

WARRENS OF THE STONE GIANT THANE

A DUNGEONS & DRAGONS® LIVING FORGOTTEN REALMS ADAPTED ADVENTURE

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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. Thane Arnak, ruler of the stone giants, has gone mad, but he's still the best chance you have of fracturing the giants' alliance. A *Living Forgotten Realms* adapted adventure set near the Sword Mountains for Adventure Level 14 (character levels 11-17).

This is a very long adventure. We recommend that you allow at least sixteen hours of playing time (which can be spread over multiple game sessions as long as the PCs do not play any other LFR adventure while they are still on this adventure).

This adventure is found in Issue 198 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 second part of the *Against the Giants* Major Quest. The other parts are ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-5 *Glacial Rift of the Frost Giant Jarl*, and ADAP4-6 *Halls of the Fire Giant King*. We encourage you to play the Giants series in order with the same character if possible. Characters that previously played WATE2-2 *Closing a Deal* may also find a connection with this adventure.

This adaptation document does not present adjusted stat blocks for low/high tier; any LFR-legal AL 14 table can play, but bear in mind that the stat blocks in the adventure were written for a party of level 14-16 characters. Tables consisting entirely of 11th- and 12th-level characters might find this adventure difficult; a table of all 17th-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 14, which supports Paragon-tier characters of levels 11-17. 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 14.

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 15.

Easy DC	Moderate DC	Hard DC
15	22	30

ADAPTED ADVENTURES

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon* online (Issue 198) 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 sixteen 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 GIANT06 if they succeed on the *Fracture the Alliance* 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 some or all of the PCs have already played *ADAP4-3 Steading of the Hill Giant Chief* or *ADAP4-5 Glacial Rift of the Frost Giant Jarl*, that fact may affect a few encounters in this adventure.

In addition, this adventure builds on the events of *WATE2-2 Closing a Deal*, so make sure to find out whether any or all of the PCs have played that adventure.

ADVENTURE BACKGROUND

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

This adventure is set in the Sword Mountains, which lie on the Sword Coast between Waterdeep and Neverwinter.

The area surrounding Waterdeep has recently been plagued by raids of various kinds of giants. 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 struggle for control of 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.

Initially, Renaer sent agents to deal with the hill giant chief Nosnra, in order to learn what other giants were involved (this occurs in *ADAP4-3 Steading of the Hill Giant Chief*). In the process, the adventurers discovered who the other giant leaders were. Renaer’s agents also found an ancient temple dedicated to Ghaunadaur in his aspect of the Elder Eye, and indications that stone giants from the Sword Mountains have joined the giant alliance.

Renaer knows that stone giants are not necessarily evil beyond redemption. His new aim is to ensure that the stone giants abandon the alliance and instead side with Waterdeep. 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 answer the call to adventure based simply on the promise of fame and fortune, some or all of them 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 create any additional hooks as you see fit.

- **Giantslayer:** The PC is a known foe of evil giantkin, and has been invited to aid the cause 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.
- **Played *WATE2-2 Closing a Deal* or any other adventure involving the Moonstar family:** The PC has aided Lord Stedd Moonstar before, and is called upon again to help. PCs who played

WATE2-2 have already met the stone giant tribe appearing in this adventure. Other adventures that involve the Moonstar family include WATE1-1, WATE2-1, WATE2-3, WATE3-1, WATE3-2, and WATE3-3. Note that canonically, this adventure takes place before WATE3-3 *Dark Ranger* (see “Intrigues in Waterdeep” below).

- **The Heirs of Mirt:** Renaer fully expects members of the Heirs of Mirt, which he secretly funds, to aid his cause. The giants are now a direct threat to Waterdeep, and many of those who are threatened are allies of the City of Splendors. While Renaer normally sends agents to negotiate on behalf the Heirs of Mirt to avoid revealing his own allegiances, this quest is important enough that he personally approaches the PCs.
- **Protectors of Neverwinter:** While Lord Dagult Neverember is too engrossed with the power struggle for Neverwinter to deal with the giants, the Blackstaff's move to intervene in this situation nevertheless annoys him. He does not want to see his influence in Waterdeep wane, and so has ordered his aide Telliann to send some of the Neverwinter Protectors to aid his son Renaer. The Protectors are a diverse band of adventurers, officially not politically aligned with the Open Lord, but many know that Dagult pulls their strings. Having the Protectors present during a raid will show that the Open Lord is not someone who can be kept out of local 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 are well aware of the threat posed by the alliance of evil giants. They offered their aid to High Lord Methrammar of Silverymoon, who accepted and sent agents to Waterdeep as his emissaries.
- **The Lion's Den / The Order of Torm:** Elturgard's trade suffers as a result of the giants' raids, and some merchants have recently been captured and enslaved (the PCs may have rescued them in ADAP4-3). Elturgard's merchant guild hopes that ending the threat of the giants' alliance will bring prosperity to Elturgard, while the Order of Torm desires to fight the evil it has been confronted with. PCs who are members of any of the three Elturgard meta-organizations are recruited and paid by the Lion's Den in this adventure, as the various organizations have temporarily set aside their differences and are working together on this (partially due to the events of ADAP4-3).
- **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 of their best, which would certainly include any PC members. Although Kira's whereabouts were discovered in ADAP4-3, the Stellar Society continues to lend its aid to the cause. PCs that are sent by the Society have any traveling expenses covered by the Society and may carry the Tandro coat of arms in this adventure.
- **Knights of Myth Drannor / Elves / Eladrin:** 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 (during ADAP4-3) supports that belief. The High Forest elves have decided to invest more of their resources in stopping the giant threat. Most recently, an elf patrol led by the noble Rianna Moonshadow fell to the giants, and the elves are yet uncertain of her fate. 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 Onyx Hammerstrike, the chief of a clan of dwarves that provides engineers to the mithral mine which the stone giants exploit. Nothing has been heard from them for some time, and those sent to inquire have likewise disappeared.
- **Regional backgrounds:** PCs who have selected a regional background from the Northlands, such as Neverwinter, Waterdeep or Luruar, may be personally affected by the raids (either raids that have already happened, or that may happen in the future if the giants aren't stopped). Family or friends may have lost livestock or relatives to the raids, and the PCs' 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.

