

# STEADING OF THE HILL GIANT CHIEF

A DUNGEONS & DRAGONS® LIVING  
FORGOTTEN REALMS ADAPTED ADVENTURE

BY GARY GYGAX AND CHRIS PERKINS

ADAPTATION BY PIERRE VAN ROODEN

Giants are raiding the civilized lands in large bands, visiting death and destruction upon villages, towns, and farmlands. Entire militias have been conquered, whole crops wiped out. Determined to repel the invaders, local lords have called for you to banish the marauding giants from the civilized lands. A *Living Forgotten Realms* adapted adventure set near the Evermoors for Adventure Level 12 (character levels 11-15).

This adventure is found in Issue 197 of *Dungeon* online, part of D&D Insider. *Dungeon* issues may be found on the Wizards of the Coast website (<http://wizards.com/dnd>). 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 first part of the *Against the Giants* Major Quest. The other parts are ADAP4-4 *Warrens of the Stone Giant Thane*, ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, and ADAP4-6 *Halls of the Fire Giant King*. You should play the parts in order. This is a very long adventure. We recommend that you allow at least fourteen hours of playing time.

This adaptation document does not present adjusted stat blocks for low/high tier; any LFR-legal AL 12 table can play, but bear in mind that the stat blocks in the adventure were written for a party of level 12-14 characters. Tables consisting entirely of brand-new 11<sup>th</sup>-level characters might find this adventure difficult; a table of all 15<sup>th</sup>-level characters might find it easy. The DM is encouraged to make adjustments as needed to ensure a fun time for the players and a challenging but fair experience for the PCs.

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 Adventure Level 12, which supports Paragon-tier characters of levels 11-15. Any character within this level range can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

The Adventure Level (AL) affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles.

This adventure can only be run at AL 12.

## 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 13.

Easy DC	Moderate DC	Hard DC
14	20	29

## ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon* online (Issue 197) 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 on page 3). 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 much longer than a standard *Living Forgotten Realms* adventure. The estimated playtime for this adventure is about fourteen hours.

The adaptation provides notes for each encounter in the published adventure, including the rewards for the characters. 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 part of an arc of four adventures, each one taking the fight to another leader in the giant alliance.

The adventures are ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-4 *Warrens of the Stone Giant King*, ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, and ADAP4-6 *Halls of the Fire Giant King*.

Each adventure offers an **Against the Giants** Story Award (for that particular clan or type of giant), which tracks the multi-adventure Major Quest. Each of these “plot advancement” Story Awards is obtained by succeeding on one or more of that specific adventure’s quests. A PC who earns all four gets a huge bonus at the end.

In this adventure, the PCs obtain the Story Award GIANT01 if they succeed on the *Find the Hidden Strongholds* quest, no matter what else happens or doesn’t happen.

The adventures increase in difficulty, and as such it is advised to play the adventures in order. However, it is possible to play some of the adventures out of order. If PCs already played ADAP4-4 *Warrens of the Stone Giant King*, 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 Evermoors, a region of bog-pocketed hills, long rolling vistas, rocky ridges, and small peaks. The moors are known for the trolls that live there, but for the last century the area also has harbored a clan of hill giants. Other constant dangers of the region, as well as the instability of the Pact of the Silvermarches, have always kept the local militia from successfully dealing with the giants.

Now, the region suddenly faces an increased activity - not only of hill giants, but also of other giant races. The

threats are increasing all over the North, especially in Luruar and the Dessarin Vale.

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, Silvermoon, Sundabar and Mirabar, and received unexpected aid from Elturgard and the High Forest.

Renaer now hopes the threat can be faced and the cause of the giant activity uncovered. To do that, he needs the player characters.

## ADVENTURE HOOKS

Renaer seeks out Paragon tier PCs based on their adventuring reputation, with a particular interest in those individuals personally recommended by his funders. While many PCs will answer the call to adventure based simply on the promise of fame and fortune, some or all of the characters may also have a personal motivation for going on this quest.

The following LFR-specific hooks may help you draw the PCs into accepting this assignment. These hooks provide example conditions but may apply to other PCs as well, if they have the proper contacts, such as Story Awards or specific adventure experience. Feel free to build any additional hooks as you see fit.

