

# CLOSING A DEAL

## A DUNGEONS & DRAGONS® *LIVING* *FORGOTTEN REALMS* ADVENTURE

BY RICHARD W. BROWN

REVIEWED BY CLAIRE & KEITH HOFFMAN AND M. SEAN MOLLEY

PLAYTESTED BY GREG MARKS, GREG AFFELT, TIM BAILEY, ED DEVANEY, DAVID KRONLIK, MICHAEL SCHULTZ, BEN SIEKERT, JIM LAFAYE, BRIAN GILKISON, DAVID KERSCHER, JEFF BYRD, LYNN REGISTER, ROBERT LOPER, SARAH GARTLAND, JEFF POWELL, SCOTT HOLMGREN, JASON GARTLAND, CALLY ASHTEN, AJ BOGGS, FRANK BELTER, BRIAN TOWNSEND, STEPHEN STALKAMP, JORDAN SPITNALE, JARED LIESKE, BRAD FRAGGIONATO, RYAN HAMEN, JOHN DU BOIS, SKIP WARREN, LEE SHARP, ED GRANT, MICHELLE SHARP, PHILLIP TCHOU, DAVE HALGREN, TIM CHENG, BUDDY ARNOLD, PETER HOANG, MAX MOSQUERA, MICHEY TAN, AMY HAEFELE, CHARLES STAFFORD, ED STAFFORD, CHRISTOPHER ARMSTRONG, AMANDA GULLICK, KEVIN BLAKE, MATT MANION, DANA LATIMER, AND CHRISTOPHER WELLMAN

Lord Stedd Moonstar is expanding his influence and now has a chance to gain the rights to a mithral mine in the Sword Mountains. Are you willing to serve as Lord Moonstar's trusted agent? The adventurers must chart a route and make deals with the locals while overcoming wilderness threats. This adventure is Part 2 of the major quest, *Restoring Splendor*, which started in WATE2-1 and will end in WATE2-3. A *Living Forgotten Realms* adventure set in Waterdeep for character levels 11-14.

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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## OFFICIAL D&D PLAY

Most likely you ordered this adventure as part of an event, or you received it from your organizer. To play this adventure and receive rewards for it, you must schedule it as an event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To schedule a game for public play, you must be enrolled in the Wizards Play Network. Information on enrolling in the program can be found at [www.wizards.com/wpn](http://www.wizards.com/wpn). If you are scheduling the game for private play, you do not need to be enrolled in the Wizards Play Network. The person who schedules the event, called the organizer, is in charge of making sure the event is scheduled before play, runs smoothly on the date scheduled, and gets reported back to Wizards in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the organizer is also the table DM. You don't have to be enrolled in the Wizards Play Network to DM this adventure if you are not the organizer.

By scheduling and reporting this adventure you accomplish a couple of things. First, it is an official game, tracked under your play history. Second, DMs gain rewards for scheduled play if they are members of the DM REWARDS program. DMing this adventure is worth one (1) point.

To learn more about event scheduling and DM REWARDS, visit the D&D Events website at [www.wizards.com/dnd](http://www.wizards.com/dnd) and click on "Events."

## PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be 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 on nonplayer characters (NPCs) and monsters appear 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 an officially scheduled event, 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. A lower-case letter (used only in some 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 when you DM for a group:

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

To reinforce this golden rule, keep in mind the following:

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** 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 ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** 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 within 3.5 - 4 hours; try to be very aware

of running long or short. Adjust the pacing accordingly.

- **Give the players appropriate hints so they can make informed choices about how to interact with their environment.** Players should always know when enemies are affected by conditions and are bloodied. They should be given clues about how to interact with their surroundings so they can tackle skill challenges, combats, and puzzles without getting too frustrated over lack of information. This helps to encourage immersion in the adventure and gives players “little victories” for figuring out a good choice from a clue.

In short, 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 designed for player characters (PCs) levels 11 - 14. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

Each adventure has a low-level version and a high-level version. The low level is meant for a group whose levels, on average, fall in the lower levels of the adventure's level spread. The high level is meant for a group whose levels, on average, fall in the higher levels of the adventure's level spread.

A group may decide to play the high level when their levels are more suited to the low level if everyone in the group agrees to do so; however, some of the rewards may not be available to them. Conversely, a group may decide to play the low level when their levels are more suited to the high level if everyone in the group agrees; however, some of the rewards may be less than what they'd ideally want from the adventure.

**Reading the Numbers:** Each encounter has a level and sometimes other values (such as XP or skill check DCs) listed with two numbers divided by a slash. The number before the slash is always the value for the low-level version of the adventure; the number after the slash is the value for the high-level version of the adventure.

### Failing to Defeat an Encounter

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill

challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later and defeat it, award them the other half of the experience points for the encounter.

## CHARACTER DEATH

If a PC dies during the course of the adventure, the player of that character and the rest of the group have two options, provided that they have access to the Raise Dead ritual (either a PC has it and can use it or the characters return to civilization), they have access to the body, and it is possible to return the dead PC to life.

- **Pay the component cost for the ritual.** If the group chooses this option, the cost should be divided evenly among the group (500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). Using a source outside the group to cast the ritual costs 20% more than the component cost. Total cost when using an outside source is 600 gp for heroic tier, 6,000 gp for paragon tier, and 60,000 gp for epic tier. A PC that dies and chooses this method of return gains full (or half, if the party was defeated) experience points from the encounter in which the character died, but no experience points for any encounters that were missed while the character was dead. If there are encounters remaining, the PC continues to earn experience as normal, and receives a normal cut of the rewards at the end of the adventure.
- **Invoke the Death Charity clause.** If the group cannot afford to pay for the ritual (or doesn't desire to do so), the PC can choose to return to life at the end of the adventure. Doing so forfeits all rewards (including treasure and story rewards) earned for the adventure except experience points gained prior to the character's death (the character receives the experience point award for the encounter in which they died). The PC cannot participate in the same adventure a second time.

## MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or their last extended rest. **Encounters that do not give out experience points do not count for purposes of reaching a milestone.** Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

## LASTING EFFECTS

Sometimes a PC suffers a lasting effect that isn't easily resolved before the end of the adventure. The two most common lasting effects are the death penalty and diseases.

**Death Penalty:** When a character dies and is brought back to life by the Raise Dead ritual, that character suffers a -1 penalty to all attack rolls, skill checks, saving throws, and ability checks until they have reached three milestones. The player should simply record the adventure where the character died on their adventure log, and then keep a running tally of milestones reached. Once the PC has reached the third milestone since coming back to life, they no longer suffer the penalty.

**Diseases:** Diseases take hold of a character and last until they are cured or they reach their 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 the adventure, any character suffering from a disease must resolve the disease to either its cure or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may decide to 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. Any effects that last for a specific period of time (that end after a certain number of days or a certain number of extended rests) should be resolved at the end of the adventure in which the effect was obtained (unless otherwise specified). Effects that use some sort of adventuring benchmark of unknown duration (such as milestones) should be recorded on the character's logsheet and tracked across adventures.

## ADVENTURE BACKGROUND

Lord Stedd Moonstar wants to restore his family wealth and prestige. In WATE2-1, the first adventure in the major quest *Restoring Splendor*, the PCs assisted in restoring the social and civic reputation of House Moonstar.

An opportunity has come Lord Moonstar's way from a clan of Stone Giants in the southern reach of the Sword Mountains. They are offering to partner with him to extract ore from a mithral mine under their control. Lord Moonstar needs trusted, capable agents to close the deal and scout a route out of the mountains. The giants see the deal as an opportunity to make peace with a

local village of dwarves who have the mining skills needed to extract the mithral.

Unbeknownst to Moonstar, an ancient adversary from his family's past is generating hostility for the project. How this adversary is so well informed (as well as his identity) will remain a mystery for now.

## DM'S INTRODUCTION

This adventure requires that the PCs keep their wits about them. Careful negotiation, a calm demeanor, and a silver tongue will allow characters to come through this adventure with the best outcome.

After the characters are hired for their task by Lord Moonstar, the adventure unfolds. The PCs make a difficult journey into the Sword Mountains to a remote village of stone giants identified by Moonstar. On their way there they are threatened by a group of locals who falsely believe that the PCs are part of a plot to destroy the mountain. The characters then meet with a clan of stone giants who are willing to allow mining of a mithral deposit if they benefit satisfactorily from the deal.

The giants have two problems. First, they are too big to make good miners, and second, a local clan of dwarves has taken offense to the giants and wants no interaction. The characters must seek out the dwarves and mend the relationship between them and the giants. With this accomplished, the PCs can return to the giants with a small group of dwarven diplomats. However, on the way to the stone giant village they are attacked by an unusual group of foes.

A perfect ending to this adventure will have the dwarves mining mithral and gaining part of the profits, the giants receiving profits and the coveted crystals, Lord Moonstar running a lucrative mining operation, and the PCs receiving a rich reward.

### CAMPAIGN NOTE: QUEST 2 TASK OPPORTUNITY

Either Task 1 or Task 3 from the Second Quest Card: *In Slumber Remain* may be completed during the course of this adventure. Both tasks can be included for any table; however, any specific character may only fulfill one task during this adventure. The DM should discover before start of play if any players have the quest card and run the appropriate encounter(s).

The PCs gain the information needed to complete Task 1 or 3 in Encounter 1. If the PCs completed Task 1 in WATE2-1, the DM is encouraged to modify Celestin's conversation that he heard that some adventurers had already purchased a book from Magpie and Gannon which was of interest to him. Perhaps the PCs might be willing to let Celestin read it.

## TIMING ISSUE

If running this adventure in a home game situation or when total playing time is not an issue, the DM can choose to have the dwarven diplomats take part in the combat in Encounter Six. See Appendix 2 for details on adjusting the combat. Appendix 3 contains the stat blocks for the dwarves and should be given to the players when adding the dwarves as active allies. Be aware that the encounter can take anywhere from 2 to 3 hours when using this option.

## PLAYER'S INTRODUCTION

Read or paraphrase the following:

*Adventuring opportunities come and go, and life has been a little too peaceful lately. Then one afternoon, as you go about your business in Waterdeep, a finely dressed messenger approaches you, confirms your identity by name, and hands you a folded parchment with a wax seal. "Lord Stedd Moonstar requests your presence," she says, then nods, turns, and dashes off in another direction. You see that she has two or three similar parchments in her hand.*

*Breaking the seal and unfolding the parchment, you realize that you are holding a luncheon invitation. Lord Stedd Moonstar has invited you to his estate at highsun tomorrow. The note indicates that he wishes to discuss "a mutually beneficial opportunity in the immediate future."*

For those PCs unfamiliar with the Moonstar family they can make the following skill checks to know something about them. PCs that are Waterdeep natives receive a +5 bonus to these checks.

History (DC 12): The Moonstars are a noble family and faithful followers of Selune. Once prestigious, the family has suffered various hardships over the years. Much of the family has left Waterdeep. Recent activity indicates that Stedd Moonstar is making plans to restore the family's wealth and standing in the city.

PCs with the story award WATE01 already know the first two bullet points below. Those with WATE18 know all four bullet points. (The players may need to be reminded of these story awards and/or the information.)

Streetwise (DC 15): The Moonstars are a noble family with a long history in Waterdeep.

- House Moonstar's primary sources of income are running caravans, exploration, and cartography.
- The Moonstar noble house has close ties to the Temple of Selune.
- Lord Stedd Moonstar has been actively working to improve the family's standing in the city by undertaking civic improvement projects.
- It is believed that Lord Moonstar has also recently made some improvements in the various family business enterprises.

# ENCOUNTER 1: LAYING OUT THE CARDS

## SETUP

**Important NPC:** Lord Stedd Moonstar

The PCs have received a luncheon invitation from Lord Stedd Moonstar. He is interested in hiring the PCs to make a trek into the Sword Mountains, meet with a clan of stone giants, and negotiate the mining and shipping of mithral from a large deposit controlled by the giants. The terrain will be difficult and the negotiations will be delicate. If the PCs fail, it would mean a huge loss to Moonstar. His family has experienced some recent difficulties and this deal would restore his business and his coffers.

The DM should ask if anyone has the story award WATE01 (from WATE1-1 *Heirloom*) or has played WATE2-1 *Gilding a Noble*. Stedd has personally met those PCs and would greet them by name and inquire to their general wellbeing. Those PCs who played in WATE2-1 *Gilding a Noble* are also recognized by Logan, the Moonstar's butler. Logan is a middle-aged, male dwarf with an exceptionally long beard festooned with numerous star shaped crystals and a single large moon. Logan walks with a pronounced limp. He greets those he knows by name but seems nervous of those adventurers he has not previously met.

*You make your way toward Lord Stedd Moonstar's estate.*

*In response to your knock at the door, Lord Moonstar's butler Logan answers quickly and shows you to a sitting room. He offers you wine and ale. Several other adventurers are already present.*

Allow the PCs to take this opportunity to introduce themselves.

Note: If no one is doing the tasks from Quest Card: *In Slumber Remain*, then in the interest of time, you can drop the other guest (Celestin the Wanderer) at the luncheon. This NPC serves no other purpose in the adventure other than to facilitate the quest task.

Lord Moonstar is a young, thin, dark-haired man who dresses in quality, fashionable clothing. He is sincere, loyal, and conscious of his family responsibilities. He wants to be a success but he is slightly nervous.

*About ten minutes pass, then Logan announces that lunch is served. The dwarf opens double doors to reveal a comfortable dining room. A gleaming mahogany table is set with china, silverware, and linens. Lord Moonstar welcomes you and asks you to be seated.*

*Lord Moonstar introduces another guest, a fashionably-dressed Eladrin named Celestin the Wanderer.*

*The luncheon features roasted game hens and potatoes, vegetable gratin, fluffy bread, and chocolate cake smothered in raspberry sauce for dessert. After the dishes are cleared, Moonstar gets down to business.*

*"A major opportunity has recently become available to me. I have the chance to gain control of a mithral deposit in the Sword Mountains. I need a group that has some talent in diplomacy and can also navigate a course into unexplored areas. The terrain is treacherous.*

*"A clan of stone giants lives in the region and controls access to the mithral. They have offered to make a deal but will no doubt have powerful demands. If you are willing, you will negotiate with the giants as my agents.*

*"Success in this endeavor, as you can imagine, could mean great wealth. Are you willing to take on this task?"*

Lord Moonstar has little other information, but will answer the PCs' questions as best he can.

- I can provide directions to the stone giants' territory which is above the treeline on the northeast flank of Mount Araddyn, however there is no road established so this journey will take multiple days.
- I have jotted down my preferences on terms for the mining rights (see Player Handout One), but I will trust your judgment as to a fair deal. You may need to concede some of the lesser items in order to gain a favorable concession on the greater items.
- The ore deposit was discovered by the giants and they offered the possibility of making a deal.
- My scouts met the stone giants and a peaceful introduction was made. The scouts gave the giants a small fabric banner bearing House Moonstar's crest and explained that another group would come along to discuss mining the ore. They informed the giants that the group coming to negotiate would offer an identical banner to identify them and open the negotiations. (The scouts are already on another exploration trip for Lord Moonstar so they are not available to guide the PCs in this adventure.)

- As you (the PCs) make this journey, I need you to study the mountainside and try to map ways that the ore can be brought down from the mountain. If you find an easy passage, please mark the trail.
- The southern reaches of the Sword Mountains lie 40 miles to the north of Waterdeep. The High Road follows the coast on its way to Neverwinter and Luskan. Mount Araddyn is the third mountain counting from the south. Once you leave the High Road, the scouts tell me it will take a day and a half to make your way through the heavy forest and mountainous terrain to the stone giants' territory.

Payment: the PCs will be paid a base amount for going on the journey of 250/450 gp. Getting the agreement will gain them an additional bonus as will finding a path.

When the group is ready to depart, Moonstar gives the adventurers three small banners bearing his crest. The multiple banners enable the PCs to provide similar recognition if they meet other folk who might want a business connection to Lord Moonstar.

