

HALL OF THE FIRE GIANT KING

A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADAPTED ADVENTURE

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King Snurre Iron-Belly, lord of the fire giants, has united the feuding tribes of giants under his blazing banner. Only by revealing the power behind his throne can the giant alliance be broken. Snurre rules from a mighty hall in the Star Mounts, beyond the reach of most mortal enemies. But you are no mere mortals. A *Living Forgotten Realms* adapted adventure set near the Evermoors for Adventure Level 18 (character levels 16-20).

This adventure is found in Issue #200 of *Dungeon*, part of D&D Insider. *Dungeon* issues may be downloaded from the Wizards of the Coast website. At least one person at the table (either a player or the DM) must have an active subscription to D&D Insider.

This is the fourth and final part of the *Against the Giants* Major Quest. The other parts are ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-4 *Warrens of the Stone Giant Thane*, and ADAP4-5 *Glacial Rift of the Frost Giant King*. This adaptation document does not present adjusted stat blocks for low/high tier; any legal table of characters levels 16-20 can play, but bear in mind that the stat blocks in the adventure were written for a party of level 18-20 characters. Tables at the low end of the level band might find this adventure very difficult. We recommend that you allow at least twenty hours of playing time to complete this adventure.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Be sure to keep up with the LFR Community at our campaign website: <http://community.wizards.com/lfr>

PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the D&D 4th Edition core rulebooks. These are the *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*, or the corresponding D&D Essentials products. Any other rules referenced in this adventure are noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information about non-player characters (NPCs) and monsters appears in the full stat-block format with each combat encounter. For non-combat encounters, this information appears in abbreviated form in the adventure text.

Along with this adventure, you'll find a session tracking sheet. If you're playing this adventure as part of a WPN event (see above), complete and turn in this sheet to your organizer directly after play.

READING MONSTER STAT BLOCKS

Most of the information should be easy to understand, as it mirrors the information presented in the *Monster Manual*. Attacks may have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. Auras are designated with the O symbol, as well as the aura keyword.

A lower-case letter (used only for certain melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session

often creates stories that live well beyond the play at the table. Always follow this golden rule:

Make decisions and adjudications that enhance the fun of the adventure whenever possible.

In support of the golden rule, we offer these guidelines:

- **You are empowered to make adjustments to the adventure and to make decisions about how the group interacts with the world.** This is especially important during non-combat encounters, but you may also need to adjust the combat encounters for groups that are having too easy or too hard of a time with the adventure.
- **Don't make the adventure too easy or too difficult.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or just ask) what they like in a game, and attempt to give each player the experience they're after when they play D&D. Everyone at the table should get a "chance to shine."
- **Be mindful of pacing, and keep the game moving to ensure you finish on time.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be played in about 4 hours; be very aware of running long or short, and adjust the pacing accordingly. If that means you need to "call" a combat encounter when it is obvious that the PCs are going to win, then feel free to do so.
- **Give the players appropriate hints so they can make informed choices about how to interact with the environment.** Players should always know when enemies are bloodied or affected by conditions. Give them clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting frustrated by a lack of information. Encourage immersion in the adventure and give the players "little victories" for figuring out a good choice from your clues.

In summary, being the DM for a *Living Forgotten Realms* adventure isn't about following the adventure's text word-for-word; it's about creating a fun, challenging game environment for the players. Chapters 1 and 2 of the *Dungeon Master's Guide* are filled with good information about being a DM for a D&D game.

APPROPRIATE CHARACTER LEVELS

This adventure is intended for characters of levels 16-20 (high Paragon tier). Any Paragon-tier character within this level band can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

This adventure can only be run at the published level, which is roughly AL 19.

FAILING TO DEFEAT AN ENCOUNTER

If the group fails to defeat an encounter (for example, if they have to flee from a combat because it's too tough or they fail too many checks during a skill challenge) it doesn't have to mean the end of the adventure. In most cases, both success and failure should lead to interesting story outcomes. The PCs might miss out on some XP or treasure, but whenever possible, give them a chance to work around their failure and still bring the adventure to a successful conclusion.

In the Rewards section, there is a baseline XP award (the minimum amount a PC can earn). There are also one or more XP awards available for completing specific objectives as outlined by the adventure. Part of the DM's job is to decide if and when the PCs have fulfilled each objective, even if they failed at some of the individual encounters along the way.

CHARACTER DEATH

When a character dies during the course of an adventure, the player always has at least one option (Death Charity) and might have additional options (such as the Raise Dead ritual). Most importantly, the DM must decide if the rest of the group has access to the dead character's body.

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.
- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this

option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.

- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

Regardless of which option is chosen, any character who dies during an adventure gains 20% less XP from that adventure. In other words, characters that died during the adventure earn 80% of the amount earned by those characters that did not die during the adventure (for example, if the rest of the party earned 500 XP, the characters who died only earn 400 XP).

If a character is killed in the final encounter, but the rest of the party prevails, then the DM may choose to waive the 20% XP penalty if he or she believes that the group as a whole would not have succeeded without the dead character's sacrifice. The 20% penalty also does not apply in the event of a TPK (Total Party Kill), because the DM should reduce the entire group's XP award to reflect the fact that the party as a whole failed to complete some or all of the adventure's objectives.

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

Mounts are not characters. These rules do not apply if a mount is killed during an adventure. To resurrect a dead mount, the owner must pay 20% of the mount's

market price at the end of the adventure in which the mount died.

MILESTONES

Whether the characters succeed or fail in an encounter, they generally reach a milestone after every second encounter following the start of the adventure or their last extended rest. Some encounters do not count toward a milestone, usually because they are pure roleplaying encounters or do not pose a meaningful challenge to the party. If an encounter is not intended to count toward a milestone, it says so. In particular, you should not deny the players a milestone just because they are having an easy time with the combat encounters. After each encounter, inform the players whether that encounter counted toward the next milestone. Reaching a milestone gives each PC another action point and affects some magic item powers.

LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't automatically resolved by the end of the adventure, such as the death penalty or the later stages of a disease.

Death Penalty: When a character dies and is brought back to life, that character usually suffers a death penalty. For example, a character brought back by the Raise Dead ritual or a warpriest's *resurrection* power suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until he or she has reached three milestones. The player should record the character's death on his or her Adventure Log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, the death penalty ends.

Sometimes the death penalty is paid by a character other than the character that was returned to life. For example, if a sentinel uses the *restore life* power, there is a cost of four healing surges. These healing surges cannot be regained until the PCs who spent the surges (which cannot include the character who was returned to life) have reached three milestones or taken three extended rests. The character(s) who spent the surges track this on their individual Adventure Logs. As each character crosses the appropriate threshold, the death penalty ends for that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character

during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

Other Lasting Effects: Other effects that last beyond the scope of the adventure should be resolved at the DM's discretion. Effects that last for a well-defined period of time (those that end after a certain number of days or extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified, such as by a Story Award). Effects that use a benchmark of unknown duration (such as milestones) should be recorded on the character's Adventure Log and tracked across adventures.

It is always the player's responsibility to inform his or her DM at the beginning of an adventure if the character is suffering from a lasting effect.

DCs BY ADVENTURE LEVEL

The DCs for skill checks are noted in the adventure.

Should you need to improvise a DC during the adventure, use the following table. These DCs reflect an average encounter level of 19.

Easy DC	Moderate DC	Hard DC
17	24	33

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon* (Issue #200) to use this adaptation. The published adventure is the version used by the DM. There is no high or low tier (see Appropriate Character Levels above). At least one person at the table must have an active subscription to D&D Insider (this can be one of the players or the DM; it does not matter).

You should be aware that this adventure runs longer than a standard *Living Forgotten Realms* adventure. The estimated playtime for this adventure is about twenty hours.