- **Giantslayer:** The PCs is a known foe of evil giantkin, and has been invited to aid again. You should be able to build a hook around Story Awards, backgrounds, themes, allegiances, or other character elements that suggest a PC is a veteran of fighting giants. This also applies to any PC who has already played another part of the *Against the Giants* adapted series.
- **The Heirs of Mirt:** Renaer fully expects members of the Heirs of Mirt, which he secretly funds, to aid his cause. The giants may not be a direct threat to Waterdeep, but many of those who are threatened are allies of the City of Splendors. While Renaer normally uses servants to gain aid from the Heirs of Mirt, this quest is important enough that he personally approaches the PCs. He stresses the importance of gaining a strategic advantage on the giants, or it will be hard to maintain the momentum to deal with the raids.
- **Protectors of Neverwinter:** While Lord Dagult Neverember is too engrossed to deal with the giants, the Blackstaff’s move nevertheless annoys him. He likes to keep at least a grip on the

situation, and so ordered his aide 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 strings. 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:** Silvermoon has kept tabs on the giants for years. Several scouts have fallen to the giants in recent days. The last was Javok, a half-orc ranger. Unknown to most, Javok was actually a Harper agent. He disappeared while investigating signs of Netherese support for the giant raids. Harper PCs who join the assault are asked to look out for Javok in the giants' steading.
- **The Lion's Den/The Order of Torm:** Elturgard has a unique stake in the current mission. While the hill giants do not directly threaten their region, one of the recent caravans attacked was from Triel. An influential member of Elturgard's merchant guild, Zandor Caskerhill, disappeared in that raid, apparently captured and carried off by the giants. The man was also a member of Torm's church, and both organizations hope that ending the hill giant threat will also shed light on what happened to him. PCs of these organizations are paid by the Lion's Den, and are asked to look out for Zandor Caskerhill specifically.
- **The Stellar Society of Gentle Adventurers:** Shortly after he started to gather funds, Renaer received a message from Yellira Am'benuinyl of the Stellar Society, a famous adventuring club. The club had been contacted by Lord Veerzon Tandro, a Waterdeep noble, who called in a favor of Kira Nenthyn. The club offered to send some aid through some of their best members. PCs that are sent by the Society have any traveling expenses covered by the Society.
- **Knights of Myth Drannor / 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, though they can only go by the words of their oracles. Coronal Ilsevele Miritar sends her knights to aid the High Forest elves investigating this claim, though any fey PC (elf, eladrin, or half-elf) without an affiliation may be called upon for aid. If proof can be found of the giants' involvement with dark gods, the elves may find reason to invest more resources in stopping the giant threat. The PC's contact is Rianna Moonshadow, an elven noble from the High Forest.

- **Dwarves:** A dwarven PC may have been called upon by the forces of Mirabar to help search for a missing group of dwarves, who disappeared after recent raids on Nesmé, where the dwarves were stationed. Some of the missing dwarves may be blood relatives. As Mirabar has to deal with continual giant raids from the Spine of the World, they do not have forces to spare for a rescue mission, and are forced to call in outside help.
- **Regional backgrounds:** PCs who have selected a regional background from the Northlands, 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.

PCs with no ties to any of these organizations are found through various other contacts or based on reputation. Renaer needs the best; allegiance, alignment, nationality, and race are of no consequence so long as the group can work together and each PC proves capable and interested in facing the threat.

## BEGINNING THE ADVENTURE

The adventure starts in Waterdeep. The PCs have been invited to gather in the Heirs of Mirt members' hall in Castle Ward. The exact reason for their individual involvement may differ (see Adventure Hooks above).

The PCs can meet and be introduced to one another here if they are not already acquainted. While introductions are being made, refreshments are brought in. A few moments later, Renaer enters.

*A tall, lithe young man with shoulder length chestnut brown hair enters, followed by a very thin woman with long black hair.*

*The young man smiles, gesturing for you to sit.*

*"Please, make yourself comfortable. You will have quite a trip to look forward to, so it's best to indulge yourself now. For those who do not know me, I am Renaer Neverember." He gestures to the woman beside him. "This is my friend, Laraelra Harsard."*

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

**Laraelra Harsard** is a sorceress, apprentice and heir to the Blackstaff, and one of Renaer's best friends. She is an idealist who cares deeply for Waterdeep and

its inhabitants. She provides most of the background information on the giants.

After introductions, Renaer and Laraelra present the following facts:

- Giants are attacking caravans throughout the north. The most recent attacks were at the Evermoor. While this is still some distance away from Waterdeep, the attacks get ever bolder and closer. At the pace they are advancing, the giants could threaten the Waterdeep area within a few months.
- It is for this reason that the Blackstaff has asked Renaer to join forces with Waterdeep's neighbors, trying to breathe new life into the Lords' Alliance.
- Silverymoon, Sundabar, and Mirabar have joined forces against the giants. Even Neverwinter has pledged its support, though Renaer does not expect his father to spend too much effort.
- The raids are mostly in the north, with frost giants emerging from the Spine of the North, hill giants on the Evermoors, and fire giants descending from the Nether Mountains.
- Scouts have also spotted movements in the Sword Mountains, north of Waterdeep, but so far no actual raids have taken place there.
- For now, the attacks have been limited to travelers, caravans, and those in outlying areas, but the allied regions are mustering their armies should the giants bring war directly to the cities.
- The various giant tribes rarely work together, much less coordinate their activities. There must be a deeper cause to which they have all rallied. The only way to stop the threat without a major war is to send in experienced adventurers - the PCs - to discover the source of this newfound unity and break the giants' alliance.
- It is yet unknown which giant leaders are involved or where they lair. Only one, the hill giant chieftain Nosnra, is certain to be involved, as it has been his tribe doing most of the raiding on the road to Silverymoon.
- The immediate mission is to confront Nosnra and end the hill giant threat. Killing Nosnra would be a great blow to the hill giants' morale, and his death should end the raids on the Evermoors, but that probably won't be enough to stop all the other giant raids. We need as much information about the other giant tribes involved and their leaders as we can get. Right now, we don't know where else to strike.
- Nosnra's fortress is on the western edge of the Evermoors, a few miles from the Surbrin River.

