



RAIN, LIGHTNING, THUNDER

Estimated Duration: 30 minutes

Suggested Music: "Belly of the Beast Combat" by [Music d20](#)

AGAINST THE STORM GIANTS

Storm giants are wisest of all the giants but also the most superstitious. Thanks to their connection to the wide world and the elemental might of rain, lightning, and thunder, they can see beyond the range of mortal men and can predict events that have yet to occur.

While storm giants are innately good, their portents sometimes lead to conflicts of interest. After all, those who are unable to envision what the giants can only focus on the here and now and less on the "greater picture."

WHERE TO ADD THIS ENCOUNTER

This side trek is designed for **three to seven 17th- to 20th-level characters** and is optimized for **five characters with an average party level (APL) of 20**.

This encounter can be added at an important turning point in an ongoing game or even as the climax of an important story arc. The characters must find or protect a special item or person. Meanwhile, the storm giants will do everything in their power to ensure that the item or person doesn't fall into the wrong hands—even if it means destroying the characters to accomplish this. As good creatures, the giants offer plenty of warnings. As chaotic and wise creatures, however, they will not take "no" for an answer.

THE CONFLICT

Before the encounter occurs, determine the reason for the potential conflict between the giants and the characters.

STORM GIANT CONFLICTS

d6 Loot

- 1 The characters must rescue an important NPC from the storm giants who plan on sacrificing the NPC to the storm gods upon Storm Top's altar.
- 2 An important magic item is in the possession of the storm giants and being kept on Storm Top. The giants cannot allow the magic item to leave Storm Top.
- 3 The storm giants arrive at Storm Top the same time that the characters do; they both seek the same magic item that is being kept there.
- 4 The giants wish to kill a villain that the characters are protecting at Storm Top. After a failed parley with the giants, the characters must battle them.
- 5 The characters were given a different prophecy that conflicts with the storm giant's. By protecting the person/resource on Storm Top from the giants they will fulfill that prophecy.
- 6 The storm giants have prophesized that the characters themselves must be destroyed and have no other choice but to face them in combat.

STORM TOP

The battle happens on Storm Top, an earth mote nearly four miles off the ground that was once part of a cloud or storm giant's hold or whatever else is appropriate to your storyline. The item or person of value to the characters and giants waits within a canyon upon an altar. Thanks to the storm



Get this high-resolution map of the [Mountaintop Altar on Cze and Peku's Patreon](#) which includes multiple variations.

giants' presence, a mighty storm rages on all around Storm Top.

AREA DESCRIPTION

Storm Top has the following features. A map of Storm Top can be seen on the previous page.

Dimensions & Terrain. Storm Top is an earth mote that measures 1 mile in diameter. The actual battle between the characters and the giants begins within a canyon that is approximately 75-feet wide and 150-feet long.

Falling. Because Storm Top is so high off the ground, falling is a serious hazard. Any creature that falls off of Storm Top's edge that is unable to halt its own fall takes 20d6 damage from the fall.

Weather. The storm giants have created dangerous weather conditions for the fight using their control weather innate spellcasting ability. The following conditions apply during the battle:

- **Extreme cold.** At the start of combat, each creature except for the giant must succeed on a DC 10 Constitution saving throw or gain one level of exhaustion. Creatures with resistance or immunity to cold damage automatically succeed on the saving throw, as do creatures wearing cold-weather gear and creatures naturally adapted to cold climates.
- **Strong wind.** Ranged weapon attack rolls and Wisdom (Perception) checks that rely on hearing are made with disadvantage. Open flames are extinguished, fogs are dispersed, and flying by nonmagical means is impossible. A flying creature in the wind must land at the end of its turn or fall.
- **Heavy precipitation.** Everything in the area is lightly obscured, and creatures in the area other than the giants have disadvantage on Wisdom (Perception) checks that rely on sight.
- **Lightning.** On initiative count 20 (losing initiative ties), each storm giant present that isn't incapacitated can choose a point that it can see within 120 feet of it. A bolt of lightning flashes down from the cloud to that point. Each creature within 5 feet of the point must make a DC 17 Dexterity saving throw. A creature takes 3d10 lightning damage on a failed save, or half as much damage on a successful one.

CREATURE INFORMATION

There is one **storm giant** for each character present. This makes this encounter particularly deadly; therefore, it is recommended that you only use this combat if the characters are completely rested going into it (and potentially directly after it).

What Do The Giants Want? The giants do not wish to have a conflict with the characters, nor can they allow the characters to succeed in their task (as detailed above). The giants will avoid killing the characters unless absolutely necessary unless the characters prove themselves to be villains worthy of eradication.

Tactics. Storm giants are excellent combatants and will use their terrain to their advantage. They will do all they can to keep their distances from the characters, recognizing that many of the characters will likely have powers that can stop them if they come too close (such as the monk's pesky stunning strike or a paladin's smite).

One of the giants will need to maintain its control of the weather, so it will stay in the rear. Meanwhile, the other giants will use *levitate* to stay above the combat, happy to lob rocks (even with a disadvantage from the rain) and Lightning Strikes when available. If knocked out of the sky, they have *feather fall* to slow their descent.

As an action, the giant can attempt to grab and throw a Small or Medium creature within 10 feet of it. The target must succeed on a DC 22 Dexterity saving throw or be hurled up to 60 feet horizontally in a direction of the giant's choice and land prone, taking 1d8 bludgeoning damage for every 10 feet it was thrown. If the creature is thrown off the edge of Storm Top, it takes falling damage instead. The giants will use this against slower creatures who lack flying and teleporting abilities (such as the aforementioned pesky melee combatants).

As a last-ditch effort, the giant may even opt to grapple a particularly dangerous character then leap off Storm Top with the character in its hands. The giant will take the damage from the fall, but will likely have a better chance at survival the character. Furthermore, if the giant lands in water below (your discretion), the giant can take the fight into the water where it continues to have advantages.

WRAP UP: WEATHERING THE STORM

If the characters win the battle, they take control of the asset they fought to protect. And if the giants win, they reclaim the asset, likely moving it to a safer location. Where the adventure happens from here is ultimately up to you. Of course, if the characters demonstrate that they are particularly nasty and/or evil opponents, they may invoke the wrath of the local storm giants for years to come.

GIANTS IN OMERIA

If you are playing the [DMDave campaign setting of Omerian Throne](#), then you may want to learn a little more about giants and their place in Casar.

Giants are rare. Since the Hand of the Third, when the danaavrakts killed nearly 90% of all living giants, most giants have gone into hiding. Slow to reproduce, they've yet to regain their numbers prior to 625 AT.

Giants no longer trust humanoids. Overall, the majority of the surviving giants blame the humanoids for their near extinction at the hands of the Obsidian Plain fiends (the exception being hill giants, as explained below). When conflicts arise between giants and humanoids, rarely do the giants offer the benefit of the doubt.

Hill giants are the most common of giant kin. Because of their smaller size compared to the other giant subspecies, hill giants frequently work and mingle with humanoids, particularly the Vaskilish Anorian elves.

Stone giants are thought to be extinct. After 650 AT, the stone giants vanished into the Low and haven't been seen since. However, the Von Dorals claim that they are locked in perpetual war with the [inak](#).