



It reigns supreme as the world's #1 MMORPG (Massively Multiplayer Online Role-Playing Game), and now the setting and characters of EverQuest are available in the original role-playing game format: the book. The **EverQuest Role-Playing Game** puts the entire world of Norrath — the heroes and villains, magic and monsters — in your hands for the first time!

Highway Robbery

An Introductory Adventure for the EverQuest Role-Playing Game

Discover the wonders of **EverQuest** firsthand! This short adventure introduces you to the amazing fantasy realm of Norrath. It's great fun, whether you've never tried role-playing before or are a veteran of gaming.

So come on; adventure awaits!

What is Role-Playing?

If you're not familiar with role-playing, the idea is pretty simple: You take on the persona of a character and interact with other "player characters" (or PCs), also portrayed by real people. The PCs go on quests and gain wealth, items and experience to improve their capabilities.

Although the **EverQuest Role-Playing Game** was inspired by the popular online game, it has a few key differences. Instead of a computer generating the world around your character, the "gamemaster" (or GM) describes the environment, handles any monsters or other menaces that threaten the PCs, and referees the rules that determine how various events turn out. Instead of clicking a mouse to perform actions, you describe what your character does. Instead of a computer program, dice rolls determine the outcome of combat or a magical effect. And instead of connecting online, you sit with your friends in the same room to play.

Everyone playing helps "tell" the story of every adventure. Think of it like acting in a play that has no script — where you make up the scenes and dialogue as you go!

Getting Started

The **EQrpg Player's Handbook** has the complete details on everything you need to create characters and play exciting adventures in the world of Norrath. This introductory adventure lets you get started right away with a prepared scenario — a story outline that the gamemaster uses to create the general framework for the adventure.

Highway Robbery also includes pre-generated 1st-level characters that you can use right away. You can download additional pre-generated characters from <http://www.eqrpg.com> if you want

more choices, or you can create your own character with a copy of the **EQrpg Player's Handbook**.

There are just a few things to take care of before you start "Highway Robbery." First, one person must be the gamemaster. The GM reads through this adventure, handle the rules details and describe what happens in the course of the adventure. The GM needs to be somewhat comfortable being the center of attention.

Second, you'll need players to take on the roles of PCs. *Highway Robbery* is written with four characters in mind, but there's advice below for the GM if a different number of people want to play.

Third, you'll need dice (available at hobby shops or through online mail order). The **EQrpg Player's Handbook** covers the different kinds you'll use.

Though not necessary, a few extras can make the game even more fun:

- Pencil and paper to take notes, draw maps, etc.
- Miniatures or tokens to represent PCs, monsters and non-player characters (or NPCs).
- A dry-erase board, laid flat, and dry-erase markers to draw maps.
- Mood music (dramatic movie soundtracks work well).

Warning!

Players should not read beyond this point! Much of a role-playing game's enjoyment is being surprised by twists and turns in the plot. So unless you're the GM, reading ahead can spoil the fun for you and for the other players.

Highway Robbery was written to be run by one gamemaster for four 1st-level **EQrpg** characters, but it may accommodate from three to eight characters. Visit <http://www.eqrpg.com> for additional free 1st-level characters.

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Running the Adventure

When you run a game of **EverQuest**, you must portray the non-player characters (or NPCs), know where the story's headed and officiate any time rules are used. While you're taking care of all that, the players only have to worry about what their own characters do. Yes, being the GM can be a challenge, but it's also a lot of fun!

Reading through this packet should tell you everything you need to know. First come "Gamemaster Notes," which explains the basics of how to run a game; "The Adventure in a Nutshell," a quick synopsis of the plot, follows that; then comes "Highway Robbery, Scene by Scene," which takes you through each scene of the adventure in detail.

To make it easy for you and fun for everyone, certain text boxes along the way indicate sections that you should read to the players, while others point out times when you and/or the players have to roll dice.

Gamemaster Notes

Rules

This information is a quick reminder of the complete rules in the **EQrpg Player's Handbook**. Refer to that book for specifics on task resolution, combat and the like.

Dice

Dice rolls determine if a character succeeds at an action. The **EQrpg** uses the following different types of dice: d4 (four-sided die), d6 (six-sided die), d8 (eight-sided die), d10 (ten-sided die), d12 (twelve-sided die), d20 (twenty-sided die), d% (percentile dice, or a pair of d10s). You'll use the d20 most often.

Each roll is expressed in the following format: **[#] die type [+/- any modifiers]**. For example, 3d6+2 means, "Roll three six-sided dice, add up the result and add two to it."

Task Resolution

To see if a task succeeds, you roll **1d20 + [any modifiers]**. This roll is made against a "Difficulty Check" (DC), which can be a listed number or the result of another roll. If your total is equal to or greater than the DC, you succeed!

Highway Robbery has rules boxes listing any necessary rolls and what results are possible.

Combat

To attack an opponent, you roll against a DC equal to the opponent's "Armor Class" (AC). If the roll is equal to or greater than the target's AC rating, you hit.

Each weapon has a listed die that indicates the range of damage it can inflict. You roll that die, and the victim

subtracts the result — plus any modifiers gained from Strength or other circumstances — from his "hit points" (hp).