## QUESTS

While killing Nosnra is a good start, Renaer has several other goals that are also important. Make sure the players are aware of each of these quest opportunities.

- We must discover exactly which leaders are involved in the giant alliance. Nosnra should know, and he likely also has information on the location of the other leaders' lairs. This is the PCs' main objective (a major quest).
- One of the most recent attacks raided a caravan on the Evermoor Way. A wealthy merchant of some influence from the town of Elturel was taken by the giants. He may long be dead, but the merchant guild of Elturgard and the Order of Torm have not taken the attack lightly, and have pledged to join the fight against the giants if Caskerhill can be found. (This is a minor quest.)
- There have been indications that the giants work with dark forces. According to the elves of the high forest, the location where Nosnra built his current steading used to be a location of dark worship by the Ilythiiri - the dark elf race that became the drow - which they fear may not be a coincidence. The Coronal of Myth Drannor asks for proof of dark powers on the giants site. (This is a minor quest.)
- For the final minor quest, see Nesmé.

Renaer asks the PCs to be thorough. Best to make sure the giants are permanently defeated, rather than have another powerful giant replace Nosnra as leader. If Nosnra cannot himself be killed, at least his forces should be reduced significantly.

Renaer does not offer any direct pay - but he assures the PCs that their good deeds will not go unrewarded. This is a chance to be heroes on a much broader scale than a single city or even a single nation. Renaer promises that all the PCs' reasonable traveling expenses will be covered, and he and his allies will make no claim to any treasure found in the steading, so the PCs should find ample monetary reward for their efforts.

## NESMÉ

Renaer tells the PCs to travel to the town of Nesmé, north on the Evermoor. The dwarf Khondar Crownshield, another member of the heirs, has arranged for boarding for them and will meet them there. Travel to the Evermoor is uneventful.

The PCs can use the town as a headquarters for reconnaissance, to stock up on replies, or to shelter if they have to retreat and take an extended rest.

Nesmé is a fortified town, several hours travel north of the hill giants' lair. The town has been successful over the years in rooting out the trolls in the Evermoor, but have not managed to deal with the hill giants. Nesmé is ruled by a town council, which is led by First Speaker Meriin Aulaurin, a middle-aged human woman.

Upon arriving in the town, the PCs hear rumors of the giants' activities. In addition, Khondar can arrange for them to meet with the Nesmé town council, where they learn of the following quest:

- The giants have captured over a dozen dwarves from Mirabar, who were working on the fortifications of the town. They had their own protection but were overrun. First Speaker Meriin Aulaurin offers a reward of 100 gp per PC, per dwarf saved from the giants. (This is a minor quest.)

## THE ELDER ELEMENTAL EYE

Tharizdun is virtually unknown in Faerûn. 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.

All references in the published adventure to the Elder Elemental Eye should 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 or just the Ancient One. Some cultists worship him falsely believing they deal with the demon lord Juiblex.

Ghaunadaur's current holy symbol is a purple eye on purple, violet, and black circles, but older symbols exist that are similar to the ones described in the published 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. The PCs can recognize the ancient symbols as belonging to Ghaunadaur with a Moderate DC Religion or History check.

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

The PCs may have met, and either allied with or fought against, one of Ghaunadaur's rivals, the demon lord Zugtmoy, in recent adventures set in Myth Drannor (see *Knights of Myth Drannor*, in the *Adventure Hooks*). Feel free to take that into account at appropriate moments during the adventure.

## TREASURE

The PCs are always free to take everything that isn't nailed down, such as mundane equipment they discover during the adventure. However, any equipment taken is for flavor only and cannot be sold. The treasure options and base gold earned in this adventure do not take any of the mundane equipment or furnishings into account and the PCs cannot earn more than the listed amounts under any circumstances.

## GIANT REINFORCEMENTS

Use the giant reinforcements sparingly, as noted in the published adventure. Note that in LFR, the PCs do not earn extra XP for facing any of the reinforcements, or for escaping the warrens if captured.

## EXPLORING THE WARRENS

This adaptation awards a flat XP for completing the adventure's quests and objectives, rather than XP per combat or individual encounter. It is possible for stealthy and smart PCs to avoid a significant number of encounters since most fights go unnoticed by the giants, and thus they can earn XP without engaging in combat.

