be used once per turn).

- *At rogue level 1 the dagger does 1d4 damage*
- *At rogue level 5 the dagger does 1d6 damage*
- *At rogue level 9 the dagger does 1d8 damage*
- *At rogue level 13+ the dagger does 1d10 damage per attack*

Note that this damage is based on the character's level as a rogue, not overall level

Note that if the criteria are met for the rogue's Sneak Attack capability (available once per turn to a rogue) with a ranged attack using this weapon, the player must specify immediately upon hitting the defender if the additional Sneak Attack damage should be applied to that hit, before the damage is rolled and before specifying the target of the next attack (if there is one).]

In addition to countless (worthless) battle trophies, this room contains a very large rock collection (of very large rocks) that YS has collected on his own extra-planar travels. Most of these are not valuable and definitely not worth the effort to transport them. They may be of keen interest to a rockhound, however.

[DM Note: Yaga Shura's magical armor (Shuruppak's Plate) and weapon (Runehammer) are useable only by a Fire Giant noble or equivalent, and cannot be destroyed by normal means. A quest to destroy them would be an appropriate next adventure.]

28 – Yaga Shura and Salacia's Bedroom – This is a large bedroom even by giant standards, but it is fairly well-appointed with more battle trophies, giant furniture, and mostly tasteless and worthless art. There is a secret door in the SE corner of the room, not well disguised (Perception DC 16 to discover it), so it is likely that characters' Passive Perception would be sufficient to discover it. If thoroughly searching the entire room, the party will require an hour (for a party of 4), and nothing else in the room is of value or interest.

29 – Secret Treasure Room – This room contains a large built-in safe. The safe requires either three successive *Knock* spells to open it, or a successful Dexterity check of DC 24 to crack it. While it is not a “pickable” lock per se, expertise in Thieves’ Tools would apply to attempts to crack this safe. Other means such as melting or vaporizing metal would also likely work.

Yaga Shura’s treasure in the safe includes a **Tome of Leadership and Influence, 250gp, 100pp, 10000sp, and 30000cp**. The tome is hidden away, as it is to be a wedding gift for his niece.

Aftermath

If Yaga Shura and at least six of his lieutenants are neutralized, the quest is considered a success and award of epic boons for each character is in order. If the quest is partly successful (significant damage inflicted and the Fire Giant support to the evil Storm Giants in Fortuna is thwarted), then the DM should consider awarding less attractive boons, or charms, to each character.

The party should of course destroy the battleaxe used to teleport to the Fire Giants’ forge, lest any survivors (or other clan/family members) attempt to track down the attackers.

If Yaga Shura’s armor and hammer have been captured and taken away by the party, the giants will certainly attempt to track them down. Keeping them in a magical storage place such as a portable hole would help to obscure the trail and delay a Fire Giant search, but eventually the efforts to find these items cherished by the Fire Giants would be successful.

The party’s best bet is to quickly move to destroy the items. Use of a Legend Lore spell or similar means will reveal the means to destroy Yaga Shura’s legendary armor and hammer, or a DC 24 Arcana or History check (user’s choice) would do the trick.

[DM Note: the quest to destroy Yaga Shura’s items lies ahead...]

Epic Boons

As noted in the introduction, this adventure module is intended for approximately 4 characters of Level 20, with epic boons already awarded. If the party successfully completes this part of the adventure, the DM should award an epic boon to each character. Following is a list of suggested boons from which to select and assign:

- Agility (dandwiki/homebrew)
- Ascendance (dandwiki/homebrew)
- Attunement - (dandwiki/homebrew)
- Defense (dandwiki/homebrew)
- Elemental Void (dandwiki/homebrew)
- Epic Flight (dandwiki/homebrew)
- Growth (dandwiki/homebrew)
- Hasty Heroics (dandwiki/homebrew)
- Intellect (dandwiki/homebrew)
- Irresistible Offense (DMG)
- Legendary Actions (dandwiki/homebrew)
- Legendary Resistance (dandwiki/homebrew)
- Nirvana (dandwiki/homebrew)
- Proficient (dandwiki/homebrew)
- Quickness - (dandwiki/homebrew)
- Resistance (dandwiki/homebrew)
- Saving Grace (dandwiki/homebrew)
- Tenacious Magic (dandwiki/homebrew)
- the Cleric (dandwiki/homebrew)
- the Fire Soul (DMG)
- the Frozen Path (dandwiki/homebrew)
- the Mountain (dandwiki/homebrew)
- Truesight (DMG)
- Warmage (dandwiki/homebrew)

Below is a suggested process for characters to receive their epic boon following the Muspelheim adventure.

- DM provides list of available/approved boons to each character; no duplicates are offered yet.
- Each character secretly/independently selects their first and second choice boons from the list.
- If no other character has selected their first choice, then the character is awarded their first choice boon. If two or more characters select the same first choice, roll to see who gets it. Then the losing characters get their second choice. If there is still a conflict amongst characters from their second choice, roll again to see who gets it.
- If a character has lost their first and second choice rolls, they may select any boon from the list (or from prior lists, even if it is a duplicate) except for their first and second choices which were just awarded to other characters.
- The boon is awarded immediately upon completion of this selection process.

Appendix A – Creatures

Fire Chief (based on D&D Wiki homebrew creature “Knight Paragon”) *Huge giant, lawful evil*

AC 18 (plate) **HP** 216 (16d12+112) **Speed** 30

STR=26 (+8), DEX=10(+0), CON=24(+7), INT=15(+2), WIS=15(+2), CHA=19(+5)

Saving Throws STR +13, CON +12, CHA +10 **Skills** Athletics +13, History +7, Persuasion +10

Damage Immunities Fire **Senses** Passive Perception 12 **Languages** Common, Giant, Ignan

Brave. The fire chief has advantage on saving throws against being frightened.