INTRIGUES IN WATERDEEP

In terms of the canonical LFR timeline, this adventure takes place almost two years after the events in WATE2-2 *Closing a Deal* and WATE2-3 *Noble Dangers*, and a month or so before the events in WATE3-3 *Dark Ranger*. Of course, that timeline may not match up with the order in which the PCs have played (or will play) the relevant adventures, in which case you may need to make some adjustments.

- If some or all of the PCs only recently played WATE2-2 *Closing a Deal*, adjust the timeline of those events so that they occurred more recently than two years ago.
- If the majority result of the PCs at your table is that Stedd Moonstar died in a previous Waterdeep regional adventure, you can replace him at the meeting with a family member or friend, such as his fiancée Darla Silmerhelve.

BEGINNING THE ADVENTURE

When the adventure begins, all the PCs have been asked to come to the Tandro Estate, a mansion a few miles north of Waterdeep. PCs who ask around learn that Renaer Neverember asked the Tandro family to provide their mansion as a base for the upcoming mission, because from here it is possible to snoop on the adventurers' progress, which is not possible from Waterdeep.

The exact reason for each character's individual involvement may differ (see Adventure Hooks).

The PCs can meet and introduce themselves to each other when they arrive at the manor. They are led to a conference room, where three nobles await them.

A young, thin, dark-haired man awaits you. Standing next to him is a tall, lithe young man with shoulder length chestnut brown hair. Seated to the side, gulping down wine, is an obese man with blond curls and beard.

Lord Stedd Moonstar may be well known to PCs who have worked on his behalf in previous adventures. Adjust the following text as necessary to account for any existing relationships (good or bad) between House Moonstar and individual player characters.

The dark-haired man welcomes you, a nervous tone to his voice. "Please, be seated. Have some wine. I am Stedd Moonstar. This [he gestures to then man next to him] ... well, you likely know him - is Renaer Neverember, my friend and the man who I will be indebted to forever for helping me out ..."

He nods at the man in the back, who salutes you with a glass of wine, but doesn't rise from his seat. "And that is Veerzon Tandro, another friend. He's not known for his manners, I am afraid, but this is his mansion, so we'll indulge him ..."

Veerzon flashes you a smile, while Renaer shakes his head and steps forward.

"Thank you for coming on short notice. We have need of your aid again."

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.

Lord Stedd Moonstar is sincere, loyal, and conscious of his family responsibilities. The Moonstars are a noble family with a long history in Waterdeep. They are faithful followers of Selûne. Once prestigious, the family has suffered various hardships over the years. Much of the family has left Waterdeep. Lord Moonstar has worked hard to restore the family's wealth and standing in the city. Lord Moonstar is engaged to be married to Darla Silmerhelve.

Veerzon Tandro is a relatively unknown young noble. He is rich due to his family's money, but not well connected. He can act arrogant and careless but is well meaning and sharp-witted, which earned him the friendship of both Moonstar and Neverember. Tandro has invested heavily in the mithril trade from Stedd Moonstar's mines, and when problems with the giants arose, he was quick to see the connections with the mining trouble (though Lord Moonstar thought he was exaggerating). Veerzon involved the Stellar Society of Gentle Adventurers, calling in a favor with Kira Nenthyn, who he granted a safe haven for a while (see Conclusion).

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

- Giants are attacking caravans throughout the north. The attacks grow ever bolder, and are becoming a serious threat to the city.
- 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 expend 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.
- Now, evidence has come forth (perhaps recovered by the PCs themselves, if they played ADAP4-3) that the stone giants of the Sword Mountains have joined the alliance.
- These are the same stone giants with whom Lord Moonstar had come to agreements regarding the exploitation of a mithral mine, some time ago (during the adventure WATE2-2).