In this document you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter has notes on the rewards for the characters, and a total is given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

AGAINST THE GIANTS

This adventure is the fourth and final part of the *Against the Giants* series. In each part of this Major Quest, the PCs have taken the fight to another giant leader and weakened the overall giant alliance.

The previous adventures are ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-4 *Warrens of the Stone Giant King*, and ADAP4-5 *Glacial Rift of the Frost Giant Jarl*.

Each adventure offers the **Against the Giants** Story Award, which tracks the major quest to end the giant threat. Each **Against the Giants** award is obtained by succeeding in one or more of that adventure's quests. In this adventure, the PCs obtain the Story Award (and if they completed all adventures, earn the Major Quest completion bonus) if they succeed on both the *Deliver King Snurre's Head* major quest AND the *Confront Eclaydra* minor quest.

If PCs have already played ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-4 *Warrens of the Stone Giant Thane*, or ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, this may affect a few encounters in this adventure.

ADVENTURE BACKGROUND

Run the adventure as presented, with the modifications listed in this document.

This adventure is set in the Star Mounts, an impressive and forbidding range of peaks located in the center of the High Forest. While relatively close to civilization, the mountains are very difficult to traverse. Snow covers the mountains year round, and incredible high winds make approach by air almost impossible.

The north has recently been plagued by raids of various kinds of giants. The raids have been mostly active in Luruar and the Dessarin Vale, but Mirabar and Mithral Hall have suffered attacks as well, losing a considerable amount of their defenders in the process.

With the threat comes a decline in trade. Open Lord Dagult Neverember of Waterdeep has neglected the threat too long being too engrossed in the power play for Neverwinter. Instead, Blackstaff Vajra Safahr has requested Renaer Neverember to rally the powers in the region to fight the giants. Renaer managed to gather funds from merchants of Waterdeep, Silverymoon, Sundabar and Mirabar, and received unexpected aid from Elturgard and the High Forest.

Initially, Renaer sent agents to deal with the hill giant chief Nornra, in order to learn what other giants were involved (in ADAP4-3 *Steading of the Hill Giant Chief*). In the process, he found out who the other giant leaders were. The agents also found an old temple dedicated to Ghanadaur in his aspect of the Elder Eye, and indications that stone giants from the the Sword Mountains have joined the giant alliance. Renaer then sent adventurers to break the hold of the giants on Thane Arnak. During that process they found more evidence of involvement of Ghanadaur's disciples (in ADAP4-4 *Warrens of the Stone Giant Thane*).

Meanwhile, Renaer had discovered that a traitor from Mithral Hall, the exiled criminal Obmi Ironwhisper, has been aiding the giants. He has provided them with

in-depth information on Mithral Hall and its allies - including Luruar and Waterdeep.

With the traitor's name known Mithral Hall realized the danger it was in. It entered a last moment alliance with Waterdeep and Renaer sent a group of adventurers to kill Jarl Grugnur before he could mount a devastating attack on Mithral Hall. (in ADAP4-5 *Glacial Rift of the Frost Giant Jarl*).

Now, it is time to deal with King Snurre. Even the death of that King may not be enough. Renaer suspects a sinister force behind the giants, and the exposure of that power may be necessary to end the alliance.

ADVENTURE HOOKS

Renaer hires many PCs based on their adventuring reputation, and especially seeks out those recommended by his funders. While many will answer the call based on the promise of rewards both in fame and fortune, they may also have a personal motivation for answering the call.

Below are listed additional hooks into the adventure. The hooks provide conditions but may apply to other PCs as well, if they have the proper contacts, such as story awards or specific adventure experience. Adjust where this makes sense.

- **Played ADAP4-3, ADAP4-4, and/or ADAP4-5:** The PCs have already fought against the giants, and has been invited to aid again. See below for additional reasons where applicable.
- **The Heirs of Mirt:** Renaer fully expects members of the Heirs of Mirt, which he secretly funds, to aid his cause. The giants are a threat to Waterdeep, and many other states that are allies of old. While Renaer normally uses servants to gain aid from the Heirs of Mirt, this quest is important enough that he personally approaches the PCs.
- **Protectors of Neverwinter:** While Lord Dagult Neverember is too engrossed to deal with the giants, the move of the Blackstaff annoys him. He likes to keep at least a grip on the situation, and so ordered his aid Telliann to send some of the Neverwinter Protectors to aid his son. The Protectors are a diverse band of adventurers, officially not politically aligned to the open lord, but many know that Dagult pulls the ropes. Having the Protectors present during a raid will show that the open lord is not someone who can be kept out of affairs.
- **The Harpers:** Silverymoon has kept tabs on the giants for years. The Harpers recently got involved when one of them was captured and enslaved by the giants. Even with the agent's safe return (in ADAP4-3), the Harpers take this personal. They have offered their aid to High Lord

Methrammar of Silverymoon, who has accepted it and sent the agents to the High Forest as his emissaries.

- **The Lion's Den/The Order of Torm:** Elturgard's trade suffers from the giant raids, and some merchants have even been captured and enslaved. Elturgard's merchant guild hopes that ending the giant threat will bring prosperity to Elturgard, while the Order of Torm desires to fight the evil it has been confronted with. PCs of Elturgard organizations are paid by the Lion's Den.
- **The Stellar Society of Gentle Adventurers:** The Stellar Society has sent people on behalf of Lord Veerzon Tandro, a Waterdeep noble. Veerzon called in a favor of Kira Nenthyn, the club's owner who recently went missing. Veerzon provided Kira with shelter for a while. Even though the club has paid the debt to Veerzon in full, it recognizes the need to deal with the giant threat and continues to send their best members. PCs that are sent by the Society have any expenses covered by the Society.
- **Knights of Myth Drannor / Eladrin / Elves:** The elves of the High Forest have worries about the dark forces that seem to aid the giants. They believe it may be a force that was long an enemy of the fey. A strange temple found in the lair of the hill giants and a mysterious stone found in the warrens of the stone giants support that belief. The High Forest elves have decided to invest in the giant threat. Some time ago, an elf patrol led by the noble Rianna Moonshadow fell to the giants, and she is now believed to be in the hands of King Snurre. Coronal Ilsevele Miritar of Myth Drannor sends her knights to aid them, though any fey PC (elf, eladrin, or half-elf) without an affiliation may be called upon for aid.
- **Dwarves:** A dwarven PC may have been called upon by King Connerad Brawnvanil of Mithral Hall. Many dwarven lives have been lost, and the traitor Obmi Ironwhisperer has to be captured.
- **Regional backgrounds:** PCs who have selected a regional background from the North, such as Neverwinter, Waterdeep or Luruar, may be personally affected by the raid. Family or friends may have lost livestock or relatives to the raids, and their own communities may suffer from them.

PCs who have no ties to any of these organizations are found through various other contacts or based on reputation. Renaer needs the best, and alliance, alignment, nationality or race are of no interest if a PC proves capable and interested in facing the giants threat.

BEGINNING THE ADVENTURE

The adventure starts in Settlesone, a dwarven village that works as a trade outpost to Mithral Hall. If the PCs played ADAP4-5 *Glacial Rift of the Frost Giant Jarl* this takes place almost immediately after the frost giants' siege on Mithral Hall.

The exact reason for the PCs' individual involvement may differ (see Adventure Hooks above). If the PCs have not played ADAP4-5 together, they can meet and introduce each other before the briefing with Renaer.

Settlesone is a dwarven village, unique in that it is built entirely above ground. The houses are made of great slabs of stone, laid together to form massive structure that can weather storms and time alike.

The village normally holds about two hundred dwarven warriors, but it now looks like a war zone. Tents have been set up all over the place, and the village is teeming with dwarves, humans, and elves, many tired and wounded after days of fighting of a siege.

Outside the village, many, many dead are being buried, and the atmosphere is grim.

In war, nobody wins.

