STORM KING'S THUNDER

MAP PACK



Encounter Maps for Storm King's Thunder
Chapter 3: The Savage Frontier

Amphail

Platform. The large platform in the north end of the map is 5 feet tall. If a creature doesn't use the stairs on either side, it must succeed on a DC 10 Strength (Athletics) check to climb onto the platform.

Pavillion Tents. The many pavillion tents raised for the occasion are indicated by the black tent posts and the shadows they cast.

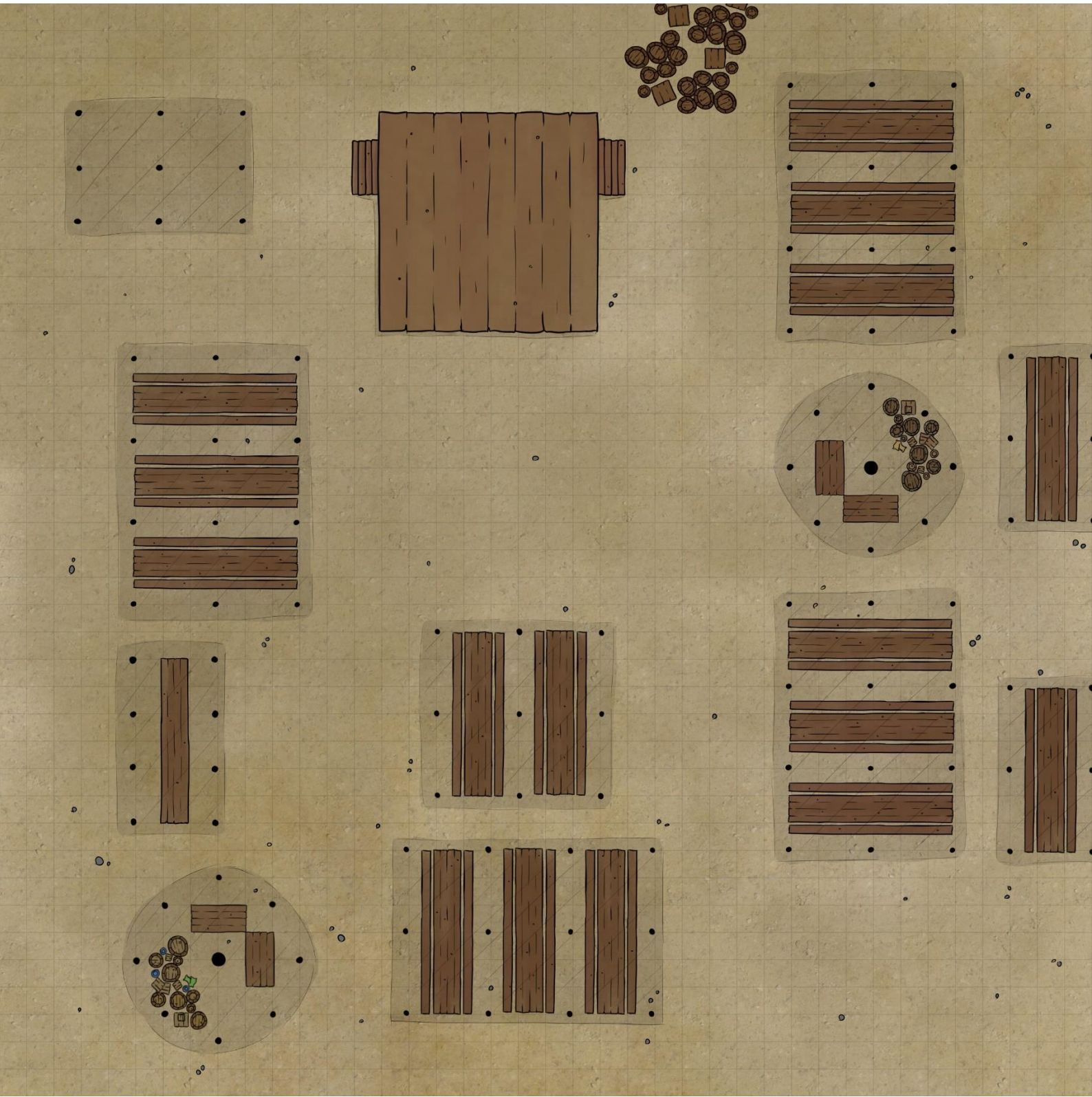
Longtables. The many longtables can provide half-cover, or be flipped over as an action to provide three-quarters cover.

