

Fee, Fly, Foe, Fund


AVENGING THE BLOOD OF A WATERDHAVIAN

A 4-HOUR ADVENTURE FOR 6TH-8TH LEVEL CHARACTERS

Two tendays ago, cloud giants attacked the town of Nightstone, slaying many of its inhabitants including Lady Velrosa Nandar, a Waterdhavian noble and High Steward of the town. Word of Velrosa's death has reached Waterdeep, and the current Nandar patriarch, Talurth Nandar, is concerned his family's investment in the region will be compromised. He's now looking for adventurers to investigate the area, gather information, deal with any giant threats, and report back.



by Greg Bilsland

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INTRODUCTION

REGARDING THE EATING HABITS OF HILL GIANTS—*Pigs seem a favored delicacy of this giant kin. Oft times, the heady scent of roast pork effuses these giants' dens, briefly overpowering their pungent body odor. These meals of swine seem also to have the effect of drawing predators, such as wolves, from nearby environs. The giants then subvert the creatures to their will—or make into meal as well.*

—Harold Glimmerswick, *On Giant Eating Habits*

This adventure is intended for a 4-hour play session for four to six characters, levels 6 – 8. It is written to take place after the events of chapter 1 of *Storm King's Thunder*. With adaptation, this adventure can be integrated with *Storm King's Thunder*, but characters shouldn't venture to the Nandar hunting lodge until they're at least level 5.

This adventure includes some silly and anachronistic elements because it was designed with suggestions from Extra Life donors. Hopefully these elements are good for a laugh, but if you find them distracting, just leave them out. For details on Extra Life and the adventure designer's fundraising efforts, visit extra-life.org/participant/gregbilisland.

ADVENTURE BACKGROUND

Two tendays ago, cloud giants attacked the town of Nightstone, slaying many of its inhabitants including Lady Velrosa Nandar, a Waterdhavian noble and High Steward of the town. Word of Velrosa's deaths has reached Waterdeep, and the current Nandar patriarch, Talurth Nandar, is concerned his family's investment in the region will be compromised. He's now looking for adventurers to investigate the area, gather information, deal with any giant threats, and report back.

For more details on these events, see chapter 1 of *Storm King's Thunder*.

PART 1. FEE

The adventure starts as the party follows up on a job posting in Waterdeep.

A cool rain patters down on the cobblestones of Waterdeep as you make your way to House Nandar's villa in the North Ward. You're responding to a post in a local tavern calling for adventurers with tact and integrity. The job description didn't go into details, but you're confident your group can handle it. After all, your party is the very picture of discretion.

If you're playing this adventure as a one-shot, allow the players to introduce themselves and their characters. If the characters haven't adventured together before, give them the option of rolling on the Tavern Tales table below. This table creates some relationships and stories the characters share. If a player gets the same result as another player, he or she should reroll.

The front of the Nandar villa is an unassuming stone façade set with a pair of dark wooden doors. Embedded on the doors are iron plates embossed with a stone bridge and a flying flag.

After a knock and an inspection of you from beyond a small shutter in the door, you're beckoned into the villa by a well-dressed female halfling, who introduces herself as Regina. In the foyer, she eyes your muddy boots and dripping gear meaningfully, giving a side-glance to a set of hooks and cubbies.

If a character doesn't take the hint from Regina, she coughs loudly and gives a stern nod to the cubbies. Ultimately she doesn't force a character to relinquish his or her weapons and dirty gear, but any character who remains equipped has disadvantage on Persuasion and Deception checks with any members of the Nandar household.

TAVERN TALES

Roll	Tavern Tale
1	Catapult Incident. You once fired the character of the player to your left out of a catapult to try to attack a blue dragon.
2	Body Swap. You once swapped bodies with the character of the player to your left after discovering two cursed coins. You removed the curse but each of you still has one of the coins.
3	Inevitable Betrayal. Your character was once stabbed by a doppelganger that had replaced the character of the player to your left. The truth was revealed shortly after, but you still have trust issues.
4	Unfortunate Romance. Your character discovered that a cambion had bewitched the character of the player to your left. When you went to confront your companion, you discovered them in a rather intimate situation.
5	Hangover. You once discovered the character of the player to your left after he or she got a bit tipsy. Somehow, he or she had acquired a baby, and you spent the next day trying to figure out where it came from.
6	Turned into a Newt. Your character was once transformed into a newt by a witch, and the character to your left was forced to carry you around in his or her pocket for a tenday until you got better.