#### KNOWLEDGE ABOUT STONE GIANTS

The PCs can attempt the following knowledge checks to determine what they know about stone giants. (MM2)

Arcana DC 25: Stone Giants move slowly and quietly among the mountains and within their rocky cave homes, blending with the terrain so well that they can easily waylay foes or go unnoticed. Brooding and contemplative, stone giants can rest in thought for years, sitting like statues. With weapons and thrown stones, they are expert hunters. When roused to anger, a stone giant is able to move its bulk with precision and quickness.

Particularly at night and during thunderstorms stone giants play by throwing rocks at each other; the losing side is the one hit more often. During such contests, the giants seldom watch out for unexpected passerby. Such heedless "games" give stone giants a rougher reputation that they might deserve.

Arcana DC 30: Stone giants are artistic and craft-oriented, especially with stone. Runecarvers use arcane lore to craft runes of ancient magic upon surfaces. With these spells set in stone, they smite foes. The art of rune magic might have originated with ancient stone giants, although dwarf artificers surely disagree.

#### THE OTHER GUEST

Celestin the Wanderer is not an ordinary Eladrin, but an immortal humanoid, similar to an archfey of the Feywild. He is a sage who is currently collecting

information about primordials. He was introduced to Stedd Moonstar by Captain Jorrrz Errowd (a skyship captain) at a recent Winter Gala. PCs who played WATE2-1 probably met the captain. Depending upon whether or not any of the PCs accomplished task 1 in WATE2-1, Celestin will mention that he plans to visit a book shop named Magpie and Gannon, who are reputed to trade in rare books. (PC's who completed Task 1 in WATE2-1 *Gilding a Noble* have already purchased this book and so have no need of completing the task again.)

#### MAGPIE AND GANNON

Streetwise/History DC (14/16): Magpie & Gannon's is the largest and best store for books, charts, and maps in Waterdeep. The shop is located in the Dock Ward. On a check result of 20 or higher, the PCs also learn that although Gannon is not a sage as such, he is reputed to be a follower of Oghma. Some believe Magpie travels and acquires rare books, but no one is really sure if that is all she does. [PCs who participated in CORE1-9 *Ages Best Forgotten* met Gannon selling books.]

#### QUEST: IN SLUMBER REMAIN ~ TASK 3

PCs seeking to do task 3 of Quest 2 may complete it in this scene, if they are paying attention. If any of the PCs ask Celestin "where the sleeping titan lies," he will tell them the following:

*Even now others seek to open the conflagration of souls, and in doing so, they mean to wake that which should in slumber remain. The Darkturret key can wake or seal the icy prison of the dawn titan entombed within a glacier in Fimbrul. If that is of concern to you, you will need to go to Darkturret and from there, to Fimbrul.*

#### ENDING THE ENCOUNTER

After the discussion is finished, Moonstar asks the party to prepare their gear and get ready to set out the next morning. They may take any equipment they wish from his storeroom attached to the stables. The room is stocked with blankets, rope, iron spikes, lanterns, lantern oil, and any other standard gear the PCs might need. This does not include armor or weapons. His funds are not unlimited so no more than one per PC of any item. He does supply them with rations for the journey and can provide a pack mule if they wish.

PCs who think to search for advance info regarding terrain can find general information from a sage. They could also do a Nature check regarding what they might run into in a mountainous area.

- There are sections that are very rocky (boulders) but much of the hillsides are forested.
- With it being Spring any streams will likely be running high and fast.
- While there may be other humanoids living in the mountains, there is no known “threat” from such currently.

Considering the journey will take several days, those who have them can certainly take mounts with them.

#### EXPERIENCE POINTS

The PCs do not earn any XP for this encounter, and it does not count toward a milestone.

#### TREASURE

The characters receive 250/450 gp each from Lord Moonstar’s butler in the form of (5/8) harbor moons (Waterdhavian coins made of platinum with electrum insets and a crescent shape, worth 50 gp each within the city walls).

#### QUEST: IN SLUMBER REMAIN ~ TASK 1

If there is not enough time left to role-play this out simply tell the player the information found in the bulleted list below, which is what they learn from reading the book.

When the PCs arrive at Magpie & Gannon’s read the following:

***This old stone building is a bit different from most in this area as it seems that someone has bothered to do some restorative work on it. Instead of a window, there is a wooden plaque with the name “Magpie & Gannon” listed. Underneath that is “Charts, Maps, Folios, and Books.” A stout, iron-strapped, wooden door with a small spy hole bars entrance.***

The PCs need only knock and Gannon comes and lets them into the dark and very dusty shop. Gannon (a male human) is very thin with a long narrow nose and high cheekbones. His long dark hair is pulled back from his face and he is clean shaven. He dresses entirely in black.

The shop is full to the brim with racks loaded with books, folios and rolled charts and there is a case with drawers for large flat maps. After shutting the door and shuttering the small window, Gannon takes them to a cleared area with a desk and three chairs. He sits down. If there are more than two PCs, he apologizes for the lack of space, but he rarely has more than one customer at a time.

Gannon can provide the following information:

- Yes, he does have some objects that he bought from the sale of the estate of Tre’ka del Harkin.
- Hakin spent his early years traveling to far-flung places, collecting items along the way. The estate included some fine maps in decent but worn condition and a few books, which I am afraid were not well cared for.
- The maps sold quickly, but I still have one box of his books left. (Gannon haggles a bit but eventually sells the PC the books for 30/50 gp.)
- Among the books there is one moldy, extremely old tome titled “That Which May Threaten.” Much of the book cannot be deciphered. It seems to have been written by T’la Que Merta, a sage working in the land of Melabrauth. (This is in Returned Abeir.)
- The author never mentions his patron’s name, using only the title “Dragonlord.”
- There are numerous hints that there is something that sleeps beneath the ruins of Darkturret. Whatever sleeps there is the key to an even greater horror. Or at least, so thought this sage.



## ENCOUNTER 2: PAWNS ALONG A PATH

**SKILL CHALLENGE LEVEL 12/14,  
COMPLEXITY 1 (700/1000 XP)**

### SETUP

The characters set out for the Sword Mountains. High Road follows the coast north of Waterdeep that passes by the edge of the mountain range. The approximately 40 mile trip on High Road is uneventful.

Once the PCs start working into the mountains, the terrain becomes much more difficult. The mountains are forested. Some areas of the mountains are covered in broken chunks of granite, ranging from the size of walnuts to the size of a small cottage. Loose shards create treacherous footing. The spring thaw has started. Small streams run here and there, and major rivers rush downward from beneath boulders or cascade in great spraying waterfalls. The journey off the High Road to the Stone Giant territory takes a day and a half, barring flight or other magic / rituals that can speed travel. Getting the mined mithral ore down the mountain will require true genius or expensive road making.

*Your journey along the High Road passes uneventfully. The weather is fair and Spring is well underway. Trees are budding, flowers are beginning to bloom, and animals obey their warm-weather instincts.*

*You reach the mountains and locate a landmark peak that confirms you are heading in the right direction. You pass through the foothills easily. Game trails through the forested hillsides lead you ever higher.*

*The complexity of the remainder of the journey soon becomes evident. Trails become dead ends. Portions of the mountainside are covered in tumbled-down granite boulders and loose gravel. Swaths of pine forests rise up here and there. Streams of snowmelt dribble through cracks and crevices. High above, you see a river cascading off the side of the mountain in a wild spray.*

Because the mountain is so rocky, inhabitants are scarce. The pine trees are home mostly to birds and small mammals such as rabbits and chipmunks. Small groups of creatures that are suited to the rugged terrain make homes where they can. Mountain lions and mountain goats are common.

This challenge is split up into a few scenes and hazards that the PCs need to get past. Every character needs to

attempt the first scene. Failures result in the PCs having to deal with a hazard. If a skill check does not count as a success, failure at that check is not considered a failure in the challenge.

### SKILL CHALLENGE: REACH THE TOP

**Goal:** While the PCs attempt to reach the village of the stone giants high up in the mountains, they are also looking for a good path for the future mining trail.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Acrobatics, Athletics, Nature, Perception.

**Other Skills:** Dungeoneering, History, Insight.

**Victory:** The PCs reach the giants' village and mark a suitable trail to reach the mine.

**Defeat:** The PCs still reach the village, but they have not identified a good path for Lord Moonstar's mining caravans, and thus will gain a smaller reward.

#### SCENE 1: FINDING A PATH (1 SUCCESS)

*The mountain looms before you. There are a number of different paths you might choose to take.*

**History DC 18/20** (0 success, 2 maximum)

The PC studies the map and notes provided by the earlier scouts, or recalls legends of ruins and past famous adventures in these mountains. Each success grants a +2 bonus to the primary Nature check.

**Insight DC 16/18** (0 success, 1 maximum)

The PC considers the strengths and weaknesses of the individuals in the group and uses that when considering the path to take. The PC gains a +2 bonus to the primary Nature check. Only one such bonus can be used for the Nature check.

**Nature DC 15/17** (1 success, 1 maximum):

This check is required to complete the scene successfully. On a success, the characters find an easy path up the mountain. On a failure, the PCs must deal with an additional Hazard.

**Perception DC 21/23** (0 success, 1 maximum):

Characters scan the terrain for possible easy routes that might otherwise be hidden. Success grants a +4 bonus to the primary Nature check.

#### SCENE 2: RAGING RIVER (1 SUCCESS, GROUP CHECK)

*The spring thaw has swollen the natural waterways. You have no choice but to cross a fast-flowing river.*

The river is about 15 feet deep in the middle and 20 feet wide.

PCs may use various powers or rituals to assist each other in getting across the river. If the PCs have a pack mule or other mounts they must also devise a way to get these creatures across the river (perhaps by cutting down a tree to form a rude bridge).

**Acrobatics DC 16/18** (0 success, 3 maximum):

Characters might toss a grappling hook with a rope. Depending on the action taken this can result in a +2 bonus for all characters on the group Athletics check. A maximum of 3 ropes (for a total of +6) can be used.

A PC that fails on an Athletics check while climbing hand over hand across the river might use this skill to attempt a flip that would allow them to catch the rope again. In that case this check would allow them to retry the failed Athletics check.

**Athletics DC 16/18** (group check; 1 success, 0 maximum):

This check is used (for those who do not use a power or ritual to cross the river) to gain a success in this scene. The PC swims or climbs hand over hand on a rope. If at least half the characters succeed, then the group gains a success in the skill challenge.

An Athletics check can also be used to attain a reroll for another PC (the PC making the check helps the PC who failed to get out of the river).

**Intimidate DC 18/20** (0 successes, 1 maximum):

A PC can try to Intimidate a companion into exerting greater effort. If successful this grants the target of the Intimidate check a +2 bonus to their Athletics check to cross the river or grants a reroll.

**Nature DC 18/20** (0 successes, 1 maximum):

Characters detect the safest path across the stream, discover hidden dangers, or otherwise find a route with the least amount of effort. This results in all PCs gaining a +2 bonus to their Athletics check to cross the river.

**Perception DC 21/23** (0 successes, 1 maximum):

Characters detect hidden dangers, boulders that might be used to the party's advantage, or easy routes that might otherwise be hidden. This grants all the PCs a +2 bonus to their Athletics check to cross the river.

**SCENE 3: RECOGNIZE HAZARDS, LANDMARKS & TRAILS (1 SUCCESS)**

*Safe and sure passage through the mountains demands avoidance of natural hazards and recognition of landmarks cited on your map. Hopefully your group has those skills.*

**Nature DC 16/18** (1 success, 1 maximum)

This check is required to complete this scene. One PC must take point. That character makes a primary Nature check to recognize the fauna, to avoid hazards, and to identify landmarks. Aid Another is permitted, up to a total bonus of +6. On a failure the PCs must deal with an additional Hazard.

**Perception DC 16/18** (0 success, 1 maximum)

Individual PCs may make a Perception skill check. Everyone in the party other than PC making the primary Nature check may make an individual Perception check. Any success grants a +2 bonus to the primary character's Nature check. Multiple successful Perception checks do not grant multiple bonuses to the Nature check.

**SCENE 4: BOULDER FIELD (1 SUCCESS, GROUP CHECK)**

The party must cross a 50-yard expanse of jagged granite boulders. The rocks offer treacherous footing and plenty of opportunities to fall. The boulders range in size from small (watermelon sized) to jumbo (a small outhouse). At least half the PCs must succeed on either an Acrobatics or Athletics check for the group to gain a success at this task. (Otherwise they must turn back and look for an easier path.)

Pack mules and any mountain-bred animals will have an easier time on this section than horses. In game terms that means pack mules gain a +2 circumstance bonus to any checks associated with crossing the field while horses have a -2 circumstance penalty.

**Acrobatics DC 17/19** (1 success, 1 maximum each):

Characters leap or flip over obstacles, balance on narrow footing, and so forth.

**Athletics DC 17/19** (1 success, 1 maximum each):

Characters move rocks, attempt to crush rocks with a weapon or tool, push or roll debris, or dig in order to clear a path.

A character who is trained in Athletics may choose to try and clear a path for others. In this case the character must attempt a DC 22/24 check instead of DC 17/19. A success against the harder DC means that other characters gain a +2 bonus on their subsequent

Acrobatics or Athletics checks in this scene. A failure against the harder DC still counts as a failure toward the group check even if it would have made the easier DC.

**Dungeoneering DC 15/17** (0 success, 1 maximum):

The PC's knowledge of obstacles and hazards occasionally found in dungeons helps locate an easier route through the boulder field. Any success with this skill grants all PCs a +2 bonus to their Athletics and Acrobatics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**Endurance DC 15/17** (0 success, 1 maximum each):

A PC's ability to sustain strenuous physical activity over time assists in getting through this area. Success on this check grants the same PC a +2 bonus to his or her Athletics or Acrobatics check to cross the boulder field.

**Nature DC 12/14** (0 success, 1 maximum):

Characters may detect the most likely path up the mountain, discover hidden dangers such as loose boulders, notice animal trails, or otherwise find a route with the least amount of effort. A success with this skill grants the next PC to attempt an Acrobatics or Athletics check a +2 bonus on that check.

**Perception DC 20/22** (0 success, 1 maximum):

Characters may detect hidden dangers, boulders that might be easily moved, or easy routes that might otherwise be hidden. Any success with this skill grants all PCs a +2 bonus to their Athletics and Acrobatics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**HAZARD 1: CREVASSE (1 SUCCESS, GROUP CHECK)**

The PCs face a deep crevasse that descends into darkness. The gap is 25 feet wide. A few fallen trees lie in the vicinity, but little is available to aid their crossing.

PCs may use various powers or rituals to assist in getting across the crevasse. Every PC must attempt either an Athletics or Acrobatics check or use some method to cross. If at least half the party members succeed, the PCs manage to get everyone across. Note that the PCs must also find a way to get any pack mules, horses, or other animals across as well.

**Acrobatics DC 19/21** (1 success, 1 maximum each):

Characters may stop a fall, balance on narrow footing, or throw a grappling hook. Use of a grappling hook (or some other way of getting a rope secured on the far side) unlocks the option of Athletics for all to cross.

**Athletics DC 16/18** (1 success, 1 maximum each):

Characters may climb hand over hand on a rope once someone has found a way to get a rope across the crevasse (such as Acrobatics). If the PC attempts to jump, the DC to cross with a running start is 25.

**Endurance DC 13/15** (0 success, 1 maximum each)

If the PC is climbing hand over hand on a rope to cross, then they can call on their physical stamina to assist them. A successful check grants that character a +2 bonus to their next Athletics or Acrobatics check.

**Nature DC 17/19** (0 successes, 1 maximum):

Characters may detect the most likely path up the mountain, discover hidden dangers such as loose boulders, notice animal trails, or otherwise find a route with the least amount of effort. Any success with this skill grants all PCs a +2 bonus to their Athletics and Acrobatics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**Perception DC 15/17** (0 successes, 1 maximum):

Characters may detect hidden dangers, boulders that might be easily moved, or easy routes that might otherwise be hidden. Any success with this skill grants all PCs a +2 bonus to their Athletics and Acrobatics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**HAZARD 2: SHEER CLIFF (1 SUCCESS, GROUP CHECK).**

A solid wall of granite blocks the PCs' path. They must scale the cliff in order to continue on their way.

**Acrobatics DC 16/18** (0 successes, 1 maximum each):

Characters stop falls or balance on narrow ledges. A success with this skill gains that PC a +2 bonus to their next Athletics check.