Provisions. The barrels, sacks and crates of drink and food are of the highest quality.

Running the Encounter

You can find the details of Amphail and the suggested encounter on page 72 of *Storm King's Thunder*. Below is a brief suggestion on how to run the encounter.

While the town is gathered to celebrate Lord Tylandar Roaringhorn's Sixty-Third birthday, three **hill giants** barge into town. Each go for a pile of provisions. When they reach them, they use an action to fill their arms before running off again. If attacked, or a creature stand in their way, they will fight back, while still focusing on getting the food. If dropped to below half its hit points, a hill giant either becomes enraged and starts fighting furiously, or drops whatever it is carrying and flees.



Ascore

Buildings. All the ruined buildings in Ascore have walls and roofs as indicated by the shadows they cast.

Docks. Two immense stone docks protrude from the sand here, extending out over a 30-foot cliff. The docking bridges are severely damaged, but safe to traverse.

Cliff. The cliff in the middle of the map is sandy and strewn with rocks. A creature can easily traverse the cliff if taking its time (moving only 5 feet per round), but if a creature attempts to climb the cliff quickly (half movement speed), it must succeed on a DC 15 Athletics check, or tumble to the bottom of the cliff, taking 2d6 bludgeoning damage and landing prone.

Anaxaster's Lair. Anaxaster, preferring the open air, has made the broken hull her lair, and stores her portion of the hoard here, on the lower deck. The upper deck rises five feet above the lower deck, and is accessible by two small, stone stairs.

The ship's railing sits only five feet above the ruined docks, allowing any creature with a Strength score of 10 or higher and 10 feet of running start to jump from the dock to the ship's railing (where it'll have to pull itself up with a DC 10 Strength (Athletics) check). Creatures with a Strength score lower than 10 must succeed on a DC 10 Strength (Athletics) check to make the jump, dropping 30 feet to the sand below on a failed check.

A creature can also attempt to climb the hull from below, a feat that is only possible using climbing equipment and a DC 10 Strength (Athletics) check or spells such as *spider climb*.

Alternatively, a creature can pass around the shipwreck, and climb the sand dune up unto the ship's deck. This doesn't require a check, but the sand dune is difficult terrain.

Chezzaran's Lair. This ship lies bottom-up, presenting a towering, curved hull, that rises more than 30 feet above the hot sand. Chezzaran's lair is quite cool compared to the desert outside and the hole in the hull above allows only a dim light to spread within. Chezzaran likes to sleep in the cool, dark cave of the empty hull, and it is also here he stores his treasures.