The PCs are brought to the town hall, where King Battlehammer is holding a speech (note: this is the end speech in ADAP4-5 *Glacial Rift of the Frost Giant Jarl*):

King Battlehammer looks wary, his armor and axe splattered with the blood of many a frost giant. His eyes glare angrily.

"We beat back the giants, and for that I am be proud! Proud on those who fought and survived, and proud on the many, oh so many, who gave their lives.

But this isn't over. No, the traitorous dwarf who sold us out, and the would be giant king who sought our end, they shall pay.

We have hidden in shame for the deeds of one of us, but no more. The dwarves of Mithral Hall will rejoin the Lord's Alliance. We will strike at the heart of Snurre's Realm, and take out him, take out the traitor, and take out the forces behind this dreadful day.

We stand as One. We stand against the giants. This is war. But it will not be fought on our doorstep. We will take this war to where it belongs... to the hall of the fire giant king!

The King then turns towards the PCs.

"I am not such a fool to think we can storm and take Snurre's halls. But we can draw his forces out. If we send in specialists during that time, we can succeed against him.

We count on you to be those specialists. We need you to enter the halls, kill Snurre, and find out who sits behind his throne.

I invite you to join Lord Neverember and I at my table, eat, and discuss the tasks that lay ahead."

The King's table contains a few other guests besides the PCs. The most important ones are listed below:

Renaer Neverember is honest, curious, mischievous, loyal, a bit stubborn, and possesses sense of humor, style and honor. He collects books on Waterdeep's past and can easily be distracted by talk of books and heroes; he is wealthy due to an inheritance from his mother's family, and the son of the Open Lord of Waterdeep besides.

Connerad Brawnnavil is the 12th King of Mithral Hall and leader of Clan Battlehammer. He is the son of Banak Brawnnavil. Although his name is Brawnnavil, he is of Battlehammer blood and uses the name in formal events. He is a seasoned and deadly warrior. The king realizes he needs the adventurers, and is willing to look past race or profession, and forgive small slights or misconduct in exchange for the PCs' aid.

The High Forest elves are led by **Hulrune Silverbow**. Hulrune is an experienced warrior. He is from the village of Rheitheillaethor (rye-thigh-way-eh-thor), a small wood elf village on the banks of the Heartblood River. He is the current contact with the High Forest elves, now that lady Rianna Moonshadow has gone missing.

ONLY if the PCs earned **GIANT13 The Storm Giant's Daughter**, an arctic dwarf (also known as Inguaakalikurit) named **Nurbatur** also sits at the table. He is squat - smaller than a normal dwarf - with pale skin and white hair. He wears a tunic and polar bear mantle, and little else. Nurbatur is introduced as a representative of the storm giant lord Krombaalt. He is here to state Krombaalt's desire for Snurre's death. He treats anyone with **GIANT13** with respect, but refuses to speak to anyone with **GIANT14 The Storm Giant's Ire**.

Allow the PCs to introduce themselves. Renaer then presents the following facts:

- Giants are attacking carvans throughout the north. The attacks get bolder, and are becoming a serious threat.
- The Blackstaff has asked him to join forces with our neighbours, trying to breathe new life in the Lords' Alliance. Silverymoon, Sundabar, and Mirabar have joined.
- Raids are mostly in the north, with frost giants from the Spine of the North, hill giants on the Evermoors and fire giants descending from the Nether mountains.
- Mithral Hall recently joined the alliance when frost giants staged an attack against it, exploiting

weaknesses revealed to them by the exiled dwarf noble Obmi Ironwhisperer. Obmi resides in the Hall of the fire giant King Snurre.

- It is suspected that Snurre takes advice from a hidden power as well. The High Forest elves suspect that Ghaunadaur, a monstrous deity, is influencing the king, and that its involvement is what really powers the giant alliance.
- To end the alliance, King Snurre must die, and the true power behind his throne exposed. For this, the PCs need to travel to the Star Mounts in the High Forest. The elves, led by Hulrune Silverbow, will attack the giants to draw as many of them away from the halls, allowing the PCs to infiltrate and execute their mission.

QUESTS

Renaer has several goals for the PCs to meet.

- Their main task is to kill Snurre. It is uncertain that this will immediately end the threat, but defeating the king may well cause the giant alliance to collapse. If **Nurbatur** is present, he states that the storm giant lord Krombaalt will not be satisfied until the fire giant's head is delivered to him, and that those who do so and earned the lords' respect will be richly rewarded. (This is a major quest.)
- Their second task is to find Obmi Ironwhisperer and return him to Mithral Hall. Preferable alive - the dwarves hate having to pay to raise him so they can question him. (This is a major quest.)
- The death of King Snurre may not be enough to stop the giants immediately. For this, it will be necessary to expose the true power behind the throne. The PCs have to find out who that is, so the information can be used to break up the alliance. (This is a minor quest.)
- The elves of the High Forest also desire to find out what happened to Rianna Moonshadow, an elven noble. The elves are willing to pay handsomely if she can be freed. More information will be given when the PCs arrive in the High Forest (This is a minor quest.)

Finally, Renaer asks the PCs to be thorough. Best to make sure the giants are permanently defeated, rather than have another hostile giant replace Snurre.

Renaer assures that all the PCs expenses will be covered, and he and his allies will not hold claim to any treasure found in the hall.

He does not offer any pay - but assures that good deeds will not go unrewarded.

THE STRONGHOLD OF THE NINE

The PCs can make their forays into the Star Mounts from the Stronghold of the Nine, a cave complex on the Unicorn Run in the High Forest, close to the Star Mounts. From here the High Forest elves patrol the southing woods and keep watch on the Star Mounts and the nearby endless Caverns.

It can take weeks to travel there on foot or by horse, but Renaer has arranged for a teleportation circle to get the PCs and Hulrune's elven troops there quickly.

With Moonshadow missing, Hulrune Silverbow is now in command of the troops fighting against the giants. The troops are a loose alliances of elves from various villages and strongholds. Their task is to attack the giants and draw them away from the halls.

Hulrune offers the PCs the use of the Stronghold of the Nine as a headquarters for reconnaissance, to stock up on replies, or to shelter if they have to retreat and take an extended rest.

He asks the PCs to look for Rianna Moonshadow in the fire king's halls, and shares the following:

- Rianna Moonshadow is a wood elf noble and the leader of the Stronghold of the Nine. She is a powerful priestess of Hanali Celanil (also known as Sune among humans). She is well loved and considered a local hero.
- She is sometimes referred to in jest as the Stronghold's princess, though she is not of royal blood.
- Rianna was captured while she and her men tracked a group of hill giants sent by Chief Nosnra to aid Thane Arnak. The hill giants were mostly overcome, but giant reinforcements - stone and frost giants - overcame them. (PCs may have learned this in *ADAP4-4 Warrens of the Stone Giant Thane*. If so, it is noted in **GIANT06 Against the Giants**)
- Adventurers who entered the warrens of the stone giants discovered that she was brought to King Snurre's hall.
- In addition to the rewards offered in the adventure, Hulrune also offers a set of magic arms, armor, and gear if the PCs can return Moonshadow safely.

THE ELDER ELEMENTAL EYE

Tharizdun is virtually unknown in Faerun. While in more recent years small cults have been spotted, the deity never had much following in Faerûn and the presence of an age old temple does not fit well.

In this adaptation, the references to the Elder Elemental Eye instead refer to Ghaunadaur, god of aberrations, oozes and outcasts. In the Realms, Ghaunadaur has been referred to as the Elder Elemental Evil, or as the Elder Eye, though he is mostly

known as That Which Lurks. Other alternate names are the Ancient One, and some cultists worship him falsely believing they deal with the demonlord Juiblex.

Ghaunadaur's current holy symbol is a purple eye on purple, violet, and black circles, but older symbols exists that are similar to the ones described in this adventure: an inverted triangle of amber on a purple background, with amber lines inside of it forming an upside-down "Y" shape whose arms end by bisecting the sides of the triangle.