To encourage players to explore more, 20% of the total XP award is enclosed in a special goal, which involves engaging all the encounters in the adventure. Please note that "engage" does not have to mean "combat." As long as at least one PC enters each numbered area and explores it, interacts with it, or discovers its occupants, they are considered to have engaged that encounter - even if the group then decides to stealth past or otherwise avoid combat.

This XP award is intended to encourage exploration - not to punish smart behavior. Make sure your players are aware of this goal and its intent.



## AREA 1: MAIN ENTRANCE

### ENCOUNTER LEVEL 12 (3700 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** remove one hill giant

**Six PCs:** either add one hill giant or add a hill giant rock thrower

The adventure text assumes that this area is closed (as in the original G1 adventure), but the map and accompanying image show it to be open to the sky. If you would like to use the map situation instead, the lighting conditions are bright light if the PCs approach during the day. In addition, PCs may enter the steading by climbing over the wall.

#### ENDING THE ENCOUNTER

Creatures (in this and subsequent encounters) may inform the PCs about the layout of the steading if the PCs question them after combat (using Intimidate) or somehow manage to bluff their way past (using Bluff).

A hill giant provides information with a hard DC Bluff or Intimidate check. Most giants are aware of chief Nosnra's guests and can even provide the name of the stone giant emissary, Laerthar.

Ogres, orcs slaves, and other non-giants provide information with a Moderate DC Bluff or Intimidate check. They can only describe the layout of the level they are found on (either the upper or lower level), and know nothing of the chief's guests.

#### TREASURE

None

## AREA 2: HALL OF THE CHIEF

### ENCOUNTER LEVEL 16 (7800 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove one hill giant and one hill giant hunter

**Six PCs:** Add one hill giant and one hill giant hunter

#### Negotiating with Chief Nosnra:

If PCs already played ADAP4-4 *Warrens of the Stone Giant King* and earned **GIANT06 Against the Stone Giants**, they can use that Story Award once to point out the weakening of the giant alliance, which earns them

one automatic success with chief Nosnra. This counts as a successful Bluff or Intimidate check.

The Story Award cannot be used as leverage to open negotiations - Nosnra won't listen to any arguments unless he is bloodied or the PCs have his wife.

A successful Insight check during the skill challenge reveals that Nosnra is annoyed by King Snurre's recent orders. He is expected to send giant troops to the Sword Mountains, to aid the stone giants of Howling Crag with raids on the High Road. Nosnra isn't eager to get his giants so close to Waterdeep.

**Note:** The XP for this encounter as tallied in the adventure's total is based on the PCs fighting Nosnra. PCs who instead negotiate still earn this amount (negotiation does not change or reduce the XP award).

#### TREASURE

The PCs find treasure worth 520 gp per PC.

## AREA 3: GIANT LODGINGS

### ENCOUNTER LEVEL 15 (6000 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** remove 1 hill giant and 2 young hill giants

**Six PCs:** Make Morzul elite: add 131 hp, one action point, and +2 to saves. Add the following power:

#### MINOR ACTIONS

##### C Commanding Power • At-Will

**Attack:** Close burst 5 (one ally in the burst)

**Effect:** The ally can shift up to 3 squares and make a basic attack

#### ENDING THE ENCOUNTER

If the PCs find Obmi's letter, check this in the story award **GIANT01 Against the Giants**. If they can read it they'll know with a DC 21 Dungeoneering or History check that Howling Crag is located in the Sword Mountains.

The "new raid" is against Neverwinter, but the PCs won't know this unless they combine the letter with what Javok (area 8) knows, or if they can convince Nosnra to tell them.

#### TREASURE

The PCs find 2,200 gp each, and a *shield of warding*.

## AREA 4: GUEST QUARTERS

### ENCOUNTER LEVEL 10 (2900 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove 4 ogre steading warriors.

**Six PCs:** At the end of the second round of combat, an ogre taskmaster wanders in from the kitchen and joins the fight.

#### ENDING THE ENCOUNTER

If the PCs find the letter of Belastraya to Laerthar, check this in the Story Award **GIANT01 Against the Giants**.

#### TREASURE

The PCs find 1140 gp each.

## AREA 5: KITCHEN AND DINING HALL

### ENCOUNTER LEVEL 13 (4900 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** 9 of the orc slaves panic and flee or cower rather than fight.

**Six PCs:** Increase the level of the giant cooks. Add 12 hp, +2 to all defenses, attacks, and damage, and +1 to initiative.

#### TREASURE

None

## AREA 6: COURTYARD AND BARRACKS

### ENCOUNTER LEVEL 15 (6100 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove two wolves

**Six PCs:** Increase Varrg's level by 2: add 40 hp, +2 to all defenses, attacks, and damage, and +1 to initiative. In addition, *savage howl* becomes: **recharge** when first bloodied.