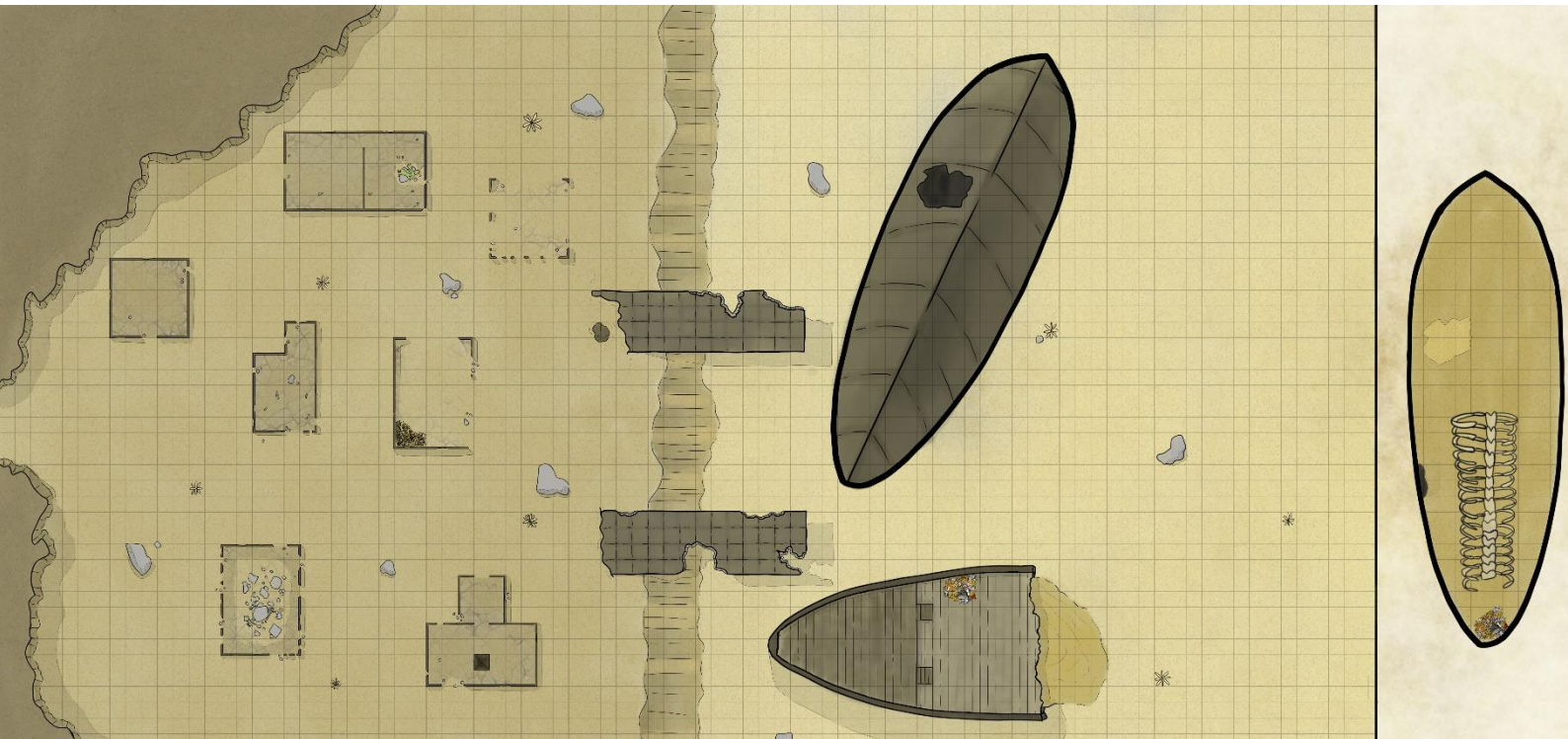
On the top of the curved hull is a large hole, which is also Chezzaran's main entrance into his lair. A creature can easily climb down into the lair using a rope, if it has anything to tie it to, or someone to hold it. Otherwise, a creature can choose to drop 30 feet to the sand below.

The railing of the ship is buried about two feet into the sand, which makes for an extensive digging operation for anyone seeking to enter from the foot of the hull. However, at one point on the western side of the ship, a section of the railing has broken, allowing a Medium or smaller creature to squeeze under the railing and into Chezzaran's lair. This way in is easily found by anyone who looks around the ship for an entrance.

Through the chamber rise the yellowed bones of a purple worm, nearly 20 feet in diameter. The purple worm entered Chezzaran's lair on accident, and the blue dragon slew it in a fierce fight. He likes the unorthodox decoration, and hasn't done anything to remove it. As a result, Chezzaran's lair is permeated with the sweet and sickly smell of decay.