The unassuming exterior of the Nandar estate gives way to a interior of white marble, polished wood, and beautifully wrought iron. Beyond the foyer, the villa opens up to several hallways and a staircase. Regina escorts you to a well-furnished parlour to the left. A pair of guards stand at attention in the room, eyeing you.

“Lord Talurth will be with you shortly,” says Regina. “Feel free to help yourselves to the pastries on the table.”

Regina leaves the characters, who are free to enjoy the cream-filled pastries on one of the tables. Any natives of Waterdeep recognize the desserts as coming from Hriiat’s Fine Pastries, a beloved installment of the North Ward. The room is well-appointed, hosting an array of art and upholstered wood furniture. Mounted around the room are the preserved heads of several creatures, including an owlbear, a stag, a displacer beast, and a bear. Among the art are architectural diagrams of famous buildings in Waterdeep. Any character who succeeds on a DC 15 History check recalls that House Nandar is well known for building bridges and houses. With a DC 20 History check, a character also recalls that like many other Waterdhavian noble families, House Nandar frequents the Ardeep Forest to hunt.

The guards keep watch on the characters but don’t interfere unless the characters do anything provocative.

LORD TALURTH’S ARRIVAL

After about five minutes of waiting, Lord Talurth arrives accompanied by Regina. Talurth is a muscled, well-built human whose receding hairline and set of tiny bifocals seem to contradict his apparent fitness. He prefers plain speech and immediately asks the adventurers to describe their qualifications. Unless the characters reveal anything alarming, he accepts them at their word and sets to describing the events covered in “Adventure Background.” He then relates the following request:

The Ardeep elves and House Nandar have long been at odds, and I worry that with Velrosa’s death, violence will erupt again. Please find out what they know of the giant attack, and take this embroidered crest of House Nandar as a symbol of friendship. The elves live in Ardeep forest, but I know not how to contact them. You’ll need to figure that out for yourselves. You might start in Nightstone.

Talurth offers 100 gp for the errand of delivering the crest and adds that he’ll add 250 gp per giant slain with proof in the form of severed right ears. With a successful

DC 15 Persuasion check, Talurth is willing to raise his compensation by twenty percent (120 gp / 300 gp). On the topic of giants, he adds the following.

Of late, giants have troubled the Sword Coast. I fear this attack may only be the beginning. I understand Blackstaff Tower has deployed Force Grey to deal with threats in the North, but to the south, no one seems to pay heed. I long to see my sister-in-law avenged and to set an example to any brutes who think to make our land their playground. Should you encounter and eliminate any giants, trust that you will earn my thanks as well as future employment from the Lords’ Alliance.

When the characters agree to Talurth’s terms, he declares that Regina will see to their travel arrangements and then bids an abrupt farewell.

PART 2. FLY

Regina furnishes the characters with the crest they’re to deliver to the elves and then accompanies them to the foyer to collect their gear. She shares that House Belabranta has furnished House Nandar with griffons to expedite the errand and sternly warns the characters against bringing harm to any of the griffons. The griffons wait in the villa’s plaza. Once the characters complete any remaining business in Waterdeep, they can depart.

The rain whips your face as you ascend on your griffon mounts toward the gray clouds hanging over Waterdeep. Despite the mounts’ speed, the journey southward passes slowly as the dismal weather persists. Wind periodically buffets the beasts, forcing them to keep low.

The environs of Waterdeep have many landmarks to help guide the characters to their destination, but the stormy weather presents an obstacle to the party keeping its bearings. Each character can make a DC 15 Survival check. If at least half the party succeeds, the party arrives at Nightstone before dark. If fewer than half the party members succeed, they arrive several hours after dark and suffer one level of exhaustion.

If at least half the party succeeds on its Survival checks, then the character might also spot activity in Ardeep Forest several miles north of Nightstone. Any character with a passive Perception of 15 or higher notices a column of smoke rising from the forest. Any

GRIFFON NAMING

Players love coming up with names for their mounts. If you want to add some fun to the appearance of the griffons, allow the players to decide what names House Belabranta gave them. If you’re streaming this adventure, you could also have your audience suggest names.



character that succeeds on a DC 20 Perception check (made at disadvantage due to the weather) spots a structure in a forest clearing and identifies the source of the smoke as a large cook-fire. The DC drops to 10 if the characters fly closer to the smoke. If the characters choose to investigate this location now, skip the Nightstone section below and go to part 3, "Foe."

