

Glacial Rift of the Frost Giant Jarl

A Dungeons & Dragons® Living Forgotten
Realms Adapted Adventure

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The giant alliance is beginning to crack! Until recently, the location of the frost giant stronghold was a well-guarded secret. Now, a map found in the treasury of the hill giant chief reveals its location. Descend into the Glacial Rift and face the cold wrath of Grugnur, the frost giant jarl.

A Living Forgotten Realms adapted adventure set near the Evermoors for characters levels 14-19. This adventure is found in Issue #199 of *Dungeon Magazine*, part of D&D Insider. *Dungeon Magazine* issues may be found on the Wizards of the Coast website (<http://wizards.com/dnd>). This is the third part of the *Against The Giants* major quest. The other parts are ADAP4-3 *Steading of the Hill Giant Chief*, ADAP4-4 *Warrens of the Stone Giant Thane*, and ADAP4-6 *Halls of the Fire Giant King*.

This adaptation document does not present adjusted stat blocks for low/high tier; any legal table of characters levels 14-19 can play, but bear in mind that the stat blocks in the adventure were written for a party of level 16-18 characters. Tables at the low end of the level band might find this adventure very difficult. At least one person at the table (either a player or the DM) must have an active subscription to D&D Insider. We recommend that you allow at least twenty hours of playing time to complete this adventure.

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

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

Preparing for Play

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

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

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

Reading Monster Stat Blocks

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

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

Important DM Information

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

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

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

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

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

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

filled with good information about being a DM for a D&D game.

Appropriate Character Levels

This adventure is intended for levels 12-17 of Paragon tier. Any Paragon-tier character within this level band can play, but the highest-level character in the party must be within three (3) levels of the lowest-level character in the party.

Living Forgotten Realms defines five Adventure Levels (ALs) within each tier. The choice of AL affects the difficulty of most obstacles (particularly combat encounters and skill challenges) the PCs will face during the adventure, and also determines the rewards available to the PCs for successfully overcoming those obstacles.

This adventure can only be run at AL 14.

Failing to Defeat an Encounter

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

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

Character Death

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

- **Pay for the Raise Dead ritual.** If the group has access to the body and chooses this option, the component cost is usually divided evenly amongst the group (although this is not required, it is generally considered good form to share the costs). The component cost is 500 gp for heroic tier, 5,000 gp for paragon tier, and 50,000 gp for epic tier). If a PC can cast the ritual, then the component cost is the only cost. If the group must locate an NPC to cast the ritual, that NPC charges a fee equal to 20% of the component cost.

- **Use a power that returns dead characters to life.** Certain characters gain powers that allow them to restore life without using the Raise Dead ritual or paying a component cost. For example, the warpriest (a cleric build from *Heroes of the Fallen Lands*) gains the *resurrection* daily utility power at 8th level. NPCs may not be used for this option unless an adventure specifically says so; a player character with the appropriate power must be at the table (assuming he or she isn't the dead character) and all other conditions for using the power must be met. For example, *resurrection* may only be used at the end of an extended rest, and the character must have died within the last 24 hours.
- **Invoke the Death Charity clause.** If the group doesn't have access to the dead character's body, or if they have the body but cannot afford (or are unwilling) to pay for a ritual, the player can choose to return the PC back to life at the end of the adventure, exactly as if the Raise Dead ritual had been used on the dead character. The details of exactly how the character's body made its way back to civilization are up to the player, or this can be left deliberately vague. There is no direct cost for accepting Death Charity, but the character forfeits all non-XP rewards for the adventure (including gold, Story Awards, and the opportunity to select a Treasure). The PC cannot participate in the same adventure a second time.

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

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

Sometimes, invoking the Death Charity clause is the only option to return a dead PC to life. For example, if the group suffers a TPK and no friendly NPCs know where to find them, then it's unlikely that their bodies can be recovered. The DM is the final arbiter of whether or not a dead character's body can be recovered. Remember, the Death Charity clause is

always an option, no matter what happened to the PC. Returning from the dead (by whatever means) is optional and up to the player, but the decision must be made at the table and recorded on the character's Adventure Log. Any character who chooses not to return from the dead is permanently retired from play.

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

Milestones

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

Lasting Effects

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

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

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

that character, regardless of whether it is still active on other characters.

Diseases: A disease lasts until it is cured or it reaches its final state. Normally, a PC makes an Endurance check after each extended rest to see if the disease improves, worsens, or maintains its current condition. At the end of an adventure, any character suffering from a disease must resolve the disease to either its cured or final state, using the necessary number of extended rests to do so. Other characters adventuring with the PC may aid the afflicted character during this time. If a disease reaches its final state and the PC can get a Cure Disease ritual cast (and pay the appropriate costs), they may do so.

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

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

DCs by Adventure Level

The DCs for skill checks are noted in the adventure.

Should you need to improvise a DC during the adventure, use the following table. These DCs reflect an average encounter level of 17.