When a character reaches 0 hp, he's barely conscious and can no longer fight. If he falls to negative hp, he's unconscious and dying. At -10 hp, he's dead. A character heals (**1 x character level**) hit points each day.

A PC can inflict subdual damage instead of regular damage. If you choose to do so, you suffer -4 to your attack roll, and any damage inflicted is considered temporary. You only track subdual damage to 0 hp; after that, the victim is unconscious but not in danger of dying. He recovers subdual damage at a rate of (**1 x character level**) hit points per hour.

See the **EQrpg** for specifics on combat.

Ability Scores

Every character has six basic ability scores: Strength (STR), Dexterity (DEX), Constitution (CON), Intelligence (INT), Wisdom (WIS), Charisma (CHA). The normal human range is from 3 to 18 in each score. Especially low scores give the character a negative modifier, while very high ones bestow a positive modifier. You add these modifiers to the 1d20 roll when attempting tasks.

Each character sheet lists any applicable modifiers for that character.

Running the Game

Highway Robbery should take approximately 3-4 hours to finish, although this projection can vary depending on the number of players and the level of complexity you bring to the game. It's good if everyone knows the expected duration beforehand, and you should check the clock every so often to make sure you're on schedule. If you can time the avalanche mentioned in "The Adventure in a Nutshell" to start roughly one hour before you wish to finish, you should be on track.

Keeping the Party Together

It's best if the PCs stick together. It can make things tricky for you — and slow the pace of the game — if you have to manage multiple groups because a PC wandered off by himself. That being said, don't force a party to stay together. If it works for the story and they're having fun, go along with it. In return, you can ask for their patience while you take turns covering events with each group.

Keeping Things Fun

The goal of the **EQrpg** is for everyone to have fun. Much in the way that the *EverQuest* online game immerses players in a fantastic world, you can do the same with *Highway Robbery* by encouraging the players to describe not just *what* their characters do, but *how* they do it.

Halwain can simply attack an orc — but it's much more fun if his player describes how Halwain sings a rousing battle song as he swings his gleaming mace to smash the snarling orc's head! The easiest way to inspire this behavior among your players is to describe NPC actions in a similar way.

When you portray an NPC, it's like you're an actor in a play or a movie. Characters are often more memorable if you can give each one his own quirks or mannerisms. Take the caravan leader named Xaokun. Her description says that she has a raspy voice and that she chews tobacco, so you could talk with one cheek bulged out, punctuating the occasional sentence by pretending to spit tobacco juice. Don't worry about looking silly, and don't get discouraged if the players laugh — that means you're doing your job of making sure they have fun!

Encourage them to get "in character" like you, but don't force it. Some people aren't comfortable with speaking publicly or acting in front of others, so let them ease into it at their own pace.

Fewer/More Players

Highway Robbery may be run with a different number of people than the recommended "four players, one GM." You can "scale" things to suit by following the sizing suggestions in each scene. Still, you probably don't want to run *Highway Robbery* with fewer than three or more than eight players.

Overwhelming the PCs: Pay attention to the way the numbers change with larger groups. Individual opponents may be equal on paper, but four orcs surrounding a single 1st-level character can put that PC out of the game with a few lucky rolls. Try not to have more than two-to-one odds against any character at a time. You can have any spare enemies direct their focus at other PCs or "off-screen" against ally NPCs.

Quantity vs. Quality: Facing too many foes is one thing, but some NPCs, like Rodrick or Hormung (described below), can make formidable opponents even when faced one-on-one. You can even the odds by having a spare guardsman help a PC who's on the ropes. You may even adjust enemy hit points downward by 10% to 25%.

Remember, the game is about having fun. Keep things challenging, but not impossible!

Adding Complexity

If you're familiar with the **EQ**rpg, you may notice that rules information in *Highway Robbery* is kept to a minimum. Many of the character details are streamlined, and other elements are left out entirely. This is intentional, to keep down the amount of information necessary for people who are brand new to pen-and-paper games.

It's easy to "reverse-engineer" the relevant statistics using the **EQ**rpg if you choose to do so. Just be wary of bringing up too many rules all at once, lest you overwhelm the players.

The Adventure in a Nutshell

Rodrick Pellingham, an orc by birth but raised by a wealthy human nobleman, leaves the city of Freeport to seek adven-

ture and riches. Unfortunately, his idea of excitement is to assume the role of a swashbuckling highwayman.

He approaches some high-ranking members of merchant concerns he's met through his father — men he thinks are crooked enough to listen to his scam. In return for information on caravan routes and shipping manifests, Rodrick and a band of raiders will strip the caravans of their goods then quietly deliver their contents to the corrupt merchant barons. The merchant concerns collect insurance from moneylenders for the goods lost to banditry then unload the "stolen" goods on the black market for grossly inflated prices. The merchant barons line their own pockets twice over, while the raiders get first pick of the loot and a cut of the black-market rates!

The crooked merchants readily agree, taking steps to conceal the plan from their own companies.