NIGHTSTONE

Nightstone is a fortified village a few miles beyond the southern edge of Ardeep Forest. Characters arriving before nightfall can see the wreckage incurred from the cloud giant attack a tenday ago. If you're running this adventure in conjunction with *Storm King's Thunder*, you can incorporate the characters' arrival with the events in chapter 1, in which a goblin tribe has seized the town. This adventure assumes the goblin infestation is eradicated and the surviving Nightstone residents have returned to rebuild.

As the sun sinks low into the western hills, ahead you spot a small village situated on an island. A scattering of homes, partly in ruins, huddle within a wooden palisade, while south of the village squats the crumbling remains of Nightstone's keep, now cut off from the town. A strand of smoke rises from one of the larger buildings in town, just north of the town square.

If this adventure takes place after the goblins infesting Nightstone have been eradicated, then the characters might notice some additional features as they approach. Any character succeeding on a DC 15 Perception check (or with an equivalent passive Perception) notices the following.

The building near the town square seems to be an inn and has some new timbers set out over the holes in the roof. A clamor of voices comes from within the inn, and an elf stands alone outside, apparently keeping watch.

Unless the party approaches stealthily, the elf (passive Perception 15) spots the approaching griffons and withdraws to the tavern to report to her leader, Rond Arrowhome. If the party is detected, then the clamor of voices diminishes as they approach. When they land in the town, read or describe the following.

Wreckage is everywhere. Boulders, apparently too large to move, still lie embedded in the ground, and flinders from smashed buildings layer the ground. In the center of the square is a giant cavity where the famous Nightstone must have once sat. Repairs have begun on several buildings, including a large, two-story building on the north side of town, where people are gathered inside. An iron sign outside reads "Nightstone Inn."

Within the tavern is a delegation of eight elves from Ardeep Forest (CG male and female wood elf **scouts**). Led by Rond Arrowhome, this group has come to Nightstone to discuss a giant threat now troubling their home. Rond isn't pleased at having to ask for help from humans, and the people of Nightstone, already devastated by the cloud giant attack, are none too eager to offer aid. Conversation pauses when the characters enter.

Within the inn's wide common room is a recently boarded up crater. A staircase in the center of the room leads upstairs and to the north a clamor of dishes indicates a kitchen. On one side of the room, a group of eight elves stands stiffly, regarding you, while across from them, a dwarf and a human watch you with uncertainty.

The inn's owner, Morak Ur'gray (LG male shield dwarf **commoner**) is the owner of the inn. He was rescued along with many of the other townsfolk only a tenday ago and has since become the ostensible leader for the town. He's eager to see a new lord or lady from Waterdeep to take over leadership, preferring to "serve someone a mug of ale over telling them what to do." He and Hiral Mystrum (LG male Tethyrian human **commoner**), the town's priest of Lathander,



are currently arguing with the Ardeep elves, who have grudgingly come to request assistance.

NEGOTIATIONS

Both groups are immediately interested in why the party has come to Nightstone.

Rond Arrowhome. Rond has been instructed by his tribe leaders to request the aid of Nightstone. He is humiliated and believes his leaders misguided. A successful DC 10 Insight check reveals to a character his prejudice against non-elves. An elf dealing with him has advantage on Persuasion and Deception checks. Rond can relate the following:

- A group of hill giants has taken residence in the old Nandar hunting lodge in Ardeep Forest. They've been capturing elves and other wildlife.
- The giant group is from somewhere to the northeast. It seems entirely made up of females.
- His people aren't well equipped to deal with giants. If the characters are willing to slay them, he can ensure peace continues between the elves and Nightstone.

Morak Ur'gray. Morak is friendly and eager for help. With a successful DC 10 Insight check, a character can

discern that he is relieved to have Lord Talurth Nandar taking an interest in the town and that he's happy to let the characters deal with the elves. Morak dispenses advice as only an innkeeper can; roll on the Morak's Wisdom table to periodically inject one of his phrases into the negotiations. Morak can relate the following:

- Velrosa Nandar was a fine leader, and the town is grieved at her loss. They're eager to negotiate a peace with the elves and secure a replacement lord or lady.
- The hill giants aren't the same that attacked Nightstone, but they're definitely still a threat. Eventually they'll turn their attention to other settlements.
- He's happy to offer free lodging to the characters if they're able to reach an accord with the elves.

