

CORE1-2

THE RADIANT VESSEL OF THESK

A DUNGEONS & DRAGONS® *LIVING
FORGOTTEN REALMS* ADVENTURE

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Rumors of a great item, touched by divinity, have traveled across Faerûn. Those with an interest in possessing the item and benefiting from its power have sent agents to find it, but no one seems to know what or where it is. A Living Forgotten Realms adventure set in Thesk for characters levels 1-4.

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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This adventure retires from RPGA-sanctioned play on December 31, 2011.

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PREPARING FOR PLAY

In order to play this adventure, you'll need copies of the following D&D 4th Edition rulebooks: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*. Any other rules referenced in this adventure will be noted in the **New Rules Items** section at the end of the adventure.

Throughout this adventure, text in bold italics provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your Senior GM 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 have a letter next to them designating the type: M for melee, R for ranged, C for close, and A for area. A lower-case letter (used only in some melee and ranged attacks) denotes that the attack can be used as a basic attack.

IMPORTANT DM INFORMATION

As the DM of the session, you have the most important role in facilitating the enjoyment of the game for the players. You take the words on these pages and make them come alive. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

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

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

- **You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure.** This is especially important and applicable outside of combat encounters, but feel free to use the "scaling the encounter" advice (usually for adjusting to different-sized groups) to adjust combat encounters for groups that are having too easy or too hard of a time in an adventure.
- **Don't make the adventure too easy or too difficult for a group.** Never being challenged makes for a boring game, and being overwhelmed makes for a frustrating game. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a "chance to shine."
- **Be mindful of pacing, and keep the game session moving along appropriately.** Watch for stalling, as play loses momentum when this happens. At the same time, make sure that the players don't finish the adventure too early; provide them with a full play experience. *Living Forgotten Realms* adventures are designed to be

played within 3.5 - 4 hours; try to be very aware of running long or short. Adjust the pacing accordingly.

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

In short, being the DM for a *Living Forgotten Realms* adventure isn't about following every word on the page; it's about creating a fun, challenging game environment for the players. A great deal of good information on being a DM for a D&D game can be found in Chapters 1-2 of the *Dungeon Master's Guide*.

APPROPRIATE CHARACTER LEVELS

This adventure is designed for player characters (PCs) levels 1-4. Characters that fall outside of the level range may not participate in the adventure. Make certain to check the levels of the PCs before beginning play to ensure that they are the proper level.

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

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

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

FAILING TO DEFEAT AN ENCOUNTER

If a group fails to defeat an encounter - that is, if they have to flee from a combat because it's too tough or they reach the predetermined number of failures in a skill challenge before reaching success - they are only awarded half experience points (round down) for the encounter. If they manage to tackle the encounter later on and defeat it, award them the other half of the experience points for the encounter.

CHARACTER DEATH

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

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

MILESTONES

No matter if the characters succeed or fail in an encounter, they reach a milestone if it is the second encounter they've had since the start of the adventure or

their last extended rest. Make certain to mention this information to the players when applicable, as it gives each PC another action point and affects how some magic item powers are used.

ADVENTURE BACKGROUND

The Dermarks were as normal a family as you would expect to find in Thesk. Cobbling shoes had been their family business for as far back as anyone could remember, and Andret Dermark was respected in Phsant as an honest and reliable tradesman, as had been his father before him. He looked forward to passing on the trade to his children.

On an otherwise normal day in 1385 DR, the Year of Blue Fire, Andret's wife Sibbya gave birth to the couple's seventh child, a daughter. At that exact moment, the Spellplague ripped through Phsant. Sibbya died in childbirth, but the daughter was healthy and strong, and was given her mother's name.

From the first, it was apparent that the girl was special. She never caught any of the childhood illnesses most infants must endure and some succumb to. Some who were deemed fatally ill of terrible diseases were healed in her presence. One evening, a wraith from Thay came to the area to wreak havoc ahead of yet another undead incursion. The creature terrorized the residents of the outskirts of Phsant, where Sibbya lived, until it came into her presence, when it exploded in a flash of white light.

For the first 22 years of the girl's life, the villagers treated her with great respect and awe, along with the understandable feeling of fear at her strange powers. Then Sibbya became pregnant, although no one ever knew who the father was, and Sibbya never told.

Like her own mother, Sibbya gave birth to a healthy baby girl, but she too died in childbirth. The baby, named Sibbya and taken in by relatives, showed the same powers exhibited by her mother—and the people adopted her as their guardian and good-luck charm. After protecting the town and occasionally healing the sick as her mother had on several occasions, this Sibbya too became unexpectedly pregnant by an unknown partner, but then died giving birth to a daughter who herself possessed the radiant power.

And so the cycle continued, one generation after another of Sibbya Dermarks being born fatherless, raised by relatives, and accepted as a force of good and light by the families of her neighborhood outside of Phsant.

With Szass Tam hoping to expand his undead empire into Thesk and other neighboring nations, he has sent scores of scouts to find any notable strongholds

of power or areas of weakness. The scout that traveled to Phsant was an imp called Eyeloe. Eyeloe learned of Sibbya's powers, and he recruited a group of mercenary orcs to capture her and take her to the Bonedark Hills, where she would then be escorted to Thay for study.

Recent travelers to Phsant, who witnessed a recent undead attack on the town and their destruction by Sibbya, started spreading the news about this miraculous young woman. Rumors mutate strangely, and now several people from across the lands are interested in gaining possession of what they think is an item that holds some great power. The PCs are asked by one particular patron to travel to Phsant and get the item.

PLAYER'S INTRODUCTION

This introduction can take place in any location the DM sees fit, based on the backgrounds of the PCs. The closer the adventure starts to Thesk, the better; however, it should not start in Thesk. Read or paraphrase the following to the players:

When your contact told you about Jonster Yate, he did mention the halfling was a little eccentric. Your contact may have understated things a bit.

The halfling sits, legs folded, on a raft—although there is no water within several miles.

“The flood is coming,” says the halfling as an introduction. “The signs are all there, and I am prepared. However, I have learned of a radiant vessel in the land of Thesk. It is said to not only float, but also to have healing powers. And smite your enemies. And mend pottery. I want you to go to Thesk and get it for me.” Jonster looks up from his seat on the raft expectantly.

Give the PCs a chance to respond or ask questions. When Jonster has an opening to speak, he continues:

Except it may not be an actual seafaring vessel. It might be a cup—a wonderful gold and silver chalice. Also, one who I talked to claimed that it was a boot. But that is just crazy talk.

Let the PCs converse with the slightly crazed halfling for as long as you see fit. During the conversation, the following information should be conveyed:

- Jonster has heard about this “radiant vessel” based on the rumors spread by travelers who have passed through Thesk. The radiant vessel, according to all of them, is something of great

power, but the rumors have been sketchy on the details because the rumors have grown wild and speculative.

- Jonster has never actually talked to anyone who has seen this “vessel” themselves. He has only talked to people who have heard rumors. None of these people are currently in the area.
- Jonster has been able to figure out that this radiant vessel is located in a small community on the southern outskirts of the city of Phsant in Thesk.
- Jonster is willing to pay for normal travel expenses of the PCs, as well as 25 gp each, paid in advance. All the PCs have to do is locate this radiant vessel. If it is small enough to bring back, they are to return with it and he will reimburse them with interest. If it is too large, they are to secure it and then send a messenger to Jonster to come and retrieve it himself.
- Jonster refuses to travel to Phsant until the vessel is located due to some silly and irrational superstition he has about the place.