Ghaunadaur is mostly worshipped by oozes, aberrations such as the aboleths, and drow outcasts. As an elemental god, he is interesting for those with elemental ties - and the addition of giants as worshippers may boost the faith significantly.

PCs may have met, and either allied with or fought against, one of Ghandaur's rivals, the demon lord Zugtmoy, in recent adventures set in Myth Drannor (see 'Knights of Myth Drannor', in *Adventure Hooks*).

OBMI IRONWHISPERER

The following information on Obmi can be shared with the PCs by King Battlehammer:

- Clan Ironwhisperer is a minor dwarven clan that aided in reclaiming Mithral Hall and in defending it in the battle of Keeper's Dale. The clan objected against the Treaty of Garumn's Gorge (which settled peace with the kingdom of Many-Arrows), and the relation soured.
- Obmi Ironwhisperer started spying for Elastul Raurym, the marchion of Mirabar, feeling that the Battlehammers had no right to Mithral Hall. When he was found out he killed the dwarf that discovered him, and then fled. (Should PCs ask, the name of the dwarf who was murdered was Malak Thunderhelm.)
- Clan Ironwhisperer was shocked to hear from this teachery, and pledged fealty once again to King Battlehammer, casting Obmi out to show their true allegiance.
- Elastul Raurym likewise turned the dwarf away from the gate, claiming to Mithral Hall ignorance of the dwarf's acts.

Having nowhere to turn, Obmi fled south, into the Underdark, where he was captured by fire giants and brought to Snurre's Hall.

ECLAVDRA AND THE VAULT OF THE DROW

Eclavdra is a drow priestess of Lolth from the city of Ched Nasad, the City of Shimmering Webs. The drow priestesses operate in secret, as Lolth's worship is not allowed in Ched Nasad. Directed by Menzoberranzan,

they try to find a way to retake Ched Nasad from the patriarchal Jazred Chaulssin.

Eclavdra got frustrated with the lack of progress, and disgruntled serving - in her opinion - 'lesser deserving' priestesses.

Before she could rebel, she was sent on a mission away from Ched Nasad, to locate and secure one of the few remaining connections to the destroyed drow city of Eryndlyn. This connection was a passageway below an ancient drow hideout, which now functions as the halls of the fire giant king Snurre. In this adaptation, Eryndlyn stands in for Erelhei-Cinlu and the Vault of the Drow.

Eclavdra gained the confidence Snurre. When she reported success on securing the passageway, she was ordered to use her influence to channel the giants' aggression to the drow's benefits.

In her stay at the halls, she discovered the abandoned temple to Ghanadaur - part of the original drow hideout that the giants had conquered.

That Which lurks saw the discontent in the drow, and promised her the power she craved. Eclavdra gave little thought to the danger of defying Lolth, and converted, drawing several of her underpriestesses with her.

While she still pretends to serve Lolth, she is now a servant of Ghanadaur. Most of her fellow drow, barring two of the priestesses (Raeme and Sziraz) who serve her, know of her change, though a few are getting suspicious. Lolth even sent one of her demons, a yochlol, to keep an eye on the priestess. Eclavdra knows of the yochlol, but has not acted against it. She believes she has managed to keep up appearances, and expects she will be able to deal with the demon in time.

In truth, the yochlol is well aware of Eclavdra's duplicity. It lets her continue with her plans, as it will further the drow's goals, welcome the enemy and prepare for the time when the drow will rise up from the Underdark - a time soon to come.

Eclavdra's plans are currently supported by the Lolth-worshipping drow from Ched Nasad, as part of a greater plan she cannot fathom. She has no intention to sticking to that plan, but desires to turn the profit of her works to Ghanadaur. It is unlikely she will succeed in the last step of her plan - even if the PCs do not defeat her.

TREASURE

PCs are free to take mundane equipment from this adventure. Any equipment taken is for flavor only and cannot be sold. The treasures and base gold earned in this adventure do not take any of the mundane equipment into account. The PCs may not exceed the listed maximum rewards, even if they laboriously loot every single thing of potential value that they find during the adventure.

DEALING WITH FIRE RESISTANCE

Quite a few of the monsters in this adventure use attacks that deal fire damage. A smart party likely prepares for an assault upon fire giants by equipping themselves with means to gain fire resistance. This may mean that a significant number of battles lose their challenge.

Consider changing the energy type of the fire giants' basic weapon attacks to untyped, so they have at least one attack that can be effective against the PCs. Do this in moderation, and do not apply this to any other powers. The intent is to give the PCs some worthy opponents to combat, and not to remove the benefit of their resistances or punish the players for planning ahead.

GIANT REINFORCEMENTS

Use the available reinforcements sparingly, as noted in the adventure. Note that in LFR, the PCs do not earn extra XP for facing the reinforcements, or for escaping the hall once captured.

SNEAKING THROUGH THE HALL

This adaptable awards a flat XP amount, rather than XP for every individual encounter. It is possible for stealthy and smart PCs to avoid a significant number of encounters, and thus they can earn XP without engaging in combat.

To encourage players to explore more, 20% of the total XP award is tied to a special goal, which involves engaging all encounters in the adventure. Please note that "engaging" does **not** always have to mean combat: whenever a PC enters a numbered area and notices the occupants, they are considered to have engaged the encounter - even if they then decide to stealth past or otherwise avoid combat.

The XP awards for exploration intended to encourage the players to see the entire adventure - not to punish smart behavior. Make sure your players are aware of this goal and its intent.

KING SNURRE'S HALL

Snurre's Hall is located below the Star Mounts. The Star Mounts are an impressive and forbidding range of peaks, located in the center of the High Forest. The mountains do not contain active volcanoes, but Snurre's halls are built deep below the mountains, close to a volcanic vent.

AREA 1: OBSIDIAN DOORS

ENCOUNTER LEVEL 18 (4000 XP)

SCALING THE ENCOUNTER

Four PCs: Reduce the number of successes needed by one

Six PCs: Increase the number of successes needed by one

While Snurre does not station guards directly outside the doors, the PCs do need to look out for patrols. Most patrols are currently kept engaged by the High Forest elves, allowing the PCs a chance to approach the halls without getting noticed.

TREASURE

None

AREA 2: THRONE HALL

ENCOUNTER LEVEL 22 (22400 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one firebred hell hound and one fire giant knight

Six PCs: Add two fire giants (see reinforcements)

Taz'zt is a drow from Menzoberranzan, sent to aid Eclavdra. He is unaware that she has changed her faith to Ghanadaur.

ENDING THE ENCOUNTER

Snurre's head is enormous and heavy. If the PCs wish to take it with them, they may need magic to shrink it down. Otherwise, they can keep it behind. Assume they take it with them when they leave the halls.

TREASURE

Snurre's white dragon cloak can be wrapped around one arm, functioning as a *dragonscale shield* (level 19). Snurre does not use the cloak as such since he uses both arms for his greatsword.

AREA 3: ROYAL CHAMBERS

ENCOUNTER LEVEL 20 (15200 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one fire giant knight

Six PCs: Add one fire giant knight

TREASURE

The PCs find 11,140 gp each in treasure. The gold dragon mask acts as a *basilisk helm* (level 18). The two *potions of vitality* are not included in any treasure parcels and can be used during the adventure.

AREA 4: KING'S TREASURY

ENCOUNTER LEVEL 19 (12000 XP)

SCALING THE ENCOUNTER

Four PCs: Lower the volcanic iron golem by 1 level: -40 hp, -1 to all defenses, attacks, and damage

Six PCs: Add 1 level to the iron golem: + 40 hp, +1 to all defenses, attacks, and damage

TREASURE

The PCs find a +5 *resounding weapon* (item level 22), a *portable hole* (item level 19), a +4 *wand of erupting flame* (item level 20), a suit of +4 *deathcut armor* (item level 20), and 20,840 gp per PC in coin and valuables.