Stedd Moonstar then explains the following:

- Two years ago, the Moonstar family bartered for rights to exploit a mithral mine in the Sword Mountains. The agreement made was between the Moonstars, the stone giant clan, and a dwarven clan. (Note: These events occur in WATE2-2 *Closing a Deal*. Stedd acknowledges the PCs' help when appropriate. Adjust the time frame of the past events if necessary.)
- Mining started off quickly, but a year later the stone giant thane Korvib died when he was attacked by hill giants in the mountains. He was replaced by a young giant called Arnak.
- While at first it seemed Arnak would keep to the agreement, communication fell silent a few months ago.
- Stedd blames himself now for not listening to Veerzon Tandro, who thought there was a connection to the giant raids in the north. Instead, Stedd sent a group of emissaries to renegotiate the contract.
- The emissaries have not yet returned, nor have they sent any messages. A Sending ritual did not receive any reply, and divinations do not work in Waterdeep.
- The stone giants' territory is above the treeline on the northeast flank of Mount Araddyn. There is no road established so the journey will take multiple days.

Finally, Renaer lays down his plans:

- The PCs are to make contact with the stone giants and see what the situation is.
- If Thane Arnak has renounced the contract and allied with the other giants, the PCs are to ensure that alliance ends by any means necessary.

QUESTS

Renaer has several goals for the PCs to meet during the course of this adventure.

- Most importantly, the giant alliance needs to be ended. It is not likely that killing Thane Arnak will be sufficient - and doing so might indeed backfire. It is important that the Thane renounces the alliance, or a new leader is likely to continue where he left off. Regardless of how they do it, getting the stone giants out of the alliance is the PCs' main objective (a Major Quest).
- The PCs should also find out what happened to the previous group sent by Lord Moonstar. The lead emissary is Merlian Saar, a Waterdhavian merchant who Lord Moonstar hired to deal with the business matters of the mithral mine. In the background, Veerzon sneers. If asked why, he simply comments that Merlian Saar is a weasel. Obviously the two do not get along. (This is a Minor Quest.)
- Acting on intelligence gathered from hill giant Chief Nosnra's steading (ADAP4-3), elves from the High Forest set out to intercept a group of hill giants sent to aid Thane Arnak. The elves, led by Rianna Moonshadow, a powerful priestess of Hanali Celanil (also known as Sune), followed the giants into the Kryptgarden woods. They almost defeated the giants before they were set upon by reinforcements. In the defeat, they lost their leader, as well as the elven battle standard. The elves would like to know what befell Rianna Moonshadow, and finding the battle standard may be a first step (This is a Minor Quest.)

Renaer asks the PCs to be careful in their assessment of the stone giants. While the stone giants may have turned against Waterdeep for the moment, they have in the past demonstrated good faith, and that makes them potential allies. If the PCs defeat any stone giants, they are asked to spare their lives (remind the players that they can automatically decide not to kill a creature when they reduce that creature to 0 hit points or below).

Any truly evil creatures the giants may have allied with are fair game - and Renaer suggests that the PCs be thorough and scour the entire Warrens for such creatures.

Renaer assures the PCs that all their reasonable and necessary traveling expenses will be covered, and they will be richly rewarded for carrying out this mission. He and his allies will not lay claim to any treasure found in the warrens, but if the PCs secure the alliance, they will have no need for looting.

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 in the adventure does not fit well.

In this adaptation, 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. Others know him simply as the Ancient One, and a few 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 exists 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.

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

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*).

TREASURE

PCs are free to take any mundane equipment listed in the published adventure (which is not otherwise called out herein). Any equipment taken is for flavor only and cannot be sold. The Treasures and gold earned in this adventure do not take any of the mundane equipment into account.

FIGHTING NON~EVIL OPPONENTS

The giants the PCs fight are not evil. Some PCs may consider the stone giants former - and hopefully future - allies. Remind PCs that most of these giants are protecting their caves, and offer the PCs the chance to subdue their opponents, rather than kill them. You may also encourage PCs to use Intimidate to force giants to surrender - although if the PCs show themselves to be ruthless, their opponents are less likely to surrender in future encounters.

The PCs may also be reluctant to take treasure from the giants. If the adventurers do not take treasure that

the adventure assumes they take (for example, if they would consider it theft or want to make a goodwill gesture to the giants), they are compensated with an equivalent amount at the end of the adventure. Use the encounters to track what treasure is found, but have Renaer, Moonstar, the High Forest elves, or Onyx Hammerstrike reward the PCs so that they do not lose out on gold or magic items that they should have earned.

GIANT REINFORCEMENTS

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

SNEAKING THROUGH THE WARRENS

This adaptation awards flat XP bonuses for completing the main adventure and the optional quests, rather than giving out XP for each 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. They can earn the maximum possible XP without engaging in every potential combat.