Fontin hated Sibbya for her status and special place in the hearts of the people, but she never wanted the young woman to get hurt. So now she is a conflicted mess: she feels guilt at betraying Sibbya, longing for the orc who took part in the kidnapping, and fear that her role in the drama might be learned.

The orc mercenaries did not know what they were getting into. They know Sibbya is “special,” but they don’t know the extent of her powers, and they did not know that Eyleoe the imp was in the employ of Szass Tam of Thay. They have been holed up in a cave in the Bonedark Hills since the kidnapping, and several groups of undead have come to take Sibbya back to Thay. However, her radiant powers have destroyed them all, so Eyleoe requested living troops come take possession of her.

DM’S INTRODUCTION

As the adventure begins and the PCs arrive in the community on the southern edge of Phsant, Sibbya Dermark has been captured by a force of mercenary orcs from the area a week ago. The imp Eyleoe convinced their leader, an eye of Gruumsh named Drark, that great wealth and power would be provided if his mercenary band found a young woman with special powers and brought her to the imp’s lair in the Bonedark Hills.

The community in which Sibbya lives contains many orcish citizens. The orc mercenaries quickly spread out into the community, inquiring about this young woman. None of the residents would speak of her to any strangers, fearing that their protector might come to some harm. However, a distant relative of Sibbya named Fontin Dermark fell in love with one of the mercenary orcs, and she told him of her.

After spending an entire month living in the community (and being accepted into the orcish society there), the orcs found Sibbya. The orcs took Sibbya from her home and murdered an orc leader of the community to cover up their crime. (The leader realized what the orc mercenaries were doing when it was too late.) However, the orc who got the information from Fontin began to have feelings for her, and so he instructed her to wait for him to return, or in case he didn’t return, he provided her a map and some coin so she could get to the place where he was going.

ENCOUNTER 1: LOCATING THE VESSEL

SKILL CHALLENGE LEVEL 1 / 3, COMPLEXITY 1 (100/200 XP)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Diplomacy, Insight, Intimidate, Intimidate

Important NPCs: Trajek, human male; Fontin Dermark, human female.

At the beginning of the skill challenge, the PCs come into the community south of Phsant at a strange and tense time. Only a few people are aware that Sibbya is missing, but there is a noticeable pall over the community. In addition, a respected leader of the orc community was murdered by Drark, the eye of Gruumsh, to cover up their crime. The PCs have the chance to inquire about the “radiant vessel,” follow leads, attend the orcish funeral, and finally talk to Fontin, who admits to her role in the disappearance of Sibbya and provides the means for the PCs to find her.

The community on the southern outskirts of Phsant is a mix of tenement housing for hired laborers, shops of craftspeople performing less lucrative occupations, and ramshackle houses. Although it is the middle of the day, few people can currently be seen.

Most of the people of this community either work in the shops of the craftspeople or in the farms south of Phsant, so they are working during the day and return home at night. The city of Phsant is very cosmopolitan, containing many races. However, the inhabitants of this community are mostly human and orc. Orcs are treated as any other citizen here.

The skill challenge set forth in this encounter gives the minimum needed to get the PCs from their initial inquiries to their confrontation with Fontin. Feel free to add additional scenes and skill checks, based on the ideas and actions of the PCs.

SKILL CHALLENGE

Diplomacy (DC 16/17): While most citizens of this community are friendly enough and helpful to strangers, they have grown up being told never to speak

of Sibbya or her powers. Hence, Diplomacy checks to get cooperation about her are very difficult.

Insight (DC 10/11): The citizens of this community are on edge when people ask about Sibbya or her powers. This makes it hard for them to hide their feelings and makes Insight checks very easy.

Intimidate (DC 14/15): While citizens of the community cannot be persuaded to talk about Sibbya through Diplomacy, there is a chance they can be intimidated into doing so. However, the only person who can tell the PCs the whole story is Fontin, so anyone whom the PCs “get to” simply points them to Fontin.

Streetwise (DC 12/13): It is quite simple to get information about the happenings in the community from the typical person on the street, although they do not talk about Sibbya or her powers.

SCENE 1 – FINDING THE TRAIL

The PCs should arrive at Sibbya’s community with only the faintest idea that there is something they are looking for that may be an item of great power. Their initial inquiries into a “radiant vessel” or “object of great power” are met with blank stares, for people do not think of Sibbya in those terms. However, successful checks in their initial inquiries result in citizens telling the PCs that they should speak to Trajek, an older human who has lived in this community his entire life and knows more about the happenings here than anyone.

SCENE 2 – ONLY THE LONELY

Trajek is a lonely man. His wife died years ago, all his children have moved away, and he lives off a pension for past military service. Any general inquiries by the PCs on happenings in the community get them pointed to Trajek.

Trajek is more likely to want to talk than listen, but he does not necessarily want to talk about the things the PCs want to talk about. Instead, Trajek would rather talk about his past, what his family is doing now, how things are not as great as they used to be, how comfortable his boots are, etc.

PCs are forced to put up with several hours of rambling. For example, if the PCs ask, “Have you seen any vessels around?” this reminds Trajek of his naval service, and he regales the PCs with endless stories of his exploits during his military service. If they are ever blatantly rude to Trajek, this counts as a failure in the skill challenge. If they can endure and finally get Trajek to focus, the man reveals that he doesn’t know anything about radiant vessels or magic or any such things. However, strange things have been happening in the orc

community—and one of their most respected and revered leaders died a few days ago. The funeral is this evening.

SCENE 3 – AN ORCISH FUNERAL

Gruylk Hohner was a peaceful orc whose ancestors fought in the war against the Tuigan Horde. Like many other orcs, his family settled in the area and became accepted as citizens. Gruylk lived as a farmhand for most of his life, but he studied herbalism and acted as a healer and *de facto* leader of the orcs in the community.

When the orc mercenaries came looking for Sibbya, Gruylk took them in, not knowing what their true purpose was. After the orcs found Sibbya, Gruylk learned of their purpose. In order to keep him from talking, Drark poisoned him before they fled the area for the Bonedark Hills.

After Gruylk's body was discovered, the community assumed it was natural causes, and customary orcish mourning and burial practices were followed. The final stage of that process takes place when the PCs arrive: a nighttime party where the body is viewed then burned.

Anyone can attend the festivities, which are held in an open field near the edge of the community, and the PCs are welcomed. The PCs are encouraged to drink several rounds in honor of the deceased, which could lead to an Endurance check (DC 14) to remain coherent during the party. Several wrestling matches break out in honor of Gruylk (Athletics DC 16 to win). Feel free to add other events.

If the PCs view the body, a Heal check (DC 14) or a Nature check (DC 20) reveals that something about the body's skin is strange, and the death was most likely a result of poison. Since Gruylk was an expert with herbs and an accomplished healer, it is highly unlikely the poisoning was accidental.

If the PCs can gain the trust of the community through achievements at the party or by learning the true cause of Gruylk's death, the other orcs at the party talk about the group of orcs who came to the area a few weeks ago. They note it is strange how they came, got Gruylk's help in finding jobs and homes, but then suddenly disappeared around the same time that Gruylk died. If the PCs ask about them, they note that while most of the orcs kept to themselves, one of the orcs named Bhral had established a relationship with a young human woman named Fontin.