**Athletics DC 18/20** (1 success, 1 maximum each, group check):

Each character must attempt this skill as part of a group check to overcome the hazard. The PC climbs the cliff or moves boulders to assist others in climbing the cliff. At least half the group must succeed at this check for the party to gain a success in the skill challenge.

**Dungeoneering DC 16/18** (0 successes, 1 maximum):

Because of extensive knowledge of difficult terrain, characters may discover a simple solution to overcoming the obstacles that face them. Any success with this skill grants all PCs a +2 bonus to their Athletics

checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**Endurance DC 13/15** (0 success, 1 maximum)

The PC calls on his or her physical stamina to endure the difficult climb. A successful check with this skill grants the PC a +2 bonus on his or her Athletics check to climb the cliff.

**Nature DC 14/16** (0 successes, 1 maximum):

Characters detect the most likely path up the cliff, discover hidden dangers such as loose boulders, or otherwise find a route with the least amount of effort. Any success with this skill grants all PCs a +2 bonus to their Athletics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

**Perception DC 15/17** (0 success, 1 maximum):

Characters detect hidden dangers, boulders that might be easily moved, or easy routes that might otherwise be hidden. Any success with this skill grants all PCs a +2 bonus to their Athletics checks in this scene (maximum 1 success). A character may only attempt this skill one time in this scene.

## TROUBLESHOOTING

This is a Paragon tier adventure, so the PCs should have plenty of resources at their disposal. Normally, breaking a trail would not be a task that would be worth playing out for Paragon tier PCs, but the key element of this challenge isn't finding a way to climb the mountain - it's marking a path that the miners and caravans will be able to use in the future to get equipment to the mine and bring the ore down the mountainside.

The players may come up quicker ways to overcome the physical obstacles. Allow these methods to garner automatic successes or even bypass scenes altogether as you see fit, but remind the players that the objective of this skill challenge is to find a route for a road that mundane travelers with wagons can use. The test of the group checks on the hazards and raging river/boulder field scenes is a measure of how easily they found passage; if at least half of the highly-trained adventurers cannot succeed, it certainly will not be a good path for regular workers to try and follow.

There are no healing surge penalties for failed skill checks in this encounter. Because of the extended rest from the long travel, any individual loss of healing surges would be restored immediately.

## ENDING THE ENCOUNTER

Repeat any of the Scenes or Hazards if necessary for the party to achieve the needed number of successes. Note that if the PCs have brought mounts or pack mules, then these animals must be considered in the group checks.

**Success:** The characters find a route up the mountain. They are about a half day's journey from the stone giant encampment. They also have a rough trail marked out that (with a bit of work) could be used for transporting ore.

**Failure:** Disaster threatened the PCs at every turn. None of the injuries incurred are such that they cannot be healed. They managed to ascend the mountain, but they have not identified a good path for the future trail, which has a later consequence with Lord Moonstar.

## EXPERIENCE POINTS

The characters receive 140/200 XP each for successfully marking out a suitable trail as they make their way up the mountain. If they fail the skill challenge, they earn only 70/100 XP, but they still reach the stone giant village.

## TREASURE

There is no treasure in this encounter.

## ENCOUNTER 3: POWER PLAYERS

### ENCOUNTER LEVEL 11/13 (3100/4600 XP)

#### SETUP

This encounter includes the following creatures at both the low and high tier:

**1 Muirjoh, harrowfolk nature priest (N)**

**1 galeb duhr rockcaller (G)**

**2 xorn (O)**

**2 genasi stoneshields (S)**

The characters have made their way (easy or not) across rugged terrain. They are about a half day's journey from the stone giant encampment which is just above the treeline. They have had a chance to find a safe campsite and sleep for the night. This encounter takes place the next morning, as the PCs resume their journey.

Have the players place their miniatures on the map as they would be arrayed for breakfast. Then reveal the visible monsters. PCs with a passive Perception of 25/27 are not surprised by the appearance of these creatures. They are also aware of the location of the 2 genasi stoneshields and the second xorn. Paraphrase or adjust the following read-aloud text as needed.

*You've rested and the sun is rising. From studying the mountain and reading Lord Moonstar's instructions, it seems that you might reach the stone giant encampment before midday. The mountainside is mostly forested with evergreens.*

*Just as you finish breakfast and prepare to start hiking again, you are suddenly surrounded by a bizarre group of creatures. The leader appears to be a half-orc dressed in brown leathers and carrying a spear. He is accompanied by a creature that looks like a massive walking boulder and another strange beast that seems to be made of rock but has bizarre eyes and three arms sticking out around its middle.*

The characters are discovered by a harrowfolk nature priest named Muirjoh and his allies. The harrowfolk nature priest has been fed false information about Lord Moonstar and this group of PCs. Muirjoh was led to believe that Moonstar intends to use the cheapest and most destructive methods possible to mine and move the ore. He was told that Moonstar will tear away any trees or plants in his way, and will kill or chase off any creatures living on the mountain. The harrowfolk nature

priest is angry and will do anything in his power to prevent this travesty.

Arcana DC 15: except for the half-orc these are all elemental creatures and they are normally unaligned. These creatures generally would not attack unless provoked or paid to.

Nature DC 15: Half-orcs are generally more intelligent than orcs and usually are unaligned.

#### FEATURES OF THE AREA

**Illumination:** In the clearing, it is bright light. In amongst the evergreen trees, it is dim light.

**Fallen Tree:** This deadfall tree is in the middle of the clearing. It is difficult terrain and provides cover.

**Boulders:** These boulders are difficult terrain; the largest is 1 square high and provides cover.

**Evergreen forest:** The evergreen forest that surrounds the clearing is difficult terrain to move through squares costing 3 squares of movement. It is not difficult terrain to move out of the forested square into the clearing. Forest squares are lightly obscured and provide concealment.

#### TACTICS

If they gain a surprise round, then the galeb duhr uses *rocky terrain* to slow enemies. The genasi stoneshields use *mighty bull rush* to enter combat. The xorns take a move action while the harrowfolk nature priest uses *leeching earth*.

Speaking in Common, the genasi and harrowfolk nature priest shout "defilers" and "destroy the mountain killers" as they enter combat. The galeb duhr shouts this in Dwarven as the xorn shouts in Primordial. The group is trying to scare the PCs away, killing them only if necessary. If the PCs want to negotiate, they will need to get the attention of Muirjoh or one of the genasi. If they do so, then proceed with the skill challenge. Note that if the attackers do not gain surprise, the PCs should have a brief chance to immediately open negotiations.

If the PCs do not take the option of doing the skill challenge during combat it can be completed after combat as an interrogation if the PCs did not kill all the NPCs.

#### SCALING THE ENCOUNTER

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

**Four PCs:** Remove a xorn.

**Six PCs:** Add a galeb duhr. The location of this additional opponent is marked G2 on the map.

## SKILL CHALLENGE: THE TRUTH WILL SET YOU FREE

**Goal:** The PCs are being accosted by Muirjoh the harrowfolk nature priest. Muirjoh intends to drive away the PCs; if they are killed in the process, he can live with that. The PCs must discover what Muirjoh believes and convince him that Moonstar is not going to destroy the mountain.

**Complexity:** 1 (4 successes before 3 failures)

**Primary Skills:** Diplomacy, Insight, Nature

**Victory:** The PCs discover that Muirjoh has been misinformed of their intentions, and are able to convince him of the truth. He becomes a potential ally.

**Defeat:** The PCs are unable to change his mind. Muirjoh refuses to allow the PCs to proceed up the mountain and combat starts (or resumes or never stopped). Moonstar loses a potential ally.

### TASK ONE: CAN WE STOP FIGHTING? (1 SUCCESS)

*You try and get the strangers to stop fighting and talk to you.*

**Bluff DC 18/20** (1 success, 1 maximum)

The PC manages to convince Muirjoh that he is mistaken and should talk to them rather than fight

**Diplomacy DC 17/19** (1 success, 1 maximum)

The PC manages to convince Muirjoh to talk to them rather than fight.

**Intimidate DC 21/23** (1 success, 1 maximum)

During or before the fighting starts the PC manages to convince Muirjoh to stop fighting and talk to them. If this occurs after Muirjoh loses the fight, then the Intimidate DC is 16/18 to get him to talk.

### TASK TWO: FRIENDLY TO NATURE (2 SUCCESSES)

*You need to convince Muirjoh that Lord Moonstar is not a foe of nature.*

**Diplomacy DC 17/19** (1 success, 2 maximum)

Through polite conversation, the characters discover what Muirjoh believes. They attempt to convince him that Lord Moonstar will not ruin the mountain while extracting the ore, and that the local creatures will be left alone. Any sentient creatures that work for the mine will be willing recruits, not slaves, and will be paid.

**Dungeoneering DC 17/19** (1 success, 1 maximum)

The PC's knowledge of the construction of dungeons allows her to suggest methods of mining that would not harm the mountain.

**History DC 17/19** (1 success, 1 maximum)

The PC's knowledge of the history of mining allows her to suggest ways to lessen any damage to the land.

**Insight DC 17/19** (0 success, 1 maximum)

A PC can use this skill to discover what information might sway Muirjoh to their side (this gains them a +2 bonus on all Diplomacy checks in this scene).

**Nature DC 15/17** (1 success, 2 maximum)

The PC can explain what mining practices can be used or what options there are for moving the ore while still preserving the flora and fauna of the area.

### TASK THREE: MAYBE YOU WERE DECEIVED? (1 SUCCESS)

*How could these creatures have heard about the mine, and why would they believe that you intend to despoil the land? You bear no obvious tools and have taken no damaging action. They must have heard it from someone else, someone who doesn't want Lord Moonstar to achieve his goals...*

**Bluff DC 20/22** (1 success, 1 maximum)

The PC convinces Muirjoh that he was deceived.

**Diplomacy DC 15/17** (1 success, 1 maximum)

The PC convinces Muirjoh that he was deceived.

**Insight DC 17/19** (0 success, no maximum)

The PC realizes that someone told Muirjoh that they were coming and gave him some information regarding their purpose. Each success with this skill grants the next character to make a Bluff, Diplomacy, or Intimidate check against Muirjoh a +2 bonus on that check.

**Intimidate DC 21/23** (1 success, 1 maximum)

If the PCs have captured Muirjoh alive, then they can get in his face and convince him that he was fooled.

## ENDING THE ENCOUNTER

If the characters successfully avoid combat and convince Muirjoh of their true intentions, or talk to him after combat (assuming they keep him alive, which enables them to attempt the skill challenge outside of combat) then read the following:

**Muirjoh looks you over carefully and considers what has transpired. He sighs, then says, “If your master is truly intent upon mining the mithral, I can see that I will not be able to prevent this by fighting you here and now. If your words are true, if he truly intends to minimize the damage to the mountain, then I am pleased. You show mercy and this makes me believe that perhaps you mean what you say.**

**“My friends and I have much wilderness lore. I will make a deal with you. Seek me out when your mining gets underway, and I will assist you in developing a safe means to deliver the mithral down the mountain. The powers that my friends and I command can assure that the mountain suffers as little as possible.**

**“However, if this Lord Moonstar of yours causes irreparable damage to our home, then I will return with a vengeance—and many powerful allies.**

**“Do we have an agreement?”**

Once the PCs have reached a peaceful accord, they will surely want to know who set these creatures on them. Muirjoh describes a sun elf who warned him merely a day ago of the plans of Lord Moonstar and gave him descriptions of the PCs. The sun elf does not sound like anyone the PCs are familiar with (and, just to be clear, Muirjoh’s description of the sun elf does not match Celestin the Wanderer, whom the PCs might have met back at Lord Moonstar’s manor).

Muirjoh shows the PCs a note he was given that describes the PCs. The description will be the way the PCs looked in Waterdeep when they visited House Moonstar, so if any of the PCs have changed their appearance through illusion or other means, the descriptions will not match exactly. Muirjoh will warn the PCs that the sun elf mentioned he was assembling additional opposition to their presence.

If, however, the PCs simply killed all the NPCs and leave it at that, then they lose the chance to find out about the sun elf instigating this attack and they lose all the XP for the skill challenge. The PCs can find the

physical note on Muirjoh’s body, which at least explains how he identified them.

**Success:** The party convinces Muirjoh that Lord Moonstar will not destroy the mountain. Muirjoh lets them pass and becomes an ally. (The party should give him one of the 3 House Moonstar banners they have to commemorate the arrangement.)

When the mining operation begins, Muirjoh and his minions may be called upon to help build devices (ramps, tunnels, channels) to allow the mithral to be brought out of the mountains. Muirjoh tells the PCs that he received his information about Moonstar’s plans from a sun elf (Eladrin). He had never seen the elf before and has not seen him since.

**Failure:** The characters cannot convince Muirjoh that Moonstar will preserve the mountain. He refuses to let them pass. He will let them go only if they head back down the mountain. Therefore they must defeat him via combat. If the skill challenge occurred after combat, then Muirjoh admits to being defeated this day. If this occurs, there will be consequences in Encounter 7.

## EXPERIENCE POINTS

The characters receive 620/920 XP for successfully completing the skill challenge and defeating or reaching an accord with the harrowfolk nature priest and his friends.

If they defeated the harrowfolk nature priest and his allies, but failed the skill challenge, then they receive 560/840 XP.

If they did not do the skill challenge at all, and simply killed the creatures, then the PCs only receive 500/760 XP.

## TREASURE

If the PCs kill Muirjoh and loot the bodies, beside the note, they will find a +3 *writhing vine weapon*. If instead, they make agreement with the primal folk and let them go, Muirjoh offers this item to the PCs as a gesture of friendship and good faith towards honoring their agreement.

## ENCOUNTER 3: “POWER PLAYERS” STATISTICS (LOW LEVEL)

Harrowfolk Nature Priest (Level 10)	Level 10 Artillery
Medium natural humanoid, half-orc	XP 500
<b>Initiative</b> +9	<b>Senses</b> Perception +10; low-light vision
<b>HP</b> 80; <b>Bloodied</b> 40	
<b>AC</b> 22; <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 23	
<b>Speed</b> 6 (8 when charging)	
<b>m Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d8 + 4 damage	
<b>R Thorn Bolt</b> (standard; at-will)	
Ranged 10; +17 vs. AC; 2d8 + 5 damage.	
<b>R Leeching Earth</b> (standard; recharge 4 5 6)	
Ranged 10; +15 vs. Will; 3d6 + 5 damage, and the target takes ongoing 5 damage and is slowed (save ends both).	
<b>Furious Assault</b> (free; encounter)	
When the half-orc hits an enemy, it can deal +1[W] damage with a weapon attack or +1d8 damage with a non-weapon attack.	
<b>Half-Orc Resilience</b>	
When first bloodied, the half-orc gains 5 temporary hit points.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Giant
<b>Skills</b> Endurance +9, Intimidate +7, Nature +14	
<b>Str</b> 18 (+9)	<b>Dex</b> 16 (+8) <b>Wis</b> 20 (+10)
<b>Con</b> 14 (+7)	<b>Int</b> 10 (+5) <b>Cha</b> 12 (+6)
<b>Equipment</b> leather armor, spear	

Galeb Duhr Rockcaller (Level 10)	Level 10 Controller
Medium elemental humanoid (earth)	XP 500
<b>Initiative</b> +5	<b>Senses</b> Perception +12; tremorsense 10
<b>HP</b> 110; <b>Bloodied</b> 55	
<b>AC</b> 24; <b>Fortitude</b> 25, <b>Reflex</b> 20, <b>Will</b> 21	
<b>Speed</b> 4, (earth walk), burrow 6	
<b>m Slam</b> (standard; at-will)	
+15 vs. AC; 2d8 + 4 damage.	
<b>M Rolling Attack</b> (standard; at-will)	
The galeb duhr rockcaller moves up to 4 squares and then attacks an adjacent target; +15 Fortitude; 2d8 + 6 damage, and the target is pushed 1 square and knocked prone.	
<b>R Earthen Grasp</b> (standard; at-will)	
An earthen fist rises up to restrain a target. Ranged 10; +13 vs. Fortitude; the target is restrained (save ends). The target must be in direct contact with the ground or the attack fails. The rockcaller can use <i>earthen grasp</i> only against one creature at a time.	
<b>R Rocky Terrain</b> (minor; at-will)	
Ranged 10; up to 4 squares within range become difficult terrain. The squares need not be contiguous, but the affected terrain must consist of earth or stone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Dwarven, Giant
<b>Skill</b> Stealth +10	
<b>Str</b> 19 (+9)	<b>Dex</b> 10 (+5) <b>Wis</b> 15 (+7)
<b>Con</b> 22 (+11)	<b>Int</b> 13 (+6) <b>Cha</b> 13 (+6)