Next, Rodrick needs a gang. The only bandit he knows is **Hormun Bloodmang**, a fellow orc he met on the seedier side of town. In exchange for recruiting a band of highwaymen, Hormun can be Rodrick's lieutenant. Hormun quickly puts together a bandit gang of fellow orcs from the Deathfist tribe. With his typical flare for the dramatic, Rodrick names them the Roughriders.

Rodrick and his crew get to work, and — from the very first raids — it looks like the scam will work exactly as planned.

Xaokun Gual is an elven female who's run a small caravan for over four decades. A few clues make her suspect that the raids are inside jobs. For instance, the bandits have hit caravans run by only three merchant concerns, the raids occur outside of Imperial protection, and the caravans were struck in alphabetical order according to the caravan master's first name. If the bandits are working from a list of regular caravans, hers will be next!

Her request for more guards is ignored, so she quietly hires additional muscle. **These new guards are the player characters (PCs).** The adventure begins one day after the PCs are hired, as the caravan heads for Freeport.

Rodrick and his gang ambush the caravan the next day, in the Serpent's Spine mountains west-southwest of Freeport. He hasn't counted on Hormun's betrayal, though. His second-in-command harbors jealousy for Rodrick's success and feels that he should lead the Roughriders instead of some fop who was raised by humans. Once the caravan attack starts, Rodrick is surprised to find Hormun and a majority of his bandits turning on him. Hormun also declares that he'll wipe out the entire caravan when he's done with Rodrick.

Complicating things even further, the sounds of battle on the perilous mountain pass start a huge rockslide! The fight becomes a race for survival, out of the path of the rushing wall of rocks and boulders!

The Ultimate Goal: The PCs must do their best to navigate this sticky situation and ensure that as much of the caravan reaches Freeport as possible.

Highway Robbery: Scene by Scene

Scene 1: Mountain Passage

The adventure begins with the characters guarding a caravan on the road to Freeport, a major center of commerce in Norrath. The merchant Xaokun Gual hired the PCs the previous day at a trading post named Seven Farthings, a town near the east bank of the Serpent River, west of the Serpent's Spine Mountains and near the great Desert of Ro.

Thus the story starts rolling in the midst of things. If you want to begin a little earlier, refer to the "Optional Introduction" sidebar.

Optional Introduction

If you want to play through the PCs' initial hire, describe Seven Farthings as a small garrison/ supply post near the Serpent River. It can hold off direct bandit assaults, but it lacks the troops to drive them from the surrounding area. Most of the locals sell furs, handcrafted art, semi-precious ore, uncut gems mined to the south and artifacts discovered throughout ruins in the area. The caravans that return from Freeport bring food, tools, supplies and luxury items ranging from water clocks to this year's latest fashions.

Have the PCs notice the caravan leader Xaokun's announcement on the job board outside the one tavern in Seven Farthings. She's inside enjoying a drink with some fellow merchants. Xaokun explains the basics: help guard the caravan to Freeport in exchange for 10 silver each day.



Should a PC wish to barter for higher rates, have that player make a Diplomacy roll:

Player rolls = 1d20 + Diplomacy modifier (or default to Charisma modifier)

Difficulty Check = 1d20 +6 (the GM rolls this)

The DC is based off of Xaokun's own skill in haggling, so the result of your roll determines the DC. If the PC's roll equals or exceeds Xaokun's, she agrees to raise the daily rate to 12 silver. Otherwise the price remains the same.

Once everybody is ready to begin, the next section gives the players a chance to get into character and learn more about the adventure they're on before the action hits. Read or paraphrase the following to the players:

The caravan is but a day out of Seven Farthings, yet the lush landscape near the river is already giving way to rugged mountain trails. Sparse vegetation and stark rocky terrain make the Serpent's Spine Mountains look like they wear a coat of dust. Every now and then, you see eagles circling high above.

The deal offered by Xaokun Gual, the caravan master, was a good one: You will serve as extra muscle for the caravan's journey to Freeport. In return, you'll get free meals and 10 silver each day — or triple rate for hazard pay.

Xaokun approaches with a tight smile on her face. "Pretty easy work so far, eh? Just walking next to wagons and listening to merchants jabber."

She squints up at the sky. For an instant, you can see a hint of elven beauty that skin weathered by decades in the sun can't conceal. "We have six more good traveling hours 'fore we stop. Smart raiders won't attack when we're camped, so you get some rest, and my folks'll handle anyone dumb enough to stumble our way tonight. I want you bright and rested come tomorrow, though. If anybody hits us, they'll hit us on the move.

"Anything you aim to share 'fore I continue my rounds?"

Xaokun makes small talk about the weather, the route they're traveling and a local drink she enjoys called "Mad Dog's Surprise." (Read Xaokun's write-up in the NPC section so that you can respond in character.)

The PCs are encouraged to ask about the threat of bandits. If they don't pick up on what Xaokun said before, have her drop a few more comments along those lines. In the course of the conversation, have Xaokun explain the following:

• A number of caravans in the Commonlands suffered bandit attacks within the past few months. The other caravan drivers spoke of well-trained bandits with a charismatic leader and said that the bandits tended to knock their opponents unconscious rather than kill them.