Easy DC	Moderate DC	Hard DC
16	23	31

Adapted Adventures

This adventure has been adapted from a published product. You must obtain a copy of the adventure from *Dungeon Magazine* (Issue #199) to use this adaptation. The published adventure is the version used by the DM. There is no high or low tier (see Appropriate Character Levels above). At least one person at the table must have an active subscription to D&D Insider (this can be one of the players or the DM; it does not matter).

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

In this document you'll find the information necessary to reward your *Living Forgotten Realms* characters upon completion of the adventure. Each encounter has notes on the rewards for the characters,

and a total is given at the end of the adventure. The treasure section in each encounter and the rewards in this document replace the rewards listed in the adventure.

Against the Giants

This adventure is part of an arc of four adventures, each one taking the fight to another giant leader in the giant alliance.

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

Each adventure offers the **Against the Giants** story award. Each **Against the Giants** story award is obtained by succeeding in one or more of that adventure's quests. In this adventure, the PCs obtain the story award if they succeed on the *Recover the Battle Plans* major quest.

The adventures increase in difficulty, and as such it is advised to play the adventures in order.

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

Adventure Background

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

This adventure is set in the Spine of the World, a near impassible mountain range in the utter north of Faerûn.

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

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

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

Ghanadaur's disciples (in *ADAP4-4 Warrens of the Stone Giant Thane*).

Renaer now has traveled to Mithral Hall. His aim is to defeat the tactical mastermind of the giants' campaign, the frost giant Gurgnur.

The choice to do this now is not coincidental. Renaer has discovered that a traitor from Mithral Hall, the exiled criminal Obmi Ironwhisper, has been aiding the giants. He has provided them with in-depth information on Mithral Hall and its allies – including Luruar and Waterdeep.

Renaer's fury at King Battlehammer's attempt to keep this information secret was tempered when it became clear that the frost giants are staging an attack on Mithral Hall. With Obmi's in-depth information on the hall's defenses and weaknesses, Mithral Hall may face total destruction if the attack cannot be prevented.

Adventure Hooks

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

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

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

enslaved by the giants. Even with the agent's safe return (in ADAP4-3), the Harpers take this personal. They have offered their aid to High Lord Methrammar of Silvermoon, who has accepted it and sent the agents to Mirabar as his emissaries.

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

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

Beginning the Adventure

The adventure starts in Settlestone, a dwarven village that works as a trade outpost to Mithral Hall. King Connerad Brawnnavil has offered to discuss a prolonged campaign against the giants of the Spine of the World. The PCs either arrive on their own, or in the armed caravan from Waterdeep, which also brings Renaer Neverember. The exact reason for the PCs' individual involvement may differ (see Adventure Hooks above).

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

Where the village normally holds about two hundred dwarven warriors, the place is now teeming with activity. Dwarves from the halls and Mirabarm, elves from Silvermoon and the High Forest, Uthgrad barbarians, humans from all over the North, and even a small number of orcs, all find shelter in the village, each confined to its own section of the town.

The PCs can meet and introduce each other when they arrive. They can check out the various factions, and find a fairly sized army has gathered.

You have been led in the town hall, a recently reconstructed massive hall of stone slabs carved with the deeds of the former kings of Mithral Hall.

The familiar thin-framed Renaer Neverember awaits you, but the person greeting you is a dwarf. He is an imposing figure, with a fine braided beard, dressed in battle armor and carrying a great waraxe. Stationed around the hall are several dwarf guards, each eyeing you warily.

"I bid you welcome," the dwarf states. "I am Connerad Battlehammer, twelfth King of Mithral Hall, son of Banak Branavil, who was king before me.

We of Mithral Hall are facing dire times. The frost Giants are upon us, laying waste to the area around Mithral Hall, and seeking to penetrate our defenses. Lord Neverember has told me that you may be our salvation. I hope, by Moradin, that he is right."

Renaer Neverember is honest, curious, mischievous, loyal, a bit stubborn, and possesses a sense of humor,

style and honor. He collects books on Waterdeep's past and can easily be distracted by talk of books and heroes; he is wealthy due to an inheritance from his mother's family, and the son of the Open Lord of Waterdeep besides.

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

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

- Giants are attacking caravans throughout the north. The attacks get bolder, and are becoming a serious threat.
- The Blackstaff has asked him to join forces with our neighbours, trying to breathe new life in the Lords' Alliance. Silverymoon, Sundabar, and Mirabar have joined.
- Raids are mostly in the north, with frost giants from the Spine of the North, hill giants on the Evermoors and fire giants descending from the Nether mountains.
- Now that the alliance shows cracks, the frost giants have grown bolder. Mithral Hall has managed to keep score with the giants for now, but they won't hold out much longer. While the dwarves are fiercely independent, they have finally decided to join the Lords Alliance.
- Mirabar, Silverymoon and Waterdeep have send in the forces they can spare to protect Mithral Hall. To defeat the giants, however, a decisive strike needs to be made in the heart of the frost giant's lair.
- The lair is a glacial rift, riddled with tunnels. It is rumored to be an old Uthgard burial mound. The local giants refer to it as 'Shining White'.
- The current frost giant jarl is Grugnur. He is a direct descendent of Gerti Orelsdotter, a once famous frost giant Jarl who died years ago during a campaign against Mithral Hall.