Xorn (Level 9)	Level 9 Skirmisher
Medium elemental magical beast (earth)	XP 400
<b>Initiative</b> +8	<b>Senses</b> Perception +7; all-around vision, darkvision
<b>HP</b> 102; <b>Bloodied</b> 51	
<b>AC</b> 23; <b>Fortitude</b> 24, <b>Reflex</b> 20, <b>Will</b> 20	
<b>Speed</b> 5, burrow; see also <i>earth glide</i>	
<b>m Claw</b> (standard; at-will)	
+14 vs. AC; 1d6 + 5 damage.	
<b>M Triple Strike</b> (standard; at-will)	
The xorn makes three claw attacks, each against a different target.	
<b>M Earthy Maw</b> (standard; at-will)	
+14 vs. AC; 2d6 + 5 damage.	
<b>Earth Glide</b>	
A xorn can burrow through solid stone as if it were loose earth.	
<b>Retreat</b> (immediate reaction, when the xorn is missed by a melee attack; at-will)	
The xorn burrows its speed.	
<b>Submerge</b> (minor; at-will)	
The xorn sinks partially under the ground and gains a +2 bonus to AC until it moves.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Primordial
<b>Str</b> 20 (+9)	<b>Dex</b> 15 (+6) <b>Wis</b> 17 (+7)
<b>Con</b> 22 (+10)	<b>Int</b> 12 (+5) <b>Cha</b> 12 (+5)

Genasi Stoneshield (Level 8)	Level 8 Soldier
Medium elemental humanoid (earth)	XP 350
<b>Initiative</b> +8	<b>Senses</b> Perception +6
<b>HP</b> 90; <b>Bloodied</b> 45	
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 19, <b>Will</b> 18	
<b>Saving Throws</b> +1	
<b>Speed</b> 5	
<b>m Heavy War Pick</b> (standard; at-will) ♦ <b>Weapon</b>	
+15 vs. AC; 1d12 + 4 damage (crit 1d12 + 16), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
<b>M Mighty Bull Rush</b> (standard; at-will)	
+12 vs. Fortitude; 2d6 + 4 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
<b>C Earth Shock</b> (minor; encounter)	
Close burst 2; targets enemies; +10 vs. Fortitude; the target is knocked prone.	
<b>Stone Roots</b>	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Primordial
<b>Skills</b> Athletics +14, Endurance +15, Intimidate +11, Nature +5	
<b>Str</b> 20 (+8)	<b>Dex</b> 12 (+4) <b>Wis</b> 12 (+4)
<b>Con</b> 18 (+7)	<b>Int</b> 14 (+5) <b>Cha</b> 13 (+4)
<b>Equipment</b> plate armor, heavy war pick	



## ENCOUNTER 3: “POWER PLAYERS” STATISTICS (HIGH LEVEL)

Harrowfolk Nature Priest (Level 12)	Level 12 Artillery
Medium natural humanoid, half-orc	XP 700
<b>Initiative</b> +9	<b>Senses</b> Perception +10; lowlight vision
<b>HP</b> 96; <b>Bloodied</b> 48	
<b>AC</b> 24; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 25	
<b>Speed</b> 6 (8 when charging)	
<b>m Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
+17 vs. AC; 1d8 + 5 damage	
<b>R Thorn Bolt</b> (standard; at-will)	
Ranged 10; +19 vs. AC; 2d8 + 6 damage.	
<b>R Leeching Earth</b> (standard; recharge 4 5 6)	
Ranged 10; +17 vs. Will; 3d6 + 6 damage, and the target takes ongoing 5 damage and is slowed (save ends both).	
<b>Furious Assault</b> (free; encounter)	
When the half-orc hits an enemy, it can deal +1[W] damage with a weapon attack or +1d8 damage with a nonweapon attack.	
<b>Half-Orc Resilience</b>	
When first bloodied, the half-orc gains 5 temporary hit points.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Giant
<b>Skills</b> Endurance +10, Intimidate +8, Nature +15	
<b>Str</b> 18 (+10)	<b>Dex</b> 16 (+9) <b>Wis</b> 20 (+11)
<b>Con</b> 14 (+8)	<b>Int</b> 10 (+6) <b>Cha</b> 12 (+7)
<b>Equipment</b> leather armor, spear	

Galeb Duhr Rockcaller (Level 12)	Level 12 Controller
Medium elemental humanoid (earth)	XP 700
<b>Initiative</b> +6	<b>Senses</b> Perception +13; tremorsense 11
<b>HP</b> 126; <b>Bloodied</b> 63	
<b>AC</b> 26; <b>Fortitude</b> 27, <b>Reflex</b> 22, <b>Will</b> 23	
<b>Speed</b> 4, (earth walk), burrow 6	
<b>m Slam</b> (standard; at-will)	
+17 vs. AC; 2d8 + 5 damage.	
<b>M Rolling Attack</b> (standard; at-will)	
The galeb duhr rockcaller moves up to 4 squares and then attacks an adjacent target; +16 Fortitude; 2d8 + 7 damage, and the target is pushed 1 square and knocked prone.	
<b>R Earthen Grasp</b> (standard; at-will)	
An earthen fist rises up to restrain a target. Ranged 10; +15 vs. Fortitude; the target is restrained (save ends). The target must be in direct contact with the ground or the attack fails. The rockcaller can use <i>earthen grasp</i> only against one creature at a time.	
<b>R Rocky Terrain</b> (minor; at-will)	
Ranged 10; up to 4 squares within range become difficult terrain. The squares need not be contiguous, but the affected terrain must consist of earth or stone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Dwarven, Giant
<b>Skill</b> Stealth +11	
<b>Str</b> 19 (+10)	<b>Dex</b> 10 (+6) <b>Wis</b> 15 (+8)
<b>Con</b> 22 (+12)	<b>Int</b> 13 (+5) <b>Cha</b> 13 (+7)

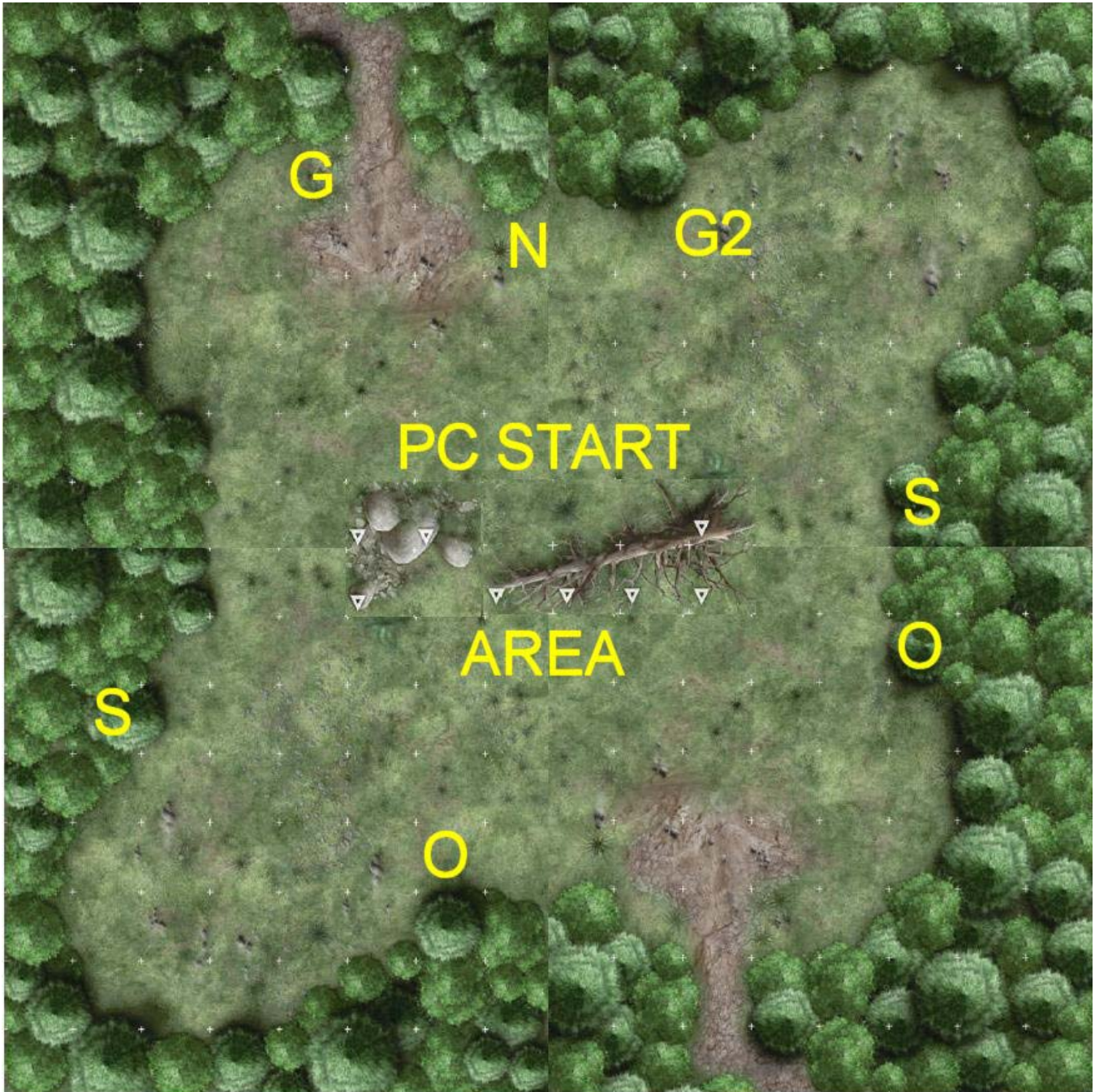
Xorn (Level 11)	Level 11 Skirmisher
Medium elemental magical beast (earth)	XP 600
<b>Initiative</b> +10	<b>Senses</b> Perception +9; all-around vision, darkvision
<b>HP</b> 118; <b>Bloodied</b> 59	
<b>AC</b> 25; <b>Fortitude</b> 26, <b>Reflex</b> 21, <b>Will</b> 22	
<b>Speed</b> 5, burrow; see also <i>earth glide</i>	
<b>m Claw</b> (standard; at-will)	
+16 vs. AC; 1d6 + 6 damage.	
<b>M Triple Strike</b> (standard; at-will)	
The xorn makes three claw attacks, each against a different target.	
<b>M Earthy Maw</b> (standard; at-will)	
+16 vs. AC; 2d6 + 6 damage.	
<b>Earth Glide</b>	
A xorn can burrow through solid stone as if it were loose earth.	
<b>Retreat</b> (immediate reaction, when the xorn is missed by a melee attack; at-will)	
The xorn burrows its speed.	
<b>Submerge</b> (minor; at-will)	
The xorn sinks partially under the ground and gains a +2 bonus to AC until it moves.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Primordial
<b>Str</b> 20 (+10)	<b>Dex</b> 15 (+7) <b>Wis</b> 17 (+8)
<b>Con</b> 22 (+11)	<b>Int</b> 12 (+6) <b>Cha</b> 12 (+6)

Genasi Stoneshield (Level 11)	Level 11 Soldier
Medium elemental humanoid (earth)	XP 600
<b>Initiative</b> +6	<b>Senses</b> Perception +6
<b>HP</b> 114; <b>Bloodied</b> 57	
<b>AC</b> 27; <b>Fortitude</b> 25, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Saving Throws</b> +1	
<b>Speed</b> 5	
<b>m Heavy War Pick</b> (standard; at-will) ♦ <b>Weapon</b>	
+18 vs. AC; 1d12 + 5 damage (crit 1d12 + 17), and the target is marked (save ends). While marked by the genasi stoneshield, the target takes a -5 penalty to damage rolls against the stoneshield's allies.	
<b>M Mighty Bull Rush</b> (standard; at-will)	
+15 vs. Fortitude; 2d6 + 5 damage, the genasi stoneshield pushes the target 1 square and shifts into the space the target left.	
<b>C Earth Shock</b> (minor; encounter)	
Close burst 2; targets enemies; +13 vs. Fortitude; the target is knocked prone.	
<b>Stone Roots</b>	
When an effect pulls, pushes, or slides a genasi stoneshield, the stoneshield moves 1 square less than the effect specifies. Also, a stoneshield cannot be knocked prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Primordial
<b>Skills</b> Athletics +15, Endurance +16, Intimidate +12, Nature +6	
<b>Str</b> 20 (+9)	<b>Dex</b> 12 (+5) <b>Wis</b> 12 (+5)
<b>Con</b> 18 (+8)	<b>Int</b> 14 (+6) <b>Cha</b> 13 (+5)
<b>Equipment</b> plate armor, heavy war pick	

## ENCOUNTER 3: “POWER PLAYERS” MAP

TILE SETS NEEDED

*Sinister Woods* x2



## ENCOUNTER 4: SETTING THE STAKES

### SETUP

**Important NPC:** Korvib, Stone Giant Clan Chief

The characters reach the stone giant village around midday. Stone giants distrust strangers so they will be wary.

*You locate the stone giants' village and approach cautiously. An alert giant notices you and looks at you suspiciously, taking up a guarded stance.*

The characters should recall that the scouts previously established contact, so they only need to show one of the banners that Lord Moonstar gave them. As soon as a banner is revealed, the giant welcomes the adventurers.

*The giants show you a place where you can camp. Korvib, the stone giant clan chief, invites you to share the tribe's highsun meal of roasted mountain goat.*

Korvib appears as a typical stone giant and is dressed in goat hides. He has ritual scarring on the backs of both hands that indicate his rank. He is one of the older members of his tribe. Korvib is even-tempered and prone to gales of loud laughter when anything strikes him as funny. He is highly amused by minor sleight-of-hand tricks, animal calls, and any other silly skills that PCs might exhibit. The giants are particularly friendly towards any goliath PCs.

The stone giants are willing to make a deal for mining the mithral and the discussion begins very cordially. During the negotiations the PCs can learn:

- The giants prefer to share ownership than to sell the mine outright. They want to profit from the operation of the mine.
- Furthermore, they covet a type of crystal that is found alongside the mithral. The crystals are not especially valuable to outsiders, but the giants associate religious significance with the crystals. The giants want any and all crystals larger than the size of a chicken's egg gathered and turned over to them. Smaller crystals can be carted away with the mithral.
- The giants are at a disadvantage for mining because of their size. The mithral veins and crystals require a more delicate touch than their large frames will allow.

- Korvib also explains that a clan of dwarves lives nearby. The giants want the dwarves do the mining. When the dwarves moved in about 50 years ago, relations between the groups were peaceful. The relationship gradually deteriorated and the giants do not remember why. The giants want the PCs to visit the dwarves, mend the relationship, and strike a deal so the dwarves will mine both the mithral and the crystals. As far as the giants are concerned, getting the dwarves to participate is a non-negotiable term of the deal.
- The giants would be interested in trading their share of the proceeds for goods from Waterdeep, such as tools, magic weapons, herd animals, and other mundane goods.
- Korvib knows of Muirjoh (the nature priest). The harrowfolk leads many primal forces in the area. He would make a good ally or a bad enemy.
- A sun elf visited the giants yesterday, claiming to represent House Moonstar. He did not have a banner so the Stone Giants drove him away. Korvib will describe the sun elf's appearance, but he is not sure that was his true appearance. If the PCs got a description of the elf from Muirjoh, the descriptions are similar.

Lord Moonstar was not aware of the value the giants place on the crystals. The crystals could allow the PCs to strike a better bargain than Moonstar anticipated, earning them a bigger reward. The crystals the PCs see in the village are mainly amethyst (which is much less valuable than the mithral ore).