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Each PC can make an Intelligence check:

Player rolls = 1d20 + Intelligence modifier

Difficulty Check = 15

Each PC with a successful roll gets the idea that the bandits avoid killing so that the merchant companies don't take their grievances to the Freeport constabulary. The loss of goods is trivial — particularly when they're already insured — but the murder of merchants would be a serious matter worth mobilizing troops to rectify.

• Xaokun will *not* reveal that she suspects that her own company is colluding with bandits. She doesn't trust the PCs enough to bring this to light (yet).

Organizing a Defense

Xaokun takes any sensible suggestions the PCs have about caravan defense. If they suggest an idea that sounds cool, let them run with it. Some notes along those lines:

The supply wagon has a few extra weapons — a couple of bows and some arrows, plus a few spears, but nothing fancy like crossbows or lances.

The caravan is on a tight schedule, so diverting the planned route to avoid bandits isn't an option. The nearest alternative passage through the mountains would add another eight days, and there aren't enough supplies to last that long anyway.

Healing

Once conversation dies down, Xaokun gives each PC a small cork-stoppered glass vial with a milky blue liquid inside. It's a potion of minor healing!

A PC can drink the full vial to heal some damage he's sustained. The player rolls 1d10; the result is the number of hit points (or "hp") his PC regains. Xaokun has a limited supply, so she refuses to hand out any more for free.

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The PCs may make a good impression on Xaokun during the conversation:

Players roll = 1d20 + Charisma modifier

Difficulty Check = 18

Each PC with a successful roll comes across as especially capable, professional or entertaining — whatever's appropriate to each character. The players don't see results of this roll now, but it is important later on when it comes time for Xaokun to reveal her suspicions about the caravan company being in league with bandits.

There is another benefit. Xaokun takes a particular liking to the PC with the highest roll — be it professional respect, a maternal thing, whatever. That night, she slips an extra healing potion into that PC's backpack while the party sleeps.

The Caravan

Each wagon in the caravan is piled high with goods and has the same setup: A merchant sits on the buckboard at the front. He steers a team of two oxen, which pulls the wagon. There are six guards (not counting the PCs). A guard equipped with a long bow sits with each merchant, while the remaining guards walk along side the caravan, one on either side. The guards rotate, taking a turn on each wagon and walking so that they don't become distracted or tired. (The long bows are mostly for show, since none of the guardsmen is a very good shot.)

The wagons carry valuable antiques, paintings and statues, all of which are relatively worthless unless sold to someone skilled in appraising such objects. The oxen travel at a rate of 15 ft. per round (a round is six seconds), though they can be driven at a faster pace of 30 ft. per round for a few minutes at a time if necessary.

Xaokun's own wagon is the second or third in line, as you prefer. It's loaded high with bulk goods and supplies that will carry the caravan safely through the journey. The walking guards tend to keep pace with Xaokun's wagon. Xaokun is often on the move — making sure the goods are securely fastened, taking a guard's place on one wagon while he walks alongside, walking near the front of the caravan for a while, then moving again. In short, she's wherever you need her to be for any situation.

Assuming there are four players in your game, the caravan has the following setup:

- 4 wagons
- 8 oxen
- 4 merchants
- 6 guards
- 4 PCs
- Xaokun Gual

If you have more than four PCs in the game, increase the size of the caravan. For each new PC, add one wagon and oxen team, with a merchant and a guard on the buckboard. Don't add more than eight wagon teams, though.

Picking Up the Pace

One of the good things about a game is that you can skip over monotonous passages of time until you hit a point when something interesting happens. You can do that now by saying that the rest of the day was uneventful and the caravan sets up camp for the night.

If you're running late, you can skip directly to Scene 2.

Campfire Tales

Otherwise, you can let the PCs chat briefly with the ally NPCs around the campfire. Check out the "NPC Allies" section for a few suggested names and mannerisms of merchants and guards. Try to make them sympathetic characters. If the PCs connect with the people Xaokun hired them to protect, they'll have greater incentive to save their lives when things get hairy.

You can have the characters talk about anything. They can share tall tales, tell ghost stories or share rumors of places full of great treasures guarded by terrible creatures. Be as creative as you want. Do your best to keep the players entertained and invite them to join in.

When the conversation slows down, explain that the evening passes uneventfully, then "fast forward" to Scene 2.

Optional Encounter

If you have time, you may want to give the players a feel for what combat is like. (Please refer to the EQrpg for a comprehensive description of how to handle combat.)

You can have the caravan encounter a starving, wounded mountain lion that attacks one of the oxen.

Mountain Lion

Hit Points:	16
Initiative:	+5
Speed:	40 ft.
AC:	14
Attacks:	Claws +7
Damage:	Claws 1d8+5

Normally, the GM keeps his dice rolls secret. This lends an air of drama to the game. To give new players a better feel for how combat works, you could do the mountain lion combat in the open — not unlike playing a round of poker with everyone showing their hands.

Take care not to kill any of the PCs during this minor melee. It's not much fun for a player if his character dies 20 minutes after the game starts!

Once the beast is dead, characters with healing magic can heal the rest of the party. You may have Xaokun distribute additional healing potions if the characters are in especially rough shape, though she takes these extra potions out of their pay. By the morning, the party should be back to full strength and ready for the ensuing chaos.