Quests

Renaer has several goals for the PCs to meet.

- Their main task is to recover Grugnur's battle plans. Their recover is needed to effectively hold a concentrated attack on Mithral Hall. This is the PCs' main objective (a major quest).
- If PCs played *ADAP4-3 Steading of the Hill Giant Chief* or *ADAP4-4 Warrens of the Stone Giant Thane*, or when PCs are member of the Heirs of Mirt, Renaer adds – to King

Battlehammers obvious displeasure – that Mithral Hall is particularly vulnerable due to information leaked by a traitor, the dwarf noble Obmi Ironwhisperer, who long resided in Mithral Hall. Obmi is a traitor and a murderer, and was cast out of Mithral Hall. He is suspected to advise the fire giant King Snurre Ironbelly. The frost giants may have sensitive knowledge – which is why it is so important that the battleplans are retrieved.

- The upcoming invasion was leaked to Mithral Hall through a frost giant named Vaald. Vaald is a powerful figure and has indicated an interest to ally with Mithral Hall to end the invasion. Renaer wants the adventurers to enter negotiations with Vaald to this end, but warns them to be on their guard.
- Two adventuring bands (one from Mirabar and one from Silverymoon) took it upon themselves to face the threat of the frost giants, using recently required information to trace the location of the frost giant Jarl. They have not returned, and are feared to have perished. One of the members is the half-elf Beek Gwenders, who entered the rift carrying an elven blade known as the *sword of croodle*. It was a gift from his elven mother from Silverymoon. Beek's father, Durn Gwenders, wishes to have the blades retrieved so he can return it to the woman he once loved, as a last reminder of the son she lost. He came to Mithral Hall from Silverymoon to bequest the king, and Branwanvil allows the man to do his request to the PCs. The sword is easily identifiable due to a blue ribbon wrapped around the hilt decorated with a unicorn's head, the symbol of Lurue (goddess of intelligent beasts and exarch of Mielikki). (This is a minor quest.)
- Nurhem Ironhands, one of Mithral Hall's master smiths, offers 1000gp if the PCs return to him the skin of a Rhemorhaz. He expects he can make great armor out of the hide, which is sure to aid in quests ahead. He provides the PCs with a scroll (or, if they prefer, a tome) containing the rituals Gentle Repose, Reduce Beast, Shrink, and Demicache, with instructions how to use the rituals to quickly store the skin when the creature is defeated. (This is a minor quest.)

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

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

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

Treasure

PCs are free to take mundane equipment from this adventure. Any equipments taken is for flavor only and cannot be sold. The treasure parcels or gold earned in this adventure do not take any of the mundane equipment into account.

The Blood of Cryonax

The primordial Cryonax was entombed by Auril, the Frostmaiden, in a bid for power over the north. At that time she was still known as Aurilandür the Frost Sprite Queen, but she lost that name when the defeat of Cryonax gathered her a human following.

If a PC has **SPEC32 Ire of Iyraclea** from *SPEC2-2 Tyranny's Bleak Depths* or **SPEC35 Wrath of Iyraclea** from *SPEC2-02-P2 Tyranny's Bitter Frost*, Auril denies them the beneficial effects from the blood of Cryonax. These PCs still take cold damage (which also increases according to the story award earned), but their attacks do deal extra cold damage.

Dealing with Cold Resistance

A good amount of monsters in this adventure use attacks that deal cold damage. A smart party likely prepares by equipping themselves with means to gain cold resistance. This may mean that a significant number of battles lose their challenge.

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

Giant Reinforcements

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

Sneaking Through the Glacial Rift

The adaptable awards a flat xp, rather than xp per encounter. It is possible for stealthy and smart PCs to avoid a significant number of encounters since most fights go unnoticed by the giants, and thus they can earn xp without engaging in combat.

To encourage players to explore more, 20% of the xp award is enclosed in a special goal, which involves engaging all encounters in the adventure. Please note that 'engaging' does **not** mean combat: whenever a PC enters a numbered area and notices the

occupants, they are considered to have engaged the encounter – even if they then decide to stealth past or otherwise avoid combat.

The xp awards is intended to encourage exploration – not punish smart behavior. Make sure your players are aware of this goal and its intent.

Area 1: Guard Caves

Encounter Level 14 (5200 XP)

Scaling the Encounter

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

Four PCs: Remove one winter wolf

Six PCs: Add one winter wolf

Treasure
None

Area 2: Caves of Icy Death

Encounter Level 14 (5600 XP)

This encounter need not be scaled for smaller or larger parties.