Running the Encounter

You can find the details of Ascore and the suggested encounter on page 73 of *Storm King's Thunder*. You can also download the adventure [The Flying Misfortune – A Storm King's Thunder Adventure] for a small adventure built around the ruins of Ascore and its two inhabitants.



Citadel Adbar

Braziers. The two braziers in the middle of the throne room illuminate the room. A brazier can be tipped over into an adjacent square, dealing 2d6 fire damage to any creature that starts its turn in that square or enters it for the first time on its turn (a successful DC 10 Dexterity saving throw halves this damage).

Dais and Throne. The dais steps leading 5 feet up to the throne are considered difficult terrain.

Moradin's Statue. The large statue by the wall in the throne room depicts the dwarfen deity Moradin. It can provide cover, or be tipped during combat to hit a creature in an adjacent square, with a DC 10 Strength (Athletics) ability check. The target must make a DC 10 Dexterity saving throw. On a failed save, it takes 2d6 bludgeoning damage and is restrained by the heavy statue (it can escape as an action by succeeding on a DC 10 Acrobatics or Athletics check). On a successful save, it takes only half damage and isn't restrained.

Pillars. The four pillars that support the heavy stone roof can provide cover during combat.

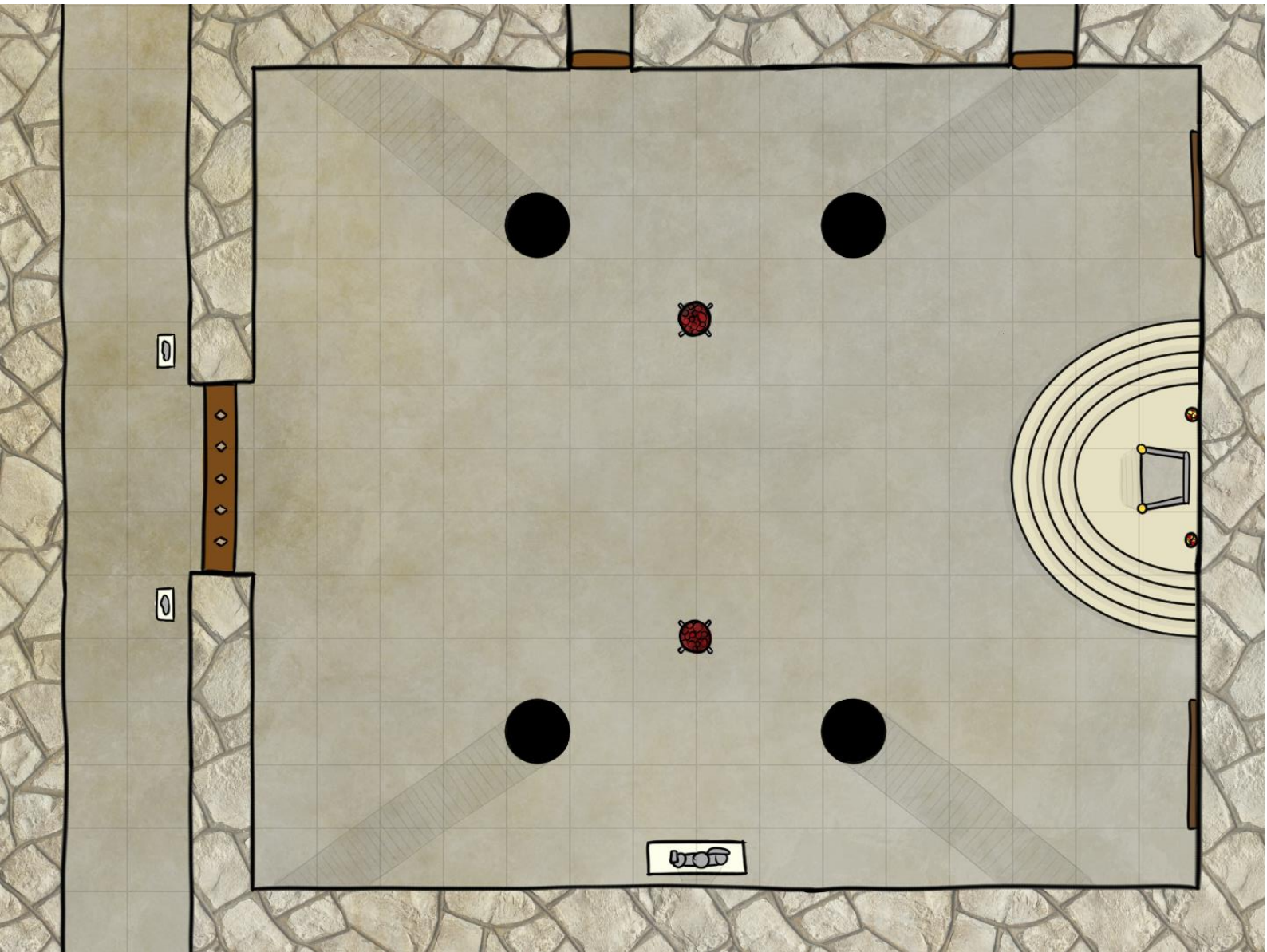
Running the Encounter

You can find the details of Citadel Adbar and the suggested encounter on page 78 of *Storm King's Thunder*. Below is a brief suggestion on how to run the encounter.

The party is in the throne room with Harnoth (**doppelganger**), three elders (**nobles**) and four **guards**. Seven **yakfolk warriors** in the shapes of dwarven **knights** enter the throne room through the main door. The three elders flee through the smaller doors in the top of the map.

During combat, Harnoth and his guards stay close together. If no enemies are near, the guards ready their actions to attack anyone moving close to Harnoth. The **yakfolk** divide themselves between attacking the party and attacking Harnoth.

Reinforcements fetched by the fleeing elders arrive from the side passages when combat is over, or during combat if you think it's necessary.