AREA 5: DINING HALL AND KITCHEN

ENCOUNTER LEVEL 17 (8000 XP)

SCALING THE ENCOUNTER

Four PCs: Sulfuria needs to spend a minor action each round to push the seething flame shard. If she cannot spend the action, the shard doesn't act that round. The shard acts directly after Sulfuria. Once knocked out of the circle, the shard retreats and stops attacking.

Six PCs: Make Sulfuriua an elite creature. Add 164 hp, one action point, and a +2 bonus to saving throws. Add the following power:

STANDARD ACTION

Sweeping Strike ♦ At-Will

Effect: The frostrage yeti makes two *sword of croodle* attacks. She can shift one square between attacks as a free action. She can use this attack after a charge, but the extra damage is only gained on the first attack.

TREASURE

50 gp per PC in scattered coins from various nations.

AREA 6: GIANT QUARTERS

ENCOUNTER LEVEL 19 (13000 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one fire giant

Six PCs: Add one fire giant

TREASURE

None

AREA 7: COUNCIL CHAMBERS

ENCOUNTER LEVEL 18 (11600 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one azer blackguard

Six PCs: Add 1 level to each azer blackguard: +8 hp, +1 to all defenses, attacks, and damage

7a. Meeting Hall: The Map on the wall in the *east alcove* depicts the Swordcoast and the North. Markers indicate Waterdeep, Silverymoon, Neverwinter, and Mithral Hall.

The letter found in Obmi's cabinet in the *south alcove* refers to 'Arach-Tinilith' rather than the Fane of Lolth, and 'Menzoberranzan' rather than Erelhei-Cinlu. Arach-Tinilith is the temple of Lolth in Menzoberranzan.

7b. Obmi's Office: Obmi tries to pose as Malak Thunderhelm, the dwarf he murdered before he fled Mithral Hall. His ego cause him to present himself as a prince.

PCs who make a DC 21 History check (dwarves have a +2 bonus) realize that the Thunderhelm clan is a small northern clan, who has no nobles. They were among the clans who supported clan Battlehammer's claim to Mithral Hall. If PCs inquired for it, they may even know that Obmi murdered Malak Thunderhelm.

ENDING THE ENCOUNTER

If the PC questions Obmi, he can tell them the following in an attempt to appease them.

Eclavdra comes from Ched Nasad, but acts in name of Menzoberranzan. She is searching for the lost drow city Elyndryn. Elyndryn was destroyed decades ago. (Obmi does not mention that Eryndryn can be reached through a passage below the halls)

Eclavdra works mostly on her own, with only a few aides. (Obmi does not mention that those in charge of Ched Nasad are the Jaezred Chaulssin, and that they are unaware Eclavdra is dealing with the giants. Neither does he mention his suspicion that Eclavdra switched

faiths. He considers this important information that he can use to blackmail Eclavdra)

TREASURE

The PCs find 1900 gp each in treasure and a *ring of invisibility* (level 18). The *potion of vitality* is not included in any treasure parcels and can be used during the adventure. Obmi's +4 *dagger* is implied to be included in treasure parcel X.

AREA 8: ARMORY

ENCOUNTER LEVEL 17 (8800 XP)

SCALING THE ENCOUNTER

Four PCs: Remove 1 hell hound, and decrease the level of the fire archon sentinels by 1: -8 hp, -1 to all defenses, attacks, and damage

Six PCs: Add 1 hell hound, and increase the level of the azer pyromancer by 2: +12 hp, +2 to all defenses, attacks, and damage

TREASURE

None

AREA 9: BARRACKS

ENCOUNTER LEVEL 18 (10400 XP)

SCALING THE ENCOUNTER

Four PCs: Decrease the level of the two-headed fire giants by 1: -16 hp, -1 to all defenses, attacks, and damage

Six PCs: Increase the level of the two-headed fire giants by 1: +16 hp, +1 to all defenses, attacks, and damage

TREASURE

400 gp per PC in loose coin and gemstones.

AREA 10: GUEST QUARTERS

ENCOUNTER LEVEL 18 (11400 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one frost giant

Six PCs: On the second round add a fire giant (see reinforcements). The giant enters from the direction of Area 9.

Kavir refers to the 'Spine of the World' rather than the Crystalmist Mountains, making assumptions on Moonshadows capture.

PCs who played ADAP4-4 *Warrens of the Stone Giant Thane* may know a different story: Moonshadow was captured when fighting giants in the Sword Mountains, near Waterdeep. The story award **GIANT06 Against the Giants** lists whether PCs have this knowledge. If a player does not mention this on his own, allow the PC a DC 17 Wisdom check to realize the conflicting story. If Kavir can't cover up his mistake, he attacks.

If PCs defeated Grugnur in ADAP4-5 *Glacial Rift of the Frost Giant Jarl* (they have **GIANT11 Against the Giants**), you can allow them a +2 bonus on Intimidate checks against the frost giants. The knowledge on its own does not stop the frost giants from fighting.

TREASURE

400 gp per PC in loose coin and gemstones.

AREA 11: BLOOD ROCK HALL

ENCOUNTER LEVEL 18 (11400 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one hill giant and one stone giant

Six PCs: add one earth archon rumbler

If PCs defeated Nosnra in ADAP4-3 *Stading of the Hill Giant Chief* (they have **GIANT01 Against the Giants**), you can allow them a +2 bonus on Intimidate checks against a bloodied hill giant. The knowledge on its own does not stop the hill giants from fighting.

If PCs made a truce with Thane Arnak in ADAP4-4 *Warrens of the Stone Giant Thane* (they have **GIANT06 Against the Giants**), they can use a DC 24 Diplomacy check as a standard action to make the stone giants stop fighting. If successful, the stone giants won't aid the PCs, but they retreat from the combat.

ENDING THE ENCOUNTER

If the PCs calmed the stone giants, they decide to leave the hall immediately. They can give a sketch of the layout of the current level (i.e. they know where the prison is, and that it holds Moonshadow), but do not aid the PCs further.

TREASURE

The hill giants carry 70 gp per PC worth of coin and precious objects.

AREA 12: ZARKAD'S FORGE

ENCOUNTER LEVEL 18 (10000 XP)

SCALING THE ENCOUNTER

Four PCs: Have the slaughterstone eviscerator activate in the second round, and reduce the Azers' level by 2: -16 hp, -2 to all defenses, attacks and damage, and -1 to initiative.

Six PCs: Add an azer fireweaver

TREASURE

The PCs find 3800 gp each in jewelry, and a +5 blacksmelt weapon (item level 21).

AREA 13: PRISON

ENCOUNTER LEVEL 19 (12000 XP)

SCALING THE ENCOUNTER

Four PCs: Remove 5 azer hallwardens

Six PCs: Add one fire giant

Dram Blighthammer is a dwarf soldier from Mirabar. He and his men was sent to the town of Nesmé to protect a group of dwarves that were working on the fortification of that town.

The dwarves were captured during a hill giant raid. While most men were put to work in the hill giants' stading (see ADAP4-3 *Stading of the Hill Giant Chief*), Dram was sent to Snurre to be interrogated on the defenses of Mirabar.

Dram did not know Obmi until he was visited in his cell, where the dwarf tried to persuade him to choose the giants side.

The PCs may have met **Moonshadow** in ADAP4-3 *Stading of the Hill Giant Chief*. Her history is mentioned above.

Moonshadow is a priestess, but the pressure of her captivity means she has little healing left. If the PCs take her with them, and they are low on healing, you may consider giving her the following additional power:

MINOR ACTION

Lady Goldheart's Embrace ♦ Encounter

Effect: Once ally within 5 squares can spend a healing surge and make a saving throw.