Treasure
None

Area 3: Yeti Caves

Encounter Level 17 (8400 XP)

Scaling the Encounter

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

Four PCs: Remove one frostrage yeti.

Six PCs: Either add a frostrage yeti, or make the yeti leader an elite: add 194 hp, +2 to saving throws, and one action point, and add the following power:

STANDARD ACTION

Sweeping Strike • At-Will

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

Treasure
The PCs find 1000 gp each in treasure, and the *sword of croodle*. The blade is easily identified as such.

Area 4: Waterspring Caves

Encounter Level 17 (8400 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant

Six PCs: Add one frost giant

Treasure

The PCs find a *+4 orb of drastic resolutions* (level 18).

Area 5: Glacial Rift

Encounter Level 17 (8000 XP)

Scaling the Encounter

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

Four PCs: Reduce Kvatigar's level by 2: -32 hp, -2 to all defenses, attacks and damage

Six PCs: Increase Wintermaw's level by 2: +32 hp, +2 to all defenses, attacks and damage

Treasure

The PCs find 500 gp each in treasure, a *+4 cloak of survival*, a *+4 flameburst weapon* and the *axe of the glacial rift* (level 19).

Area 6: Snowy Mounds

Encounter Level 14 (5600 XP)

Scaling the Encounter

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

Four PCs: Decrease the level of the white puddings by 1: +10 hp, -1 to all defenses, attacks, and damage. Decrease defenses and attacks of the white pudding spawn by 1.

Six PCs: Increase the level of the white puddings by 1: +10 hp, -1 to all defenses, attacks, and damage. Increase defenses and attacks of the white pudding spawn by 1.

The snowy mounds are used by the frost giants to bury their dead. If the PCs dig into the mounds they find the frozen bodies of various frost giants encased in ice.

One mound shows signs of digging. If the PCs investigate this mound, they find a slab of ice that once must have held a giants body, but which is now empty.

ADAP4-5 Glacial Rift of the Frost Giant Jarl

Any frost giant can tell the PCs that the mound is the resting place of Gerti Orelsdottir, a famous former leader of the frost giants.

Treasure

None

Area 7: Ice Dome and Overlook

Encounter Level 17 9600 XP)

Scaling the Encounter

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

Four PCs: Reduce the level of the Rhemorhaz by 2: -40 hp, -2 to all defenses, attacks, and damage, and -1 on initiative

Six PCs: Add one frost giant marauder, and give the rhemorhaz one additional action point

Ending the Encounter

Skinning the rhemorhaz can take some time, and the skin is cumbersome to bring. The PCs can use the rituals provided to them by Nurhem Ironhands to preserve and shrink the rhemorhaz and store it in an extra-dimensional space. The cache lasts for the remainder of the adventure.

Treasure

The PCs find a *+4 pact blade*. The blade is included in treasure bundle X.

Area 8: Giant Emissaries

Encounter Level 17 (9200 XP)

Scaling the Encounter

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

Four PCs: Remove one fire-bred hell hound. The number of required successes to turn the stone giants is 5.

Six PCs: One frost giant marauder arrives on the scene in the 2nd round. The number of required successes to turn the stone giants is 7.

Turning the Stone Giants: A PC who has **GIANT06 Against the Giants** from *ADAP4-4 Warrens of the Stone Giant Thane* gains a +2 bonus on skill checks since they convinced Arnak to turn against the giant alliance. They can also use Intimidate as a primary skill (DC 21, minor action 1/round), using the threat of Arnak's wrath to make the giants comply.

Intimidating the Hill Giants: A PC who has **GIANT01 Against the Giants** from *ADAP4-3 Steading of the Hill Giant Chief* can use their defeat of Nosnra to gain a +2 bonus on Intimidate skill checks vs. the hill giants once they are bloodied.

Ending the Encounter

If the stone giants are turned, they decide to leave the rift and return home once combat ends. They do not aid the PCs any further.

Treasure

The PCs find 2000 gp in treasure if they defeat the stone giants. They find 3400 gp in treasure if they defeat Felskar.

Area 9: Ogre Mercenaries

Encounter Level 17 (8400 XP)

Scaling the Encounter

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

Four PCs: Remove one arena-trained ogre

Six PCs: replace one arena-trained ogre with another ogre champion. This ogre is Thurbash' brother Hrun.

Ending the Encounter

The dwarves are captives taken on raids on Mirabar. They set out for town when freed, though will travel to Mithral Hall instead if the PCs ask them to.

Treasure

The PCs find 2000 gp each in treasure.

Area 10: Giant Caves

Encounter Level 16 (7500 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant marauder

Six PCs: Add one winter wolf snowfang

Treasure

The PCs find 300 gp each in treasure.

Area 11: Ice Toads

Encounter Level 14 (5800 XP)

Scaling the Encounter

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

Four PCs: Remove 3 young ice toads

Six PCs: Replace one young ice toad with an ice toad.