At this point, it might be a good idea to have a local reveal to the PCs that one of the local citizens, Sibbya Dermark, disappeared about the same time that the orcs left. It might also be revealed that she had special healing and protective powers against creatures of shadow and living death. This brings everything

together nicely and gives the PCs some ammunition when they confront Fontin Dermark.

SCENE 4 – BITTER KIN

Fontin Dermark is a milkmaid who works at one of the many farms to the south of Phasant. She was born around the same time as the latest incarnation of Sibbya Dermark, and Fontin has always been bitter at the attention and fame of her distant relative.

When the orc mercenaries came to the community, the orc Bhral wooed Fontin in hopes that maybe she would reveal the community's secret and point the orcs in the direction of the person who wielded such great power. The trick worked, as Fontin came to love the attentions of such an exotic stranger. However, Bhral came to have feelings for Fontin as well, so before the orcs fled the community with the captive Sibbya, Bhral told Fontin where he was going, and he even presented her with a map and some coin to find him when their mission was over.

When the PCs first approach Fontin, she denies knowing of any powers or items, although she is aware the PCs are talking about Sibbya. No amount of Diplomacy works, although the PCs can use Intimidate to get her to speak, with a +4 bonus to the roll if they have found a connection between the orc mercenaries and Gruylk's death. The PCs can also sneak into her room in the tenement house, making a Perception check (DC 17) to find a note from Bhral, a map to the Bonedark Hills, and 5 gp in coin. Presenting this note causes her to give the PCs the truth. If the PCs try other methods of getting her to speak, use your best judgment in the effectiveness of their methods.

If confronted successfully, Fontin tells the entire story: Sibbya is a person who wields power versus undead creatures, she is from a long line of similar women, the orcs took her away after being hired to do so, etc. She also reveals that Sibbya was pregnant when she was taken.

Before the PCs leave, Fontin begs them not to hurt Bhral if they find him. She claims he is not a bad person, but he just fell in with a bad crowd of mercenaries. She even offers her life savings (5 gp) to the PCs if they promise to return Bhral to her alive.

ENDING THE ENCOUNTER

Even if the PCs fail the skill challenge, they finally learn the situation. They can be pointed to Fontin if their search gets frustrated, or Fontin can even come to them if there is no hope of the PCs finding her on their own.

Success: If the PCs succeed at the skill challenge, there is a chance that they can talk Bhral out of fighting them in the final encounter.

Failure: If the PCs fail at the skill challenge, they cannot talk Bhral out of fighting them in the final encounter. In addition, they find traveling through the badlands of the Bonedark Hills terribly difficult, and each PC loses one healing surge before they enter the caves to face Eyeloe and his orc mercenaries.

EXPERIENCE POINTS

The characters receive 20/40 experience points for successfully completing the skill challenge.

TREASURE

The PCs can take the 5 gold coins from Fontin's room or as payment for promising to bring back Bhral alive to her.

ENCOUNTER 2: UNSETTLED GUARDS

ENCOUNTER LEVEL 1 / 1 (500/575 XP)

SETUP

When the PCs get within one mile of where the map indicates the caves are located, read:

About a mile in the distance, a large number of humanoid figures make their way up a small hill. Then they disappear at the mouth of a cave entrance at the top.

A Religion check (DC 15) reveals that the figures are undead, perhaps skeletons of some sort.

When the PCs arrive at the cave entrance, they see two ladders leading down a 20-foot-deep vertical passage (10 feet wide by 5 feet across) into a lit chamber. The ladders can be climbed easily (Athletics DC 5) and place the PCs in the area on the bottom-right of the map.

This encounter's low-level version includes the following creatures:

1 orc raider (R)
8 orc drudges (D)

This encounter's high-level version includes the following creatures:

1 orc raider (level 5) (R)
6 orc drudges (D)

The orcs here are very distracted by the force of undead that just passed through, so first two PCs down can gain a surprise round, as long as they don't draw attention to themselves by doing anything like throwing a rope down or yelling.

As the adventurers enter the area, read:

This chamber has been roughly worked from a natural cave. Several torches and lanterns provide light. Tattered bedrolls and strewn provisions are the only furnishings. Toward the back of the chamber is a natural ravine, beyond which a tunnel leads away from the chamber.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Crevice: The crevice in the floor in front of the passage leading deeper into the cave system is incredibly deep. However, there is a ledge 10 feet down that any creature falling into the crevice lands on, taking 1d10 damage. Creatures can climb out of the crevice with a DC 15 Athletics check.

TACTICS

The orc raider stays back and throws handaxes while the drudges engage the enemy, especially if the PC defenders have made it impossible to get to the strikers, thanks to his *killer eye* ability.

SCALING THE ENCOUNTER

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

Four PCs: Remove two orc drudges.

Six PCs: Add two orc drudges.

ENDING THE ENCOUNTER

The orcs here fight until they are defeated. The tunnel leading to the next chamber is long, so the fighting here cannot be heard there.

EXPERIENCE POINTS

The characters receive 70/85 experience points for successfully defeating the orcs.

TREASURE

No significant treasure is located here.

ENCOUNTER 2: UNSETTLED GUARDS STATISTICS (LOW LEVEL)

Orc Raider	Level 3 Skirmisher
Medium natural humanoid	XP 150
Initiative +5 Senses Perception +1; low-light vision	
HP 46; Bloodied 23; see also <i>warrior's surge</i>	
AC 17; Fortitude 15, Reflex 14, Will 12	
Speed 6 (8 when charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+8 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Handaxe (standard; at-will) ♦ Weapon	
Ranged 5/10; +7 vs. AC; 1d6 + 3 damage; see also <i>killer's eye</i> .	
M Warrior's Surge (standard; usable only while bloodied; encounter) ♦ Healing, Weapon	
The orc raider makes a basic melee attack and regains 11 hit points.	
Killer's Eye	
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +8, Intimidate +5	
Str 17 (+4)	Dex 15 (+3) Wis 10 (+1)
Con 14 (+3)	Int 8 (+0) Cha 9 (+0)
Equipment leather armor, greataxe, 4 handaxes	

Orc Drudge	Level 4 Minion
Medium natural humanoid	XP 44
Initiative +3 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 15, Reflex 12, Will 12	
Speed 6 (8 while charging)	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 16 (+3)	Dex 10 (+0) Wis 10 (+0)
Con 14 (+2)	Int 8 (-1) Cha 9 (-1)
Equipment hide armor, club	

ENCOUNTER 2: UNSETTLED GUARDS STATISTICS (HIGH LEVEL)