To encourage players to explore more, 20% of the total XP award is enclosed in a special objective, which involves engaging all the encounters in the adventure. Please note that "engage" does not have to mean "fight." 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 sneak 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: APPROACHING THE GATES

ENCOUNTER LEVEL 15 (5000 XP)

SCALING THE ENCOUNTER

Rather than add or remove monsters, let Thost and Zhakiri join combat one round earlier or later.

Negotiation: PCs who played *WATE2-2 Closing a Deal* are known to the giants, and may use their former reputation to gain an audience with a DC 21 Diplomacy check. While Belastraya has no interest in negotiations, the negotiator dares not send them away, and allows

them to enter (similarly to when they bluff their way inside).

TREASURE

None

AREA 2: CRAG'S CROWN

ENCOUNTER LEVEL 16 (7000 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one stone giant

Six PCs: Make Mirgvard an elite: add 150 hp, +2 to saving throws, and 1 action point. *Freezing bolt* becomes a basic ranged attack. Add the following power:

STANDARD ACTIONS

Double Attack • At-Will

Effect: Mirgvard makes two basic attacks, and can shift 1 square between attacks.

Dealing with Belastraya: If the PCs use their reputation from WATE2-2 *Closing a Deal* to enter, they find her uninterested in any offers. She claims the thane is already renegotiating the contract. The PCs can use Bluff (DC 21) to convince her they know Merlian Saar. Belastraya then tells them to wait in the courtyard while she goes to arrange for their reception. In reality she sends one of her advisors to verify the PCs' claims with Merlian Saar. This give the PCs only a brief window (about an hour) to scout their environment and make preparations before the giants return and attack.

PCs who played ADAP4-3 *Steading of the Hill Giant Chief* and who claim to represent one of the other giant clans may use knowledge gained from that adventure. These PCs may know that Laerthar is the stone giant envoy sent to Nosnra, and that he is Belastraya's lover. They may also know the name Obmi from a letter sent by Snurre to Nosnra. See the ADAP4-3 Story Award certificate for what information they learned, which dictates what they can use in this encounter.

Help Danica: Danica Stonesong is a representative of Onyx Hammerstrike. She is an engineer who was sent to aid the stone giants with the mithral mine. Her clan had sent dwarf miners (referred to as the stone carvers in the adventure), but she never saw any of them after she arrived. (The miners indeed worked here until they unearthed the Stone of Madness and Arthak went insane.)

Danica suspects her fellow miners are held in the warrens, and she asks the PCs to free them.

ENDING THE ENCOUNTER

Danica Stonesong: Aside from information on Howling Crag, Danica can also tell the PCs the following:

- Several days ago, a group of giants returned from a raid bearing an elven battle standard and a prisoner: an elf woman in tattered robes. The elf was defiant, but stated her name as Rianna Moonshadow, of the Moonshadow clan of the High Forest.
- Belastraya, Thane Arnak's sister, ordered that the "pretty princess" be sent as a gift to King Snurre Ironbelly. Rianna was taken away two days ago. Belastraya gave the elven battle standard to Mirgvard.

TREASURE

The PCs find treasure worth 2800 gp each. They also find the elven battle standard if they defeat Mirgvard.

AREA 3: EYE OF OBADAI (OGRÉMOCH)

ENCOUNTER LEVEL 14 (5000 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one galeb duhr rockbreaker.

Six PCs: Add another galeb duhr.

Ogrémoch is not well known in Faerûn. Stone giants instead pray to Obadai, their stone giant ancestor.

Utanu believes the Stone of Madness is a relic of Obadai, signifying that god's tie to the Underdark. He is unwilling to believe that the stone belongs to Ghanadaur or that his visions come from anyone else but Obadai. He cannot accept that someone - or something - else has manipulated him in unearthing the stone.

TREASURE

The treasures in Utanu's cave are worth 1000 gp per PC. The two *potions of vitality* can be used during the adventure but disappear at the end of the adventure if not used.

AREA 4: THE CASTELLAN

ENCOUNTER LEVEL 15 (6000 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce Belastraya's hp by 100, and remove her action point and saving throw bonuses. *Double attack* becomes recharge 5/6.

Six PCs: Add one stone giant (use the stats from Giant Reinforcements on page 3) as a bodyguard.

ENDING THE ENCOUNTER

If the PCs search Belastraya's cave, they find correspondence in dwarven with someone named Obmi, from which they can glean the following:

- Primary targets for future giant raids are Waterdeep trade caravans and the city of Neverwinter.
- Jarl Grugnur has requested reinforcements for a raid on Mithral Hall.

A man named Merlian Saar arrived a week ago to negotiate with the giants regarding the mithral mine. Belastraya bribed Saar by offering a stake in the mine and a promise not to target Neverwinter with raids - a promise she does not intend to keep.

- She believes Saar is easily duped, but is concerned about two guards Saar had with him. Belastraya believes they are Netherese, and that Saar secretly works for them. If they find out she is planning a raid on Neverwinter, there may be trouble.

See Encounter 12 for more information about Saar and the Netherese.