Treasure

None

Area 12: Dragon's Caverns

Encounter Level 18 (11400 XP)

Scaling the Encounter

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

Four PCs: Increase the level of the elder blizzard dragons by 2: -16 hp, -2 to all defenses, attacks, and damage

Six PCs: Increase the level of the elder blizzard dragons by 2: +16 hp, +2 to all defenses, attacks, and damage. Grant each dragon one extra action point.

Ending the Encounter

The Kalukiak tribe is a small goliath clan of only a few dozen individuals, who live in the southern reaches of the Spine of the World. They are allied with the Great Worm tribe of the Uthgardt barbarians.

PCs who return Turuk to the clan gain **GIANT12 Respect of the Uthgardt**.

Treasure

The PCs find a +4 *dwarven armor* (lvl 17), and 3000 gp each in treasure.

Area 13: Hyrzak's Rest

Encounter Level 11 (3200 XP)

Scaling the Encounter

This encounter does not scale.

Hyrkzag does not waste much time on talking to the PCs, but if they allow him to possess one of them he can tell them a bit about the current frost giant leaders (Gnotmir, Vaald, Hasskarth, Varhilda and Grugnur). He does not know about Elektra.

He also knows Gerti Orelsdottr's grave was disturbed, and that her body was taken, but not who did it.

Ending the Encounter

Laying Hyrkzag to rest is a minor quest that earns each PC 640 xp.

Treasure

If the PCs succeed in laying Hyrkzag to rest, they find a *ring of true seeing* (level 19). The ring does not appear if they avoid or destroy him.

Note that the PCs only need to show Gnotmir's sword to the ghost, so they can still keep it as treasure.

Area 14: Elemental Hold

Encounter Level 18 (10800 XP) and Encounter Level 16 (2800 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant

Six PCs: Add one frost giant

Earning Elektra's respect (succeeding on the skill challenge) is a minor quest. Motivate PCs by letting them know that securing the active support of the storm giants may be crucial in defeating the giant alliance.

Elektra's father Krombaalt resides in a fortress on one of the highest mountain peaks in the Spine of the World. He generally keeps to himself, but is keenly aware of events outside his realm.

If a PC played *CORE2-11 The Sign of Four* and earned **CORE65 Aid of the Frost Titans**, Krombaalt and Elektra know of this. These PCs earn Elektra's contempt for dealing with the frost titan, and they have a -2 penalty on social skills with her in the skill challenge. She is smart enough to not let her contempt show too much while she is still imprisoned.

PCs who stood up against Trym (and earned **CORE66 Good Deeds**) instead have her respect and have a +2 bonus on social skills in the skill challenge.

Ending the Encounter

Earning Elektra's respect (succeeding on the skill challenge) is a minor quest that earns each PC 560 xp.

If the PCs free Elektra and do not mistreat her, they earn **GIANT13 The Storm Giant's Daughter**. They do not have to succeed in the skill challenge to earn this award.

Mistreating Elektra means obvious hostile action (such as attacking her or threatening to attack her), or personal threats or insults while she is helpless. Specifically, using Intimidate in the skill challenge is not mistreatment, even if the PCs fail the challenge, as long as it takes place after Elektra has been freed.

Treasure

The PCs find a +4 *barkskin armor* (level 20).

Area 15: Vaald the Winterlord

Encounter Level 15 (6800 XP)

Scaling the Encounter

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

Four PCs: Decrease Vaald's level by 2: -36 hp, -2 to all defenses, attacks and damage (except for the cold damage from the zone of swirling ice).

Six PCs: Increase Vaald's level by 2: +36 hp, +2 to all defenses, attacks and damage (except for the cold damage from the zone of swirling ice).

Note that Elektra is hostile towards the frost giants. If she comes with them, the PCs may need to put some effort in persuading her not to attack. This should not be a kill check – if she comes with the PCs they already succeeded on the skill challenge, and as such she will stand down if they ask her to, even though she will do so reluctantly.

Treasure

Once the PCs defeat Vaald, they find a +4 *staff of storms* (level 20) and 1000 gp each in treasure.

Area 16: Common Areas

Encounter Level 19 (12600 XP)

Scaling the Encounter

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

Four PCs: Remove one polar bear

Six PCs: Increase the levels of the polar bears by 2: +40 hp, +2 to all defenses, attacks, and damage. Grant each bear one extra action point.

This encounter is one of few where the PCs may avoid combat. The frost giants here will not help the PCs and sound the alarm if possible, but they do not attack unless the PCs attack or threaten them first.

If the PCs retreat the giants do not follow.

Treasure

The PCs find 2500 gp each in treasure. The two *potions of vitality* are not included in any treasure parcels and can be used during the adventure.