Hiral Mystrum. Hiral Mystrum is suspicious of the elves and skeptical of the characters, suspecting them to be charlatans seeking to take advantage of the town's misfortune. Showing the crest of Nandar proves nothing to him. With a successful DC 10 Insight check, a character can recognize that Hiral has no maleficence, he simply believes doing nothing is safer than doing something. Hiral can relate the following (next page).

MORAK'S WISDOM

Roll	Catchphrase
1	"Whatever doesn't kill ya makes ye stronger, 'cept amputations."
2	"Every morning the sun rises trying to kill ya, and every night I toast to her demise. Drink up, 'cause this sunset could be yer last."
3	"To your health and my fortune!"
4	"We feel sorry for those who don drink, 'cause when they get up in the mornin that's as good as they'll feel."

- The elves should deal with their own problems. They offered little help when the town was taken hostage by goblins after the cloud giant attack, and they haven't done anything to help the town recover.
- Only a few able-bodied soldiers remain in the town, and they're needed for rebuilding and keeping bandits at bay.

To fulfill Talurth Nandar's request to guarantee an ongoing peace with Nightstone, the characters will need to assist in killing or driving away the hill giants. Savvy characters might also persuade the wood elves to help with Nightstone's reconstruction efforts by supplying food while the community recovers.

Once negotiations are completed, Rond begrudgingly agrees to lead the party to the ruined Nandar hunting lodge in the morning.

PART 3. FOE

This section assumes that the characters visit Nightstone before arriving at the Nandar hunting lodge and that the characters follow the elves on foot. If the party skips Nightstone or flies to the lodge atop the griffons, adjust the read-aloud. The elves caution the characters against flying, warning that if the giants spot their approach, they'll likely knock them out of the sky with rocks.

The elves lead you on a meandering path through Ardeep, wending through steep ridges and gullies. The forest smells alive from the rain, and periodically you can spot a faintly glowing mushroom or the stir of wildlife in the underbrush.

The elves don't willingly engage the adventurers in conversation during the journey. With a DC 15 Persuasion check (made at advantage if the character is an elf), the elves are willing to share a few more details about the forest and the hill giants occupying the lodge. Feel free to incorporate any of the following pieces of information into the characters' interactions with the elves.

- This forest and the land around it was once part of the elven kingdom of Illefarn. Eventually, Illefarn broke into three realms: Ardeep, Iliyanbruen, and Rilithar. Most elves left these lands for Evermeet, and now only a small group of wood elves keep watch here.
- The wood elves of Ardeep have long been in conflict with House Nandar. They drove the

inhabitants from the lodge, for they greedily hunted the land.

- The hill giants have captured creatures from around the woods. They believe these are been kept in the old cellar of the lodge (those that aren't eaten right away). A female elf named Alandryn recently disappeared, and they fear the giants nabbed her.
- The lodge contains four hill giants. Two dire wolves are kept on chains outside. Confronting them at once could prove deadly. It's strange for hill giants to gather like this. In the past, the elves have encountered only lone giants.

FLYING TO THE LODGE

If the characters approach the lodge on their griffon mounts, each character must make an Animal Handling check to keep the griffon flying low to the trees during the approach. Roll an opposing Perception check for the two dire wolves (Perception +3) in area 1. If the characters are detected, the wolves bark, drawing the hill giant in area 4 to investigate.



THE APPROACH

As the characters near the hunting lodge, read the following.

After several hours of travel, the tall blueleaf and duskwood trees give way to a large forest meadow, within which is a dilapidated structure constructed of large timbers and stone blocks. About a hundred feet outside the grounds of the lodge lies a colorful, overturned wagon with a large hole in its side. From a distance, you can make out a fancy script on the side that reads “Mila’s Marvelous Meals”

The wagon belonged to a female half-elf named Mila Vyrth (NG **commoner**; see area 5). Mila was accosted by the giants outside Ardeep Forest. The giants, discovering her wagon contained an assortment of foods, seized the whole thing and carried it back to the lodge.

Gleamsparkle. Characters inspecting the wagon attract the interest of a young, mischievous faerie dragon named Gleamsparkle. The faerie dragon was fond of Mila, who fed her delicious pastries. Gleamsparkle has been in the wagon for several days, trying to figure out how she can help Mila escape. The faerie dragon can relate details of the Nandar lodge, including where the giants keep their food (area 3).