#### ENDING THE ENCOUNTER

If a PC contracts moon frenzy, the effect is resolved when the party returns to Waterdeep at the end of the

adventure. Renaer arranges for priests to treat the disease.

#### TREASURE

The PCs find 1500 gp each, two *potions of vitality*, and one +3 *symbol of battle*. The potions are not included in treasure parcels and must be consumed during this adventure or they disappear.

## AREA 7: DUNGEON

### ENCOUNTER LEVEL 13 (4750 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove one ape and 2 jailers

**Six PCs:** Make the Jailer captain an elite soldier: add 122 hp, one action point, and +2 to saves. Add the following power:

#### STANDARD ACTION

##### C Entangling Sweep (weapon) • At-Will

**Attack:** Close burst 1 (enemies in the burst); +17 vs. AC

**Hit:** 2d12 + 7 damage and the target is immobilized until the start of the bugbear's next turn

#### TACTICS

The *outta my way* power in the Tactics section refers to the *push through* power.

#### ENDING THE ENCOUNTER

Zandor Caskerhill is a wealthy and pious merchant from Elturel, who regularly donates to the church of Torm. He clung to his faith during his trial, but that didn't prevent him from crashing.

PCs who are members of the Lion's Den or the Order of Torm have a +2 bonus on social checks with Zandor. Zandor takes to these characters, and a PC can spend a minor action in combat to make a DC 15 Diplomacy check in order to prevent Zandor from panicking and running away.

#### TREASURE

The PCs find a +4 *amulet of protection* and a +3 *thundering weapon*.

## AREA 8: SMITHY AND TORTURE CHAMBER

### ENCOUNTER LEVEL 13 (4475 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove one torturer

**Six PCs:** While the fire elemental does not attack its rescuer, it is out of control and considers everyone else its enemy. Smolderheart uses a standard action in the second round to free the fire elemental if it hasn't been freed already.

#### ENDING THE ENCOUNTER

Javok is a Harper agent, sent out to scout the Giant area when it became apparent that the hill giants were more organized than is normal. The Harpers suspect an outside force is mastering the giants, and they wanted to make sure that the Netherese were not involved. Unfortunately, Javok was captured on his mission.

Javok does not make his allegiance known unless the PCs are members of the Harpers (or have the Harper theme). He has discovered little of the outside force that steers the giants, but is sure it aren't the Netherese. He has heard his torturers complain that Nosnra wants to send them to the Sword Mountains for a raid on Neverwinter. Check this information in the Story Award **GIANT01 Against the Giants**.

Javok knows that Chief Nosnra takes his orders from the fire gaint king Snurre. One of the dwarves, a soldier called Dram Blighthammer, was sent to Snurre to get interrogated.

#### TREASURE

The PCs find 100 gp each and a *potion of vitality*. The potion is not included in any treasure parcels and must be consumed during this adventure or it disappears.

## AREA 9: THE TEMPLE AND ENVIRONS

### ENCOUNTER LEVEL 7 (1600 XP)

#### SCALING THE ENCOUNTER

This encounter has no adjustments for scaling.

The god once worshiped here was Ghaunadaur (see the Elder Elemental Eye notes on page 8 of this document).

#### ENDING THE ENCOUNTER

A PC who keeps the scar from the trap (i.e. because they do not touch the altar or because they take the scar a second time) gains Story Award **GIANT02 Touch of the Elder Eye**.

#### TREASURE

If the PCs manage to procure a gem, they earn Story Award **GIANT05 Temple Relics**.

## AREA 10: SOUTHERN CAVERNS

### ENCOUNTER LEVEL 14 (5150 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Remove one stone giant mine overseer

**Six PCs:** Add one stone giant mine overseer

#### TREASURE

The PCs find 840 gp each.

## AREA 11: NORTHERN CAVERNS

### ENCOUNTER LEVEL 13 (4800 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Lower the level of all umber hulks by 1: -8 hp, -1 on all defenses, attacks, and damage

**Six PCs:** Increase the level of all umber hulks by 1: +8 hp, +1 on all defenses, attacks, and damage

#### ENDING THE ENCOUNTER

The symbol found is a holy symbol of Ghaunadaur. It is quite ancient. Ghaunadaur's worshippers now use a different symbol (an eye on a purple disk).

#### TREASURE

The PCs find 300 gp each, a scroll containing Drawmij's Instant Summons, and a holy symbol of Moander.

If the PCs return the scroll to Waterdeep, Laraelra is willing to scribe it into a ritual book for the PCs.