Area 17: Hall of the Iceskull Throne

Encounter Level 19 (12400 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant marauder

Six PCs: Make Hasskarth (fire giant forgercaller) and elite: +136 hp, +2 to saving throws, 1 action point, and add the following power:

MINOR ACTION

R **Blinding Flame** • At-Will

Special: This attack does not provoke opportunity attacks.

Attack: Ranged 10 (one creature); +23 vs. Will

Hit: 3d8 + 12 fire damage, and Hasskarth is invisible to the target until the start of Hasskarth's next turn

Treasure

The PCs find 1000 gp each in treasure.

Area 18: Icy Barracks

Encounter Level 17 (8000 XP)

Scaling the Encounter

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

Four PCs: Remove a frost giant

Six PCs: Add a frost giant. The giants join battle as soon as Gnotmir is damaged.

Treasure

The PCs find 2400 gp each in treasure. They also find Gnotmir's sword, which is a +4 *bloodletting weapon* (level 19). Presenting the sword to Hyrzak in Area 13 fulfills that quest.

Area 19: Cavern of the Frozen Pool

Encounter Level 18 (10800 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant shaman or 6 glacial fire beetles.

Six PCs: Add one frost giant shield bearer (see Area 17)

Treasure

The PCs find 1400 gp each in treasure.

Area 20: The Jarl's Caverns

Encounter Level 20 (16600 XP)

Scaling the Encounter

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

Four PCs: Remove one frost giant and one winter wolf.

Six PCs: Increase Svarhilda's level by 1, and make her an elite leader: +190 hp, +1 to all defenses, attacks, and damage, +2 to saving throws, and add 1 action point and the following power:

MINOR ACTION

Protect the Jarl! • At-Will 1/round

Effect: One giant within 10 squares of Svarhilda makes a basic attack as a free action.

The trap does not scale.

Ending the Encounter

Once the PCs locate the battle plans, they can return home. Along the battle plans are sketches in dwarven, detailing secret tunnels into Mithral Hall, with traps marked and ways to avoid them.

Treasure

The PCs find 13000 gp each in treasure, and a +5 *holy symbol* (level 21), which is included in Treasure bundle X. The holy symbol is an inverted triangle of amber on a purple background, with amber lines inside of it forming an upside-down "Y" shape whose arms end by bisecting the sides of the triangle. It lies among the battleplans, wrapped in cloth. PCs recognize this as a holy symbol of Ghanadaur.

Concluding the Adventure

The PCs return to Mithral Hall. The travel takes several days on foot, but the PCs can quickly connect to forces and report their success or failure. They are quickly drawn into the fight, as masses of frost giants assemble to attack Mithral Hall – even Grugnur's death or the loss of battleplans doesn't stop them.

If the PCs succeeded in defeating Grugnur and obtaining his plans, the forces fight hard, and many lives are lost over the coming days, but the giants are beaten back before they can reach Mithral Hall. King Battlehammer attributes much of this success to the

PCs' efforts, and he rewards them with various items from the treasury. The PCs earn **GIANT11 Against the Giants**.

If the PCs failed, Mithral Hall is nearly overrun. The giants penetrate deep into the halls using secret passageways only known to the dwarves. You can chronicle this as an epic battle in and around Mithral Hall, with individual PCs leading teams of dwarves, humans, elves, and even orcs. In the end, the giants are beaten back, but at the cost of many lives, and great damage to many features in the halls.

While Renaer praises the PCs' efforts, King Battlehammer is obviously downcast with the costs of the siege, and only grudgingly acknowledges the PCs efforts.

If the PCs freed Elektra, reports come in of a force of storm giants attacking a force of frost giants that had been sent by Grugnur as reinforcements. Provided the PCs did not mistreat Elektra, they earn **GIANT13 The Storm Giant's Daughter**.

If the PCs mistreated Elektra, Krombaalt's force also attack one of the forces of the Lords Alliance that are out fighting these frost giants (possibly one lead by one of the PCs). Krombaalt makes the reason of his attack quite clear. This earns the PCs **GIANT14 The Storm Giant's Ire**.

Finally, the frost giants retreat, and the forces reassemble at Settlestone. The end of the siege however is not the end of the story.

King Battlehammer rises up, and all eyes are on him. He looks wary, his armor and axe splattered with the blood of many a frost giant. His eyes glare angrily.

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

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

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

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

To be continued in:
Hall of the Fire Giant King

Treasure

In thanks for their aid at the siege, King Battlehammer procures various magical items of the PC's choice or additional pay in gold (Treasure bundles X, Y and Z).

If the PCs succeeded to obtain Grugnur's battleplans, King Battlehammer also offers a *armor of dwarven vigor* +4 (level 17) and a *rousing hammer* +4 (level 20). He also offers a *hammer shield* (level 8) and a *clear blood baldric* (level 98) with either item for free. A PC needs not spend an item slot to gain the *hammer shield* or *clear-blood baldric*, but they do count against the maximum number of uncommon items a PC can carry. These items together make up the *Aleheart's companion gear* item set.