TREASURE

Belastraya's cave contains 1200 gp per PC in treasure, and a pair of *eladrin boots* (level 16 Uncommon). The *potion of vitality* can be used during the adventure.

AREA 5: THE SPINE

ENCOUNTER LEVEL 15 (6300 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

ADAP4-4 Warrens of the Stone Giant Thane

Four PCs: remove 2 suckerling swarms

Six PCs: increase the level of the suckerling swarms by 3: +30 hp, +3 to all defenses, to all attacks, and to damage (other than ongoing damage), +1 to initiative.

TREASURE

None

AREA 6: GIANT CAVES AND STORAGE

ENCOUNTER LEVEL 16 (7000 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one stone giant and 2 young giants

Six PCs: Increase the level of the stone giants by 2: +16 hp, +2 on all defenses, attacks, and damage rolls.

TREASURE

The sleeping caves hold 1300 gp per PC in treasure.

AREA 7: STEPPED CAVERN

ENCOUNTER LEVEL 14 (5500 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce Ezevon's level by 1: -40 hp, -1 to all defenses, attacks, and damage

Six PCs: Increase Ezevon's level by 1: +40 hp, +1 to all defenses, attacks, and damage

Ezevon does not immediately attack when he spots the PCs. Instead, it demands tribute - at least 5000 gp worth of treasure. Ezevon recognizes PCs who played WATE2-2 *Closing a Deal* (even though they never saw the dragon), and is willing to barter the price down to half (2500 gp) since they helped set up a sweet deal for him: part of the tribute he receives from the stone giants comes out of the mine.

If the PCs refuse to pay tribute or try to leave, Ezevon attacks.

ENDING THE ENCOUNTER

If PCs bribe Ezevon, the dragon offers the PCs a deal. It knows of a red dragon, Brazzemal, who resides in the

Star Mounts. Ezevon hates Brazzemal with a passion, and Ezevon eagerly offers the PCs valuable information for defeating that dragon.

Ezevon is also displeased that “the dwarves stopped mining” and blames it on Arnak. He can point the PCs to Arnak’s throne room, but refuses to explain more of the warrens’ layout.

The PCs earn **GIANT08 Deal with a Dragon** if they negotiate with Ezevon.

TREASURE

If the PCs defeat Ezevon, they find a *+4 orb of drastic resolutions* (level 18 Uncommon), a *ring of invisibility* (level 18 Rare), and 2800 gp each.

AREA 8: ELEMENTAL CAVERN

ENCOUNTER LEVEL 16 (7600 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove 3 stalgamites and one shardstorm.

Six PCs: Add a second tempest wisp, and increase the stalgamites’ attack to a close burst 3.

TREASURE

The geodes are of little use as they are, but if a PC returns some of the geodes to Waterdeep, Veerzon Tandro knows some people who may rework the geodes into *stonehold ammunition*. See the Conclusion.

AREA 9: WATER RESERVOIR

ENCOUNTER LEVEL 13 (4400 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one gargyle rock hurler and a crystal gargyle.

Six PCs: Add one gargyle rock hurler and a crystal gargyle.

TREASURE

None

AREA 10: STALAGMITE FOREST

ENCOUNTER LEVEL 16 (7200 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Replace one crag roper with a stone giant cavestalker

Six PCs: Replace one stone giant cavestalker with a crag roper

TREASURE

The cavestalker lairs contain 1200 gp per PC in treasure, and at the base of one of the ropers the PCs discover a *horned helm* (level 16 Uncommon).

AREA 11: TORDAZAHD’S EDGE

ENCOUNTER LEVEL 13 (4800 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Reduce the earth titan’s level by 2: -40 hp, -2 on all defenses, attacks, and damage

Six PCs: Add one earth archon ground rager

ENDING THE ENCOUNTER

The petrified dwarves are all members of the mining group sent to aid the stone giants. They are furious with Arnak and Belastraya (who they will gladly fight), but reluctant to face the other stone giants (though they’ll fight their way out if needed), as before the change in leadership, there were several friendships made.

Tarn, the head engineer, is more eager to get his people out of here than he is to seek revenge, but he follows the PCs’ lead. He doesn’t mind causing a few diversions on the way out (reducing the chance of the PCs encountering giant reinforcements), and he gladly explains what he knows of the layout of the caves ahead.

TREASURE

The gems embedded in Tordazahd’s skin are worth 2000 gp per PC.

AREA 12: CAVERN OF SCRYING CRYSTALS

ENCOUNTER LEVEL 15 (6200 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Decrease the level of the goliaths by 2: -16 hp, -2 to all defenses, attacks, and damage, -1 initiative

Six PCs: Add a goliath guard

Merlian Saar is a corrupt merchant (not a noble as the text assumes). He originally hails from Waterdeep, but also conducts business in Neverwinter. He secretly trades with Shade Enclave in Netheril, and it was there that he met Dimiri and Vadya, two Netherese knights.

