

DUNGEONS & DRAGONS

LIVING FORGOTTEN REALMS

RECEIVED STORY AWARDS DURING THE ADVENTURE:

ADAP4~6 HALL OF THE FIRE GIANT KING

GIANT15 Against the Fire Giants

You discovered the true power behind the giants' alliance and defeated the fire giant King Snurre.

If you also have the other three *Against the Giants* Story Awards (GIANT01, GIANT06, and GIANT11), you have completed the Major Quest. If you also have Story Award GIANT13 *A Storm Giant's Thanks*, you earn access to Thundercloud Tower. This does not cost you any gold or a found-item slot, nor does it count against the limit of permanent magic items you are allowed to possess.

Thundercloud Tower is a fortified three-story tower that floats atop a semisolid storm cloud. For a map and its game statistics, see page 61 of *Dungeon* 200. Thundercloud Tower is a unique item, and as such only one can exist in an adventure, though anyone who owns the tower is attuned to it at the start of the adventure. The tower cannot leave the material plane, and may not be used on extraplanar adventures.

GIANT16 Stronghold of the Nine

You gained the trust of the elves of the High Forest. Whenever you are in the High Forest, the elves of the Stronghold of the Nine offer any mundane support you desire. They will not fight on your behalf, but may provide trackers, guides, food, shelter, distraction, and other resources as determined by the DM.

GIANT17 Aberrant Lore

You gained insight into deep mysteries, sacrificing a piece of your mind to Ghaunadaur. You may have any three questions answered truthfully by the god of aberrations, oozes, and outcasts.

Write the questions and the answers on your log sheet as you use them. Questions must be formulated in such a way that they permit short, precise answers (i.e. you cannot ask "what are all the secrets of the universe".) The DM may reject any question that is too vague or that would not lead to a single, concise, unambiguous answer.

You may use a question to automatically succeed on a knowledge check, to answer a riddle or solve a puzzle, or to learn something important to the adventure that you might otherwise have no way of knowing (such as the command word for a magic item, a secret passphrase, or where something specific is hidden). If your current DM cannot answer a question, you may ask future DMs to answer it instead, but the question still counts (i.e. you cannot change it once asked).

If the DM knows an answer but revealing it would cause significant spoilers for the current adventure, the DM may choose to tell you alone (in which case you may not reveal the answer to the other players until the end of the adventure). If the question is about another PC at the table, that player must answer truthfully (limited by the extent of his or her character's knowledge and belief).

Note that this ability does not convey any ability for you to convince others that the knowledge you have gained is true. For example, if you use a question to learn the identity of a Masked Lord of Waterdeep, you still have no way of proving that this is a fact to the satisfaction of others. Dealing with the consequences of the knowledge you gain is up to you and the DM.

GIANT18 The Spider Chest

You found a magical chest in Snurre's halls. You may choose the spider chest as one of your Treasure selections for the adventure. It costs a found-item slot and counts as one of the Uncommon permanent magic items you are allowed to possess. If the chest is ever destroyed, its contents remain intact, but you must spend 5,000 gold pieces to have it repaired at the end of the adventure (or use a suitable ritual to mend it).

Spider Chest

Uncommon

This treasure chest resembles a 2-foot-diameter articulated adamantine spider with 3-foot-long legs. Along with the chest itself, there is a silver circlet with a prominent spider motif.

Price: 7,500 gp

Wondrous Item

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

AC 25; **Fortitude** 20, **Reflex** 20, **Will** immune

immune disease, necrotic, poison, psychic, ongoing damage

hp 50 (does not become bloodied); **Blindsight** 5.

Reference: *Dungeon* 200.