## AREA 12: THE CHIEF'S TREASURY

### ENCOUNTER LEVEL 13 (4000 XP)

#### SCALING THE ENCOUNTER

**Four PCs:** Lower the level of Feramaug by 1: -30 hp, -1 on all defenses, attacks, and damage

**Six PCs:** Increase the level of Feramaug by 1: +30 hp, +1 on all defenses, attacks, and damage

#### ENDING THE ENCOUNTER

If the PCs find the map, they complete this adventure's Major Quest and earn **GIANT01 Against the Giants**. From the map, they can discern that the stone giant warrens are located in the Sword Mountains, the glacial rift of the frost giants is in the Spine of the World, and the halls of the fire giant king lie in the Star Mountains.

#### TREASURE

The PCs find 3800 gp each, a +4 sunleaf armor, a +3 rod of reaving, and a +4 cloak of resistance.

### CONCLUDING THE ADVENTURE

With the defeat of the giants, the PCs can take their rest in Nesmé (and collect any rewards for dwarves they saved), before returning to Waterdeep.

When the PCs return to the Heirs of Mirt hall, they are met by a small group of dignitaries, including representatives of Mirabar, Silvermoon, and the High Forest. The PCs receive high praise for their efforts if they killed Nosnra.

If the PCs saved Zandor Caskerhill, he is grateful, and promises to speak highly of the PCs to the Lion's Den and the Order of Torm. Renaer arranges a safe escort to Elturel. The PCs earn **GIANT03 Trading Favors**.

If the PCs saved Javok, he silently slips away during the celebrations to report to his superiors. The PCs earn **GIANT04 A Harper in Need**.

If the PCs acquired a gem on the altar of Ghanadaur, Renaer introduces them to Rianna Moonshadow (if they have not met her already), an elven noble from the Stronghold of the Nine in the High Forest, and a powerful priestess of Hanali Celanil (also known as Sune). She expresses her concerns about the presence of the temple, even though the Giants did not seem actively involved with worship.

***"It may be more than a coincidence that Nosnra built his steading above this temple. It almost seems as if there is another force behind this, a force that wants that temple exposed."***

She is aware that fire giants are active in the Star Mounts, but thus far was not convinced that the alliance of giants would threaten the forest. On the strength of this evidence, she promises the support of the High Forest elves to Renaer. The PCs earn **GIANT05 Temple Relics**. A PC who still has a scar gains

**GIANT02 Touch of the Elder Eye**, Moonshadow is visibly uncomfortable speaking to that PC.

If the PCs found the map they earn **GIANT01 Against the Giants**. If shown either the map or Obmi's letter from Area 3, Renaer takes note and then frowns.

***"Howling Crag? The Sword Mountains? That does not make sense. There is a truce with those giants. Stedd Moonstar recently closed a deal with them."***

If any of the PCs played WATE2-2 *Closing a Deal*, he adds: ***"In fact, weren't you there...?"*** He gazes at you for a few moments, then shrugs.

He then continues:

***"This needs investigation. We need to enter the Sword Mountains and make sure that the stone giants still stand on our side. I'm afraid that your work has only just begun, my friends."***

***But before that, let's enjoy a feast to celebrate your success!"***

Food and drinks are brought in abundance. Renaer shows himself a generous and pleasant host, listening with enjoyment to the PCs' tales.

Only once does he turn away, to speak a single sentence to a large man with blond hair who bows and rushes out of the room. Any PCs nearby overhear the command:

***"Get me Stedd Moonstar."***

To be continued in:

#### Warrens of the Stone Giant Thane

#### TREASURE

If the PCs freed any dwarves from the steading, First Speaker Meriin Aulaurin of Nesmé expresses her gratitude, and rewards each PC with 100 gp per dwarf rescued (this gold is in addition to the base gold that can be earned in the adventure).

Renaer Neverember uses his wealth to procure various magical items of the PC's choice or additional pay in gold (Treasure bundles X, Y and Z).

If the PCs retrieved the map, Renaer also offers a set of *resplendent gloves* (level 15), and throws in a set of *resplendent boots* (level 6) for free. A PC need not spend a found-item slot to gain the *resplendent boots*, but they do count against the maximum number of Uncommon items the PC can possess. These items are part of the *resplendent finery* item set.

## 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 a less than the total gold that can be found.

#### ADVENTURE LEVEL 12

**Minimum Possible XP:** 9000 XP

**Engage all encounters:** +2200 XP

**Major Quest:** Find the Hidden Strongholds: +800 XP

**Minor Quest:** Rescue Zandor Caskerhill: +200 XP

**Minor Quest:** Find the Abandoned Temple: +200 XP

**Maximum Possible XP:** 12400 XP

**Base Gold per PC: 8700 gp** (of 10400 gp max found)  
(Area 2: 520 gp, Area 3: 2,200 gp, Area 4: 1140 gp, Area 6: 1500gp, Area 8: 100 gp; Area 10: 840 gp, Area 11: 300 gp, Area 12: 3800 gp)

**Base Gold per PC with all Major and Minor Quests:**  
**10875 gp**

**Major Quest:** Find the Hidden Strongholds: +675 gp

**Minor Quest:** Free the Dwarf Slaves: +100 gp per slave freed, up to 1500gp

## 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.

**Important Note:** Because this adventure is so long (the equivalent of about four standard LFR rounds) each character gets to make FOUR Treasure selections. Treasures A through I may only be chosen once each by the same PC; Treasures X, Y, and Z may be chosen multiple times by the same PC.