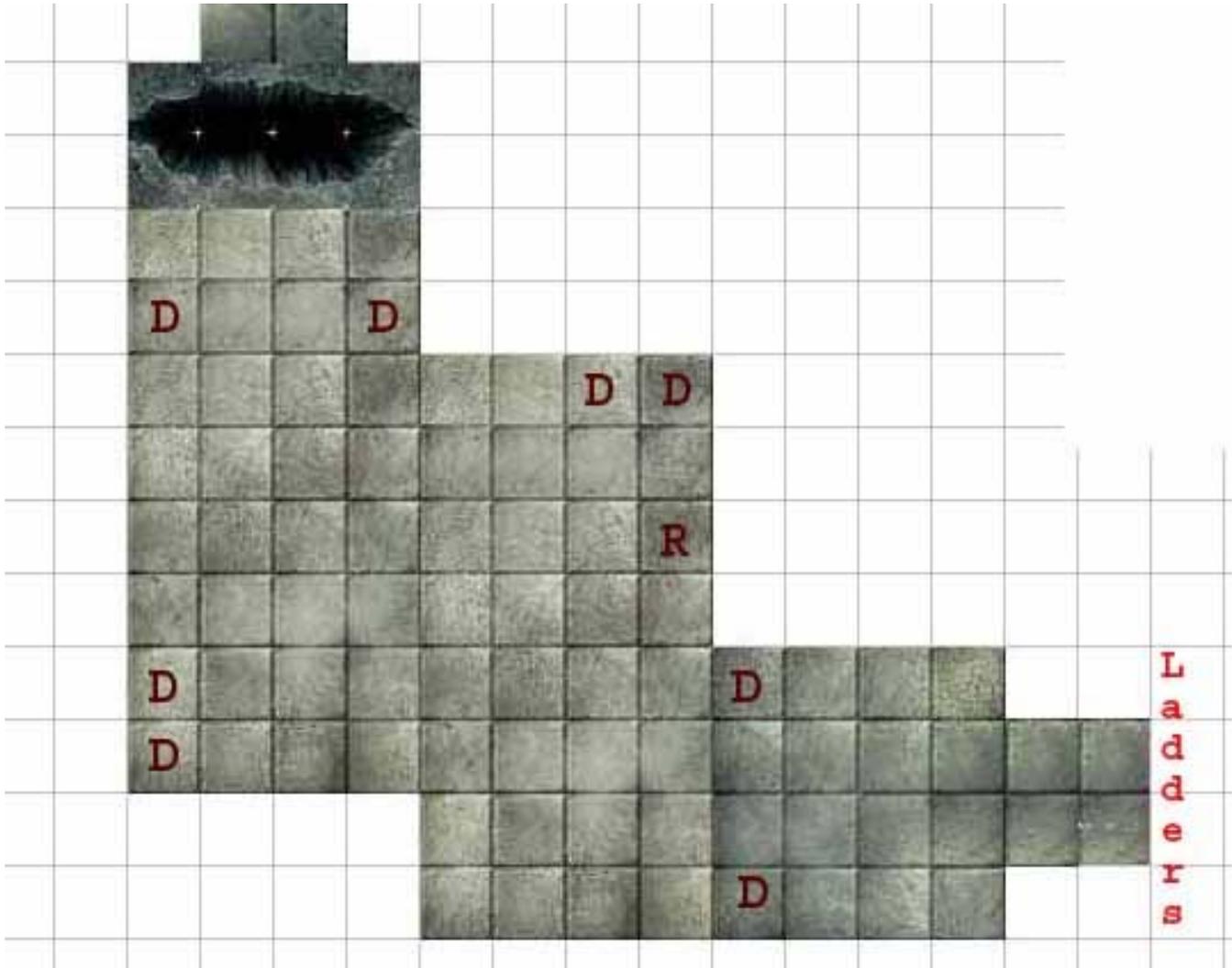
Orc Raider (level 5)		Level 5 Skirmisher
Medium natural humanoid		XP 200
Initiative +5	Senses Perception +2; low-light vision	
HP 62; Bloodied 31; see also <i>warrior's surge</i>		
AC 19; Fortitude 17, Reflex 16, Will 14		
Speed 6 (8 while charging)		
m Greataxe (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).		
R Handaxe (standard; at-will) ♦ Weapon		
Ranged 5/10; +9 vs. AC; 1d6 + 4 damage; see also <i>killer's eye</i> .		
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon		
The orc raider makes a basic melee attack and regains 15 hit points.		
Killer's Eye		
When making a ranged attack, the orc raider ignores cover and concealment (but not total concealment) if the target is within 5 squares of it.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Endurance +9, Intimidate +6		
Str 17 (+5)	Dex 15 (+4)	Wis 10 (+2)
Con 14 (+4)	Int 8 (+1)	Cha 9 (+1)
Equipment leather armor, greataxe, 4 handaxes		

Orc Drudge		Level 4 Minion
Medium natural humanoid		XP 44
Initiative +3	Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.		
AC 16; Fortitude 15, Reflex 12, Will 12		
Speed 6 (8 when charging)		
m Club (standard; at-will) ♦ Weapon		
+9 vs. AC; 5 damage.		
Alignment Chaotic evil	Languages Common, Giant	
Str 16 (+3)	Dex 10 (+0)	Wis 10 (+0)
Con 14 (+2)	Int 8 (-1)	Cha 9 (-1)
Equipment hide armor, club		

ENCOUNTER 2: UNSETTLED GUARDS MAP

DUNGEON TILES

Cave / Floor	4x8	x1
Crevasse / Floor	4x2	x1
Pool / Floor	4x4	x1
Ruins / Floor	4x8	x1
Spiral Stairs / Floor	2x2	x1
Stairs / Floor	4x2	x1



ENCOUNTER 3: RESTLESS MERCENARIES

ENCOUNTER LEVEL 2/4 (625/875 XP)

SETUP

The captain of the orcs is stationed here with more of the orc mercenaries. Like the other orcs, they restlessly wait for troops from Thay to arrive and take Sibbya back. They also guard the undead area to make sure that it does not spread.

This encounter's low-level version includes the following creatures and traps:

1 orc chieftain (level 4) (C)
4 orc drudges (D)
1 trap (level 1)

This encounter's high-level version includes the following creatures and traps:

1 orc chieftain (level 6) (C)
4 orc drudges (D)
1 trap (level 1)

The undead troops that have arrived over the last few days to escort Eyeloe and Sibbya back to Thay have all been destroyed by Sibbya's radiant power. The remains of those undead, which are little more than dust now, has been spread out in the room. That area (marked by the four-square by four-square dark pit on the map) has turned into an unholy area that hungers for life.

As the adventurers enter the area, read:

The passage opens into another chamber lit by torches and lanterns. Several orcs stand uneasily around the room. A patch of the floor is covered with a layer of odd dust.

Any creature that enters the dusty area is attacked by the trap. Ghostly clawed hands come up from the ground and grasp at the creature.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Trap: The 4 square by 4 square black area on the map is the necrotic trap, described in the Statistics section for this encounter.

TACTICS

All of the orcs know about the area of necrotic instability, and they avoid moving into that area at all costs. If they get an opportunity, they attempt to bull rush PCs into the area.

The drudges try to quickly overwhelm a single opponent, knocking the PC back into the trap.

The orc chieftain uses the positioning of his drudges to attempt to get to softer targets if possible.

SCALING THE ENCOUNTER

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

Four PCs: Remove two orc drudges.

Six PCs: Add two orc drudges.

ENDING THE ENCOUNTER

When the orcs here are defeated, the PCs hear screaming coming from the passageway leading east. It sounds as if a woman is being tortured.

The east passage continues 200 feet before joining with the passage in the map for Encounter 4.

EXPERIENCE POINTS

The characters receive 125/175 experience points for successfully defeating the encounter.

TREASURE

No significant treasure is located here.