When Saar was asked to negotiate with the stone giants, the Netherese approached him and persuaded him to negotiate with the giants on behalf of Netheril. The Netherese do not care much about the damage the giants do in the North, but they want Neverwinter to be left alone, so their own projects in that area are not delayed.

Saar made a deal with Belastraya, who promised to avoid Neverwinter and enticed him to tell her about the weaknesses of Waterdeep in exchange for a share in the mine.

PCs may try to prove to Saar that Belastraya intends to attack Neverwinter anyway with a Hard DC Bluff or Diplomacy check as a standard action. A PC who displays a Shade Coin gains a +2 bonus on this check.

If they present the written evidence they found in her cave or tell Saar what they learned in *ADAP4-3 Steading of the Hill Giant Chief*, this becomes a Moderate check instead (or a Hard check as a minor action).

While Saar and his guards are in too deep to call off the attack even if he is convinced that he has been duped, Dimiri and Vadya are another story. If the check succeeds, they realize that only the end of the giant alliance will prevent raids on Neverwinter and break off hostilities, though they do not aid the PCs further in the fight against Saar and his guards.

ENDING THE ENCOUNTER

If the PCs convinced Dimiri and Vadya of Belastraya's duplicity, the shades seek to escape the warrens, leaving the PCs to deal with the alliance. They can point out Arnak's location, and tell the PCs who attends him (some galeb duhr, a gorgon, and two female advisors).

They have not seen the Stone of Madness, and keep out of the gardens because the giants there get aggressive if you disturb them.

Dimiri and Vadya know Arnak's "female advisors" are medusas, but only reveal this if a PC had earlier shown them a Shade Coin. Otherwise they imply that the females are simply more giants.

The Scrying Crystals: PCs may desire to use the crystals to scry on people. The magic cannot penetrate Waterdeep's block on scrying and divination, but a few people are outside the city limits (such as those on the Tandro Estate).

- **Veerzon Tandro's** afterimage is still in the crystal from Saar's own scrying. He is standing in a library, speaking agitatedly to a young woman. PCs who are members of the Stellar Society of Gentle Adventurers recognize her as Emira Wands, a prominent member. Emira is one of Kira Nenthyn's closest friends. With a Hard DC Perception check the PC can read Veerzon's lips as he says "she just left! I had to let her go!"
- **Renaer Neverember** can be found in the conference room where the PCs met him, flanked by a very large blond-haired man and a dwarf. They stand over a map of the Spine of the World, and are arguing. PCs who try to read lips can make out the name "Obmi."
- **Stedd Moonstar** is standing at a window, staring out towards the Sword Mountains, occasionally sipping on some red wine. He looks worried.
- **Kira Nenthyn or Sureen Tevernesta** are picking their way through what seems to be a partly-collapsed city in the Underdark. A flash of blue fire wipes away the image, but not before the PC briefly sees a flaming skull. Those who make a Moderate DC Arcana or History check recognize the city as Skullport.

TREASURE

None

AREA 13: FUNGI CAVERN

ENCOUNTER LEVEL 16 (7750 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Remove one carrion crawler hatchling swarm

Six PCs: Add one carrion crawler hatchling swarm

If the PCs do not enter the garden and do not attack, Shoggo may be reasoned with.

As long as they do not approach, the PCs can try to barter for the gorgonbane with a social skill challenge (6 successes before 3 failures. Primary skills: Bluff, Diplomacy, Nature; Secondary skills: Insight, History, Intimidate). If some of the PCs played WATE2-2 *Closing a Deal*, they earn one automatic success as Shoggo recognizes them.

TREASURE

If the PCs defeat the stone giants, they find a +4 *vicious weapon* (level 17 Common) and 1160 gp each. If they instead barter, they earn this treasure later from Stedd Moonstar.

If they barter with Shoggo rather than fight him, they also earn Story Award **GIANT09 Fruits of the Fungus Garden**.

AREA 14: THE MAD THANE

ENCOUNTER LEVEL 17 (8550 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the combat based on the number of PCs present.

Four PCs: Make the gorgon a standard creature: decrease its hit points by 120, remove its action point and saving throw bonus, and remove the *double attack* power.

Six PCs: Add a stone giant (use the stats from Giant Reinforcements on page 3)

Arnak believes himself a champion of Ghaunadaur (rather than Tharzduin), and the two medusa spirit charmers encourage this belief. Arnak refers to Ghaunadaur as the Elder Eye or the Watcher.

The two medusas are not true followers of Ghaunadaur – though they dress and act like it to feed Thane Arnak's delusion (see below for details).

ENDING THE ENCOUNTER

If the PCs defeat the medusas and question them, they claim to have been sent by Ghaunadaur to guide Arnak, but a DC 21 Insight check shows they are lying. They stick to this tale as long as Arnak is alive and under the Stone's influence, but if the Stone is destroyed, they can be forced (DC 22 Intimidate) to admit that they were sent by King Snurre Ironbelly to coax Arnak into the giant alliance. They believe a temple to Ghaunadaur is present in Snurre's halls and that he takes divine

guidance from it. Revealing this information provides a success for the skill challenge in the Conclusion.

