

## Jotenheim II – Tarterus Outpost

### Introduction

This is Part 2 of a four-part quest. This second adventure module is intended for approximately four characters of Level 20, possibly with epic boons already awarded.

The plane shift tuning fork found at the Frost Giant Cavern (Jotenheim I) in the Tsojcanth Wilderness, along with the stamped metal plate showing a sigil sequence, leads to this lair in Porphatys, the fifth layer of Carceri (aka Tarterus). The air here is even more frigid than that of the Tsojcanth cavern, causing 2-5hp of cold damage per turn unless protected.

*[DM Note: There are several “non-official” monsters used in this adventure; these come from “D&D Beyond” ([www.dndbeyond.com/homebrew/monsters](http://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. Many thanks to those who have created and posted their homebrew monsters...]*

### The Lair

This lair is still under construction, with a rather chaotic bustle of activity without a great deal of supervision or attention to planning details. Small sections have been carried to completion while other areas remain untouched. Most of the work is in some intermediate stage of progress. Work is being performed by Frost Giants and Frost Titans, since it would be difficult to keep slave laborers alive here.

Due to the construction noise and (bawdy) banter in areas 7, 8, and 9, typical battle sounds from area 3 will not draw any special attention.

The leader of this location is Odifer Grog (see D&D Beyond, *Clockwerk66*’s “Orog Devastator”), a mutant giant serving King Tholak, who rules from his glacial palace (also under construction) in Jotenheim on the Gladsheim plane. Tholak uses the Tarterus location as a buffer of protection and isolation between his own lair and the Jotenheim I (Prime Material) location. He hopes to gain wealth and influence by spreading his reach to the prime material plane.

Odifer is loyal to Tholak but cares little for the construction and improvement of the Tarterus lair. He would prefer to do battle with worthy opponents and hunt with his pet tarrasque up in the mountains above the outpost.

The air and the “feel” of this plane are different than that of the PM plane; any creature visiting for the first time will be at disadvantage on attacks, saves, and ability checks for the first 3 turns upon arrival. In addition, any initiative check in the first three turns must subtract 5 from the roll.

1 – Plane Shift/Teleport circle: if Divarty's tuning fork from Jotenheim I is used to plane shift, this is the destination. The circle is about 20' in diameter. A massive and beautiful ice crystal structure fills the center of this cave. Magical light from within the crystal illuminates the entire area. The cave is 60' high at its center.

2 – A **Frost Giant** guards the circle. He will challenge any unrecognized intruders (who are you and what do you want, in Giantish) before letting out a shout and attacking. He has a sack with several rocks and chunks of ice, along with **20gp**.

3 – An **Adolescent Ice Tarrasque** (see D&D Beyond *hythelia's* "Adolescent Ice Tarrasque") guards the central intersection of this level. It is a pet of Odifer Grog. It occasionally hunts in the mountains around the lair, and if given the opportunity will snack on whatever prisoners are brought here. If it notes battle in any of areas 1-6, it will join the fight. The ceiling of this area is 60', while the ceiling height above the connecting tunnel areas is about 35'. The area is dimly lit by the crystal in area 1, and by light from outside the cavern coming from area 5. At night, only the light from area 1 is available, providing dim light through area 3 but not to 4-6.

4 – A **Frost Giant** mans this sentry post, challenging any interlopers who are not accompanied by the Frost Giant guard from area 2, or the Ice Devil from area 1. He has a sack with several rocks and chunks of ice, along with **20gp**. This area is dimly lit by outside light during the day, and not lit at night.

5 – An **Ice Devil** guards the entrance to the Jotenheim II caverns. Its attention is normally turned to the Ammonia Lake, so it can be surprised if it has not heard sounds of battle from within the caverns. The waves of the ammonia lake lap at the landing, and wisps of ammonia gas give the landing a bitter and pungent odor. If any character unused to the smell inhales within 10' of the lake shore, he will be overcome by the fumes and will be at disadvantage on attacks, saves, and ability checks. Characters immune or resistant to poison, or those who do not require air to breathe (naturally or by magical means) are not subject to this effect. The disadvantaged state remains until the character moves away from the lake shore or otherwise remedies the situation. The Ice Devil wears **10 gold rings, each with a different stone, worth 25gp each**. The ceiling of the cavern entrance is 30' high, and the tunnels near the entrance are 35'. Area 5 is lit only by outside light, during the day. It is unlit at night.

6 – A small (but giant-sized) sloop sits in this cave branch. It is large enough to comfortably hold 3 Frost Giants (~30' long).