### ENDING THE ENCOUNTER

If the PCs wish to inspect the cave, the giants agree. A DC 20 Nature check confirms that the cave contains veins of mithral and deposits of amethyst. A DC 25 Nature or a DC 20 Dungeoneering check confirms that while the stone giants are excellent masons, it would take highly skilled miners to extract the mithral without damaging the crystals.

The giants refuse to send someone along with the PCs when they go to meet the dwarves, due to the poor relations, but the giants give the PCs accurate directions to the dwarven village. The dwarves live underground on the mountainside, below the treeline about a half day's journey away from the giants' encampment.

### EXPERIENCE POINTS AND TREASURE

The characters do not receive XP or treasure for this encounter and it does not count towards a milestone.



## ENCOUNTER 5: READING THE OPPONENT

### SKILL CHALLENGE LEVEL 13/15, COMPLEXITY 2 (1600/2400 XP)

#### SETUP

**Important NPC:** Onyx Hammerstrike, Dwarven clan chief

The characters must travel around the mountain to find the dwarves and attempt to negotiate. The travel is relatively easy as both the stone giants and the dwarves have cleared pathways for themselves. Korvib has already provided directions and he also pointed out that the round trip will take a full day (but the PCs have not yet had an extended rest since Encounter 3).

The home of the dwarves is deep within the mountain and is accessed by a long tunnel. A great metal gate seals the entrance. The characters must knock loudly on the door and wait about ten minutes for a dwarf to arrive and question them. The dwarf is surly, but if the characters are polite and state their business, he leads them to a small, empty chamber. The dwarf explains the situation to one of his fellows, who runs off to relay the news that an adventuring party has arrived. The first dwarf keeps watch over the PCs.

*The dwarven runner returns after half an hour and requests that you follow him. You are led to a room set up like a banquet hall and offered seats around a long table. All of the furniture is dwarven sized but extremely sturdy. A few minutes later, the clan chief, Onyx Hammerstrike, arrives. He sits down on a finely carved chair at the head of the table. A dozen dwarf guards surround the chamber, conspicuously blocking all exits, eyeing you suspiciously while testing the edges of their battle axes.*

**Insight DC 15/17:** To say that Chief Hammerstrike is surprised is an understatement. He is suspicious but interested in what you have to say.

He has not seen humans on this mountain in the past fifty years, and is even more surprised that they come on behalf of the giants. Because of this, the PCs must gain the dwarves' trust.

To reach an accord with the dwarves, the PCs engage in a progressive style skill challenge. The first stage of the skill challenge is presented here and the second stage is

presented in Encounter 7. The DM needs to keep track of total failures throughout. XP is awarded only after the skill challenge is completed. This encounter does not count toward a milestone, as it comprises just two of the scenes making up the overall skill challenge.

### SKILL CHALLENGE PART ONE: DANCES WITH DWARVES

The PCs can gain 3 successes for the overall skill challenge In Part One.

**Goal:** The PCs must learn why the relationship with the giants went sour. Then they must attempt to repair the situation, invite the dwarves to mine the mithral, and make it worth their time and effort.

**Primary Skills:** Diplomacy, History, Insight, Perception, Religion

**Secondary Skills:** Acrobatics, Athletics, Endurance

The racial make-up of the party can influence the skill challenge with the dwarves. If there are dwarves in the party, then the group gets a +2 bonus to Diplomacy checks. If there are drow or orcs in the party, then the group has a -2 penalty to all Diplomacy checks. These effects can offset one another (but the dwarf PC will have to vouch for the drow/orc PCs).

#### SCENE ONE: NEED AN ICEBREAKER (1 SUCCESS)

*It is obvious that the dwarves do not trust your group. Now you must find ways to get to know them and get them to trust you.*

#### Acrobatics DC 19/21 (1 success, 1 maximum)

The PCs noticed a group of dwarves who appeared to be undergoing some kind of training exercises. A PC challenges one of the dwarves to an acrobatic stunt. A good showing in this impresses the clan.

#### Athletics DC 16/18 (1 success, 1 maximum)

The PCs noticed a group of dwarves who appeared to be undergoing some kind of training exercises. A PC challenges one of the dwarves to a race, physical feat, or obstacle course. A good showing in this physical contest impresses the clan.

#### Bluff/Diplomacy DC 16/18 (1 success, 1 maximum)

The characters tell a tale of past dwarven heroism.

#### History 14/16 (0 successes, 1 maximum)

The PCs remember a piece of history about the dwarven clan Hammerstrike and use it when talking to the chieftain. This unlocks Bluff or Diplomacy to tell the story with a +2 bonus.

### **Religion 14/16** (1 success, 1 maximum)

The PCs show an understanding and respect for the dwarves' religion. They make a gesture or offering that shows respect for Moradin, thus gaining the trust of the dwarves.

**Success:** Once they gain the trust of the dwarves the PCs can find out why the relationship with the giants went stale. Onyx explains that dwarves and giants naturally tend to dislike each other, but that could be overcome; however, there were some specific issues that led to the two clans shunning each other.

- When the dwarves moved in, they tried to set aside their dislike and become good neighbors with the giants.
- They offered the giants a gift of eight large goats that were ready for breeding and would have started a fine herd. But the giants merely ate the goats.
- The dwarves were insulted and ignored the giants from that point on.
- Onyx is not particularly angry with the giants as so much time has passed, but after the "incident" the clan chief saw no reason to continue to cultivate a relationship.

**Failure:** The dwarves do not discuss the history of the rift with the giants. They might be willing to make a deal with Moonstar though.

### **SCENE 2: WORKING OUT A DEAL (2 SUCCESSES)**

*Now that the dwarves are willing to listen to you, the challenge is to get them to agree to meet with the giants and consider working for House Moonstar as miners.*

### **Diplomacy DC 16/18** (1 success, 2 maximum)

This is the primary skill needed to complete this scene successfully. The PCs must earn two successes.

For one of the two successes, the characters speak apologetically for the giants and assure the dwarves that the giants want the dwarves to be involved in this mining proposition.

For the other success, the characters speak respectfully to the dwarves and assure them that their patron, Lord Moonstar, as well as they themselves, can be trusted to speak honestly.

### **Dungeoneering DC 14/16** (0 success, 1 maximum)

The character talks about mining principles with the dwarves, getting them excited about the mine, and grants a +2 bonus to the next Diplomacy check.

### **Endurance DC 21/23** (0 successes, 1 maximum)

While others talk, this PC has been working with the dwarves, either helping with physical labor or practicing martial arts. The dwarves test him to see how dependable the PC is. On a success the PC grants a +2 bonus to the next Diplomacy check.

### **Insight DC 18/20** (0 successes, 1 maximum)

The characters can infer what the dwarves need to hear to agree. Success grants a +2 bonus to the next Diplomacy check.

### **History DC 14/16** (0 success, 1 maximum)

The PCs show an understanding and respect for the dwarves' history of being expert miners. This grants a +2 bonus to the Diplomacy check.

**Success:** Onyx agrees to send his son, Ironfist, and four councilors along to negotiate with the giants. If that occurs then Ironfist is authorized to negotiate with the PCs regarding the mining operation.

The dwarves are interested in the mine but they will want a share of the mithral for the clan, in addition to individual pay, food, drink and lodging for the miners.

**Failure:** The PCs cannot fail the skill challenge in this scene alone. If they reach 2 failures before completing Scene 2, then proceed to "Ending the Encounter" and emphasize how poorly the negotiations have been going thus far due to the PCs' ineptitude. The dwarves will send someone with the PCs regardless, because Onyx is curious. The PCs have a chance to redeem themselves in the next encounter and in Encounter 7.

## **ENDING THE ENCOUNTER**

If the PCs gain 2 failures before completing Scene 2, the dwarves only grudgingly go along to see the giants. They agree to go, but actually getting a deal done might be difficult. Nevertheless, proceed to Encounter 6 regardless of the current total success and failure count.

The next encounter assumes that the PCs leave the dwarven encampment immediately. This will get them back to the giants' village right at sunset. There is no story reason that would prevent the party from taking an extended rest should they choose to do so, however.

### **EXPERIENCE POINTS**

The skill challenge is not yet complete so experience is not awarded.

### **TREASURE**

There is no treasure in this encounter.

## ENCOUNTER 6: OUTSIDE INTERFERENCE

ENCOUNTER LEVEL 14/16 (5500/7400  
XP)

### SETUP

This encounter includes the following creatures at both the low and high tier:

**Wave 1 (initial foes)**

**1 dryad (D)**

**1 treant (T)**

**2 eladrin bladesingers (sun elf) (E)**

**Wave 2 (starting in round 3)**

**1 firbolg moonseer (M)**

**1 firbolg hunter (U)**

**2 firbolg hounders (O)**

This encounter includes the following NPCs at both the low and the high tier:

**1 Ironfist Hammerstrike, son of the clan chief**

**4 dwarven councilors**

As the PCs and the dwarves travel the path back to the stone giant encampment, they are ambushed by a group that is serious about making trouble for the PCs.

Adjust the following text as needed for the time of day. Also, note that the “sun elf” is speaking Elven, so if none of the PCs speak this language, they cannot understand what she says.

As the adventurers enter the area, read:

*You round a bend that slopes upward steeply and as the trail flattens out, you see a female sun elf and a massive tree blocking your advance. You're certain that the tree was not there when you journeyed this way in search of the dwarves.*

*The elf calls out: “Well met, travelers!” and gestures for you to come closer.*

The “sun elf” is really a dryad. This group was hired by Lord Moonstar's adversary. Their goal is to spoil the deal between the giants and dwarves. They hope to kill all but one of the dwarves so he can go back to his clan and report the incident. To accomplish this, they make certain to mention during the fight that they were hired by the stone giants.

## FEATURES OF THE AREA

The ambushers chose a flat rocky area for this combat.

**Illumination:** The sun is setting, but the light is still bright enough that visibility is not reduced.

**Stone obelisk and square stones:** These are remnants of a boundary line of some long forgotten residents of this area. These squares are difficult terrain. However they are too low to the ground to provide cover for Medium and larger creatures, unless prone.

**Rock cliff (2 squares high):** The path the PCs have been following is bordered by a sheer rock wall.

**Drop-off (2 squares high):** The path the PCs have been following drops off abruptly.

**Woods:** Patches of woods on the path do not block line of sight nor are they difficult terrain. Wooded areas not on the path provide cover and are difficult terrain.

**Black areas:** These are impassable areas of rock that are blocking terrain. Each area is 2 squares high and can be flown over.

## TACTICS

This combat is split into two waves.

The eladrin bladesingers are hidden above the PCs waiting for the battle to begin below. The dryad is in the form of a sun elf (eladrin). She speaks with the PCs hoping to draw them close enough to the treant so it can attack. When that happens, the bladesingers jump down to attack, likely in the rear of the PCs. One of the bladesingers focuses his attacks on the dwarven diplomats.

Starting in round 3 (or when three of the first wave opponents are down, whichever is sooner) the firbolg group enters the map in the locations noted and joins the attack against the PCs and their allies. The firbogs make no attempt to move quietly. One of the firbolg hunters focuses his attacks on the dwarves. The firbogs use *moonfire* first each round before attacking with a damaging power.

### DWARVEN DIPLOMATS

The councilors and Ironfist Hammerstrike become bloodied on the first successful hit and die on the second successful hit. Use the following for their defenses:

AC 25; Fortitude 25, Reflex 23, Will 23

## SCALING THE ENCOUNTER

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

**Four PCs:** Remove one eladrin bladesinger.

**Six PCs:** Add another eladrin bladesinger.

## ENDING THE ENCOUNTER

If any of the dwarves died in the combat, their fellows are likely to be reluctant to continue toward the stone giants. The attackers make certain to announce that they were sent by the stone giants to kill the dwarves. The PCs may need to do some quick talking to convince that dwarves that the attackers were sent by someone else. The PCs are free to explain to the dwarves that earlier in the adventure, a group attacked them under the belief that the PCs and their employer were conspiring to ruin the mountain. Eventually the surviving dwarves can be persuaded to continue; however, the ensuing negotiations between the dwarves and the stone giants may be more difficult.

If any of the opponents are captured, they reveal they were recruited by a sun elf. He did not disclose his name. The description sounds similar to that provided by Muirjoh (Encounter 3) and the stone giants (Encounter 4). This evidence may help convince the dwarves that there is a conspiracy afoot.

## EXPERIENCE POINTS

The characters receive 1100/1480 experience points for defeating the primal creatures.

## TREASURE

The characters will find amongst the possessions a +3 *rod of resurgent valor* and a *sharpshooter's wand* (level 15). They also find Waterdhavian platinum suns (coins of old mintage), totaling 400/700 gp value per PC.

## ENCOUNTER 6: “OUTSIDE INTERFERENCE” STATISTICS (LOW LEVEL)

Firbolg Moon Seer	Level 14 Controller
Large fey humanoid	XP 1,000
<b>Initiative</b> +11 <b>Senses</b> Perception +18; low-light vision	
<b>HP</b> 141; <b>Bloodied</b> 70	
<b>Regeneration</b> 5	
<b>AC</b> 28; <b>Fortitude</b> 26, <b>Reflex</b> 24, <b>Will</b> 27	
<b>Vulnerable</b> necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)	
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed	
<b>Speed</b> 8	
m <b>Moon Mace</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>	
Reach 2; +18 vs. Reflex; 1d10 + 7 radiant damage, and the target is blinded until the start of its next turn.	
R <b>Ban of the Raven</b> (standard; encounter) ♦ <b>Necrotic, Radiant</b>	
Ranged 10; +18 vs. Fortitude; 3d8 + 6 necrotic damage, and attack rolls against the target can score critical hits on rolls of 18-20, and the target takes 10 extra necrotic damage from a critical hit (save ends both). <i>Aftereffect:</i> Attack rolls against the target can score critical hits on rolls of 19-20 (save ends).	
R <b>Moonfire</b> (minor1/round; recharge 4 5 6)	
Ranged 10; +18 vs. Will; until the end of the firbolg moon seer's next turn, the target grants combat advantage to the moon seer and cannot benefit from invisibility or concealment.	
C <b>Moonstrike</b> (standard; recharge 5 6) ♦ <b>Charm, Psychic</b>	
Close burst 5; targets one enemy affected by <i>moonfire</i> ; +18 vs. Will; 2d8 + 6 psychic damage, and the target is dominated until the end of the firbolg moon seer's next turn.	
C <b>Spirit Hounds</b> (standard; recharges when first bloodied)	
Close blast 5; targets enemies; +17 vs. Reflex; 2d6 + 6 damage, and the target is slowed and cannot teleport (save ends both).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Arcana +14, Athletics +15, Nature +18, Religion +14	
<b>Str</b> 17 (+10)	<b>Dex</b> 18 (+11) <b>Wis</b> 23 (+13)
<b>Con</b> 21 (+12)	<b>Int</b> 14 (+9) <b>Cha</b> 15 (+9)
<b>Equipment</b> leather armor, mace, moon mask	

Firbolg Hounder (Level 10)	Level 10 Soldier
Large fey humanoid	XP 500
<b>Initiative</b> +11 <b>Senses</b> Perception +9; low-light vision	
<b>HP</b> 105; <b>Bloodied</b> 52	
<b>Regeneration</b> 5	
<b>AC</b> 27; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22	
<b>Vulnerable</b> necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)	
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed	
<b>Speed</b> 8	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +17 vs. AC; 1d12 + 7 damage.	
R <b>Drive Prey</b> (standard; recharges when first bloodied) ♦ <b>Fear, Weapon</b>	
Reach 2; +16 vs. Fortitude; 2d8 + 7 damage and the firbolg hounder slides the target 2 squares. The hounder makes a secondary attack. <i>Secondary Attack:</i> +15 vs. Will; the target must move or shift away from the hounder with its first action on its next turn or be dazed until the end of that turn.	
M <b>Hounding Strike</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +17 vs. AC 1d12 + 7 damage, and the firbolg hounder slides the target 2 squares.	
R <b>Hand Axe</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +16 vs. AC; 1d8 + 5 damage, and the target is knocked prone.	
R <b>Moonfire</b> (minor1/round; recharge 4 5 6)	
Ranged 10; +16 vs. Will; until the end of the firbolg hounder's next turn, the target grants combat advantage to the hounder and cannot benefit from invisibility or concealment.	
<b>Hunter's Leap</b>	
A firbolg hounder doesn't provoke opportunity attacks while jumping.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven
<b>Skills</b> Athletics +15, Intimidate +11, Nature +14, Stealth +14	
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9) <b>Wis</b> 18 (+9)
<b>Con</b> 17 (+8)	<b>Int</b> 11 (+5) <b>Cha</b> 12 (+6)
<b>Equipment</b> scale armor, light shield, battleaxe, 3 handaxes	