TREASURE

Thane Arnak's coat is worth 1000 gp per PC.

AREA 15: THE STONE OF MADNESS

ENCOUNTER LEVEL 15 (6000 XP)

SCALING THE ENCOUNTER

Make the following adjustments to the skill challenge based on the number of PCs present.

Four PCs: Reduce the number of required successes by 2.

Six PCs: Increase the number of required successes by 2. Add a spectral horror, so that there are always 5 horrors present.

PCs who have **SPEC15 Taint of Moander**, **SPEC43 Taint of Moander** or **SPEC45 Touched by the Citadel** gain a +2 bonus on Dungeoneering and Perception rolls to find weaknesses in the stone, due to an attunement to the foul presence in the stone. However, whenever they attack the stone, they take 15 psychic damage that cannot be prevented or resisted by any means.

PCs who have **SPEC46 Favor with Zugtmoy** may call upon Zugtmoy to help them defeat the stone. They gain a +2 bonus on Arcana checks, and can use Arcana checks in the skill challenge even if they are not trained. However, the spectral terrors attack them by preference (DM's discretion), recognizing them as allies of Zugtmoy and therefore, by extension, as enemies of Ghaunadaur.

TREASURE

Arnak's bedchamber holds treasures worth 2200 gp per PC and a suit of +4 *flamedrinker armor* (level 19).

CONCLUDING THE ADVENTURE

SCALING THE ENCOUNTER

Make the following adjustments to the “Fracturing the Alliance” skill challenge based on the number of PCs present.

Four PCs: Reduce the number of required successes by 1.

Six PCs: Increase the number of required successes by 1.

PCs who played WATE2-2 *Closing a Deal* gain a +2 bonus on social skill checks in the skill challenge.

Forcing the medusas to admit that they are agents of Snurre (Intimidate, DC 22) counts as one success. This only works once.

THE ADVENTURE CONTINUES

Eventually, the PCs should return to Tandro Manor, where they can report. If they succeeded in turning Thane Arnak away from the giant alliance, they earn praise and gain **GIANT06 Against the Stone Giants**.

If they brought back any lightning geodes, Veerzon Tandro mentions that he knows a craftsman who can work that material. The PCs gain **GIANT10 Lightning Geodes**.

The PCs may also wish to ask some questions about things they learned from the scrying crystals. If the PCs ask Lord Veezon Tandro about Kira Nenthyn, the lord admits that he sheltered Kira when she and her plaguescarred friend Sureen Tevernesta came to him for aid. Veerzon and Kira are friends, and he could not refuse her, though he had wished she would return to her family. Instead, she asked him to arrange an audience with the Blackstaff, which he managed through Renaer's friendship. What the two women spoke of, he does not know, but afterwards Kira announced that she and Sureen would leave again. They were going into Undermountain in search of Skullport. Nothing he could say would dissuade them, and they left two days ago. If the PCs learn this (or if they also cried on Kira using the crystals) they earn **GIANT07 Trail to Skullport**.

If the PCs ask Renaer about Obmi, he replies that he cannot speak much of it, except that the subject is sensitive with the dwarves of Mithral Hall, and that he expects it will become clear in due time.

Regardless of the outcome, Renaer concludes:

“I thank you for your efforts. Although we have made great progress, it is clear that we have a long road to go. If we desire to defeat the giants and end this unholy

alliance, we shall have to take the fight north, into the Spine of the World, to the lair of the ice lord Grugnur.

I have convinced Clan Battlehammer to open the doors of Mithral Hall and join our fight. I hope, for the sake of the North, that you are with us, and will join me on the journey to Mithral Hall. Defeating the frost giant jarl will be your greatest battle yet!”

To be continued in:
Glacial Rift of the Frost Giant Jarl

TREASURE

The three nobles use their wealth and influence to procure magical items or additional payment (Treasures X, Y, and Z).

If the PCs caused Thane Arnak to break the giant alliance, Renaer also offers a *resplendent cloak* (level 18), and throws in a *resplendent circlet* (level 7) for free. A PC who chooses the cloak as a Treasure does not spend an additional found-item slot to gain the *resplendent circlet*, but it does 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.

To be clear, all rewards specified here supersede the rewards listed in the published adventure

ADVENTURE LEVEL 14

Minimum Possible XP: 16000 XP

Engage all encounters: +3700 XP

Major Quest: Fracture the Alliance: +1200 XP

Minor Quest: Retrieve the Battle Standard: +240 XP

Minor Quest: Find the Delegates: +240 XP

Minor Quest: Help Danica: +240 XP

Maximum Possible XP: 22620 XP

Base Gold per PC: 16660 gp

(Area 2: 2800 gp, Area 3: 1000 gp, Area 4: 1200 gp, Area 6: 1300 gp, Area 7: 2800 gp, Area 10: 1200 gp, Area 11: 2000gp, Area 13: 1160gp)

Major Quest Bonus: Fracture the Alliance: +1275 gp

Base Gold per PC with Major Quest: 17935 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.