#### EACH PC SELECTS **FOUR** OF THE FOLLOWING:

**Note:** You may need to remind the players of an important LFR campaign rule regarding the use of higher-level items: a PC may choose such an item when offered, but may not use it until his or her character level is within 4 levels of the item’s level. This is most likely to affect 11<sup>th</sup>-level characters who want to choose the +4 enhancement bonus magic items (C, E, and G).

**Treasure A:** *shield of warding* (level 14; Uncommon; PH)  
Found in Area 3

**Treasure B:** +3 *symbol of battle* (level 15; Uncommon; PH)  
Found in Area 6

**Treasure C:** +4 *amulet of protection* (level 16; Common; PH)  
Found in Area 7

**Treasure D:** +3 *thundering weapon* (level 13; Uncommon; PH)  
Found in Area 7

**Treasure E:** +4 *sunleaf armor* (level 17; Uncommon; PH)  
Found in Area 12

**Treasure F:** +3 *rod of reaving* (level 15; Uncommon; PH)  
Found in Area 12

**Treasure G:** +4 *cloak of resistance* (level 17; Common; PH)  
Found in Area 12

**Treasure H:** *resplendent gloves\** (level 15; Uncommon; AV2) and *resplendent boots\** (level 6; Uncommon; AV2)  
Found in Area 12, only if the map was located; this Treasure only costs a single found-item slot (for the gloves) even though the character gains two items.

**Treasure I:** ritual book containing Drawmij's Instant Summons (level 12; PH)  
Found in Conclusion

**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 12: *potion of vitality* (level 15) plus 375 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 12: 1375 gp

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. It is possible (though perhaps unlikely) for someone to gain all five of these Story Awards.

All PCs gain **Against the Hill Giants** if they succeed on the Major Quest: Find the Hidden Strongholds in the adventure.

### GIANT01 Against the Hill Giants

You located a map that marks the locations of the lairs of the stone giant thane, the frost giant jarl, and the fire giant king. This will surely be useful when plotting future raids against the giants.

You may also have found the following (cross off any of these pieces of information you did not discover):

- A letter of the stone giantess Belastraya to her lover Laerthar.
- A letter of Obmi, representative of king Snurre.
- The next giant raid will be on Neverwinter.

This award is part of the *Against the Giants* Major Quest. The quest continues in ADAP4-4 *Warrens of the Stone Giant Thane*, ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, and ADAP4-6 *Hall of the Fire Giant King*.

This Story Award counts as one favor with both the Heirs of Mirt and the Protectors of Neverwinter meta-organizations.

An individual PC gains **Touch of the Elder Eye** if they kept the scar given to them by the trap in Area 9.

### GIANT02 Touch of the Elder Eye

You have felt the touch of Ghaunadaur. You now bear a raised scar shaped like an inverted equilateral triangle inscribed with a "Y" whose branches touch the sides of the triangle. You may decide where on your body the scar appears.

The scar seems to have no negative effects, although you occasionally experience the strange sensation of your body melting, as if your skin and bones were transforming into ooze. When the feeling passes a few seconds later, you realize that it was just a hallucination, but in the moment, it feels utterly real.

All PCs gain **Trading Favors** if they saved Zandor Caskerhill.

#### **GIANT03 Trading Favors**

You saved Zandor Caskerhill, a merchant of Elturgard, and have his gratitude.

This Story Award counts as one favor with either the Lion's Den or the Order of Torm meta-organization (select one and cross off the other).

All PCs gain **A Harper in Need** if they saved Javok.

#### **GIANT04 A Harper in Need**

You saved the half-orc Javok, which has somehow earned you the gratitude of the Harpers.

This Story Award counts as one favor with the Harpers meta-organization.

An individual PC gains **Temple Relics** if they obtained a gem from the altar in Area 9.

#### **GIANT05 Temple Relics**

You obtained a gem from a hidden temple of Ghaunadaur. The gem is purple with black veins, and feels oddly slick to the touch. It has an apparent market value of 1,000 gp and can be sold for that amount. If you sell the gem, cross out the next paragraph, but keep this Story Award (it still counts as a favor).

While the gem is in your possession, you have an uncanny connection with oozes and aberrations. When you hold the gem, as a minor action you can sense the presence of aberrations or oozes within 5 squares, and you can pinpoint their location provided you have line of effect.

This Story Award counts as one favor with the Knights of Myth Drannor meta-organization.