Scene 2: The Canyon of Gold

The next morning, a guard notices that one of the wagon wheels is cracked. The merchants make repairs, but the caravan doesn't get underway until late morning. The trail through the mountains grows more treacherous as the day proceeds. The path narrows to barely two wagon widths, a rock wall to the left and a sheer drop-off to the right that promises near-certain death for those who fall. Xaokun is clearly tense thanks to the delay for repairs, but she just grunts and tells everyone to pick up the pace if asked what's wrong.

Read or paraphrase the following to the players:

Rounding a bend in the mountain trail just before noon, a winding canyon unfolds before you. It stretches in a series of curves from the southwest to the northeast. The canyon floor is a dizzying 500 feet below the sheer drop-off to your right, with the opposite wall just as steep a quarter-mile across the way. The rugged beauty is made all the more breathtaking by patches of golden light that shine along the canyon walls. It seems as if the canyon is made of gold!

Glittering stretches of rock cover the walls from the canyon floor up to the trail. The glow is so bright in places that it's blinding.

"Welcome to the Canyon o' Gold," Xaokun says, squinting at the view. "Impressive, eh?"

"Not really made o' gold, of course. It's all pyrite, as I understand, worn smooth by the branch o' the Serpent River that carved all this out long ago. Shines brighter than a lantern when the sun hits it."

Xaokun frowns, her weathered face revealing her worry. "It's worst like now, when the sun's high. Get reflection from both sides; makes it hard to see. I've seen drivers steer wagons right off the side of the trail thanks to the glare. Best watch your step, eh?"



Each PC can make an Intelligence check as they consider Xaokun's words:

Players roll = 1d20 + Intelligence modifier

Difficulty Check = 10

PCs who succeed realize that the brilliant reflection also offers an inviting circumstance for an ambush.

PCs who get 20 or higher realize that this isn't as likely as one might think, though. The glare comes from both sides of the canyon right now, and any bandits would have as much of a problem seeing as the caravan would. So if they hadn't been delayed by repairs, they would have reached the Canyon of Gold in the morning when the golden glare came almost entirely from one wall — far better ambush conditions than now. At this time of day, any bandits might have retreated to wait out the glare, giving the caravan the perfect opportunity to get through the canyon unmolested!

Xaokun appreciates this insight if the PCs share it, but she's more concerned with how the glare will affect the merchants and the oxen than with the threat of bandits along this trail. She explains that, except for a few wide points, the trail remains narrow and the canyon walls steep, making for poor spots to hide.

A bigger danger is the tunnel at the end of the canyon. Xaokun says that the caravan trail makes a series of switchbacks at the other end of the canyon, heading down to the dry riverbed on the canyon floor. The trail then goes underground and continues for a mile along a tunnel that the ancient river carved long ago. It emerges at last in the foothills at the northeast side of the Serpent's Spine Mountains.

That's the place to expect an ambush, Xaokun thinks — in the tunnel, where it's dark and there's no place to run.

Ambush

Unfortunately for Xaokun's assumptions, Rodrick is quite taken with the romantic idea of highway robbery amid the canyon's sparkling golden light. He plans on ambushing the caravan along the stretch of the Canyon of Gold, rather than in the tunnel.

The Roughriders are split into two groups. One, led by Rodrick, hides amid some rock clusters in a wide portion of the trail just before the switchbacks that lead down to the canyon floor. The other, led by Hormun, waits in the tunnel mouth. They hope to catch the caravan on the switchbacks... but Rodrick didn't expect the caravan delay.

The scout he has set up at the southwest point of the canyon slipped away from his post to take a break from the approaching noontime heat, so the caravan starts its way along the canyon pass unnoticed. Unfortunately, this also means the PCs don't have a chance of spotting the lookout.

When the caravan is two-thirds of the way to the other end of the canyon, the PCs hear the harsh caws of a crow echo along the canyon walls. Through the glare, they can see a bird take to the air a short distance ahead, further up the sheer cliff face beside them.

Each PC can make a Knowledge [nature] check:
Players roll = 1d20 + Knowledge [nature] modifier
(or default to Intelligence modifier)

Difficulty Check = 20

PCs who succeed know that crows aren't very common at this altitude.

Depending upon how the PCs react, you may need to go directly to the "The Good Fight" or "Retreat!" sections. Otherwise, continue on.

Once scouts confirm that the caravan approaches, Rodrick's forces hunker down behind the rocky outcrops near the top of the switchback. Hormun's men move to similar hiding places at the last turn of the switchback near the canyon floor.

The rocks, brilliant with chunks of pyrite, offer excellent concealment. They're also heated in the noon sun, masking much of the bandits' heat from PCs who might otherwise see them with infravision.

For their part, the raiders wear earth tones to help them blend in with the surrounding rock, as well as cleverly designed goggles (see "Goggles" sidebar).

If the caravan continues onto the switchback, read or paraphrase the following:

The trail is only 300 feet above the canyon floor when the switchback begins. The caravan has just made the first turn in the switchback, with two more to go, when the blare of a horn echoes loudly up from the canyon floor. Figures burst from behind the shimmering rocks at either end of the switchback and advance toward the narrow stretch of rock upon which you stand.