ENCOUNTER 3: RESTLESS MERCENARIES STATISTICS (LOW LEVEL)

Orc Chieftain (level 4)	Level 4 Elite Brute (Leader)
Medium natural humanoid	XP 350
Initiative +5 Senses Perception +3; low-light vision	
Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.	
HP 172; Bloodied 86; see also <i>warrior's surge</i>	
AC 18; Fortitude 18, Reflex 15, Will 17	
Saving Throws +2	
Speed 5 (7 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+7 vs. AC; 1d12 + 3 damage (crit 1d12 + 15).	
R Inspire Ferocity (immediate reaction; when an ally within range drops to 0 hit points; recharge 5 6)	
Ranged 10; the ally makes a melee basic attack.	
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon	
The orc chieftain makes a basic melee attack and regains 42 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +11	
Str 20 (+7)	Dex 14 (+4) Wis 12 (+3)
Con 18 (+6)	Int 10 (+2) Cha 19 (+6)
Equipment chainmail, greataxe	

Orc Drudge	Level 4 Minion
Medium natural humanoid	XP 44
Initiative +3 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 15, Reflex 12, Will 12	
Speed 6 (8 when charging)	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 16 (+3)	Dex 10 (+0) Wis 10 (+0)
Con 14 (+2)	Int 8 (-1) Cha 9 (-1)
Equipment hide armor, club	

Necrotic Trap	Level 1 Warder
Trap	XP 100
Trap: A four-square by four-square area in the room is infused with necrotic energy.	
Perception	
♦ DC 25: The character notices ghostly movement in the dust.	
Trigger	
The trap attacks when a creature enters any of the squares. The trap can only attack each target once per round.	
Attack	
Immediate Reaction	Melee
Target: The creature that triggered the trap.	
Attack: +4 vs. Reflex	
Hit: 1d6 + 1 necrotic damage, and creature is slowed when beginning its turn in, or entering, the trap area.	
Countermeasures	
♦ A DC 15 Religion checks recognizes the exact nature of the trap.	
♦ A radiant attack against the trap automatically hits and delays the trap until the end of the attacker's next turn.	
♦ A DC 20 Religion check disables the trap.	

ENCOUNTER 3: RESTLESS MERCENARIES STATISTICS (HIGH LEVEL)

Orc Chieftain (level 6)	Level 6 Elite Brute (Leader)
Medium natural humanoid	XP 600
Initiative +5 Senses Perception +3; low-light vision	
Blood of the Enemy aura 5; bloodied allies in the aura deal an extra 2 damage with melee attacks.	
HP 212; Bloodied 106; see also <i>warrior's surge</i>	
AC 20; Fortitude 20, Reflex 17, Will 19	
Saving Throws +2	
Speed 5 (7 while charging)	
Action Points 1	
m Greataxe (standard; at-will) ♦ Weapon	
+9 vs. AC; 1d12 + 4 damage (crit 1d12 + 16).	
R Inspire Ferocity (immediate reaction; when an ally within range drops to 0 hit points; recharge 5 6)	
Ranged 10; the ally makes a melee basic attack.	
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon	
The orc chieftain makes a basic melee attack and regains 53 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +10, Intimidate +11	
Str 20 (+8)	Dex 14 (+5) Wis 12 (+4)
Con 18 (+7)	Int 10 (+3) Cha 19 (+7)
Equipment chainmail, greataxe	

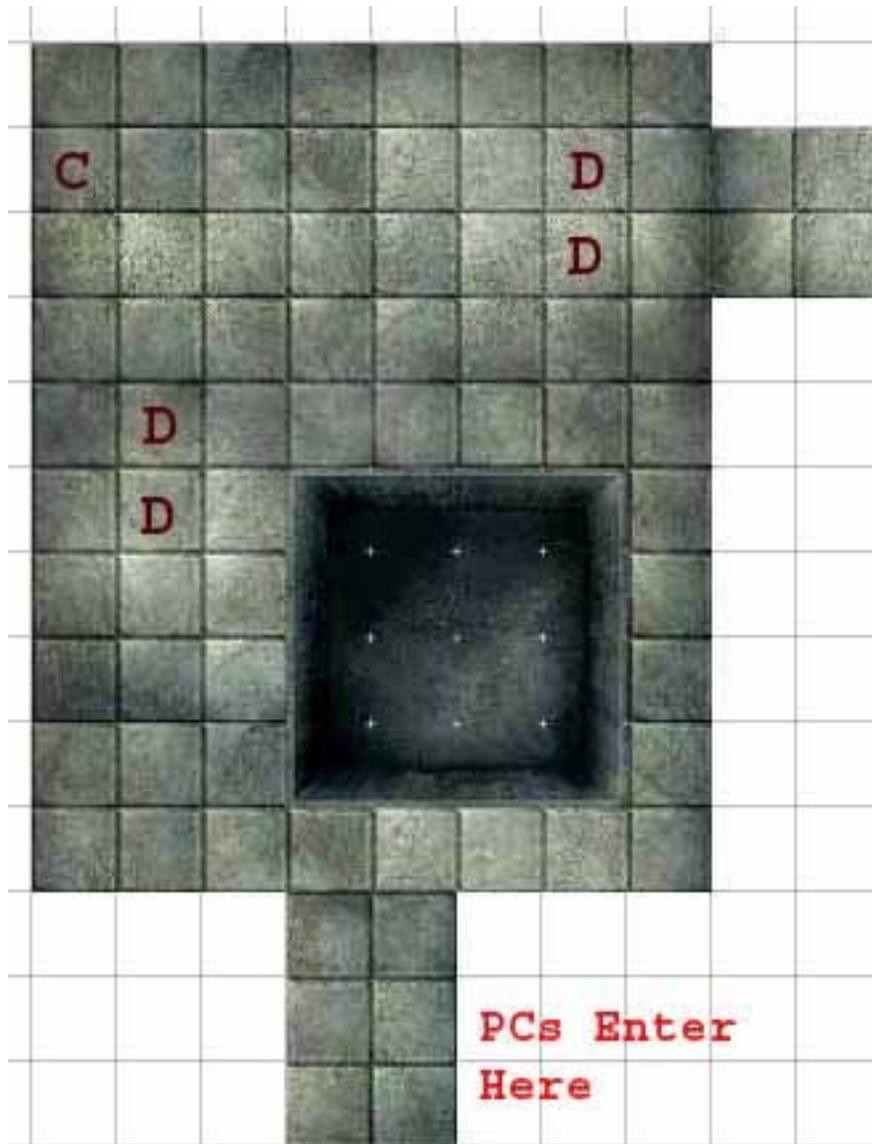
Orc Drudge	Level 4 Minion
Medium natural humanoid	XP 44
Initiative +3 Senses Perception +0; low-light vision	
HP 1; a missed attack never damages a minion.	
AC 16; Fortitude 15, Reflex 12, Will 12	
Speed 6 (8 when charging)	
m Club (standard; at-will) ♦ Weapon	
+9 vs. AC; 5 damage.	
Alignment Chaotic evil	Languages Common, Giant
Str 16 (+3)	Dex 10 (+0) Wis 10 (+0)
Con 14 (+2)	Int 8 (-1) Cha 9 (-1)
Equipment hide armor, club	

Necrotic Trap	Level 1 Warder
Trap	XP 100
Trap: A four-square by four-square area in the room is infused with necrotic energy.	
Perception	
♦ DC 25: The character notices ghostly movement in the dust.	
Trigger	
The trap attacks when a creature enters any of the squares.	
Attack	
Immediate Reaction	Melee
Target: The creature that triggered the trap.	
Attack: +4 vs. Reflex	
Hit: 1d6 + 1 necrotic damage, and creature is slowed while in trap area (save ends).	
Countermeasures	
♦ A DC 15 Religion check recognizes the exact nature of the trap.	
♦ A radiant attack against the trap automatically hits and delays the trap until the end of the attacker's next turn.	
♦ A DC 20 Religion check disables the trap.	