Fonkin Hoddypeak comes from Everlund. If anyone carries the *sword of Croodle*, Fonkin recognizes it.

TREASURE

The PCs find 4700 gp each in treasure. The *potions of vitality* are not included in any treasure parcels and can be used during the adventure.

AREA 14: BARRACKS

ENCOUNTER LEVEL 18 (10000 XP)

SCALING THE ENCOUNTER

Four PCs: Reduce the level of the fire giant knights by 2: -16 hp, -2 to all defenses, attacks, and damage.

Six PCs: Add one fire giant.

TREASURE

The PCs find 850 gp each in treasure. The symbol on the manacles is a crown of flames. A DC 23 Religion check identifies it as the symbol of Masud, the god of the fire giants.

AREA 15: TEMPLE OF THE ELDER ELEMENTAL EYE

ENCOUNTER LEVEL 21 (17600 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one fire giant.

Six PCs: Add one fire giant

The temple is devoted to the worship of Ghanadaur. The giants mostly left it alone, but Eclevdra has started to use it. To her fellow drow, she maintains that she uses the magic of the altar in Lolth's name, but in truth she and her two acolytes have converted to Ghanadaur. So far most the giants and most of the drow believe her- only the yochlol Jiryzne (Area 23) and Obmi Ironwhisperer have realized the change.

Note that in the Realms, Eclevdra is not a very powerful drow. Her house is a minor one, and she has little true influence.

Since Eclevdra is devoted to Ghanadaur, she can use the tentacle rod to direct the altar's attacks.

ENDING THE ENCOUNTER

If the altar produced a purple flask, and anyone quaffs the liquid inside it, they earn **GIANT17 Abberant Lore**. Answer the answers to the questions as best as you can. If the answer is unknown to you, have the player write down the question, so future DMs can answer it for them when applicable.

TREASURE

The PCs find 180 gp each in treasure

AREA 16: WALL OF TENTACLES

ENCOUNTER LEVEL 17 (8000 XP)

SCALING THE ENCOUNTER

Four PCs: Lower the droids' level by 2: -12 hp, -2 to all defenses, attacks and damage

Six PCs: Increase the droids' level by 2: +12 hp, +2 to all defenses, attacks and damage

TREASURE

None

AREA 17: RED DRAGON'S LAIR

ENCOUNTER LEVEL 22 (24250 XP) AND

ENCOUNTER LEVEL 22 (8300 XP)

SCALING THE ENCOUNTER

Four PCs: Decrease the level of Brazzemal by 1: -40 hp, -1 to all defenses, attacks, and damage. Decrease the number of required successes for the skill challenge by 1

Six PCs: Increase the level of Brazzemal by 1: +40 hp, +1 to all defenses, attacks, and damage. Increase the number of required successes for the skill challenge by 1

PCs who have **GIANT08 Deal With A Dragon** made a deal with the dragon Ezevon in *ADAP4-4 Warrens of the Stone Giant Thane*.

This story award grants that PC a +2 bonus on attacks and Insight checks against Brazzemal, but a -2 penalty on any social checks against him.

Note: in order to make it more likely that PCs attempt negotiation, you can allow primary skill checks to be made as a minor action with a DC 5 higher than the one given in the challenge.

TREASURE

If the PCs defeat Brazzemal, they find 21200 gp each in treasure, and a suit of +5 *curseforged armor* (item level 23).

PCs who negotiate with Brazzemal do not earn treasure.

AREA 18: DRAGONSCALE CAVES

ENCOUNTER LEVEL 18 (10000 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one mind flayer

Six PCs: Add one mind flayer OR 4 dragonscale sloughs

TREASURE

The PCs find 1800 gp each in treasure

AREA 19: CHIMERA CAVERN

ENCOUNTER LEVEL 17 (8000 XP)

SCALING THE ENCOUNTER

Four PCs: Lower the chimeras by 1 level: -20 hp, -1 to all defenses, attacks, and damage.

Six PCs: Increase the chimeras by 1 level: +20 hp, +1 to all defenses, attacks, and damage.

TREASURE

The PCs find 2400 gp each in treasure

AREA 20: LAVA CAVES

ENCOUNTER LEVEL 18 (10400 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one fire bat swarm

Six PCs: Add one fire bat swarm

ENDING THE ENCOUNTER

Keak is a gnome who hails from Loudwater, a town south of the High Forest. Keak knows that the drow guard a passage to a lost drow town called Eryndlyn. He believes the drow plan to resettle the town.

TREASURE

None

AREA 21: TROLL CAVERNS

ENCOUNTER LEVEL 19 (12600 XP)

SCALING THE ENCOUNTER

Four PCs: Remove two troll wraiths

Six PCs: Increase the level of the troll wraiths by 2: +20 hp, +2 to all attacks, defenses, and damage.

TREASURE

None

AREA 22: CRYSTAL IDOL OF KOSSUTH (IMIX)

ENCOUNTER LEVEL 19 (12200 XP)

SCALING THE ENCOUNTER

Four PCs: Remove one fire giant and one drow skulker

Six PCs: Add one fire giant and one drow skulker.

Imix is not well known on Faerûn. In the FORGOTTEN REALMS, the primordial of fire is Kossuth, the Lord of Flames.

TREASURE

None

AREA 23: DROW WARRENS

ENCOUNTER LEVEL 19 (12800 XP)

SCALING THE ENCOUNTER

Four PCs: Remove 3 drow skulkers.

Reduce Gleep Wurf's level by 1: -16 hp, -1 to all defenses, attacks, and damage.

Six PCs: Add one drow underpriest (see Area 15). The priestess is named Druva and is unaware that Eclavdra no longer worships Lolth.

Increase Gleep Wurf's level by 1: +16 hp, +1 to all defenses, attacks, and damage.

The PCs can try to convince the drow that Eclavdra converted to Ghanadaur by making a DC 21 Bluff or Diplomacy check.

Gleep and most of the drow present do not give pause, but Nalice (and Druva if there are 6 PCs) do. They delay their actions for one round or until they are attacked, whichever occurs first, briefly contemplating a truce with the PCs in order to hunt down the heretic

drow. On her turn after the two drow delay, Jiryzne assumes her true shape and commands the drow to continue the fight.

TREASURE

The PCs find a +4 *guardian's cape* (item level 20), and 9700 gp each in treasure. The *potions of vitality* are not included in any treasure parcels and can be used during the adventure.

The *spider chest* is a unique item - see Story Award **GIANT18 The Spider Chest**.

AREA 24: A FIERY END

ENCOUNTER LEVEL 21 (12000 XP) AND

ENCOUNTER LEVEL 20 (6800 XP)

SCALING THE ENCOUNTER

Four PCs: Reduce the level of the fire giant death knights by 2: -32 hp, -2 to all defenses, attacks, and damage.

Six PCs: Add a salamander whip, and increase the level of all the salamander whips by 2: +16 hp, +2 to all defenses, attacks, and damage.

Keep the trap unchanged.

ENDING THE ENCOUNTER

If the PCs open the doors, they find a tunnel leading down in the Underdark. While the adventure doesn't deal with what can be found leading down, this discovery is important to the PCs' employers.

TREASURE

None

CONCLUDING THE ADVENTURE

The PCs return to the Stronghold of the Nine. If they sent Moonshadow to leave the halls early on in the adventure, they find her -a and anyone else they sent out - waiting for them outside the halls, guarding the entrance.

At the stronghold they are greeted by Hulrune Silverbow and Renaer Neverember. If the PCs received the quest from Krombaalt, the arctic dwarf Nurbatur is also present.

If they saved Moonshadow, she is heralded like a queen, which embarrasses her. In that case, they earn **GIANT16 Stronghold of the Nine**, and Hulrune speaks:

"You did us a great service, not only by fighting the fire giants, but by bringing back Rianna Moonshadow. She is our leader, our bright light, our princ..."