Dryad (Level 10)		Level 10 Skirmisher
Medium fey humanoid (plant)		XP 500
<b>Initiative</b> +10 <b>Senses</b> Perception +13		
<b>HP</b> 100; <b>Bloodied</b> 50		
<b>AC</b> 24; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22		
<b>Speed</b> 8 (forest walk)		
m <b>Claws</b> (standard; at-will)		
+15 vs. AC; 1d8 + 4 damage or 1d8 + 9 damage if the target is the only enemy adjacent to the dryad.		
<b>Deceptive Veil</b> (minor; at-will) ♦ <b>Illusion</b>		
The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.		
<b>Treestride</b> (move; at-will)		
The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.		
<b>Alignment</b> Unaligned <b>Languages</b> Elven		
<b>Skills</b> Bluff +11, <b>Insight</b> +13, <b>Stealth</b> +13		
<b>Str</b> 19 (+9)	<b>Dex</b> 17 (+8)	<b>Wis</b> 17 (+8)
<b>Con</b> 12 (+6)	<b>Int</b> 10 (+5)	<b>Cha</b> 13 (+6)

Eladrin Bladesinger		Level 10 Skirmisher
Medium fey humanoid		XP 500
<b>Initiative</b> +12 <b>Senses</b> Perception +6; low-light vision		
<b>HP</b> 106; <b>Bloodied</b> 53		
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 23, <b>Will</b> 22		
<b>Saving Throws</b> +5 against charm effects		
<b>Speed</b> 8; see also <i>wyvern strike</i>		
m <b>Brilliant Blade</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>		
+15 vs. AC; 2d8 + 3 radiant damage, and target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.		
<b>M Crippling Strike</b> (standard; encounter) ♦ <b>Weapon</b>		
The eladrin bladesinger shifts 3 squares before and after making the attack, +13 vs. Fortitude; the target is weakened and slowed (save ends both). <b>Miss:</b> The target is slowed (save ends).		
<b>M Dance of Brilliance</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>		
+15 vs. AC; 1d8 + 4 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.		
<b>M Wyvern Strike</b> (standard; encounter) ♦ <b>Poison, Weapon</b>		
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack; +13 vs. Fortitude; 1d8 + 4 damage, and ongoing 10 poison damage (save ends).		
<b>Combat Shift</b> (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)		
The bladesinger shifts 1 square to a space adjacent to the target.		
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>		
The eladrin bladesinger teleports 5 squares.		
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven		
<b>Str</b> 13 (+6)	<b>Dex</b> 21 (+10)	<b>Wis</b> 13 (+6)
<b>Con</b> 18 (+9)	<b>Int</b> 15 (+7)	<b>Cha</b> 18 (+9)
<b>Equipment</b> chainmail, longsword		

Treant (Level 12)		Level 12 Elite Controller
Huge fey magical beast (plant)		XP 1400
<b>Initiative</b> +8 <b>Senses</b> Perception +14; low-light vision		
<b>Grasping Roots Aura</b> 3; nonflying enemies treat the area within the aura as difficult terrain.		
<b>HP</b> 249; <b>Bloodied</b> 124		
<b>AC</b> 28; <b>Fortitude</b> 28, <b>Reflex</b> 23, <b>Will</b> 28		
<b>Vulnerable</b> fire (a treant takes ongoing 5 fire damage [save ends] when damaged by fire).		
<b>Saving Throws</b> +2		
<b>Speed</b> 8 (forest walk)		
<b>Action Point</b> 1		
m <b>Slam</b> (standard; at-will)		
Reach 3; +17 vs. AC; 1d10 + 6 damage		
<b>A Awaken Forest</b> (standard; sustain minor; encounter) ♦ <b>Zone</b>		
Area burst 3 within 10; trees come alive and attack the treant's enemies within the zone; +17 vs. AC; 1d10 + 6 damage. The treant makes new attack rolls when it sustains the zone.		
<b>C Earthshaking Stomp</b> (standard; encounter)		
Close burst 2; +14 vs. Fortitude; 2d6 + 6 damage, and the target is knocked prone if it is Medium or smaller.		
<b>Miss:</b> Half damage, and the target is not knocked prone.		
<b>Alignment</b> Unaligned <b>Languages</b> Elven		
<b>Skills</b> Nature +19, <b>Stealth</b> +13		
<b>Str</b> 24 (+14)	<b>Dex</b> 12 (+8)	<b>Wis</b> 24 (+14)
<b>Con</b> 22 (+13)	<b>Int</b> 14 (+9)	<b>Cha</b> 12 (+8)

Firbolg Hunter (Level 11)		Level 11 Skirmisher
Large fey humanoid		XP 600
<b>Initiative</b> +13 <b>Senses</b> Perception +15; low-light vision		
<b>HP</b> 115; <b>Bloodied</b> 57		
<b>Regeneration</b> 5		
<b>AC</b> 25; <b>Fortitude</b> 21, <b>Reflex</b> 24, <b>Will</b> 23		
<b>Vulnerable</b> necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)		
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed		
<b>Speed</b> 8		
m <b>Spear</b> (standard; at-will) ♦ <b>Weapon</b>		
Reach 2; +16 vs. AC; 1d10 + 6 damage.		
r <b>Javelin</b> (standard; encounter) ♦ <b>Weapon</b>		
Ranged 10/20; +17 vs. AC; 1d8 + 7 damage.		
<b>M/R Crippling Strike</b> (standard; recharges when first bloodied)		
The firbolg hunter makes a spear attack or javelin attack. On a hit, the attack deals 2d6 extra damage, and the target is immobilized (save ends).		
<b>Aftereffect:</b> The target is slowed (save ends).		
<b>M/R Mobile Attack</b> (standard; at-will)		
The firbolg hunter moves 8 squares and makes a spear attack or a javelin attack at any point during the move. The hunter doesn't provoke opportunity attacks when moving away from its target or when making the ranged attack.		
<b>R Moonfire</b> (minor 1/round; recharge 4 5 6)		
Ranged 10; +15 vs. Will; until the end of the firbolg hunter's next turn, the target grants combat advantage to the hunter and cannot benefit from invisibility or concealment.		
<b>Hunter's Leap</b>		
A firbolg hunter doesn't provoke opportunity attacks while jumping.		
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven		
<b>Skills</b> Athletics +14, <b>Intimidate</b> +11, <b>Nature</b> +15, <b>Stealth</b> +16		
<b>Str</b> 18 (+9)	<b>Dex</b> 22 (+11)	<b>Wis</b> 20 (+10)
<b>Con</b> 19 (+9)	<b>Int</b> 12 (+6)	<b>Cha</b> 13 (+6)
<b>Equipment</b> leather armor, spear, 3 javelins		

## ENCOUNTER 6: “OUTSIDE INTERFERENCE” STATISTICS (HIGH LEVEL)

Firbolg Moon Seer (Level 16)	Level 16 Controller
Large fey humanoid	XP 1,400
<b>Initiative</b> +12 <b>Senses</b> Perception +19; low-light vision	
<b>HP</b> 157; <b>Bloodied</b> 78	
<b>Regeneration</b> 5	
<b>AC</b> 30; <b>Fortitude</b> 28, <b>Reflex</b> 26, <b>Will</b> 29	
Vulnerable necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)	
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed	
<b>Speed</b> 8	
m <b>Moon Mace</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>	
Reach 2; +20 vs. Reflex; 1d10 + 8 radiant damage, and the target is blinded until the start of its next turn.	
R <b>Ban of the Raven</b> (standard; encounter) ♦ <b>Necrotic, Radiant</b>	
Ranged 10; +20 vs. Fortitude; 3d8 + 7 necrotic damage, and attack rolls against the target can score critical hits on rolls of 18-20, and the target takes 10 extra necrotic damage from a critical hit (save ends both). <i>Aftereffect:</i> Attack rolls against the target can score critical hits on rolls of 19-20 (save ends).	
R <b>Moonfire</b> (minor1/round; recharge 4, 5, 6)	
Ranged 10; +20 vs. Will; until the end of the firbolg moon seer's next turn, the target grants combat advantage to the moon seer and cannot benefit from invisibility or concealment.	
C <b>Moonstrike</b> (standard; recharge 5, 6) ♦ <b>Charm, Psychic</b>	
Close burst 5; targets one enemy affected by <i>moonfire</i> ; +20 vs. Will; 2d8 + 7 psychic damage, and the target is dominated until the end of the firbolg moon seer's next turn.	
C <b>Spirit Hounds</b> (standard; recharges when first bloodied)	
Close blast 5; targets enemies; +19 vs. Reflex; 2d6 + 7 damage, and the target is slowed and cannot teleport (save ends both).	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Skills</b> Arcana +14, Athletics +15, Nature +18, Religion +14	
<b>Str</b> 17 (+10)	<b>Dex</b> 18 (+11) <b>Wis</b> 23 (+13)
<b>Con</b> 21 (+12)	<b>Int</b> 14 (+9) <b>Cha</b> 15 (+9)
<b>Equipment</b> leather armor, mace, moon mask	

Firbolg Hounder	Level 11 Soldier
Large fey humanoid	XP 600
<b>Initiative</b> +11 <b>Senses</b> Perception +9; low-light vision	
<b>HP</b> 113; <b>Bloodied</b> 56	
<b>Regeneration</b> 5	
<b>AC</b> 28; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 23	
Vulnerable necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)	
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed	
<b>Speed</b> 8	
m <b>Battleaxe</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +18 vs. AC; 1d12 + 7 damage.	
R <b>Drive Prey</b> (standard; recharges when first bloodied) ♦ <b>Fear, Weapon</b>	
Reach 2; +17 vs. Fortitude; 2d8 + 7 damage and the firbolg hounder slides the target 2 squares. The hounder makes a secondary attack. <i>Secondary Attack:</i> +15 vs. Will; the target must move or shift away from the hounder with its first action on its next turn or be dazed until the end of that turn.	
M <b>Hounding Strike</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +18 vs. AC 1d12 + 7 damage, and the firbolg hounder slides the target 2 squares.	
R <b>Hand Axe</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 5/10; +17 vs. AC; 1d8 + 5 damage, and the target is knocked prone.	
R <b>Moonfire</b> (minor1/round; recharge 4 5 6)	
Ranged 10; +16 vs. Will; until the end of the firbolg hounder's next turn, the target grants combat advantage to the hounder and cannot benefit from invisibility or concealment.	
<b>Hunter's Leap</b>	
A firbolg hounder doesn't provoke opportunity attacks while jumping.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Skills</b> Athletics +15, Intimidate +11, Nature +14, Stealth +14	
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9) <b>Wis</b> 18 (+9)
<b>Con</b> 17 (+8)	<b>Int</b> 11 (+5) <b>Cha</b> 12 (+6)
<b>Equipment</b> scale armor, light shield, battleaxe, 3 handaxes	

Dryad (Level 11)	Level 11 Skirmisher
Medium fey humanoid (plant)	XP 600
<b>Initiative</b> +10 <b>Senses</b> Perception +13	
<b>HP</b> 108; <b>Bloodied</b> 54	
<b>AC</b> 25; <b>Fortitude</b> 24, <b>Reflex</b> 23, <b>Will</b> 23	
<b>Speed</b> 8 (forest walk)	
<b>m Claws</b> (standard; at-will)	
+16 vs. AC; 1d8 + 5 damage or 1d8 + 10 damage if the target is the only enemy adjacent to the dryad.	
<b>Deceptive Veil</b> (minor; at-will) ♦ <b>Illusion</b>	
The dryad can disguise itself to appear as any Medium humanoid, usually a beautiful elf or eladrin. A successful Insight check (opposed by the dryad's Bluff check) pierces the disguise.	
<b>Treestride</b> (move; at-will)	
The dryad can teleport 8 squares if it begins and ends adjacent to a tree, a treant, or a plant of Large size or bigger.	
<b>Alignment</b> Unaligned <b>Languages</b> Elven	
<b>Skills</b> Bluff +10, Insight +12, Stealth +12	
<b>Str</b> 19 (+8) <b>Dex</b> 17 (+7) <b>Wis</b> 17 (+7)	
<b>Con</b> 12 (+5) <b>Int</b> 10 (+4) <b>Cha</b> 13 (+5)	

Eladrin Bladesinger (level 12)	Level 12 Skirmisher
Medium fey humanoid	XP 700
<b>Initiative</b> +12 <b>Senses</b> Perception +6; low-light vision	
<b>HP</b> 126; <b>Bloodied</b> 63	
<b>AC</b> 26; <b>Fortitude</b> 24, <b>Reflex</b> 25, <b>Will</b> 24	
<b>Saving Throws</b> +5 against charm effects	
<b>Speed</b> 8; see also <i>wyvern strike</i>	
<b>m Brilliant Blade</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>	
+17 vs. AC; 2d8 + 4 radiant damage, and target takes a -3 penalty to attack rolls against the eladrin bladesinger until the end of the bladesinger's next turn.	
<b>M Crippling Strike</b> (standard; encounter) ♦ <b>Weapon</b>	
The eladrin bladesinger shifts 3 squares before and after making the attack, +15 vs. Fortitude; the target is weakened and slowed (save ends both). <i>Miss</i> : The target is slowed (save ends).	
<b>M Dance of Brilliance</b> (standard; at-will) ♦ <b>Radiant, Weapon</b>	
+17 vs. AC; 1d8 + 5 radiant damage, and the eladrin bladesinger shifts 3 squares and uses <i>brilliant blade</i> against a different target.	
<b>M Wyvern Strike</b> (standard; encounter) ♦ <b>Poison, Weapon</b>	
The eladrin bladesinger flies 8 squares and does not provoke opportunity attacks. At any point during the move, the bladesinger makes an attack; +15 vs. Fortitude; 1d8 + 5 damage, and ongoing 10 poison damage (save ends).	
<b>Combat Shift</b> (minor; requires combat advantage against a target adjacent to the eladrin bladesinger; at-will)	
The bladesinger shifts 1 square to a space adjacent to the target.	
<b>Fey Step</b> (move; encounter) ♦ <b>Teleportation</b>	
The eladrin bladesinger teleports 5 squares.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Str</b> 13 (+6) <b>Dex</b> 21 (+10) <b>Wis</b> 13 (+6)	
<b>Con</b> 18 (+9) <b>Int</b> 15 (+7) <b>Cha</b> 18 (+9)	
<b>Equipment</b> chainmail, longsword	

Treant (Level 14)	Level 14 Elite Controller
Huge fey magical beast (plant)	XP 2000
<b>Initiative</b> +9 <b>Senses</b> Perception +15; low-light vision	
<b>Grasping Roots Aura</b> 3; nonflying enemies treat the area within the aura as difficult terrain.	
<b>HP</b> 283; <b>Bloodied</b> 141	
<b>AC</b> 30; <b>Fortitude</b> 30, <b>Reflex</b> 25, <b>Will</b> 30	
<b>Vulnerable</b> fire (a treant takes ongoing 5 fire damage [save ends] when damaged by fire).	
<b>Saving Throws</b> +2	
<b>Speed</b> 8 (forest walk)	
<b>Action Point</b> 1	
<b>m Slam</b> (standard; at-will)	
Reach 3; +19 vs. AC; 1d10 + 7 damage	
<b>* Awaken Forest</b> (standard; sustain minor; encounter) ♦ <b>Zone</b>	
Area burst 3 within 10; trees come alive and attack the treant's enemies within the zone; +19 vs. AC; 1d10 + 7 damage. The treant makes new attack rolls when it sustains the zone.	
<b>C Earthshaking Stomp</b> (standard; encounter)	
Close burst 2; +17 vs. Fortitude; 2d6 + 7 damage, and the target is knocked prone if it is Medium or smaller.	
<i>Miss</i> : Half damage, and the target is not knocked prone.	
<b>Alignment</b> Unaligned <b>Languages</b> Elven	
<b>Skills</b> Nature +20, Stealth +14	
<b>Str</b> 24 (+15) <b>Dex</b> 12 (+9) <b>Wis</b> 24 (+15)	
<b>Con</b> 22 (+14) <b>Int</b> 14 (+10) <b>Cha</b> 12 (+9)	