Gauntlgrym

Hallway. The hallway is 20 feet wide and 30 feet tall.

Statues. Each statue lining this hallway is 10 feet tall and depicts a dwarven warrior ready for combat.

Secret Door. The secret door is set into the wall behind one of the statues.So masterfully crafted is the secret door that spotting it requires a careful search of the wall and a successful DC 25 Wisdom (Perception) check.

Secret Tunnel. The tunnel behind the secret door is a 5-foot-wide, 7-foot-high, mile-long tunnel.

Running the Encounter

The Gauntlgrym encounter is well detailed on page 85 of *Storm King's Thunder*. Below is my take on running the encounter, where I've made some changes to increase the tension of the encounter.

The encounter starts with the drow a 100 feet away from the party. Place the party by the second statue from the right, and the drow by the first statue from the left. The drow group consists of two **drow mages**, six **drow elite warriors** and two **shadow demons.** The two drow mages have both used their Summon Demon ability, as well as all of their 5th-level spell slots. They seek to escape, not fight.

On their first turns in combat, the drow mages both cast *evard's black tentacles,* filling two full 20-feet squares between the party and the secret passage. Two of the drow elite warriors cast *darkness* spells to fill the hallway immediately in front of the secret passage. The dark elves' plan is to delay the party while blocking them from seeing their escape through the secret tunnel. If the party don't see the drow escape, because of the darkness, they'll have to find the secret door by using an action and succeeding on a DC 25 Perception check.

In the secret tunnel, the drow take the straightest way to escape. If the party are right on their tail, the dark elves dispatch the two shadow demons to attack and delay them. If the party still catches up, the drow continue running while attacking their pursuers. Use the rules for running a chase on page 252 of the *Dungeon Master's Guide.* The drow have advantage on their Stealth checks to escape, based on their extensive knowledge of skirmishing in the Underdark.