If the PCs return the *sword of croodle* to Durn Gwenders, he unwraps the ribbon from the hilt, to take it with him. He returns the sword to the PCs, imploring them to use it to punish the giants that took his son's life.

If the PCs brought the skin of the rhemorhaz, Nurhem ironhands can make it into several suits of +4 *immolating armor* (level 17), one of which he presents to the PCs.

Rewards Summary

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

Experience Points and Base Gold

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

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

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

Adventure Level 16

Minimum Possible XP: 27320 XP

Engage all encounters: +6900 XP

Major Quest: Recover the Battle Plans: +1600 XP

Minor Quest: Find the Sword of Croodle: 320 XP

Minor Quest: Negotiate with Vaald: +320 XP

Minor Quest: Lay Hyrzak to Rest: +640 XP

Minor Quest: Earn Elektra's Trust: +560 XP

Maximum Possible XP: 37660 XP

Base Gold per PC: 32100 gp

(Area 3: 1000 gp, Area 5: 500 gp, Area 8: 5400 gp, Area 9: 2000 gp, Area 10: 300 gp, Area 12: 3000 gp, Area 15: 1000 gp, Area 16: 2500 gp, Area 17: 1000 gp, Area 18: 2400 gp, Area 20: 13000)

Major Quest: Recover the Battle Plans: +2475 gp

Minor Quest: Return the Skin of the Rhemorhaz: +200 GP

Base Gold per PC with Major and Minor Quest: 34775 gp

Treasure

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

If a character buys or sells gear during the adventure (or pays for services, such as NPC ritual

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

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

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

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

Each PC Selects **Six** of the Following:

Treasure A: *sword of croodle** (level 17; Rare; *Dungeon #199*)
Found in Area 3

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

Treasure D: *+4 cloak of survival* (level 19; Uncommon; *PHB*)
Found in Area 5

Treasure E: *+4 flameburst weapon* (level 18; Uncommon; *PHB*)
Found in Area 5

Treasure F: *axe of the glacial rift** (level 19; Rare; *Dungeon #199*)
Found in Area 5

Treasure G: *+4 dwarven armor* (level 17; Uncommon; *PHB*)
Found in Area 12

Treasure H: *ring of true seeing* (level 19; Uncommon; *PHB*)
Found in Area 13, only if the PCs succeed on the Lay Hyrzak to Rest minor quest

Treasure I: +4 *barkskin armor* (level 20; Uncommon; PHB)

Found in Area 14

Treasure J: +4 *staff of storms* (level 20; Uncommon; PHB)

Found in Area 15

Treasure K +4 *bloodletting weapon** (level 19; Uncommon; *Player's Handbook Races: Dragonborn*)
Found in Area 18

Treasure L: +4 *immolating armor ** (level 17; Uncommon; *Dragon #365*)
Found in Conclusion, only if the PCs bring the Rhemorhaz hide

Treasure M: +4 *armor of dwarven vigor** (level 17; Uncommon; *Adventurer's Vault 2*)
Found in Conclusion, only if the battle plans were retrieved

Treasure N: +4 *rousing hammer** (level 20; Uncommon; *Adventurer's Vault 2*)
Found in Conclusion, only if the battle plans were retrieved

Treasure O: ritual book containing *Demicache* (level 12; PHB), *Gentle Repose* (level 1, PHB), *Reduce Beast* (level 7, *Dragon Magazine* 405) and *Shrink* (level 6, *Arcane Power*)
Found in Conclusion

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

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

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

AL 16: *potion of cure critical wounds* (level 20) plus 250 gp

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

AL 16: 5250 gp

Story Awards

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

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

GIANT11 Against the Giants

You have defeated Grugnur and recovered his battle plans, thwarting the raid on Mithral Hall.

This award is part of the major quest: Against the Giants. This major quest started in *ADAP4-3 Steading of the Hill Giant Chief* and *ADAP4-4 Warrens of the Stone Giant Thane*, and concludes in *ADAP4-6 Hall of the Fire Giant King*.

You may have found out the following (cross off what does not apply):

- Three adventurers from Silverymoon were taken to Snurre's halls
- The grave of Gerti Orelsdottir, a famous former leader of the frost giants, is empty

King Battlehammer offers a *hammer shield* (level 8, Uncommon, *Adventurer's Vault 2*) and a *clear-blood baldric* (level 9, Uncommon, *Adventurer's Vault 2*) for free. You need not spend an item slot to gain these items, but they do count against the maximum number of uncommon items you can carry.

PCs gain **Respect of the Uthgardt** if they return the body of the goliath chieftain Turuk to his tribe:

GIANT12 Respect of the Uthgardt

You have earned the gratitude of the Kalukiak goliaths, who are allied with the Great Worm tribe of the Uthgardt.

The Uthgardt recognize your efforts, and will aid you in the future. Whenever you are in the North, they can provide a guide or shelter against the elements. They won't fight for you, but will help you with any other task unless it conflicts with other Uthgardt.