They are people of some kind, wearing tan cloaks and jerkins, brown leather caps and odd goggles that have a single narrow slit to see through. All hold weapons — mostly clubs and short swords — and they move to guard either end of the switchback against any escape. With a sinking feeling, you realize that many more figures have poured forth than there are people in the caravan.

"Ahoy there!" shouts a figure from the top of the switchback. Though an orc like the rest, this one is dressed differently. He's dapper, wearing a rich crimson tri-cornered hat and matching slitted mask. He holds aloft a glittering rapier, his mottled brown and gold cloak fluttering with the movement. "It is my duty to inform you that you have been fooled fairly and utterly. You are surrounded by Rodrick's Roughriders, and I beseech you to surrender. Clearly you are outnumbered. Lay down your arms and you shall come to no harm. Resist, and I cannot guarantee your safety.

"We will purloin the contents of those wagons and leave you with enough supplies to reach the nearest settlement. What say you?"

Goggles

The bandits' goggles are simple eyepieces made of leather or wood. Each pair of goggles has a single lengthwise slit that effectively negates any vision penalties from the intense glittering pyrite in the Canyon of Gold.

The narrow field of vision also means that the wearer has poor peripheral vision. As a result, an attacker gets a +2 bonus to flanking attacks made on a person wearing the goggles. (See the EverQuest Player's Handbook for details on combat.)

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Each PC can make a Spot check as the caravan nears the switchback:

Players roll = 1d20 + Spot modifier (or default to Intelligence modifier)

Difficulty Check = 20

Additional modifiers: Each PC suffers a -2 penalty due to the shimmering golden light.

PCs who succeed notice that the all along the top of the switchback has many tumbles of rock — useful hiding places if someone were to set up an ambush.

PCs who get 25 or higher notice places where smaller stones might have been disturbed recently.

Depending upon how the PCs and the caravan react, you may need to go directly to the "The Good Fight" or "Retreat!" sections. Otherwise, continue.

This is a great role-playing opportunity. Allow the PCs to begin a shouting match, with Rodrick spending much of his end of the conversation trying to assure them of their safety and cajole them into surrendering.

Xaokun is uneasy with such an overwhelming force, and she defers to the PCs for tactical decisions. They can stall for time — Rodrick allows five minutes to discuss whether or not they shall surrender. Tell the players they have five minutes in real-time to come up with a plan. Inform them when they have a minute remaining and when their time is up.

The PCs can also convince Rodrick to meet alone under flag of truce. He will come to a neutral position at the near turn in the

trail, along with one bandit for every PC who arrives. He will discuss terms of surrender and cheerfully point out tactical weaknesses that will ultimately be the PCs' undoing. He can even be drawn into discussions of high society if the PCs get him going.

Rodrick is too cagey to betray his identity, his connection with his father, or the scam with the merchant concerns, but PCs who ask clever questions might gain a few clues.

After no more than five minutes, Rodrick demands their immediate surrender or else he will order his troops to advance and take the caravan by force.

The Good Fight

It is more than likely that events will devolve into combat, so you should have the EQrpg handy to help walk you through the process.

Rodrick rejoins his forces. At his command, a group of orcs at the top and bottom of the switchback advances on the caravan. Each of the two groups has four times the number of orcs as there are PCs. A significant number of orcs (roughly eight times the PCs number!) hold back for the time being.

The advancing orcs are loyal to Rodrick; none are aware of the duplicitous Hormun's machinations. Most of the remaining orcs who hold back are loyal to Hormun... or will be after his betrayal.

Xaokun commands the guards to hold the wagons at all costs. As the raiders approach (or prior to their arrival at the switchback if they planned ahead), she orders most of the guards to protect the front. The PCs and a handful of the guards are directed to stop Rodrick and his force advancing down the trail.

20

If a PC has a better strategy, he can make a Diplomacy check:

Players roll = 1d20 + Diplomacy modifier (or default to Charisma modifier)

Difficulty Check = 15

You may give the PC a +5 bonus to his roll if the plan sounds reasonable. On a successful roll, Xaokun cedes control of the guards to them for the duration of the battle.

Everyone in the caravan is at a distinct disadvantage due to the ongoing glare from the canyon walls. Each character is at -2 to all maneuvers based on sight, including attacks. (The bottom of the canyon will fall into shadow in another 20 minutes, but the struggle will be over by then.)

20

Each PC can make an Intelligence check:

Players roll = 1d20 + Intelligence modifier

Difficulty Check = 15

On a successful roll, the PC realizes that a pair of the bandits' goggles may come in handy for the imminent battle. In fact, he can negate the sight penalty by donning a pair of goggles snatched from one of the bandits.

The orcs fight in pairs, with two working together against a single target. Remember that they're trying to inflict subdual damage. This means each orc advancing suffers a -4 penalty to his attack roll.

Dealing With Crafty PCs

Sometimes the players come up with a plan so brilliant that they'll worm their way out of the trickiest situations. What happens if they feel they're walking into an ambush and refuse to set foot on the switchback? What if they predict how the ambush will occur and come up with a plan of their own to counter-ambush the bandits?