7 – A heavy oaken door, sized for giants, blocks this entrance. Construction noises (hammering, clanging) can be heard from within. A combined strength of 23 (or magic) is required to open the door. **2 Frost Giants** are moving carts full of rubble and parking them in the SE corner of the room. When there are enough cart loads to make it worthwhile, the carts are taken to area 5, and the rubble is thrown into the ammonia lake by the giants. Work is slow, so this only happens about every 2 hours. At the start of any incursion, the occupants of this room are in random locations. **The 2 Frost Giants each have a sack containing 20gp** and some throwing rocks. In addition to the construction carts, the room contains bedding, provisions, and tools. The area is lit by a *continual flame* spell cast on a protruding rock in the center of the 30' high ceiling.

8 – A **Frost Titan** (see D&D Beyond, *mepersoner's* "Frost Titan") works at carving steps into a large diagonal sinkhole in the floor of this chamber. This room is also lit by a *continual flame* spell on the 30' high ceiling. The Frost Titan wears a **100g necklace** and carries a pouch containing **25gp**.

9 – The sinkhole leading to this chamber opens into the ceiling; a set of stone steps have been constructed, allowing easy access to the floor level. The steps lead down in a westerly direction, then turn north at a right angle. The floor is rough hewn and uneven, except where a **Frost Titan** (see D&D Beyond, *mepersoner's* "Frost Titan") is working on leveling and smoothing it. The Frost Titan has a **25gp earring**, a **50gp ring**, and a pocket containing **25gp**. The chamber is partly lit by *continual flame* cast on the east, west, and northeast walls. The ceiling, exclusive of the sinkhole, is 40' above the floor.

10 – This unfinished cave appears to be the start of a temple. A large wooden table in the center of the chamber displays a drawing of the plan for the finished room, which will be expanded to a rectangular hall with dimensions equal to the largest breadth and depth of the current cave. The chamber is lit by two *continual flame* spells cast on the ceiling which is 40' high. A giant rough cut quartz rock has been placed in the location of the altar on the map. The **High Priest** Angar Baneberry (see D&D Beyond, *Clockwerk66's* "High Priest", CR14) is studying the plan and making revision notes.

Angar is a Tiefling 20<sup>th</sup> level cleric with the following capabilities:

**AC 26 (Mithral Plate +2, Shield +2)**

**HP 150**

**Speed 30**

**Saving Throws** INT+7, WIS+10, CHA+8

**Skills** Insight+10, Medicine+10, Persuasion+8, Religion+7

**Damage Resistances** Radiant, Fire, Cold (w/Ring of Warmth)

**Senses** Darkvision 60', Passive Perception 15

**Languages** Common, Giant, Infernal, Dwarvish, Elvish

**Anointed Healing.** When casting a spell that restores hit points, that spell restores an extra 11hp.

**Magic Resistance.** Advantage on saves against spells and other magical effects.

**Radiant Weapons.** All of Angar's melee weapon attacks deal an extra 10 (3d6) radiant damage (already included in his attacks).

**Tiefling Spells.** Angar knows the *thaumaturgy* cantrip. He can cast the *hellish rebuke* spell as a 2nd-level spell once with this trait and regains the ability to do so when finishing a long rest. He can cast the *darkness* spell once with this trait and regains the ability to do so when finishing a long rest. Charisma is his spellcasting ability for these Tiefling spells (spell save DC 16, +8 to hit).

**Cleric Spells** are as shown for the "D&D Beyond" High Priest CR 14 (spellcasting ability is Wisdom, spell save DC 18, +10 to hit).

**Multiattack.** Angar makes two melee attacks.

**+2 Mace.** *Melee Weapon Attack:* +11 to hit, reach 5', one target. *Hit:* 9 (1d6+6) bludgeoning damage and 10 (3d6) radiant damage.

As noted, Angar has **+2 Mithral Plate, a +2 Shield, a Ring of Warmth, and a +2 Mace.** He also has **three tuning forks** (one for the PM plane outpost, one for this Tarterus outpost, and one for the Gladsheim/Jotenheim citadel), and **three metal plates** showing teleportation/plane shift sigil sequences (one for the PM Jotenheim I circle, one for the Tarterus Jotenheim II circle, and one for the Gladsheim Jotenheim III circle). He carries a pouch containing **25gp and 4x25gp gems.**

Angar will investigate sounds of battle in the lower level, or any suspicious lack of construction noise from area 9.