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 G 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:

Treasure A: *eladrin boots* (level 16; Uncommon; PH)
Found in Area 4

Treasure B: *+4 orb of drastic resolutions* (level 18; Uncommon; PH)
Found in Area 7

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

Treasure D: *horned helm* (level 16; Uncommon; PH)
Found in Area 10

Treasure E: *+4 vicious weapon* (level 17; Common; PH)
Found in Area 13

Treasure F: *+4 flamedrinker armor* (level 19; Uncommon; PH)
Found in Area 15

Treasure G: *resplendent cloak** (level 18; Uncommon; AV2) and *resplendent circlet* (level 7; Uncommon; AV2) Found in Conclusion, only if the PCs fractured the alliance; this Treasure only counts as one selection and only costs one found-item slot even though the PC receives two items

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 14: *potion of vitality* (level 15) plus 1625 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 14: 2625 gp

STORY AWARDS

All PCs earn GIANT06 if they successfully disrupt the stone giants' participation in the alliance (by any means, whether peaceful or not).

GIANT06 Against the Stone Giants

You convinced the stone giants to break away from the alliance of their evil kin. You may also have found the following (cross off any you did not discover):

- Liarra Moonshadow, an elven noble, was captured and sent to King Snurre.
- The frost giants are planning a raid on Mithral Hall.
- There is an ancient temple of Ghaunadaur in the halls of the fire giants.

This award is one part of the *Against the Giants* Major Quest. The other parts of this quest are the adapted adventures ADAP4-3 *Steading of the Hill Giant Chief*, 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.

The PCs earn GIANT07 if they locate Kira Nenthyn, either by using the scrying crystals or by questioning Veerzon Tandro.

GIANT07 Trail to Skullport

You located Kira Nenthyn and Surreen Tevernesta, tracing them to Skullport, a den of thieves in the depths of Undermountain. This Story Award counts as a favor with the Stellar Fellowship of Gentle Adventurers meta-organization.

The PCs earn GIANT08 if they pay tribute to Ezevon instead of fighting him.

GIANT08 Deal with a Dragon

You reached an accommodation with the adamantine dragon Ezevon, who gave you information about one of his rivals, the red dragon Brazzemal. You know the location of Brazzemal's lair in the Star Mounts and have some idea of his weaknesses and peculiarities.

The PCs earn GIANT09 if they befriend Shoggo.

GIANT09 Fruits from the Fungus Garden

You made friends with Shoggo, a stone giant with a particular talent for the cultivation of unusual fungi. Shoggo can provide you with *dragonheart pods*: red, fleshy, heart-shaped seedpods plucked from underneath the cap of a particular variety of 7-foot-tall orange mushroom covered with yellow hornlike protrusions. These pods are treated as a special type of Uncommon consumable.

At the beginning of any adventure, you may buy up to three *dragonheart pods* at a cost of 100 gp per pod (treat as a level 10 consumable item). The pods do not retain their potency for long; any unused pods are lost at the end of the adventure. A creature that eats a *dragonheart pod* (as a standard action) gains 10 temporary hit points that last for 24 hours.

The PCs earn GIANT10 if they gather geodes during the adventure and return them to Waterdeep.

GIANT10 Lightning Geodes

You discovered a number of these unusual rock formations in the Sword Mountains and brought them back to Veerzon Tandro of Waterdeep, who located a craftsman to work the material for you. This Story Award grants you purchase access to *stonehold ammunition* (level 14+ Uncommon consumable; see *Mordenkainen's Magnificent Emporium*, page 37).

At the beginning or end of any adventure you may purchase up to 10 pieces of this ammunition with an item level no greater than your current character level. You pay full market price. This does not cost you a found-item slot, and Uncommon consumables do not count against the limit of Uncommon items you are allowed to possess.

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 Circlet Level 7 Uncommon

This gold and mithral circlet masks your thoughts and grants an ally favor in combat.

Level: 6

Price: 2,600 gp

Item set: Resplendent finery

Head Slot

Property: Enemies within 10 squares of you take a -2 penalty to Insight checks. Those enemies are not aware of this effect.

Power (Encounter): Minor Action. Choose one ally within 5 squares of you. One enemy adjacent to that ally grants combat advantage to him or her until the end of your next turn.

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

Resplendent Cloak Level 18 Uncommon

This richly colored cloak shields you and your allies from powers that affect the mind.

Level: 18

Price: 85,000 gp

Item set: Resplendent finery

Neck Slot

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

Property: You and each ally within 10 squares of you gain a +2 bonus to Will against charm, fear, and illusion attacks.

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

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

(character name)

ADAP4~ 4 WARRENS OF THE *STONE GIANT* THANE

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DUNGEONS & DRAGONS

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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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DUNGEONS & DRAGONS®

SESSION TRACKING

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