Let them!

After all, the *players* aren't screwing up your plans — their *characters* are ruining the *bandits'* ambush. Your plan is to ensure that the players have fun, so let the bandits react to such a situation as you think they would. Don't be afraid to take a quick break and think through some possible outcomes. Remember that while *you* know about the PCs' plan, the *bandits* do not. Unless the PCs telegraph their plans, reward the players' ingenuity by having the raiders botch their ambush and go on the defensive.

Have one pair per PC advance on the group, with one of the pairs breaking off to concentrate on the guards. So, if you have four players, four pairs of bandits advance. One pair moves to fight guardsmen, with the remaining three pairs fighting the PCs directly.

The orcs focus on whoever is in the "front ranks" — at only two wagon-widths across, the trail is too narrow for them to safely circle around and attack everyone at once. This allows spellcasters and archers some leeway to attack from behind those in the front.

Rodrick stands 50 ft. above near the start of the switchback, watching the battle and calling out commands and words of encouragement. He'll say things like, "Nice footing, Jarl!" and, "Flat of the blade, Shurmo! None shall come to lasting harm!" as the fight continues.

If any of the PCs attack Rodrick, whether by melee, ranged or magical combat, he enters the fray.

If you feel the PCs are having a bad time of things so far, have one more pair of bandits peel off to focus on guardsmen so that the PCs aren't trounced.

There are three main alternatives to this basic strategy. Each is outlined as follows, with relevant rules included:

Duel

Rodrick is more interested in the romance and excitement of being an outlaw than he is in beating up people and taking their stuff.

20

Smart PCs may recognize that Rodrick operates according to a personal code of honor:

Players roll = 1d20 + Intelligence modifier

Difficulty Check = 15

On a successful roll, the PC thinks Rodrick will accept a challenge to duel for the caravan's freedom.

Rodrick will quickly accept such a challenge, in fact. Because the PCs choose the prize, however, Rodrick chooses the method. He may declare it to first blood, to first person knocked to the ground, to surrender, or even a knock-down, drag-out fistfight to unconsciousness — whatever you feel is most exciting for the players. He refuses to fight to the death, though, as that is not in keeping with his chivalrous code.

Rodrick is confident enough in his own abilities that he will even duel up to four PCs at once. He swears to uphold the terms of the deal, and he fights fairly. Once the terms are established, Roderick and three bandits per PC advance. The bandits are there to keep things honest, and they don't engage the PCs unless they are attacked.

If the PCs fight dirty, break the terms of the duel, actively try to kill Rodrick, or try to ambush the bandits during the duel, Rodrick retreats immediately and orders his troops to advance. He won't agree to any further deals with the PCs unless he is at their mercy. Refer to "The Good Fight" for details of the battle.

Regardless of whether the PCs win the duel, go directly to Scene 3 once it's over.

Surrender

Some PCs might actually wish to surrender. Xaokun becomes enraged and spits curses at them if they try, telling the guards to treat them like the no-good bandits. She shouts that she'll be damned if she lets bandit scum steal her shipment without a fight.

She orders the guards to charge and cut down anybody who gets in their way. She then begins unhooking the oxen and gets the merchants to help her push all but the supply wagon over the side of the trail!

Rodrick and his troops rush forward to prevent this. The fight is as described previously, though Xaokun and the guards are hostile to the PCs unless they help fight off the bandits.

The PCs may have worked out a false surrender, with Xaokun and the guards in on the ploy.

Players roll = 1d20 + Bluff modifier (or default to Charisma modifier)

Difficulty Check = 15

If they roll higher than the DC, the PCs fool Rodrick and his men. The same events play out, but Xaokun doesn't actually destroy her cargo or attack the PCs. Instead, she calls out orders to that effect, and the guards act like they're turning on the PCs — until the raiders move in! The Roughriders are surprised and caught "flat-footed" for the next round of combat. (Refer to the **EQrpg** for details on surprise.)

Refer to "The Good Fight" for how the battle continues.

Retreat!

The caravan may break through the rear guard at the top of the trail, but a quarter-mile back around a bend, they find that a pile of rocks and dirt blocks the trail. Evidently, a hidden bandit triggered a small rockslide when Rodrick engaged the caravan on the switchback.

(Alternatively, if the PCs somehow persuade Xaokun to retreat before they head down the switchback, an orc triggers the rockslide behind them for the same result.)

20

PCs and NPCs can scramble through the pile:

Players roll = 1d20 + Climb modifier (or default to Strength modifier)

Difficulty Check = 10

This may get them through, but the wagons and oxen can't pass unless a path is cleared. Doing so would take nearly a full hour — clearly impossible for the caravan when harried by a bandit troupe nearly twice their size.

Should the PCs elect to make a stand here, have the events from "Ambush" onward occur at this location rather than on the switchback. This puts the caravan with its back to the blockage when Rodrick advances, and it places Rodrick in the same position when Hormun Bloodmang and his troops spring their betrayal. The larger rockslide then occurs here, although in this instance, the only safe place to go is toward the switchback.