He catches Moonshadow's frown, and quickly adds "...well, maybe not a princess. But she is precious nonetheless. For this, though we can and will burden you with many gifts, we will always be in your debt."

If the PCs killed Snurre and faced Eclevdra, Renaer congratulates the PCs on shattering the alliance.

"Now that Snurre is dead, the Giants are without leadership. We shall reveal the drow's involvement to discourage other giants from taking his place."

That said, I fear we are not done with the drow yet. Dark days lie ahead. But that, as they say, is another story.

For now, we can feast!"

The PCs earn **GIANT15 Against the Giants**.

If they present Snurre's head to Nurbatur, the dwarf nods.

"In name of Lord Krombaalt, lord of the storm giants, I thank you for saving his daughter, and bringing the head of the one responsible."

PCs who have all previous **Against the Giants** awards (**GIANT01**, **GIANT06**, and **GIANT11**), and the story award **GIANT13 The Storm Giant's Daughter** earn an additional reward (see **GIANT15 Against the Giants**). In that case, Nurbatur says:

"It is my honor to present to those of you who provide themselves capable, freed his daughter, and treated her with the respect she deserves, a gift that is only a small token of his gratitude."

The dwarf spreads out his hands, and inside it, an image grows and expands, showing a white tower, crackling with lightning and riding on a thunder cloud.

"My people forged a great tower out of ice and lightning. We call it the Thundercloud Tower. We grant you its use, as you desire."

PCs who do not fulfill the above requirements do **not** gain that additional reward. Instead, provided they did not earn **GIANT14 The Storm Giant's Ire**, Nurbatur thanks them for their aid, and offers them various magic items as a reward (included in Treasure Bundles X-Z). As noted before, Nurbatur does not speak at all to PCs who earned **GIANT14**.

TREASURE

The alliance offers various magical items of the PC's choice or additional pay in gold (Treasures X, Y and Z). In addition, if the PCs saved Moonshadow, she and Hulrune offer magic items from the *eldritch panoply* item set, which consists of *swift-step boots* (item level 19), a +4 *blade of the eldritch knight* (item level 20), a +5 *eldritch medaillon* (item level 22), *rebuking bracers* (level 19), a *belt of breaching* (item level 19) and *dimensional gauntlets* (item level 20). Each of these items is available as a separate Treasure selection.

REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn XP, access to Treasures, and possibly Story Awards. All totals listed here are per PC.

EXPERIENCE POINTS AND BASE GOLD

All PCs earn at least the Minimum XP for playing the adventure. In addition, the Major and Minor Objectives are worth the listed XP awards if successfully completed (as determined by the DM, following the guidelines specified in the adventure). The PCs may be given partial awards if the DM determines that they completed part, but not all, of a given objective.

Any character that died during the adventure receives 20% less XP than the rest of the party, unless there was a TPK, in which case the entire party presumably failed to achieve at least some of the listed objectives. Even with the 20% penalty, a character may not fall below the Minimum XP for the adventure.

Note: Due to the gold limit, the maximum base gold a PC can earn in this adventure is less than the total gold that can be found.

ADVENTURE LEVEL 18

Minimum Possible XP: 42900 XP

Engage all encounters: +10700 XP

Major Quest: Deliver King Snurre's Head: +2000 XP

Major Quest: Capture the Traitor: +2000 XP

Major Quest: Against the Giants: +2000 XP

Minor Quest: Confront Eclavdra: +500 XP

Minor Quest: Rescue Moonshadow: +500 XP

Special Quest: Open the Black Doors: +1200 XP

Maximum Possible XP: 61800 XP

Base Gold per PC: 79430 gp (of 76430 gp max found)
(Area 3: 11140 gp, Area 4: 20840 gp, Area 5: 50 gp, Area 7: 1900 gp, Area 9: 400gp, Area 10: 400 gp, Area 11: 70 gp, Area 12: 3800 gp, Area 13: 4700 gp, Area 14: 850 gp, Area 15: 180 gp, Area 17: 21200 gp, Area 18: 1800gp Area 19: 2400gp; Area 23: 9700gp)

Major Quest: Deliver King Snurre's Head: +4150 gp

Major Quest: Capture the Traitor: +4150 gp

Major Quest: Against the Giants: +4150 gp

Minor Quest: Rescue Moonshadow: +2500 gp

Base Gold per PC with Major and Minor Quest: 95380 gp

TREASURE

Each PC receives treasure in the form of gold pieces (the "Base Gold" listed above) as well as the option to select from a list of Treasures. A Treasure may give the PC more gold, a magic item, or something else of value. Each player makes one and only one selection for their character; multiple players may choose the same Treasure. Some of the listed Treasures may not be available if the PCs did not complete the objective specified in the adventure to unlock that Treasure.

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual casting) add or subtract the amount from the base gold. If a player selects a Treasure that gives their character more gold, add that amount to that character's base gold award. It is possible and permissible for a character to spend more gold than he or she earns during an adventure, but characters may not spend gold that they do not have. For details on selling items, see the *Living Forgotten Realms Campaign Guide*.

If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a Treasure, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

Certain Treasures have a minimum adventure level listed. That Treasure is not available if the group played below the minimum adventure level. However, those who played at a higher adventure level can always choose from the lower-level options.

An asterisk next to a magic item means that it is an item that appears in the **New Rules** section.

EACH PC SELECTS FIVE OF THE FOLLOWING:

Treasure A: *dragonscale shield** (level 19; Uncommon; *Dragon Magazine* 365)
Found in Area 2

Treasure B: *basilisk helm* (level 18; Uncommon; PHB)
Found in Area 3

Treasure C: *+5 resounding weapon* (level 22; Uncommon; PHB)
Found in Area 4

Treasure D: *portable hole* (level 19; Common; PHB)
Found in Area 4

Treasure E: +4 *wand of erupting flame** (level 20; Uncommon; *Adventurer's Vault*)
Found in Area 4

Treasure F: +4 *deathcut armor* (level 20; Common; PHB)
Found in Area 4

Treasure G: *ring of invisibility* (level 18; Rare; PHB)
Found in Area 7

Treasure H: +5 *blacksmeil weapon** (level 21; Uncommon; *Adventurer's Vault*)
Found in Area 12

Treasure I: +5 *curseforged armor* (level 23; Uncommon; PHB)
Found in Area 17

Treasure J: +4 *guardian's cape* (level 20; Uncommon, PHB)
Found in Area 23

Treasure K: *swift step boots** (level 19; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure L: + 4 *blade of the eldritch knight** (level 20; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure M: +5 *eldritch medallion** (level 22; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure N: *rebuking bracers** (level 18; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure O: *belt of breaching** (level 19; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure P: *dimensional gauntlets** (level 20; Uncommon, *Adventurer's Vault* 2)
Found in Conclusion, only if the PCs saved Moonshadow

Treasure Q: *thunder cloud tower** (level 25; Rare, *Dungeon* 200)
Found in Conclusion, only if the PC earned the special reward in **GIANT15 Against the Giants**.

Treasure X (Choose an Item): The character finds a Common or Uncommon permanent magic item of the player's choice. This item must come from a player resource (as defined in the *LFR Campaign Guide*).

The player may choose a Common magic item of the character's level + 2 or less, or an Uncommon magic item of the character's level or less. The character must have an available found-item slot, and only permanent magic items may be chosen with this option (no consumables, ammunition, etc.)

Treasure Y (Consumable plus Gold): The character finds a consumable item plus additional gold. The player should write the consumable gained on their Adventure Log. Consumable items obtained in this fashion do not take up found-item slots.

AL 18: *potion of cure critical wounds* (level 20) plus 4000 gp

Treasure Z (More Gold): The character finds or is given coins, gems, jewelry, art objects, ritual components, or other non-magical valuables (in addition to his or her Base Gold).