If the characters approach the wagon stealthily and surprise Gleamsparkle (passive Perception 13), she uses her Euphoria Beath and briefly flees before returning while invisible.

Other Contents. The wagon also has an assortment of fine clothes, cookbooks, loose parchment containing recipes, and a strongbox. The strongbox can be opened with a successful DC 15 Dexterity check. Within the box are 17 gp, 6 sp, 21 cp and an encoded piece of paper (DC 20 Intelligence to decipher). The encoded writing is a recipe for Elminster’s Favorite Brownies (a Vyrth family secret).

NANDAR HUNTING LODGE

The giants are inside the lodge when the characters arrive. As the characters near the lodge, read the following.

The Nandar hunting lodge has seen better days. The grounds of the lodge are overgrown with trees and brush, which obscure most of the lodge’s stone foundation. Around the lodge, trees have been crudely cleared, their trunks splintered away from upturned stumps. The destination of the trunks is clear from the crudely constructed walls and ceiling of the lodge. The inhabitants have been rebuilding it in an ugly reflection of its past dignity. Two buildings make up the estate: a structure to the north and a larger structure to the south.

AREA 1. COURTYARD

The two **dire wolves** are tied to a tree near the northern building, giving them a vantage to the west and east.

A muddy, uneven yard separates two dilapidated structures. Boulders the size of human heads are strewn throughout the area. A large tree grows from a spring that bubbles up from the ground and flows into a muddy sinkhole in the middle of the yard. Two enormous wolves are tied to the tree with thick rope. Bones periodically pop and snap under their jaws.

Rope. The length of rope keeping the dire wolves tethered to the tree is about twenty feet. The rope is rotted, and a DC 15 Strength check breaks it.

Sinkhole. The sinkhole smells wretched. It is 30 feet deep and connects with tunnels that run into the Underdark. The giants have been using the hole as a latrine and a waste disposal for anything they deem inedible (which isn’t much). The area around the edge of the latrine is slick with waste and mud. Any Medium or smaller creature who falls prone while adjacent to the sinkhole must succeed on a DC 15 Dexterity check or slide into the hole.

At the bottom of the sinkhole, an opportunistic **otyugh** has crawled in from the tunnels and wallows in the filth. If the otyugh hears commotion above, it calls out with its Telepathy at any creature near the sinkhole: “Food?”

Rocks. After being harrowed by the wood elves, the hill giants have piled these rocks to use as ammunition. Each rock weighs about 40 pounds.

AREA 2. MASTER BEDROOM

This room was once the master bedroom of the Nandar hunting lodge. Characters can enter through the doorway connected to area 3 or the hole on the north side of the structure.





stairs

2

3

slab

doors

tree

hole

1

doors

4

table

5

backdoor

cook-fire



Mila's wagon

A giant-sized hole exposes this chamber to the elements. Timbers lie across the ceiling, barring some of the rain and wind, which has already rotted away most of the finer furnishings of this bedroom. The only piece of furniture that seems to have escaped weathering is a large trunk along the south side of the room.

The trunk is a large **mimic**. If a character attempts to open the chest, he or she automatically becomes grappled from the mimic's Adhesive trait. Double the attack, damage, and hit points of the mimic to make it more of a challenge for higher level characters.

AREA 3. FOYER AND CELLAR

This foyer has a door to the west leading to area 2 and a staircase in its southwest corner leading down to a small cellar. The staircase is presently covered by an enormous slab of granite. The north side of the foyer once led to the second story, but the staircase has become impassable due to the collapse of the upper story.

The weathered doors leading to this foyer have been ripped off their hinges and discarded, and the part of the wall has been knocked out, making the opening about 15 feet high.

Within the chamber, the white marble interior is littered with ruined floorboards and beams from above. The stone is cracked, and a muddy path leads toward a large stone slab in the southwest corner. To the north, a stairway leading up is littered with wreckage, while to the west, a door hangs loosely on its hinges, leading to an adjacent room.

Stone Slab. The stone slab is used to keep captive the giants' future meals. Normally two giants are required to move the slab, so it takes a collective Strength check of 50 or higher to move it (have each character attempting to move the slab make a Strength check and add together the results). Alternatively, the giants come to move the slab and collect their latest victims each evening shortly before dinnertime.