# NEW RULES

## ITEM SET: RESPLENDENT FINERY

### Resplendent Finery Benefits

Pieces	Benefit
2	You gain an item bonus to Bluff checks equal to the number of items you have from this set.
4	Each ally within 10 squares of you gains a +1 item bonus to checks involving any skill you're trained in.

### Resplendent Boots Level 6 Uncommon

*These intricately embroidered boots let you fade from sight for a moment to slip past your foes.*

**Level:** 6

**Price:** 1,800 gp

**Item Set:** Resplendent Finery

**Feet Slot**

**Property:** You gain an item bonus to all defenses against opportunity attacks equal to the number of items you have from this set.

**Power (Illusion, Daily):** Move Action. You become invisible and move your speed. You become visible again at the end of this action.

**Reference:** *Adventurer's Vault* 2, page(s) 104.

### Resplendent Gloves Level 15+ Uncommon

*These fine calfskin gloves increase the potency of powers that break a foe's will.*

**Level:** 15

**Price:** 25,000 gp

**Item Set:** Resplendent Finery

**Hands Slot**

**Property:** When you hit an enemy with an attack power that targets Will, the attack deals 3 extra damage. If it's an illusion attack, one target you hit (your choice) also grants combat advantage to you until the end of your next turn.

**Reference:** *Adventurer's Vault* 2, page(s) 104.



# DUNGEONS & DRAGONS

## LIVING FORGOTTEN REALMS

(character name)

### ADAP4~3 STEADING OF THE HILL GIANT CHIEF

#### GIANT01 Against the Hill Giants

You located a map that marks the locations of the lairs of the stone giant thane, the frost giant jarl, and the fire giant king. This will surely be useful when plotting future raids against the giants.

You may also have found the following (cross off any you did not discover):

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- The next giant raid will be on Neverwinter.

This award is one part of the *Against the Giants* Major Quest. The quest continues in the adapted adventures ADAP4-4 *Warrens of the Stone Giant Thane*, ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, and ADAP4-6 *Hall of the Fire Giant King*.

This Story Award counts as one favor with both the Heirs of Mirt and the Protectors of Neverwinter meta-organizations.

#### GIANT02 Touch of the Elder Eye

You have felt the touch of Ghaunadaur. You now bear a raised scar shaped like an inverted equilateral triangle inscribed with a "Y" whose branches touch the sides of the triangle. You may decide where on your body the scar appears.

The scar seems to have no negative effects, although you occasionally experience the strange sensation of your body melting, as if your skin and bones were transforming into ooze. When the feeling passes a few seconds later, you realize that it was just a hallucination, but in the moment, it feels utterly real.

#### GIANT03 Trading Favors

You saved Zandor Caskerhill, a merchant of Elturgard, and have his gratitude.

This Story Award counts as one favor with either the Lion's Den or the Order of Torm meta-organization (select one and cross off the other).

#### GIANT04 A Harper in Need

You saved the half-orc Javok, which has somehow earned you the gratitude of the Harpers.

This Story Award counts as one favor with the Harpers meta-organization.

#### GIANT05 Temple Relics

You obtained a gem from a hidden temple of Ghaunadaur. The gem is purple with black veins, and feels oddly slick to the touch. It has an apparent market value of 1,000 gp and can be sold for that amount. If you sell the gem, cross out the next paragraph, but keep this Story Award (it still counts as a favor).

While the gem is in your possession, you have an uncanny connection with oozes and aberrations. When you hold the gem, as a minor action you can sense the presence of aberrations or oozes within 5 squares, and you can pinpoint their location provided you have line of effect.

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# DUNGEONS & DRAGONS

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#### GIANT05 Temple Relics

You obtained a gem from a hidden temple of Ghaunadaur. The gem is purple with black veins, and feels oddly slick to the touch. It has an apparent market value of 1,000 gp and can be sold for that amount. If you sell the gem, cross out the next paragraph, but keep this Story Award (it still counts as a favor).

While the gem is in your possession, you have an uncanny connection with oozes and aberrations. When you hold the gem, as a minor action you can sense the presence of aberrations or oozes within 5 squares, and you can pinpoint their location provided you have line of effect.

This Story Award counts as one favor with the Knights of Myth Drannor meta-organization.

Event Name: \_\_\_\_\_ Event Code: \_\_\_\_\_  
(This number was given to the organizer when the event was scheduled)

Adventure Title: \_\_\_\_\_ Session Number: \_\_\_\_\_  
(For administrative use only)

Date of Play:   /   /    
Month Day Year

Start Time:   :    
Hour Minute

Give hour in military time standard (p.m. hours = hour +12). Don't record the exact minute the adventure played. Instead list the closest 30-minute interval the game was scheduled to start at (30 or 00).

A legal table has no less than four players, and no more than six players.

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# DUNGEONS & DRAGONS®

## SESSION TRACKING

### DUNGEON MASTER

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