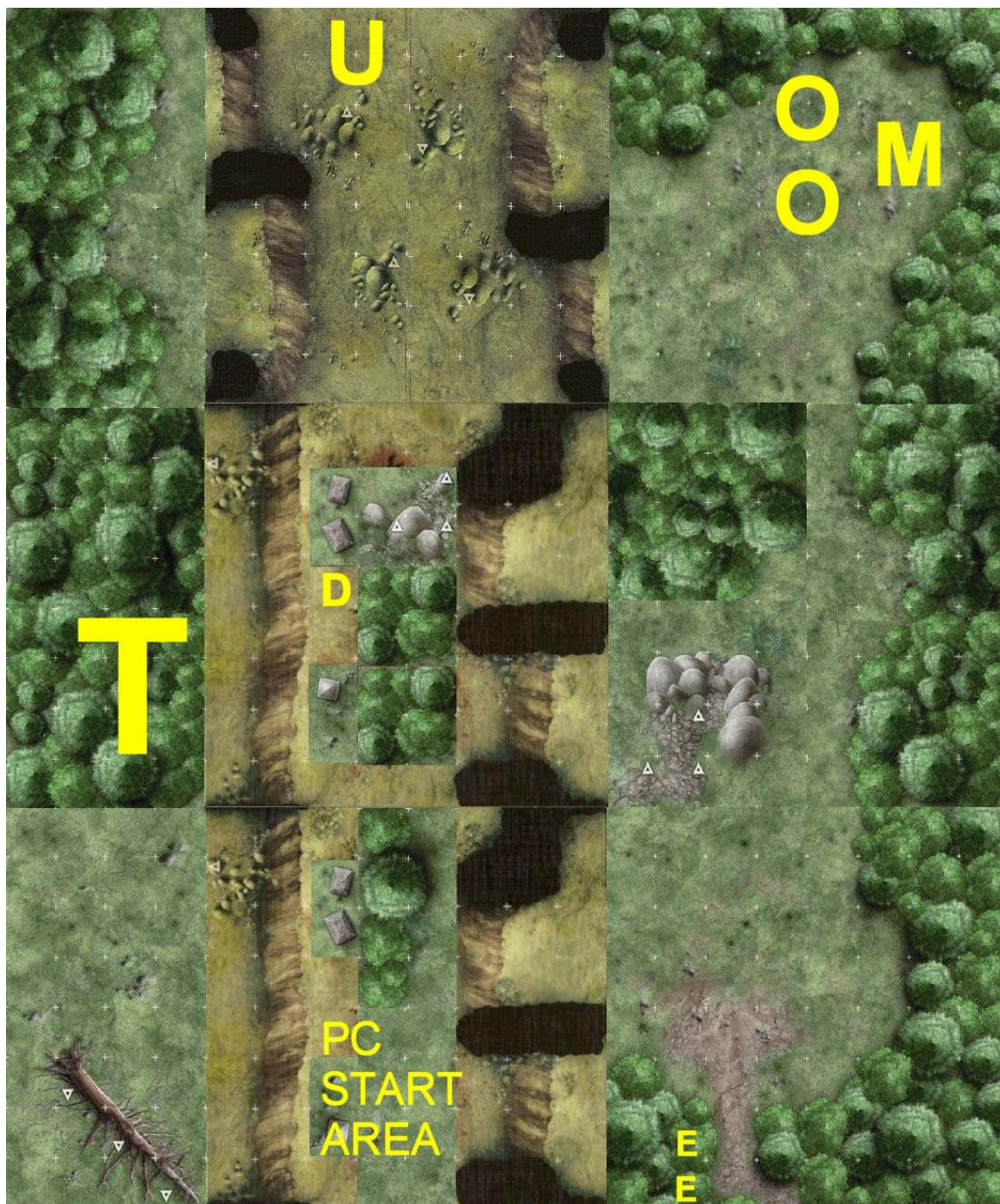
Firbolg Hunter (Level 13)	Level 13 Skirmisher
Large fey humanoid	XP 800
<b>Initiative</b> +14 <b>Senses</b> Perception +18; low-light vision	
<b>HP</b> 131; <b>Bloodied</b> 65	
<b>Regeneration</b> 5	
<b>AC</b> 27; <b>Fortitude</b> 23, <b>Reflex</b> 26, <b>Will</b> 25	
<b>Vulnerable</b> necrotic (if the firbolg moon seer takes necrotic damage, its regeneration does not function on its next turn)	
<b>Saving Throws</b> +2 charm effects, immobilized, restrained, and slowed	
<b>Speed</b> 8	
<b>m Spear</b> (standard; at-will) ♦ <b>Weapon</b>	
Reach 2; +18 vs. AC; 1d10 + 7 damage.	
<b>r Javelin</b> (standard; encounter) ♦ <b>Weapon</b>	
Ranged 10/20; +20 vs. AC; 1d8 + 8 damage.	
<b>M/R Crippling Strike</b> (standard; recharges when first bloodied)	
The firbolg hunter makes a spear attack or javelin attack. On a hit, the attack deals 2d6 extra damage, and the target is immobilized (save ends). <i>Aftereffect</i> : The target is slowed (save ends).	
<b>M/R Mobile Attack</b> (standard; at-will)	
The firbolg hunter moves 8 squares and makes a spear attack or a javelin attack at any point during the move. The hunter doesn't provoke opportunity attacks when moving away from its target or when making the ranged attack.	
<b>R Moonfire</b> (minor 1/round; recharge 4 5 6)	
Ranged 10; +17 vs. Will; until the end of the firbolg hunter's next turn, the target grants combat advantage to the hunter and cannot benefit from invisibility or concealment.	
<b>Hunter's Leap</b>	
A firbolg hunter doesn't provoke opportunity attacks while jumping.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Elven	
<b>Skills</b> Athletics +14, Intimidate +11, Nature +15, Stealth +16	
<b>Str</b> 18 (+9) <b>Dex</b> 22 (+11) <b>Wis</b> 20 (+10)	
<b>Con</b> 19 (+9) <b>Int</b> 12 (+6) <b>Cha</b> 13 (+6)	
<b>Equipment</b> leather armor, spear, 3 javelins	



## ENCOUNTER 6: “OUTSIDE INTERFERENCE” MAP

### TILE SETS NEEDED

*Sinister Woods x2, Caves of Carnage x2*



## ENCOUNTER 7: MAKING THE DEAL

### SKILL CHALLENGE LEVEL 13/15, COMPLEXITY 2 (1600/2400 XP)

#### SETUP

Important NPCs:

Korvib, stone giant clan chief

Ironfist, son of dwarven clan chief

In this final phase of the adventure, the stone giant chief and Ironfist, representative of the dwarves, must meet and agree to terms. The PCs must moderate the negotiations. Once that is accomplished they must finalize the deal with each party.

If all the dwarves died along the way, the PCs must return to the dwarves' home and ask for new emissaries, or they must take a stone giant back to the dwarves to finalize this deal. In this case all the DCs involving the dwarves increase by 5.

If some but not all of the dwarves died, the PCs must convince the remaining dwarves that this deal is still in the best interest of their clan. The DCs involving the dwarves increase by 2.

If all the dwarven emissaries survive to reach the giants, then use the listed DCs when dealing with the dwarves. If any of the individual PCs were particularly valorous or went out of their way to heal, protect, or otherwise assist the dwarves during the fight, those individual characters gain a +2 bonus on all their personal skill checks involving the dwarves.

***The stone giant chief and the dwarf representative are finally face to face. Now if you can just convince them to let bygones be bygones and get down to business!***

Let the players engage in role-playing in this skill challenge if they so desire where the skill checks merely determine the final outcome. The PCs should be vested in making this three-way deal succeed.

### SKILL CHALLENGE PART 2: GETTING THE DEAL DONE

This is the continuation of the skill challenge that began when the PCs met the dwarven chieftain in Encounter 5. The total of overall successes and failures that they accrued in the earlier scenes carry over.

**Goal:** The PCs need to work through the final phase of the deal.

**Primary Skills:** Acrobatics, Athletics, Bluff, Diplomacy, Endurance, History, Thievery

**Secondary Skills:** Insight, Religion

**Victory:** If the PCs win this stage of skill challenge, the deal is finalized and everyone can go home happy.

**Defeat:** If the PCs somehow manage to make a major mess of things, the deal will be done but the terms are such that the profits for Lord Moonstar are lower.

Skill checks that cannot contribute successes to the overall skill challenge also do not contribute failures if the check is a failure. The PC simply does not gain the listed benefit or advantage from the check.

#### SCENE: GETTING THEM RELAXED (1 SUCCESS)

***Now that the giants and dwarves are together, it is time to settle their differences.***

**Acrobatics or Athletics DC 17/19** (1 success, 1 maximum)

The PC performs various stunts and feats to amuse the crowd and get both sides in a good mood.

**Bluff or Dungeoneering DC 14/16** (1 success, 1 maximum)

The PC tells a good story of an appropriate type that amazes the giants and dwarves.

**Endurance DC 17/19** (1 success, 1 maximum)

The PC performs a feat of endurance that amazes the crowd, perhaps by challenging one or two of the dwarves to a drinking contest.

**History DC 20/22** (1 success, 1 maximum)

The PC tells a story of giants and dwarves working together, rather than trying to kill each other.

**Thievery 17/19** (1 success, 1 maximum)

The PC demonstrates sleight of hand to amuse the crowd and get both sides in a good mood.

If the PCs do not achieve a success in the icebreaker scene, then the DCs are 2 higher for the later scenes. However, the PCs can only accrue one overall failure in this scene. Repeated failures in this scene do not count against the skill challenge outcome.

***As the architects of this deal, you must now arrange the terms of the arrangement with both sides, and finalize the price that House Moonstar will pay for mining rights.***

## SCENE: FINALIZING THE DEAL WITH THE GIANTS (1 SUCCESS)

### Diplomacy DC 16/18 (1 success, 1 maximum)

The PCs calmly and patiently state the terms of the bargain and get the giants to agree. The listed DC is the minimum necessary to secure the giants' agreement.

On a success against DC 18/20, the deal is somewhat better than Lord Moonstar expected.

If the check exceeds DC 23/25, then the PCs achieve the best possible deal for Lord Moonstar. Be sure to account for all the possible bonuses from secondary skills and other factors that can help the character making the check reach this DC.

If the PCs failed the skill challenge in Encounter 3, or did not attempt it, then they suffer a -5 penalty on their Diplomacy checks with the giants.

### Insight DC 16/18 (0 success, 1 maximum)

The PC remembers that the stone giants wanted the mine operated and use this when dealing with them. This gains the PC a +2 bonus to their next Diplomacy check.

### Insight DC 21/23 (0 success, 1 maximum)

If Korib starts to get cold feet (in other words if the PC fails a Diplomacy check), then this one-time Insight check allows them to get another chance at Diplomacy and to erase the failure.

### Religion DC 14/16 (0 success, 1 maximum)

The PC remembers that the larger crystals are for use in religious rituals. This gains them a +4 bonus to the Diplomacy check.

## SCENE: FINALIZING THE DEAL WITH THE DWARVES (1 SUCCESS)

### Diplomacy DC 17/19 (1 success, 1 maximum)

The PCs calmly and patiently state the terms of the bargain, getting the dwarves to agree to work the mine.

### Insight 17/19 (0 successes, 1 maximum)

The characters sense when the dwarves are ready to agree. They can sweeten the deal just enough to get the dwarves to commit. Likewise, characters can detect how interested the dwarves are in the deal, and can offer just enough to make it happen without exceeding Moonstar's budget. This grants a +2 bonus on the Diplomacy check.

### Insight 21/23 (0 success, 1 maximum)

If Ironfist starts to get cold feet (in other words if the PC fails a Diplomacy check), then this one-time Insight check allows them to get another chance at Diplomacy and to erase the failure.

## ENDING THE ENCOUNTER

Regardless of their success or failure, the PCs have done everything they can. They must return to Lord Moonstar and report. If they failed the overall skill challenge, the mining operation will not be as profitable and the amount he pays them will suffer.

### EXPERIENCE POINTS

The PCs gain 320/480 experience points upon successful completion of the skill challenge. If they failed the skill challenge, they receive only half of the total experience.

### TREASURE

If the PCs succeeded at the skill challenge including the stone giants, the stone giants will gift the characters with a *belt of giant strength* in honor of their service. Likewise, assuming the PCs get the dwarves to agree to the deal, the dwarves gift the characters with an *iron ring of the dwarven lord*.

## CONCLUDING THE ADVENTURE

The adventurers return to Lord Moonstar with the results of their efforts. If the PCs used the crystals as part of the bargain for the giants, and then offered the smaller crystals to the dwarves, the profit margin will be much higher and Lord Moonstar is thrilled.

If the PCs reached a peaceful resolution with the harrowfolk in Encounter 3, Moonstar is glad to hear that the PCs have gained an ally to help with the process of transporting ore down from the mountain.

Moonstar is distressed and puzzled to hear that a mysterious "sun elf" is working against him. He is perplexed as to who this person is and their motive. Perhaps in the future, the adventurers will help Lord Moonstar solve that mystery and confront this person.

### TREASURE

If the characters sealed the deal with both the stone giants and the dwarves, Lord Moonstar will add 400/800 gp to their payment. At the high tier only, he also offers the PCs both a +4 *gambler's suit* and a *ring of unwelcome gifting*.

If the characters succeeded at the skill challenge in Encounter 2, Lord Moonstar will add 150/250 gp to their payment. (This is cumulative with the previous increase for a total success.) He also offers to pay for the PCs to get a magical tattoo (a *breakchain tattoo*, Level 13).

## REWARDS SUMMARY

At the conclusion of the adventure, the PCs earn experience points, treasure, and possibly story awards. All totals listed here are per PC. A number before the slash is the low-level value; after the slash is the high-level value.

## IMPORTANT DM INFORMATION

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

## EXPERIENCE POINTS

Give PCs a full award for each encounter they successfully completed, and a half award if they were unsuccessful. Give no award if the characters did not play the encounter at all.

**Encounter 2: Pawns along a Path**

**140 / 200 XP**

**Encounter 3: Power Players**

**620 / 920 XP**

**Encounter 6: Outside Interference**

**1,100 / 1,480 XP**

**Encounter 7: Making the Deal**

**320 / 480 XP**

**Total Possible Experience**

**2,180 / 3,080 XP**

**Gold per PC**

**1,200 / 2,200 gp**

(Encounter 1: 250/450 gp, Encounter 6: 400/700 gp;  
Conclusion: 550/1050 gp)

## TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle 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; players may choose the same treasure bundle. Note that it is possible (and likely) that some characters will not select a bundle for each session of play.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that amount to

that character's base gold award. It is possible and permissible for a character who spends more gold than he or she earns to have a negative total for the adventure. PCs receive 20% of the item's market price when they sell any magic item or consumable. They receive 50% of the market price for ritual books and alchemical formulas.

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 choice in a bundle, 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.

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

### EACH PC SELECTS ONE OF THE FOLLOWING BUNDLES:

**Bundle A:** +3 *writhing vine weapon* (L13; AV2)

Found in Encounter 3

**Bundle B:** +3 *rod of resurgent valor* (L13; PH2)

Found in Encounter 6

**Bundle C:** *sharpshooter's wand* (L15; AV2)

Found in Encounter 6

**Bundle D:** *belt of giant strength* (L15; PH)

Found in Encounter 7

**Bundle E:** *iron ring of the dwarflords* (L14; PH)

Found in Encounter 7

**Bundle F:** +4 *gambler's suit* (high-level only) (L16; AV2)

Found in Conclusion

**Bundle G:** *ring of unwelcome gifting* (high-level only) (L17; AV2)

Found in Conclusion

**Bundle H:** *breakchain tattoo* (L13; AV2)

Found in Conclusion

**Consumable plus Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a potion of vitality plus 300 / 1,100 gp to their rewards from this adventure. The player should write the consumable gained on their adventure log. That character (and only that character) then receives the consumable plus the listed amount of



gold (if any) instead of any other treasure bundle. Consumable items obtained in this fashion do not take up found magic item slots.