Prisoners. The cellar below is a cramped space, 15 feet wide on a side. The cellar is full of grass and bushes, which the giants have put there in a misguided attempt to keep the prisoners fed. The prisoners are famished and filthy and in no condition for combat, but they can provide some information.

- **Slurpy (CN male goblin)** is a goblin with a penchant for survival. He's sarcastic and has been the unwilling participant in the exploits of many adventurers. At the sight of his rescuers, he exclaims. "Not again."

- One pig who is in actuality a Harper wizard named **Harold Glimmerswick (LG male human)**. He can't communicate but has attempted to show his intelligence to his fellow captors (who claim there's something strange about the pig). Harold was a wizard of Waterdeep who sought to learn more of a hill giant tribe located outside Goldenfields and led by a chief named Guh. He polymorphed himself into a pig and was captured and taken to Grudd Haug, the den of Guh, and something went wrong with the spell's duration. He avoided being devoured for several tendays. Then, the four female hill giants here at the lodge were driven away by Guh and took him, because he was "Guh's best pig." See chapter 5, "Den of the Hill Giants," in *Storm King's Thunder* for more information on Grudd Haug.
- **Alandryn (CG female elf)** is part of the tribe of wood elves in Ardeep Forest. She is relieved at her escape and offers to lead the rest of the prisoners (with the exception of the "surly goblin") to the safety of her people. She says she will speak well of the characters' heroics.
- Two small dogs with big eyes, short snouts, and long black and white coats. These were pets of a traveling merchant who the giants have since eaten.
- **Two Zhentarim (LE male bandit and LE female human spy)**, one named Kella Darkhope and the other named Damian Rand. The two don't reveal they are Zhentarim. Instead Kella claims they are monks come to Nightstone from Candlekeep to investigate rumors of giants (Deception +5). Kella claims they were waylaid by giants and have been imprisoned for half a tenday. In reality, these two Zhentarim are what remains of a group called the Seven Snakes, which intended to assert a presence for the Black Network in Nightstone. Kella and Damian fled after adventurers liberated the town. They were shortly thereafter



captured by the hill giants. See “Seven Snakes” in chapter 1 of *Storm King’s Thunder* for more details.

AREA 4. STABLE

A **hill giant** is sleeping in this room. Characters with a passive Perception of 15 or higher can hear the sound of her snoring from area 1. The hill giant awakens to the sound of the barking dire wolves or to a Stealth check of 5 or less.

The stalls of this stable have been knocked over to make way for the giant that now beds within. The ground is thick with mud from the giant’s movements, and the air is heavy with the smell of mold and body odor. A few scraps of indigestible material are piled on one end of the room—a set of antlers, some metal armor and weapons, a fez, and some large, smashed pieces of bone.

Most of the items in the pile of rejected food are worthless. Notable items include a suit of splint mail and a shield inlaid with the symbol of a dagger and bridge (History DC 10 to determine it’s the symbol of Daggerford), a couple of books detailing the ecology of Ardeep Forest and the Forlorn Hills, a set of smith’s tools, and a *javelin of lightning* (*Dungeon Master’s Guide*, page 178).

AREA 5. GREAT HALL

This room contains two **hill giants** currently attempting to cook. They are taking instructions from Mila Vyrth (NG female half-elf **commoner**; see “The Approach”). She is tied up and suspended from a chandelier of horns and antlers that hangs precariously from one of the wood beams.

Of the chambers remaining in the Nandar hunting lodge, this large hall is most intact. The large stone foundation and thick wooden beams have endured decades of weathering, and the giants have made a good effort of their reconstruction. The same can’t be said for the contents of the room, which are smashed and pushed aside, save for a newly constructed table that has several large stones in place for seating.

A cook-fire has been set into a primitive hearth against the wall opposite the entrance. A large cauldron is set above the fire. The container emits a chocolaty fragrance and rocks back, as though something moves within it.

Across the table, plant and animal matter—some of it stomach-turning—has been laid out. And overhead, a female half elf is suspended and shouting exasperated instructions at two female hill giants who seem to comprehend only a fragment of what she’s saying.

“No, you need cheese to make a grilled cheese sandwich. You can’t just use a cow. I’ll explain again how to make cheese. Just listen this time.”



The giants are distracted (passive Perception 5) as they fumble with shorn portions of a cow. Mila (passive Perception 10) may spot the characters before the giants. She helps by distracting the giants with descriptions of other possible meals. If she sees the characters, she arches her head meaningfully at the adjacent chamber (area 6). With a DC 10 Insight check, a character realizes she’s indicating another giant is there.