11 – Partly finished throne/warroom is guarded by a **Frost Titan** (see D&D Beyond, *mepersoner's* “Frost Titan”). The Frost Titan wears a **100gp headband**. There is a giant-sized crudely constructed wooden “throne” near the east wall. The room is filled with construction supplies, boxes of materials, and provisions. Behind the throne and a stack of boxes is a secret door (Perception DC 22 to find). It can be opened by removing a false stone from the wall, and using the key (held by Odifer Grog). Without the key, a creature proficient with thieves’ tools can pick this lock with a successful DC 22 Dexterity check. A *knock* spell will also open the door. The room is lit by a *continual flame* spell on the 30’ high ceiling. The Frost Titan will investigate sounds of battle in areas 10, 13, or 14, without straying too far from his post at area 11.

12 – Treasure Room walls are lined with shelves containing various weapons, items of armor, art, knick knacks, bags, and boxes. Some of the items were taken as booty from the Tsojcanth Gnome Vale. The only items of value here are **12 art objects worth 1000gp**, **120 gems worth a total of 1000gp**, and **coinage worth 750gp** weighing 20#. The room is unlit, and the ceiling is 25’ high.

13 – The High Priest Angar Baneberry’s Quarters are unfinished, but suitably fitted with a bed, dresser, chest, and bookshelves containing (evil) religious items and books. There are two floor lamps, lit by *continual flame*, but covered with heavy cloth fittings which block the light.

14 – Odifer’s Anteroom is guarded by **two Frost Giants**. They are in random locations within the room. If there are battle sounds in the lower level, one will investigate while the other remains in area 14, ready to alert Odifer. The chamber is dimly lit by a *continual flame* spell cast on a shuttered lantern.

15 – Odifer’s Quarters are unfinished, with different parts in various stages of completeness. All the decorations and features suggest a Spartan living style emphasizing combat and physical prowess. The chamber is unlit. **Odifer Grog** (see D&D Beyond, *Clockwerk66's* “Orog Devastator”; also appears in D&D Wiki homebrew creatures; he also speaks Giantish in this module) is lifting weights in the center of the room but his weapons are always within reach.

Odifer is a mutant hill giant, slightly larger than a normal hill giant but smaller than a Frost Giant. However, he is physically far superior to the Frost Giants and even the Frost Titans, who all fear his wrath.

Odifer has a **Ring of Cold Resistance** and a giant-sized **+2 Flaming Scimitar**; his stats are as shown except: **Resistant to Cold; melee attacks are +16 to hit, damage 20 (3d6 +10) slashing plus 9 (2d8) fire damage.**

Odifer has a **Portable Hole** in which he keeps whatever treasure he does not leave in the treasure room: 100 javelins, **coinage and gems worth 200gp** weighing 5#, food/provisions, tools & gear, etc.

## **Aftermath**

Angar Baneberry uses the tuning fork for this location to return here via the Plane Shift spell, when he has been visiting the other planar locations in this campaign. Likewise, there are other plane shifters allied with King Tholak, who occasionally visit this Porphatys/Carceri /Tarterus outpost. If this outpost is hit hard but Angar survives, the next day he will prepare the Plane Shift spell and go to Gladsheim (the Jotenheim 3 location) for help. The day after that, reinforcements from the Jotenheim citadel will arrive [DM's discretion on strength/numbers of reinforcements].

This adventure is intended to be a quick strike on Odifer's lair to neutralize Odifer and his minions, with another quick follow-up attack on the Jotenheim citadel, using the Gladsheim/Jotenheim tuning fork to get there. There will be time for boon awards, however. It is assumed that the party can quickly move (teleport) to their home base city/lair/hangout/etc, and spent a day or two there. There will be several days before the attack on the Tarterus lair is discovered; hopefully the party will move on with some alacrity...