Brute. A melee weapon deals one extra die of its damage when the fire chief hits with it (included in the attack).

Indomitable (3/Day). The fire chief can reroll a saving throw it fails. It must use the new roll.

Keen Sight. The fire chief has advantage on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The fire chief makes four melee attacks with its giant-sized war pick.

Giant-sized War Pick. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit* 30 (4d10+8) bludgeoning damage.

Reactions

Parry. The fire chief adds 4 to its AC against one melee attack that would hit it. To do so, the fire chief must see the attacker and be wielding a melee weapon.

Legendary Actions

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

Attack. The fire chief makes a weapon attack.

Command Ally. The fire chief targets one nonhostile creature it can see within 30 feet of it. If the target can see and hear the fire chief, the target can make one weapon attack as a reaction and gains advantage on the attack roll.

Frighten Foe (Costs 2 Actions). The fire chief targets one hostile creature it can see within 30 feet of it. If the target can see and hear it, the target must succeed on a DC 16 Wisdom saving throw or be frightened until the end of the fire chief's next turn.

Description – A fire chief appears as a typical fire giant, but possibly more muscular and graceful, and definitely more confident and charismatic.

Fire Giant Savage (based on *Clockwerk66's* "Bugbear Savage" which comes from D&D Beyond and which is also available in the D&D Wiki homebrew creature section) *Huge giant, lawful evil*

AC 20 (unarmored defense) **HP** 325 (26d12 + 156) **Speed** 40
STR=24 (+7), **DEX**=18(+4), **CON**=22(+6), **INT**=11(+9), **WIS**=16(+3), **CHA**=11(+0)
Saving Throws DEX +10, CON +12, CHA +6
Skills Athletics +13, Intimidation +6, Stealth +10, Survival +9
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical attacks
Damage Immunities Fire
Condition Immunities charmed, frightened, paralyzed, poisoned, stunned
Senses Passive Perception 13 **Languages** Common, Giant

Brute. A melee weapon deals one extra die of its damage when the fire giant savage hits with it (already included in the attack).

Reckless. At the start of its turn, the fire giant savage may gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Superior Surprise Attack. If the fire giant savage surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 14 (4d6) damage from the attack.

Unarmored Defense. The fire giant savage can add its Constitution modifier to its Armor Class while not wearing any armor.

Actions

Multiattack. The fire giant savage makes two melee attacks or throws one rock, and can use Primal Scream.

Giant-sized Greataxe. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 31 (7d6 + 7) slashing damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit* 29 (4d10+7) bludgeoning damage.

Primal Scream. All hostile creatures within 60 feet of the fire giant savage must succeed on a DC 20 Wisdom saving throw or be frightened of the fire giant savage until the end of its next turn. If a creature succeeds on its saving throw, this ability has no effect on that creature for 24 hours.

Reactions

Retaliation. When the fire giant savage takes damage from a creature that is within 10 feet of it, it can make a melee weapon attack against that creature.

Legendary Actions

The fire giant savage can take 1 legendary action (weapon attack) as shown below. A legendary action can only be used at the end of another creature's turn. The fire giant regains the spent legendary action at the start of its turn.

Weapon Attack. The fire giant savage makes a weapon attack.

Description – A fire giant savage appears as a typical fire giant, but wears no armor and has a feral and skulking look about it, due to its wild upbringing.

Fire Marshal

Huge giant, lawful evil

AC 18 (plate)

HP 216 (16d12+112)

Speed 30

STR=26 (+8), DEX=10(+0), CON=24(+7), INT=16(+3), WIS=16(+3), CHA=18(+5)

Saving Throws STR +13, DEX +5, CON +12

Skills Athletics +13, Intimidation +10, Perception +8

Damage Immunities Fire

Senses Passive Perception 18

Languages Common, Giant

Alert. The fire marshal gains a +5 bonus to initiative, and cannot be surprised while conscious. Other creatures don't gain advantage on attack rolls against the fire marshal as a result of being hidden.

Magic Resistance. The fire marshal has advantage on saving throws against spells and other magical effects.

Magic Weapons. The fire marshal's weapon attacks are magical.

Innate Spellcasting. The fire marshal's spellcasting ability is Charisma (spell save DC 18). The fire marshal can innately cast the following spells, requiring no material components:

At will: *fire bolt* Hit: 17 (3d10), *shocking grasp* Hit: 13 (3d8)

2/day each: *fireball*, *misty step*

Actions

Multiattack. The fire marshal makes two melee attacks with its giant flaming Morningstar.

Morningstar. *Melee Weapon Attack:* +13 to hit, reach 10', one target. *Hit:* 21 (3d8+8) piercing damage and 13 (2d12) fire damage.

Rock. *Ranged Weapon Attack:* +13 to hit, range 60/240 ft., one target. *Hit* 30 (4d10+8) bludgeoning damage.

Legendary Actions

The fire marshal can take 1 legendary action, choosing from the options below. A legendary action can only be used at the end of another creature's turn. The fire marshal regains the spent legendary action at the start of its turn.

Cast Cantrip. The fire marshal casts a fire bolt or shocking grasp cantrip, as above.

Weapon Attack. The fire marshal makes a weapon attack.

Description – A fire marshal appears as a typical fire giant, but possibly more muscular and graceful, and definitely more confident and charismatic.