**More Gold:** If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 1,300/2,100 gp to their rewards from this adventure. That character (and only that character) receives more gold instead of any other treasure bundle.

## STORY AWARDS

Award these if the PC completes the condition for the award in the adventure. Pass out certificates to the players for their story awards.

### WATE20 Favor of House Moonstar

Lord Stedd Moonstar is grateful to you for your help in acquiring the rights to a mithral mine. Lord Moonstar will actively seek you out when he has need of assistance in the future, and he will gladly recommend you for employment to his friends. Lord Moonstar will vouch for you to the City Watch and assist you in obtaining invitations to social events.

This story award also denotes the continuation of the major quest, *Restoring Splendor*, which ends in WATE2-3. This story award counts as 1 favor towards the 7 total you need to join The Heirs of Mirt, a Waterdhavian adventurers' society.

### WATE21 Wilderness Ally

Because of your actions during this adventure, you have gained favorable notice with one or more of the following groups that reside in the Sword Mountains.

Cross out the name of any group that you did not favorably impress:

- A: Murijoh and primal party
- B: Stone giants
- C: Clan Hammerstrike

## ADVENTURE QUESTIONS

Mark the answers to the following adventure questions on the tracking form.

### 1. What is the status of the harrowfolk from Encounter 3?

- a. Dead
- b. Alive, but hostile
- c. Alive, with a neutral attitude
- d. Alive, and is now an ally
- e. None of the above, or something else happened

### 2. What happened to the initial group of dwarves who accompanied the PCs (Encounter 6)?

- a. They were all killed.
- b. Some but not all of the dwarves were killed.
- c. None of the dwarves were killed.

### 3. Did the dwarves agree to a deal?

- a. Yes, the dwarves agreed to work the mine
- b. No, the dwarves did not agree to work the mine
- c. The PCs did not get this far, or something else happened

### 4. Did the stone giants agree to a deal?

- a. Yes, and the PCs achieved the best possible terms
- b. Yes, and the PCs achieved good terms
- c. Yes, and the PCs achieved the minimum acceptable terms
- d. No, the deal fell through, something else happened, or the PCs never got that far.

### 5. Did the PCs tell Lord Moonstar about the "sun elf" who was trying to turn the various forces in the area against him?

- a. Yes, they mentioned all 3 incidents
- b. Yes, they mentioned 2 of the 3 incidents
- c. Yes, they mentioned 1 of the 3 incidents
- d. They mentioned that they were attacked, but did not specifically talk about the sun elf
- e. No

### 6. Did the PCs find and mark a good path to the mine (Encounter 2)?

- a. They found the perfect path (success, with no failures)
- b. They found an acceptable path (success, but with some failures)
- c. They did not find a suitable path (failure)



## NEW RULES

### Withering Vine Weapon

Level 8+

*Living Vines writhe and constrict around this weapon when it's at rest, but they grasp at and harry your foes with each swing.*

Lvl 13 +317,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When you immobilize a target with a melee attack using this weapon, that target grants combat advantage to you until the end of your next turn.

**Power (Daily):** Minor Action. Make an attack. Close burst 3; targets one enemy in burst; Constitution +this weapon's enhancement bonus vs. Fortitude; on a hit you pull that enemy 3 squares.

**Reference:** *Adventurer's Vault 2*, page 25.

### Sharpshooter's Wand

Level 10+

*You can shrink the size of your attack's area with this wand, making it more precise.*

Lvl 15 +325,000 gp

**Implement:** Wand

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Power (Encounter):** Minor Action. *The next area burst attack power you use through this wand has its area changed to 1 square (within the same range), and you gain a +2 power bonus to the attack roll.*

**Power (Daily Arcane, Implement, Lightning):** Standard Action. *As the wizard's shock sphere power (Player's Handbook, page 161)*

**Reference:** *Adventurer's Vault 2*, page 52.

### Gambler's Suit

Level 6+

*Luck is fickle, and this stylish set of leathers plays both sides of the coin.*

Lvl 16 +4 45,000 gp

**A armor:** Leather

**Enhancement:** AC

**Property:** When you make at least two saving throws, you can choose to gain a +2 bonus to the first saving throw and take a -2 penalty to the second.

**Power (Daily):** Immediate Interrupt. *Trigger:* An enemy hits you with an attack. *Effect:* The triggering enemy rerolls the attack roll and must use the second result. If that result is a hit, the attack scores a critical hit.

**Reference:** *Adventurer's Vault 2*, page 8.

### Ring of Unwelcome Gifting

Level 17

*This gold band feeds on things that assail you, spitting then out on your enemy.*

**Item Slot:** Ring 65,000 gp

**Enhancement:** Attack rolls and damage rolls

**Property:** You gain resist 3 against ongoing damage.

**Power (Daily):** Free Action. *Trigger:* You hit an enemy with a basic attack. *Effect:* You transfer one ongoing damage effect from yourself to that enemy.

If you have reached at least one milestone today, you can use this power after hitting with an at-will attack that isn't a basic attack.

**Reference:** *Adventurer's Vault 2* page 73.

### Rod of Resurgent Valor

Level 8+

*Divine wrath channeled through this rod empowers your prayers against those who dare attack you.*

Lvl 13 +317,000 gp

**Implement (Rod)**

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1d6 damage per plus

**Property:** When any creature attacks you, you gain a +1 item bonus to attack rolls with this rod against that creature until the end of your next turn.

**Reference:** *Player's Handbook 2*, page 206

### Breakchain Tattoo

Level 13

*One broken link is enough for the symbolism, but many use a full chain..*

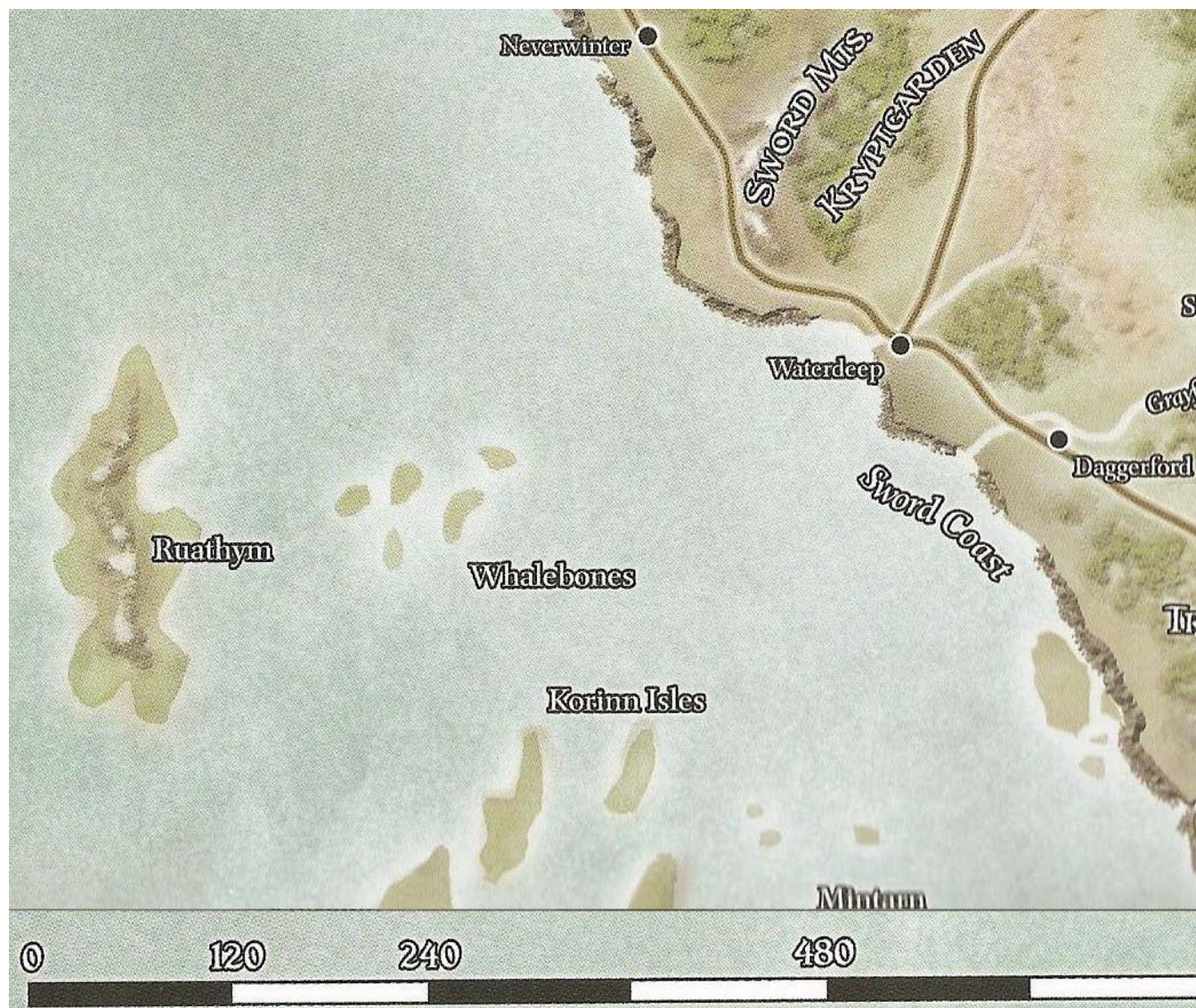
Lvl 13 17,000 gp

**Wondrous Item**

**Property:** When you spend an action point to take an extra action, you ignore immobilizing, restraining, and slowing effects on you until the end of your turn.

**Reference:** *Adventurer's Vault 2*, page 87.

## APPENDIX 1: REGIONAL MAP



## APPENDIX 2: OPTIONS FOR ENCOUNTER SIX

In a home game or when the adventure is run without needing to be done in 4 hours, you might want to consider allowing the dwarven diplomats be run by the PCs as allies in the combat in Encounter 6. Note that in playtests we determined that this option can cause Encounter 6 to take a long time (two or three hours) to complete.

If you decide to use this option, we recommend that you adjust the encounter as follows:

- Add an eladrin bladesinger to the first wave of combat
- The eladrin bladesinger targets the dwarves.
- Add a firbolg hound to the second wave of combat.
- The firbolg hound targets the dwarves.
- Give the players Appendix 3
- Have the players run the individual NPCs (4 dwarven thugs and one aurum concordian (level 9).
- To keep combat moving smoothly the NPC actions occur after the player PCs

## APPENDIX 3: ENCOUNTER 6 ALLIES

### Dwarven Councilors (dwarf thug stat block)

Dwarf Thug	Level 13 Minion
Medium natural humanoid	XP 200
<b>Initiative</b> +10 <b>Senses</b> Perception +10; low-light vision	
<b>HP</b> 1; a missed attack never damages a minion.	
<b>AC</b> 25; <b>Fortitude</b> 25, <b>Reflex</b> 23, <b>Will</b> 23	
<b>Saving Throws</b> +5 against poison effects	
<b>Speed</b> 5	
<b>m Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+20 vs. AC; 9 damage	
<b>R Crossbow</b> (standard; at-will) ♦ <b>Weapon</b>	
Ranged 15/30; +20 vs. AC; 9 damage.	
<b>Aimed Shot</b>	
A dwarf thug gains a +2 bonus attack rolls and deals an extra 3 damage with ranged attacks against creatures that don't have cover.	
<b>Combined Fire</b>	
Dwarf Thugs can make a combined ranged attack against a single target. For each dwarf thug participating in a combined attack, the increase the attack roll by 1 and the damage by 1.	
<b>Alignment</b> Unaligned <b>Languages</b> Common, Dwarven	
<b>Skills</b> Athletics +17, Endurance +14, Stealth +15	
<b>Str</b> 22 (+12) <b>Dex</b> 18 (+10) <b>Wis</b> 18 (+10)	
<b>Con</b> 16 (+9) <b>Int</b> 11 (+6) <b>Cha</b> 10 (+6)	
<b>Equipment</b> chainmail, crossbow, crossbow bolts (20), warhammer	

The dwarf thugs set up in a formation to use their crossbows. They try to avoid close combat. (When running these creatures as allies in Encounter 6, remember that they can take an extra hit above and beyond standard minions – so the first hit bloodies them, and then the second hit kills them.)

### Ironfist, the chief's son (aurum concordian stat block)

Aurum Concordian (level 9)	Level 9 Elite Controller
Medium natural humanoid	(Leader) XP 800
<b>Initiative</b> +4 <b>Senses</b> Perception +7; low-light vision	
<b>HP</b> 190; <b>Bloodied</b> 95	
<b>AC</b> 25; <b>Fortitude</b> 22, <b>Reflex</b> 23, <b>Will</b> 24	
<b>Saving Throws</b> +2, +7 against poison effects	
<b>Speed</b> 5	
<b>Action Points</b> 1	
<b>m Warhammer</b> (standard; at-will) ♦ <b>Weapon</b>	
+14 vs. AC; 1d10 + 6 damage	
<b>m Dazing Hammerstrike</b> (standard; requires a warhammer; at-will) ♦ <b>Weapon</b>	
+14 vs. AC; 1d10 + 6 damage, and the target is dazed until the end of the Aurum Concordian's next turn.	
<b>R Silver-Tongued Devil</b> (minor 1/round; at-will) ♦ <b>Charm</b>	
Ranged 5; +12 vs. Will; the target is dominated until the end of the Aurum Concordian's next turn. The Concordian can have only one target dominated at a time.	
<b>C Superior Tactics</b> (minor 1/round; at-will)	
Close burst 5; targets one ally; the Concordian slides the target 1 square.	
<b>Price of Loyalty</b> (immediate interrupt, when the Concordian is targeted with a melee attack; at-will)	
The Aurum Concordian can change the triggering attack's target to an adjacent ally, or to an enemy dominated by the <i>silver-tongued devil</i> power.	
<b>Stand Your Ground</b>	
When an effect pulls, pushes, or slides an Aurum Concordian, The Concordian moves 1 square less than the effect specifies. Also, a Concordian can make a saving throw to avoid being knocked prone.	
<b>Alignment</b> Evil <b>Languages</b> Common, Dwarven	
<b>Skills</b> Bluff +14, Diplomacy +14, History +12, Insight +12	
<b>Str</b> 12 (+5) <b>Dex</b> 11 (+4) <b>Wis</b> 17 (+7)	
<b>Con</b> 15 (+6) <b>Int</b> 16 (+7) <b>Cha</b> 20 (+9)	
<b>Equipment</b> chainmail, bejeweled warhammer, eight silver rings (value 1 gp each).	

Note that Ironfist's alignment is actually Good. In combat, he protects and supports the other dwarves. He uses his *silver-tongued devil* ability to dominate an enemy every round. A dominated enemy can then be the target of Ironfist's *price of loyalty* ability.

## PLAYER HANDOUT 1: MOONSTAR'S TERMS FOR A DEAL

Lord Moonstar would prefer to have maximum share and minimum upfront payment, but avoidance of hostilities (threats of attack, etc.) is a serious consideration. He wants the following terms:

- Desires 50% or better share of mine ownership, with right of first refusal if the other party wants to sell his share.
- Exclusive right to mine and sell the mithral from the mine.
- The Stone Giants will guard the mine, its miners, equipment and the ore that is on site.
- The proceeds from sales, after cost, will be split no worse than equally but preferred by same share of ownership.
- House Moonstar is willing to act as an agent (a factor) for the Stone Giants in Waterdeep.
- If the Stone Giants or others are interested in working in the mine, Moonstar would prefer to pay wages (120-150 gp a month), but is willing to split a 10% share of the sales, assuming the Stone Giants are agreeable.
- The Stone Giants will need to agree to construction of dwellings for miners and teamsters and mine related buildings.
- The Stone Giants will be compensated if they help in the construction of a road down the mountainside, to the High Road.