Gleamsparkle. If Gleamsparkle is present, the faerie dragon flies up to Mila while invisible. However, Gleamsparkle doesn’t speak Common, so she can relate only basic words between the character and Mila.

Sleeping Giants. If the hill giant in area 5 is alive and still sleeping, roll a d20 each around. On a five or less, the giant hears the sound, wakes up, and comes crashing through the wall between the two areas.

Area 6 also contains a giant that awakens to the sound of combat at the end of the first round. This giant is intoxicated (poisoned), though, and hence has disadvantage on attack rolls and ability checks.

Cauldron. The cauldron contains a **black pudding**, which the giants are trying to cook. The black pudding has only 42 hit points, and if freed, immediately attacks the nearest giant.

Negotiations. In the event the characters speak with the giants, they learn these four female giants are outcasts from Grudd Haug near Goldenfields. The leader of the giants, Belch, who is one of the two trying to cook, laments that Chief Guh took all their husbands, and now they must fatten up if they’re to challenge her power and lead hill giants to the top of the ordning. The hill giants have no intention of leaving the area, but with two successful DC 20 Persuasion checks, the giants can

be convinced to march alongside the characters on Grudd to reclaim their husbands. Persuasion checks are made at disadvantage if the party has slain any of the giants.

Weapons. The two giants in the midst of attempting to cook a grilled cheese sandwich have set their clubs aside near the cook-fire. Savvy characters might deprive the giants of their weapons, in which case you can reduce their Greatclub attack from $3d8 + 5$ to $3d6 + 5$. The giants are not above using improvised weapons. Here are a few examples:

- **Chandelier** (swinging it like a flail by holding the rope that Mila is tied up to). *Melee Weapon Attack* + 6 to hit, reach 15 feet. *Hit:* $3d8 + 5$ piercing damage, shatters after impact.
- **Mila** (after the chandelier is shattered). *Melee Weapon Attack* + 6 to hit, reach 15 feet. *Hit:* $3d6 + 5$ bludgeoning damage, and Mila takes an equal amount of damage.
- **Half a Cow.** *Melee Weapon Attack* + 6 to hit, reach 10 ft., one target. *Hit:* $3d6 +$ moo bludgeoning damage.
- **Barrel of Ale.** *Ranged Weapon Attack:* +8 to hit, range 30/90 ft., one target. *Hit:* $21 (3d10 + 5)$ bludgeoning damage.

AREA 6. KITCHEN

This room contains one female **hill giant** who is drunk (poisoned) on several barrels of ale recently pillaged from a passing caravan. A large opening to the east leads to area 5.

Barrels of ale piled are piled against a backdoor to the south. With a DC 15 Strength check, a character can force enough room to squeeze through and get a view of the room. Once the door has been forced, a character can make a DC 10 Dexterity check to squeeze into the room. Failure by 5 or more alerts the drunk, sleeping giant.

PART 4. FUND

Whether the giants are slain or escorted off to attack Grudd Haug, the characters are rewarded with the thanks of the Ardeep elves, who agree to an ongoing peace with House Nandar and offer some support as Nightstone rebuilds. If the party slew the giants, they can return the ears to Talurth Nandar to receive his thanks and 250 gp per giant ear. (If any griffon mounts were slain, 500 gp/griffon is deducted from the reward). Talurth inquires about the state of the Nandar hunting lodge, and muses that perhaps he will make an effort to rebuild it.

The residents of Nightstone are grateful the hill giant threat was eliminated before they could start troubling the town. Morak Ur'gray is eager for the story and offers the characters free accommodation for two tendays as they figure out what's next.

WHAT'S NEXT?

If you're running this adventure as a one-shot, the story ends there. However, if you want to keep going, this adventure offers several hooks connected to the story in *Storm King's Thunder*. The characters might investigate reports of chief Guh and the hill giants outside Goldenfields; they could track the cloud giants that accosted Nightstone; or perhaps they simply want to spend downtime in Nightstone planning their next action.

FUNDRAISING

This adventure was designed for Extra Life 2016, written by Greg Bilsland, who ran it for players Emi Tanji, Kate Irwin, Shawn Wood, and Taymoor Rehman. If you're running this adventure as part of Extra Life or a livestream, here are some donation options to share with viewers.

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