ENCOUNTER 3: RESTLESS MERCENARIES MAP

DUNGEON TILES

Pit / Floor	4x4	x1
Spiral Stairs / Floor	2x2	x1
Shop / Floor	8x10	x1
Wall / Floor	4x2	x1



ENCOUNTER 4: THE BIRTHING ROOM

ENCOUNTER LEVEL 4/7 (825/1275 XP)

SETUP

This encounter's low-level version includes the following creatures:

1 imp (I)
1 orc eye of Gruumsh (E)
3 orc berserkers (B)
Sibbya (S)

This encounter's high-level version includes the following creatures:

1 imp (level 5) (I)
1 orc eye of Gruumsh (level 7) (E)
3 orc berserkers (level 6) (B)
Sibbya (S)

When the PCs look into the room, read:

A young woman lays recumbent upon a raised platform in the corner of the room. She is obviously in the act of birthing a child, and from the sounds coming from her, it is not going well. Standing next to her is an orc. A small devilish creature flies near them, and other orcs watch the proceedings with looks of obvious concern.

Drark, the eye of Gruumsh, was convinced by Eyeloe the imp to capture Sibbya and bring her to him. Eyeloe is flying near Drark, watching the scene with interest. Between the PCs and the others are orc berserkers, one of whom is Fontin's beau, Bhral.

As the adventurers enter the area, read:

The pitch of the screaming increases dramatically within the chamber. Several orcs look on as a woman, obviously Sibbya, writhes and struggles on a raised platform.

The PCs get a surprise round, as the orcs and imp are entranced by the birthing process. None of them are helping though, and it should be made perfectly clear to the players that unless something is done for Sibbya, both she and the child are going to perish very soon.

With the unexpected ties of their leader to Thay, an imp, and the undead who have been coming, as well as with the imminent birth of a child, Bhral (one of the orc berserkers) is no longer as loyal to Drark as he once was. If the PCs succeeded in the skill challenge earlier in the adventure, they can succeed at a DC 10 Diplomacy check to talk Bhral into not fighting against them. He does not attack his own kind or Eyeloe, and he does not know how to help Sibbya, but he stands as if stunned. If the PCs mention Fontin to him, they receive a +5 bonus to the check. Only two checks are allowed to change his mind, but they can be made as free actions during the combat.

FEATURES OF THE AREA

Illumination: The area is brightly lit.

Stone Platform: The 2 square by 2 square raised stone platform is 4-feet-high. It can be treated as difficult terrain to move onto the platform, or it can be leapt upon as part of a normal move with a DC 40 Athletics check (or DC 20 with a running start).

SKILL CHALLENGE LEVEL 1 / 1, COMPLEXITY 1 (XP INCLUDED IN THE ENCOUNTER)

SETUP

Number of Successes: 4

Number of Failures: 2

Primary Skills: Diplomacy, Heal, Nature

From the time the encounter begins, the PCs have eight rounds to deliver the baby. It is imperative that the PCs understand that unless they assist Sibbya immediately, both she and her child are in peril.

The orcs and the imp do not assist the PCs in this, and they do not allow them easy access to Sibbya, but once a PC actively assists her with a skill check that would provoke an opportunity attack, the foes do not attack that assisting PC for that round.

Even if a check is failed, it can be done multiple times until a success is achieved.

SKILL CHALLENGE

Diplomacy (DC 12/14): Calming Sibbya is helpful in moving the delivery along. This can be done from anywhere in the room, but only one Diplomacy check can count as a success toward completing the challenge.

Heal (DC 14/15): The child is not in the proper position to be delivered, and the PCs must be next to

Sibbya to perform this check. At least one of the successes in the challenge must be a Heal check, and no more than two Heal checks can contribute to the success of the challenge.

Nature (DC 16/17): Knowledge of the birthing process can help with the resolution of the skill check. Only one Nature check can count as a success toward completing the Heal check.

Healing Powers: Any sort of healing magic or power can be used to count as a success toward the skill challenge, allows the PCs to fail one more skill check without failing the challenge, and adds 2 rounds to the time they have to save Sibbya and her child. However, this can only count as one success. After the first healing is used on Sibbya, it is evident that it is the precarious position of the child and not wounds that threaten her.

Endurance (DC 10/10 [Optional]): For some levity, if appropriate, have any PC who assists in delivering the child make an Endurance check or be overwhelmed by the experience. If failed, the PC is dazed until the start of their next turn. Only do this if it is obvious that the PCs are going to be able to save Sibbya and her child, and if they will win the combat. A PC dazed in this manner should not be attacked.

Success: If the PCs succeed at the skill challenge, Sibbya survives and delivers a healthy boy child. This is so inspiring that the PCs gain a +2 bonus to attack rolls, damage rolls, and saving throws for the encounter.

Failure: If the PCs fail the skill challenge, both Sibbya and her son die. Morale becomes low, and the PCs suffer a -1 penalty to attack rolls and saving throws for the encounter.

TACTICS

The orc berserkers try to keep the PCs away from their leader. However, with the situation being as strange as it is to them, these foes are conflicted. If an orc berserker strikes a killing blow, it knocks the PC unconscious.

Drark, the eye of Gruumsh (and Eyleoe the imp) are not as humane. They give the PCs no quarter. As noted above, they do not attack a PC who has just helped (or who is in the process of helping) Sibbya give birth. Once the child is born, however, they no longer hold back.

Eyleoe the imp cares for his own safety more than bringing Sibbya to Thay, so he flees if bloodied and all orcs are out of the fight. The imp uses his *tail sting* in one round, then vanishes the next, alternating these powers to remain as safe as possible while still doing damage.

SCALING THE ENCOUNTER

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

Four PCs: Remove one orc berserker.

Six PCs: Add one orc berserker.

ENDING THE ENCOUNTER

If the PCs defeat Eyleoe, Drark, and the orc mercenaries, they can rest here for a short time, but they cannot tarry too long. They can safely move Sibbya and her child out of the caves. If they talked Bhral out of fighting, or if they spared his life, he is grateful and accompanies them. He admits to following Drark as a hired mercenary, but he claims truthfully that he had no idea Drark was working for an imp or for Thay until the mission was already completed.

If the PCs were defeated, any of them that were knocked unconscious by the orc berserkers are left in the caves as prisoners. When the orcs and imp leave, these PCs are left in the cave, and can free themselves after a few days, but they are unable to pursue their foes.

EXPERIENCE POINTS

The characters receive 165/255 experience points for successfully completing the encounter.

TREASURE

Secured in a pile behind the platform are the treasures of the orc mercenary group and the imp: *delver's armor* +1 (low-level version only), *bracers of mighty striking* (level 2) (low-level version only), *bloodthread armor* +1, +1 *rod of reaving, resounding weapon* +2 (high-level version only), and 25/50 gp.

CONCLUSION

If the PCs saved Sibbya and her son, they are free to return them to Thesk, which is where Sibbya asks to be taken. Neither she nor her son seems to hold any of the power she formerly held. Award story award **CORE04 The Fate of the Radiant Vessel** if the PCs saved Sibbya and her son and return them safely to Thesk.

If the PCs spared Bhral and returned him to Fontin in Phsant, award the PCs story award **CORE05 Gratitude of Bhral**. He is reunited with Fontin.

Either Sibbya or Bhral (or any prisoners the PCs take) relate that the imp Eyleoe is in the employ of the Thayan powers, and he hired Drark to find her when he heard rumors of Sibbya's powers. None of the other orcs are aware of the connection to Thay.

