

BLOOD OF THE GIANT

Setup

Party rushes to avert an ancient evil.

Terrain

The ceiling is 100ft up, the mezzanine is 40ft up, the chains dangle to just 15ft above the mezzanine.

Uvaryu, Mind of the Untouched One

Uvaryu is an eldritch entity out of space and time: it invades the dreams of the psychically sensitive and makes them its thralls, twisting them to fulfill the goal of enriching it with giant's blood. Seeing Uvaryu for the first time elicits a DC 15 Wisdom save. On failure, creature becomes Frightened. Resave at end of every turn. Uvaryu starts at 100 HP of 300 max, AC 8. Automatically fails any saving throws except Intelligence, which is a +10.

Mind Thralls of Uvaryu

Uvaryu has suborned the palace. Present in the chamber they have 3 **Nobles** with hand crossbows, 3 **Veterans**, and 2 **Priests**. They exist in a waking dream; if drop to zero HP, will awaken as they make their Death Saves. Uvaryu does this so the party will be busy with the ethical dilemma of sparing them: if they return to 1 or more HP, they must make a DC 18 Intelligence save or Uvaryu resumes control.

Party Setup

The party is enlisted by the non-enthralled, Stewardess Yela, who has given them the key and asked them to investigate.

Phase 1 : Well Laid Plans

Upon entering the chamber the party witnesses a comatose Giant hung from the wall.

- **Medicine** DC 13 check indicates the giant has been sapped to be systematically bled.
- **Arcana** or **Nature** DC 14 know that Giant's Blood has invigorating alchemical properties.
- **Investigate** DC 12 check indicates there are floodgates to prevent fluid flow into the brain chamber at four points, requiring a Main Action to drop.
- Thralls won't notice the party—but Uvaryu can sense any thinking mind within 120ft, and will spring its thralls on them at the most opportune moment, then start the blood drain.
- once the ambush is sprung, the map goes to phase 2 and advances +1 phase at the end of each round.

Phase 2-3 : Melee of Thralls

The Thralls are used to delay the party.

- Uvaryu's minions defend the brain.
- If all four floodgates are dropped, the phase does not advance, as Uvaryu psychically holds the blood from flowing to not spill a drop until its minions open the gates.

Phase 4-5 : Draught of Giants

Giant's blood spills into the brain chamber.

- Uvaryu regenerates 30 HP at the end of every round unless it has suffered psychic damage during the round, in which case it regenerates only 10.
- All of Uvaryu's thralls gain 10 temp HP.
- every non-thrall in the chamber must make a DC 18 Intelligence save or hear Uvaryu's voice scratching at the back of their head: as a reaction, Uvaryu may force them to take disadvantage on a single attribute check, saving throw, or attack.

Phase 6 : Uvaryu Awoken

Uvaryu's full form appears.

- Uvaryu's regeneration doubled.
- Uvaryu manifests the psychic projection of a **Cloud Giant**; it has psychic vulnerability and poison immunity, dies if Uvaryu drops to 0HP, and can move through other creatures and objects as difficult terrain, taking 1d10 force damage if they end their turn inside objects.
- saves vs. Uvaryu at Disadvantage.
- The world begins to warp around the brain chamber, giving glimpses of other worlds. Pondering them for more than a second elicits a DC 15 Wisdom save, suffering 3d6 Psychic damage on a failure.

Uvaryu's Legendary Actions

Even from across the veil, the Bonedrinker touches this world.

- *Psychic Burst*: all creatures within a 15ft square make a DC 18 Strength save or fall prone and take 2d6 Bludgeoning damage.
- *Mind Needle*: one creature makes a DC 18 Intelligence save against 4d10 Psychic damage, halved on success.
- *Tyranny of Perception*: Uvaryu up to 3 creatures sights they were not meant for. They make a DC 18 Wisdom save; on a failure, they are considered Charmed and cannot perceive Uvaryu's brain. Resave at the end of each turn.