## Epic Boons

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

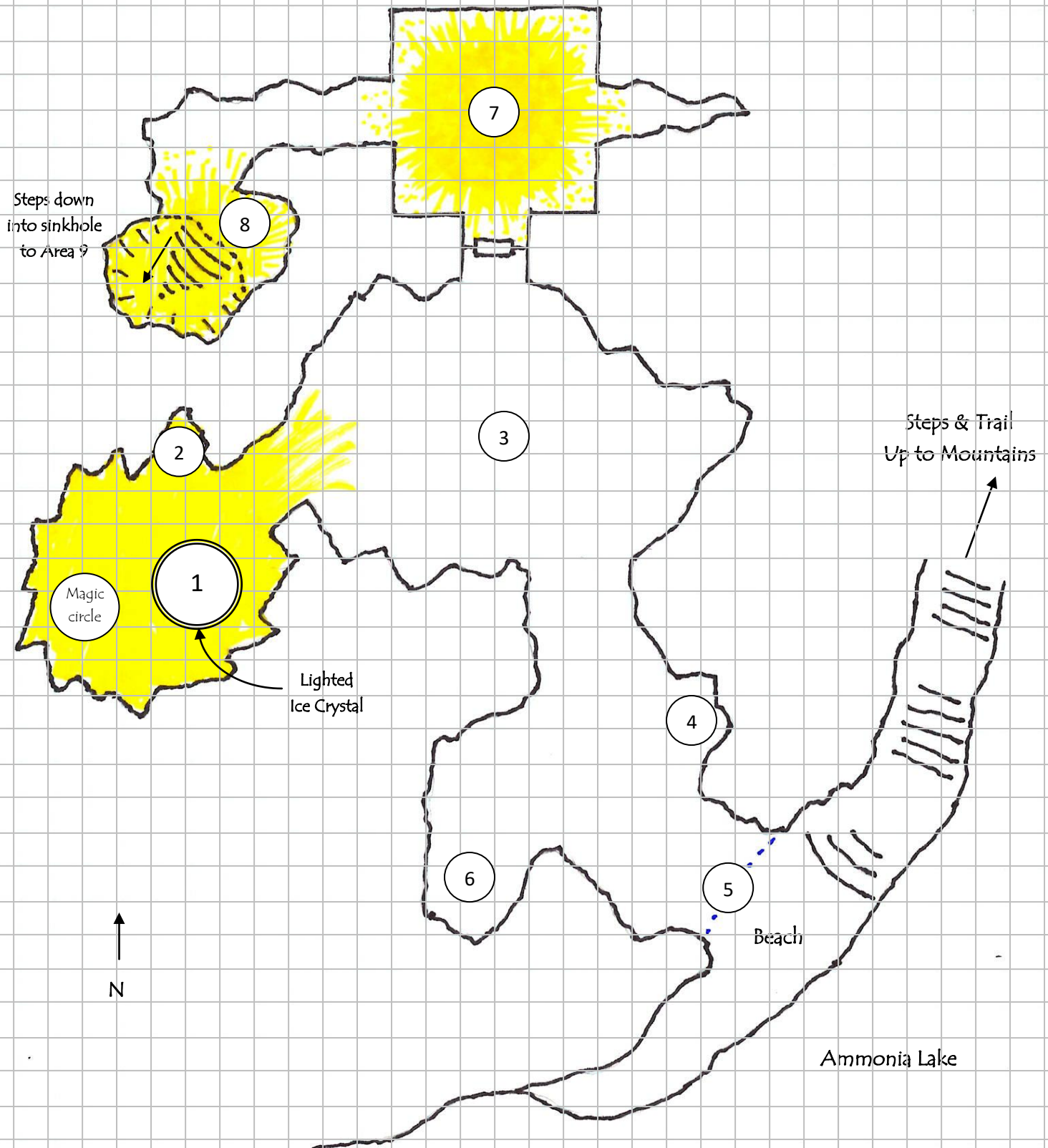
- Elemental Void (dandwiki/homebrew)
- Epic Flight (dandwiki/homebrew)
- Growth (dandwiki/homebrew)
- Hasty Heroics (dandwiki/homebrew)
- Irresistible Offense (DMG)
- Legendary Actions (dandwiki/homebrew)
- Nirvana (dandwiki/homebrew)
- Proficient (dandwiki/homebrew)
- Resistance (dandwiki/homebrew)
- the Cleric (dandwiki/homebrew)
- the Frozen Path (dandwiki/homebrew)
- Truesight (DMG)
- Warmage (dandwiki/homebrew)

Below is a suggested process for characters to receive their next epic boon. No two boons awards should be duplicated...yet.

- DM selects boons applicable/beneficial to each character and creates a list of three potential boons for each character (randomly or by selection).
- After completing the second module (Jotenheim II) but prior to embarking on the next, the party's cleric (or druid, etc) has a vision that each character should visit a temple appropriate to their deity and offer 250gp value in objects, coins, or gems. Party must determine the order in which characters visit a temple and offer their sacrifices.
- The character is then offered one of 3 new (3rd) boons. Character selects one from the list.
- In order to avoid duplication of awarded boons, if a character's list contains a boon already selected by another character, it should be replaced by the DM with another suitable boon choice.
- The boon is awarded immediately upon selection.

# Jotenheim 2 – Tarterus Outpost

1<sup>st</sup> Level





# Jotenheim 2 – Tarterus Outpost

2nd Level



One Square = 10 feet