Jonster Yate is unhappy that the vessel he so desperately coveted turned out to be a person, but he does not begrudge the PCs the coin he gave them.

ENCOUNTER 4: THE BIRTHING ROOM (LOW LEVEL)

Imp	Level 3 Lurker	
Tiny immortal humanoid (devil)	XP 150	
Initiative +8	Senses Perception +8; darkvision	
HP 40; Bloodied 20		
AC 17; Fortitude 15, Reflex 15, Will 15		
Resist 15 fire		
Speed 4, fly 6 (hover)		
m Bite (standard; at-will)		
Reach 0; +7 vs. AC; 1d6 + 1 damage.		
M Tail Sting (standard; recharges when imp uses <i>vanish</i>) ♦		
Poison		
Reach 0; +8 vs. AC; 1d8 + 3 damage, and the imp makes a secondary attack against the same target. <i>Secondary Attack</i> : +5 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 to Will defense (save ends both).		
Vanish (standard; at-will) ♦ Illusion		
The imp becomes invisible until the end of its next turn or until it attacks.		
Alignment Evil	Languages Common, Supernal	
Skills Arcana +9, Bluff +9, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 16 (+4)	Int 16 (+4)	Cha 16 (+4)

Orc Eye of Gruumsh	Level 5 Controller (Leader)	
Medium natural humanoid	XP 200	
Initiative +6	Senses Perception +3; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)		
HP 64; Bloodied 32; see also <i>warrior's surge</i> and <i>death strike</i>		
AC 19; Fortitude 17, Reflex 14, Will 15		
Speed 6 (8 while charging)		
m Spear (standard; at-will) ♦ Weapon		
+10 vs. AC; 1d8 + 3 damage.		
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon		
The orc eye of Gruumsh makes a basic melee attack and regains 16 hit points.		
M Death Strike (when reduced to 0 hit points)		
The orc makes a melee basic attack.		
R Eye of Wrath (minor; at-will) ♦ Fear		
Ranged 5; +8 vs. Will; the target takes a -4 to AC (save ends).		
R Swift Arm of Destruction (standard; recharge 5 6) ♦ Healing		
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 points on a miss.		
C Chaos Hammer (standard; encounter) ♦ Force		
Area burst 1 within 10; +8 vs. Reflex; 2d6 + 3 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Endurance +10, Intimidate +10, Religion +7		
Str 17 (+5)	Dex 14 (+4)	Wis 12 (+3)
Con 16 (+5)	Int 11 (+2)	Cha 17 (+5)
Equipment leather armor, fur cloak, spear		

Orc Berserker (level 3)	Level 3 Brute	
Medium natural humanoid	XP 150	
Initiative +3	Senses Perception +2; low-light vision	
HP 56; Bloodied 28; see also <i>warrior's surge</i>		
AC 14; Fortitude 16, Reflex 12, Will 11		
Speed 6 (8 while charging)		
m Greataxe (standard; at-will) ♦ Weapon		
+7 vs. AC; 1d12 + 5 damage (crit 1d12 + 17).		
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon		
The orc berserker makes a basic melee attack and regains 14 hit points.		
Alignment Chaotic evil	Languages Common, Giant	
Skills Endurance +10, Intimidate +6		
Str 20 (+7)	Dex 13 (+3)	Wis 10 (+2)
Con 16 (+5)	Int 8 (+1)	Cha 9 (+1)
Equipment leather armor, greataxe		

ENCOUNTER 4: THE BIRTHING ROOM (HIGH LEVEL)

Imp (level 5) Tiny immortal humanoid (devil)	Level 3 Lurker XP 200
Initiative +8 Senses Perception +8; darkvision	
HP 56; Bloodied 23	
AC 19; Fortitude 17, Reflex 17, Will 17	
Resist 15 fire	
Speed 4, fly 6 (hover)	
m Bite (standard; at-will)	
Reach 0; +9 vs. AC; 1d6 + 2 damage.	
M Tail Sting (standard; recharges when imp uses <i>vanish</i>) ♦	
Poison	
Reach 0; +10 vs. AC; 1d8 + 4 damage, and the imp makes a secondary attack against the same target. <i>Secondary Attack</i> : +7 vs. Fortitude; the target takes ongoing 5 poison damage and a -2 to Will defense (save ends both).	
Vanish (standard; at-will) ♦ Illusion	
The imp becomes invisible until the end of its next turn or until it attacks.	
Alignment Evil	Languages Common, Supernal
Skills Arcana +10, Bluff +10, Stealth +10	
Str 12 (+3)	Dex 17 (+5) Wis 14 (+4)
Con 16 (+5)	Int 16 (+5) Cha 16 (+5)

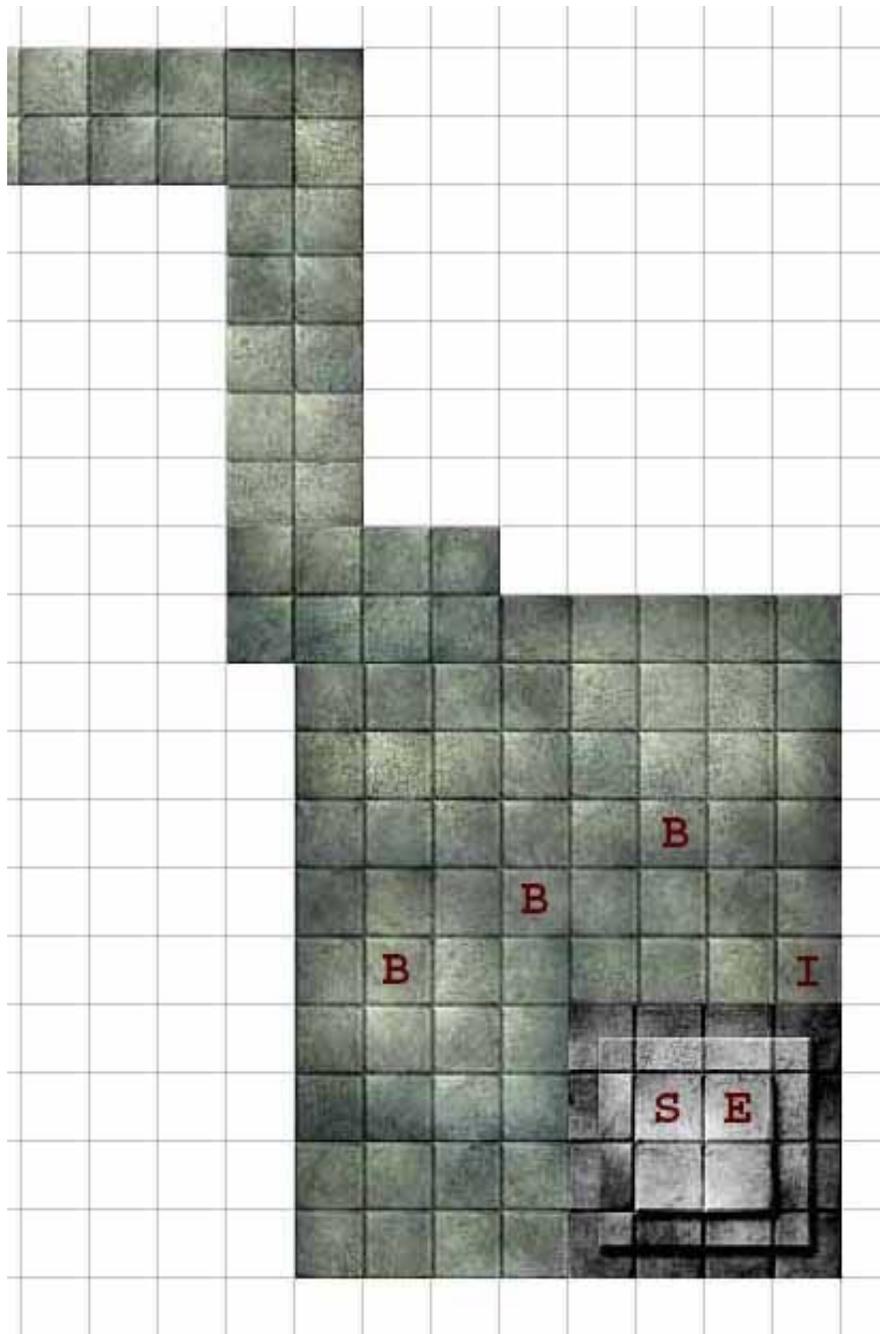
Orc Eye of Gruumsh (level 7) Medium natural humanoid	Level 7 Controller (Leader) XP 300
Initiative +6 Senses Perception +4; low-light vision	
Wrath of Gruumsh aura 10; orcs in the aura can use <i>death strike</i> (see below)	
HP 80; Bloodied 40; see also <i>warrior's surge</i> and <i>death strike</i>	
AC 21; Fortitude 19, Reflex 17, Will 16	
Speed 6 (8 when charging)	
m Spear (standard; at-will) ♦ Weapon	
+12 vs. AC; 1d8 + 4 damage.	
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon	
The orc eye of Gruumsh makes a basic melee attack and regains 20 hit points.	
M Death Strike (when reduced to 0 hit points)	
The orc makes a melee basic attack.	
R Eye of Wrath (minor; at-will) ♦ Fear	
Ranged 5; +10 vs. Will; the target takes a -4 to AC (save ends).	
R Swift Arm of Destruction (standard; recharge 5 6) ♦ Healing	
Ranged 5; one orc within range makes a basic melee attack (as a free action) and regains 15 hit points on a hit or 5 points on a miss.	
C Chaos Hammer (standard; encounter) ♦ Force	
Area burst 1 within 10; +10 vs. Reflex; 2d6 + 4 force damage, and the target is knocked prone. <i>Miss</i> : Half damage, and the target is not knocked prone.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +11, Intimidate +11, Religion +8	
Str 17 (+6)	Dex 14 (+5) Wis 12 (+4)
Con 16 (+6)	Int 11 (+3) Cha 17 (+6)
Equipment leather armor, fur cloak, spear	