AL 18: 9,000 gp

STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards. The PCs can only gain one of these two story awards, and it is possible that they will gain neither, depending on how they behave toward the different factions during the adventure.

PCs gain **Against the Giants** if they succeed on the major quest: Fracture the Alliance in the adventure.

GIANT15 Against the Giants

You have discovered the true power behind the giants' alliance, and killed fire giant King Snurre.

This award is part of the major quest: Against the Giants. This major quest started in ADAP4-3 *Steading of the Hill Giant Chief* and continued in ADAP4-4 *Warrens of the Stone Giant Thane* and ADAP4-5 *Glacial Rift of the Frost Giant Jarl*.

If you also have the other 3 **Against the Giants** story awards (**GIANT01**, **GIANT06**, and **GIANT11**), and if you have **GIANT13 The Giant's Daughter**, you earn access to the Thundercloud Tower (see *Dungeon* 200). You need *not* spend a treasure slot to gain this item. The Thundercloud Tower is a unique item, and as such only one can exist in an adventure, though anyone who owns the tower is attuned to it at the start of the adventure. The tower can NOT leave the material plane, and cannot follow you on extraplanar adventures.

A PC gains **Stronghold of the Nine** if they saved Moonshadow.

GIANT16 Stronghold of the Nine

You gained the aid of the elves of the High Forest. Whenever you are in the High Forest, the elves of the Stronghold of the Nine offer any mundane support you desire. They do not fight on your behalf, but may provide trackers, guides, food, shelter, distraction, etc.

A PC gains **Abberant Lore** if they drank the liquid in the purple flask in the Temple of the Elemental Eye.

GIANT17 Abberant Lore

You gained insight in deep mysteries, sacrificing a piece of your mind to Ghanadaur. You may have three questions answered truthfully. Write the questions and the answers on your log sheet. If your current DM cannot answer a question, you may ask future DMs to answer them instead.

A PC gains **The Spider Chest** if they find the item in Area 23.

GIANT18 The Spider Chest

You found a magical chest in Snurre's halls, and may take this item as a treasure bundle by spending an unused item slot.

Spider Chest

Rare

This treasure chest resembles a 2-foot-diameter articulated adamantine spider with 3-foot-long adamantine legs. Resting atop it is a silver circlet with a prominent spider motif.

Price: 7,500 gp

Wondrous Item

Property: The chest is a simple construct that follows any creature wearing the circlet, and only the wearer of the circlet can open the spider chest's lid (a Knock ritual or a DC 33 Thievery check also unlocks the chest). The spider chest has a speed of 6 and a climb speed of 6. The chest acts immediately after its controller and can take two move actions on its turn. Its statistics are as follows:

AC 25; **Fortitude** 20, **Reflex** 20, **Will** —; **immune** disease, necrotic, poison, psychic, ongoing damage; **hp** 50; **Blindsight** 5.

Reference: *Dungeon* 200.

NEW RULES

All magic items have a rarity of Uncommon unless otherwise specified.

Blacksmelt Weapon

Level 21+

This weapon can break through virtually any material.

Level: 21

Price: 125,000 gp

Weapon: Flail, hammer, or mace

Enhancement bonus: +5 on attack rolls and damage rolls

Critical: None

Power (Daily): Minor Action. Your attacks with this weapon deal extra damage equal to the weapon's enhancement bonus until the end of your next turn.

Reference: *Adventurer's Vault*, page(s) 111.

Dragonscale Shield

Level 19+

A cloak fashioned from interlocking dragon scales, which can wrap around the arm and function as a heavy shield.

Level: 19

Price: 105,000 gp

Arms Slot: Any Shield

Property: Gain cover against all attacks that use a blast or burst area of effect.

Power (Daily): Immediate Interrupt. Use this power when you are in the area of a blast attack. One ally in the area gains cover against the attack.

Reference: *Dragon Magazine* 365, page(s) 58.

Wand of Erupting Flame

Level 20+

Your mastery over flame increases the more you fight.

Level: 20

Price: 125,000 gp

Implement: Wand

Enhancement bonus: +4 on attack rolls and damage rolls

Critical: +4d6 fire damage

Power (Arcane, Fire, Implement, Daily): Standard Action. As the wizard's scorching burst power. If you have reached at least one milestone, you can instead use the wizard's burning hands power. If you have reached at least two milestones, you can instead use the wizard's burning hands power, and you can exclude one ally in the blast from the attack.

Reference: *Adventurer's Vault*, page(s) 64.

ITEM SET: ELDRITCH PANOPLY

Eldritch Panoply Benefits

Pieces	Benefit
2	When you use a teleportation power, you can use a minor action in the same turn to teleport again a number of squares equal to the number of items you have from this set.
4	When an enemy marked by you triggers your Swordmage Aegis class feature by attacking a target other than you, your next attack against that enemy deals extra damage equal to the number of items you have from this set.
6	You gain a +1 item bonus to AC while you're wearing light armor or no armor.

Swift-Step Boots

Level 14+

These nondescript leather boots let you run past any obstacle.

Level: 19

Price: 105,000 gp

Feet Slot

Item Set: Eldritch Panoply

Property: When you run, you can teleport the last 2 squares of your move.

Reference: *Adventurer's Vault* 2, page(s) 114.

Blade of the Eldritch Knight

Level 15+

Mystic runes shimmer along the length of this blade. The weapon enables you to attack a distant enemy.

Level: 20

Price: 125,000 gp

Weapon: Heavy Blade

Item Set: Eldritch Panoply

Enhancement bonus: +4 on attack rolls and damage rolls

Critical: +4d6 damage

Property: When you use a standard action to make a melee attack with this blade, your melee reach increases to 5 for that attack.

Reference: *Adventurer's Vault* 2, page(s) 114.

Eldritch Medaillon

Level 17+

When you're injured, the power of this intricately engraved medaillon lets you slip away from your foes.

Level: 22

Price: 325,000 gp

Neck Slot

Item Set: Eldritch Panoply

Enhancement bonus: +4 on Fortitude, Reflex, and Will

Power (Teleportation, Daily): Immediate Reaction.

Trigger: An enemy bloodies you.

Effect: You teleport a number of squares equal to the medaillon's enhancement bonus.

Reference: *Adventurer's Vault* 2, page(s) 114.

Rebuking Bracers

Level 18

These gem-studded bracers flare with blue light as your devastating attack sends an enemy away from you.

Level: 18

Price: 85,000 gp

Arms Slot

Item Set: Eldritch Panoply

Property: When you score a critical hit with a melee attack, you can teleport the target 3 squares. If you're wielding the blade of the eldritch knight, the target is also dazed until the end of your next turn.

Reference: *Adventurer's Vault* 2, page(s) 114.

Belt of Breaching

Level 19

This bow bestows a kiss of toxic venom to its attacks, making your foes more vulnerable.

Level: 19

Price: 105,000 gp

Waist Slot

Item Set: Eldritch Panoply

Property: When you reduce an enemy to 0 hit points, you can spend a healing surge to regain hit points and then teleport 5 squares.

Power (Poison, Daily): Free Action.

Trigger: You hit an enemy with a ranged attack power using this weapon..

Effect: That enemy grants combat advantage to your allies until the start of your next turn.

Reference: *Adventurer's Vault* 2, page(s) 114.

Dimensional Gauntlets

Level 20

These light mail gauntlets allow you to lash out at nearby foes.

Level: 20

Price: 125,000 gp

Hands Slot

Item Set: Eldritch Panoply

Power (Poison, Daily): Minor Action. Until the start of your next turn, your melee reach increases by 1 and you gain threatening reach. If you're wielding the blade of the eldritch knight, your melee reach increases by 2 and you gain threatening reach.

Reference: *Adventurer's Vault* 2, page(s) 114.