A PC gains **The Storm Giant's Daughter** if they free Elektra without mistreating her.

GIANT13 The Storm Giant's Daughter

You earned the gratitude of Krombaalt the storm giant for freeing his daughter Elektra and treating her with respect. You gain a +2 bonus on any social skill checks against storm giants.

A PC gains **The Storm Giant's Ire** if they mistreated Elektra.

GIANT14 The Storm Giant's Ire

You mistreated Elektra, daughter of the storm giant lord Krombaalt, and earned his ire. Until you redeem yourself in his eyes, you have a -2 penalty on any social skill checks against storm giant.

New Rules

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

Item Set: Aleheart Companion's Gear

Aleheart Companion's Gear Benefits

Pieces	Benefit
2	You gain a +2 item bonus to Dungeoneering checks and Endurance checks.
4	You gain resist poison equal to 10+ your Constitution modifier.

Armor of Dwarven Vigor Level 17+
This armor, which appears to be crafted of chiseled stone, grants you the endurance of a dwarf warrior.
Level: 17
Price: 65,000 gp
Item set: Aleheart's companion gear
Armor: Chain, scale or plate
Enhancement Bonus: +4 to AC
Power (Healing, Daily): Minor Action. You use your second wind and regain an additional 4d6 hit points.
Reference: *Adventurer's Vault 2*, page(s) 94.

Rousing Hammer Level 20+
The wrath you deal out with this dwarven hammer instills vigor in your allies.
Level: 20
Price: 125,000 gp
Item set: Aleheart's companion gear
Weapon: Hammer
Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: + 4d6 damage
Property: When you hit an enemy with this weapon, each ally you can see can stand up as a free action.
Reference: *Adventurer's Vault 2*, page(s) 94.

Hammer Shield Level 8
The hammer sigil emblazoned on this steel shield strengthens the arm that wields a hammer in battle.
Level: 8
Price: 3,400 gp
Item set: Aleheart's companion gear
Arms Slot: any shield
Property: When you hit an enemy with an attack power using a hammer while wielding this shield, you gain a +1 bonus to all defenses until the start of your next turn.
Reference: *Adventurer's Vault 2*, page(s) 94.

Clear-Bloof Baldric Level 9
The protective power of this belt guarantees that foes who hide behind the cowardice of poison will regret it.
Level: 9
Price: 4,200 gp

Item set: Aleheart's companion gear
Waist Slot
Property: Nondwarf allies within 3 squares of you gain a +5 item bonus to saving throws against poison effects.
Reference: *Adventurer's Vault 2*, page(s) 94.

Axe of the Glacial Rift Level 19 Rare
The blade of this greataxe is carved from black ice, and its iron haft is cold to the touch.
Level: 19
Price: 105,000 gp
Weapon: +4 greataxe
Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: +4d8 cold damage
Property: While holding this weapon, you have resist 10 cold
Property: This weapon is considered to be a heavy thrown weapon with a range of 5/10.
Power (At-Will): Minor Action. Until you use this power again, you change the weapon's damage type to cold or to untyped.
Power (Daily): Minor Action.
Trigger: You hit an enemy with an attack using this weapon.
Effect: Close burst 5 (enemies in the burst); the target gains vulnerable 10 cold (save ends).
Reference: *Dungeon #199*, Glacial Rift of the Frost Giant Jarl, p 12.

Bloodletting Weapon Level 19+
The jagged blade of this oversized sword can inflict a truly horrible wound.
Level: 19
Price: 105,000 gp
Weapon: Heavy blade
Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: Ongoing 20 damage
Property: Whenever you use a weapon power that deals ongoing damage or score a critical hit with this weapon, the target takes a -4 penalty to the first saving throw against that ongoing damage..
Reference: *Player Handbook Races: Dragonborn*, p 26.

Immolating Armor Level 17+
The components of this heavy armor are made of the scales of the rhemorhaz.
Level: 17
Price: 65,000 gp
Armor: Chain or scale
Enhancement Bonus: +4 to AC
Power (Fire, Daily): Immediate Reaction. Use this power when you are marked. End this condition and the creature that marked you takes 5 fire damage.
Reference: *Dragon #365*, p 55.

Sword of Croodle Level 17 Rare
This handsome elven blade once belonged to Beek Gwenders of Croodle, a valiant ranger who perished in the Glacial Rift.
Level: 17

Price: 65,000 gp

Weapon: +4 *longsword*

Enhancement Bonus: +4 to attack rolls and damage rolls

Critical: + 4d6 damage (+4d10 damage against Large or larger humanoids)

Power (Teleportation, Encounter): Minor Action.

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

Effect: You teleport up to 5 squares.

Power (Encounter): Free Action.

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

Effect: Close burst 5 (you and allies in the burst); the target gains 10 temporary hit points.

Reference: *Dungeon #199*, Glacial Rift of the Frost Giant Jarl, p 8.