Orc Berserker (level 6) Medium natural humanoid	Level 6 Brute XP 250
Initiative +4 Senses Perception +3; low-light vision	
HP 86; Bloodied 43 see also <i>warrior's surge</i>	
AC 17; Fortitude 19, Reflex 15, Will 14	
Speed 6 (8 while charging)	
m Greataxe (standard; at-will) ♦ Weapon	
+10 vs. AC; 1d12 + 6 damage (crit 1d12 + 18).	
M Warrior's Surge (standard; usable only when bloodied; encounter) ♦ Healing, Weapon	
The orc berserker makes a basic melee attack and regains 21 hit points.	
Alignment Chaotic evil	Languages Common, Giant
Skills Endurance +11, Intimidate +7	
Str 20 (+8)	Dex 13 (+4) Wis 10 (+3)
Con 16 (+6)	Int 8 (+2) Cha 9 (+2)
Equipment leather armor, greataxe	

ENCOUNTER 4: THE BIRTHING ROOM MAP

DUNGEON TILES

Crevasse / Floor	4x2	x1
Crevasse / Floor	8x2	x1
Stairs Landing / Floor	4x2	x1
Tavern / Floor	8x10	x1
Treasure / Platform	4x4	x1



REWARDS SUMMARY

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

IMPORTANT DM INFORMATION

It is critical that you enter the PC rewards accurately on the tracking form, and ensure that the information is reported and entered online in a timely manner. While players will be able to track their character's information on paper, the online information serves as an important backup and verification of play.

EXPERIENCE POINTS

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

Encounter 1: Finding the Vessel
20/40 XP

Encounter 2: Unsettled Guards
100/115 XP

Encounter 3: Restless Mercenaries
125/175 XP

Encounter 4: The Birthing Room
165/255 XP

Total Possible Experience
400/560 XP

TREASURE

Each PC receives treasure in the form of gold pieces as well as one share from a treasure bundle. The treasure bundle may give the PC more gold, a magic item, or some other item of value. Each player makes one selection for their character; players may choose the same treasure bundle.

If characters buy or sell magic items or other gear during the adventure (or pay for services) add or subtract that amount from the total gold the PC receives at the end of the adventure. If a player selects an option that gives their character more gold, add that to the gold all characters receive, and ensure you enter the total amount of gold gained (minus any expenditures) online.

You can have a negative number and enter that negative online. PCs receive 20% of a magic item's purchase price for any item they sell. If a player selects a magic weapon or suit of armor for their PC that is not specific on the type of item listed, they must select the exact item at the time they choose that bundle. For example, if a *duelist's weapon +1* is listed as a choice in a bundle, a player selects the form of the weapon amongst the choices possible for that magic item (light blades). If the player selects the item as a *+1 duelist's dagger*, the player writes that information down on the PC's adventure log and the item is forever after that specific weapon.

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

Gold Per PC

75/100 gp

(Player's Introduction: 25/25 gp, Encounter 1: 5/5 gp, Encounter 3: 20/20 gp, Encounter 4: 25/50 gp)

EACH PC SELECTS ONE OF THE FOLLOWING

Bundle A: *delver's armor +1* (low-level version only)

Found in Encounter 4

Bundle B: *bracers of mighty striking (level 2)* (low-level version only)

Found in Encounter 4

Bundle C: *bloodthread armor +1*

Found in Encounter 4

Bundle D: *+1 rod of reaving*

Found in Encounter 4

Bundle E: *resounding weapon +2* (high-level version only)

Found in Encounter 4

Potion Plus Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add a *potion of healing* plus 0/25 gp to their total gold per PC. The player should write the potion gained on their adventure log.

More Gold: If a player doesn't want to select one of the bundles listed above for their character, they can choose to add 50/75 gp to their total gold per PC.

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. If a PC earns three awards, they may only have 2 of them and must pick which two they want before ending the session.

CORE04 The Fate of the Radiant Vessel

You have saved Sibbya and her son. Although she is no longer infused with power as she once was, there is more to her story. You have hereby embarked on the “Radiance Against Thay” major quest.

CORE05 Gratitude of Bhral

Your mercy toward Bhral the orc mercenary does not go unnoticed. In future dealings with orcs of Thesk, your kindness and reputation precede you.

ADVENTURE QUESTIONS

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

1. What was the final fate of Sibbya?

- a. She and her child died in the cave, but their bodies were taken to Thay.
- b. The PCs saved her and her child, but they were taken to Thay.
- c. The PCs saved her and her child, and the PCs kept them from being taken to Thay.
- d. She and her child died in the cave, but the PCs kept their bodies from being taken to Thay.

2. What was the final fate of Bhral?

- a. He was killed.
- b. He was defeated but kept alive and returned to Thesk.
- c. The PCs talked him out of attacking and the PCs were victorious.
- d. The PCs talked him out of attacking but the PCs were defeated.
- e. The PCs were defeated and did not talk him out of attacking.