Ending the Fight

The fight lasts until one of the following circumstances occurs:

- all the orcs specifically threatening the PCs are defeated
- half or more of the PCs are knocked out
- Rodrick loses more than half his total hit points

(These details may change if the PCs tried the "Duel," "Surrender" or "Retreat!" options — or if they came up with their own idea.)

Half of the caravan guards have been knocked unconscious at this point, and there are roughly twice as many orcs as there are PCs near the caravans. They're mostly clustered at the front of the caravan, with maybe a couple left in the back with the PCs.

Go directly to Scene 3 at this point.

Scene 3: The Enemy of My Enemy...

The battle on the trail takes a surprising turn when Hormun Bloodmang betrays Rodrick. This can occur either at a dramatically appropriate moment or when the PCs have defeated the initial wave of bandits as mentioned previously. Read or paraphrase the following:

Three quick blasts of a horn echo up from below. The bandits attacking the caravan break away, though they seem confused at the order. Some commotion among the bandits on either end of the switchback draws your attention. Many of the orcs pull the scarves from their faces — and attack the handful of their fellows who stand in confusion!

A particularly large bandit holding a war horn moves up the trail as the skirmish begins. Rodrick cannot conceal the shock on his face.

“Hormun!” he shouts, “what do you think you’re doing? You’re ruining the plan!”

“Plans change!” shouts the orc, grabbing one of the wounded bandits. “Rodrick say he give mercy, but I give more mercy!”

Hormun flings the bandit off the side of the trail. A scream echoes up the shimmering canyon walls as the unfortunate creature plummets down the steep side of the switchback. The scream is cut off abruptly as the bandit is dashed against the unforgiving rock. “You see? Put weapons down, and I give you all more mercy!”

Rodrick is genuinely shocked, but he recovers his wits enough to offer the PCs a truce. They must ally to defeat Hormun. In turn, Rodrick and his remaining men will leave without further harassing the caravan... should they all survive.

Make an opposed Diplomacy check between the PCs and Rodrick:

Players roll = 1d20 + Diplomacy modifier (or default to Charisma modifier)

Difficulty Check = 1d20+5 (the GM rolls this)

Any PC who succeeds is certain that Rodrick is sincere, and may even have room to offer additional conditions (such as Rodrick submitting to capture, disbanding his Roughriders, etc.). Rodrick may submit to any but the most unreasonable demands — but there isn’t much time for haggling, though, as Hormun and his traitorous brethren advance...

Ignoring the Truce

Should the PCs turn down Rodrick’s offer, or if they have given Rodrick sufficient cause to believe they won’t uphold their end of the bargain, the battle becomes a bloody one. Rodrick forms up those bandits loyal to him, disengages from fighting the caravan and charges those traitors at the top of the switchback in hopes that he can break through and escape. His men avoid any caravan troops in their path, though they won’t leave themselves open to attack.

Meanwhile, Hormun’s bandits from farther down the trail overtake the caravan. Two bandits per PC threaten the party, with more attacking the remaining guardsmen and merchants. Hormun’s bandits don’t pull their punches, they attack for regular damage without penalty.

For dramatic purposes, the PCs lose sight of Hormun in the sudden confusion — all they see is a big wave of angry orcs coming at them.

The PCs may roll to see what Rodrick or Hormun is up to: Players roll = 1d20 + Spot modifier (or default to Intelligence modifier)

Difficulty Check = 15

If they roll higher than the DC, the PCs see that Hormun went to the far end of the switchback and climbed up the cliff side, past the caravan, to engage Rodrick at the uppermost turn in the trail. Rodrick shows impressive skill with the blade against the massive Hormun, but he barely defeats his lieutenant before falling beneath the blades of his former bandit allies!

Proceed directly to “Rockslide!” below.

Accepting the Truce

If the PCs accept a truce, Rodrick directs his men to the caravan and helps load any wounded or unconscious orcs and guards onto the wagons. He then defers to the PCs, ordering his bandits to follow their commands as though they were his own. While he will offer suggestions, he leaves the caravan’s defense to those sworn to protect it.

Hormun charges the caravan with his troops coming in from both sides. While the attackers outnumber the defenders, the trail’s narrow width and the help from Rodrick and his loyal troops limits the number of orcs who can attack at the same time. This means the party faces roughly one orc per PC — as well as Hormun, who personally leaps into the fray. You may want to have Rodrick attacked by his mutinous men so that the PCs get to battle the traitorous Hormun themselves.

When Hormun is mortally wounded, proceed to “Rockslide!”

Rockslide!

Arrange things so that the PCs battle Hormun at the far turn in the switchback (or the edge of the trail if the caravan retreated). When Hormun suffers a fatal blow, read or paraphrase the following:

The massive orc staggers back at the force of the blow. His mouth opens wide in a terrible death yell as he tumbles over the edge of the trail! You see him struggle for his war horn with the last of his dying strength just as he goes over the edge. The horn sounds in one last peal that reverberates up the glowing golden walls, building to a deafening crescendo. The echoes start to fade, but then a great rumbling fills the air and the ground starts to shake.

The glittering canyon walls shake with the results of Hormun Bloodmang’s last act of treachery. Massive chunks of the cliff start to tumble down, a thousand tons of stone and earth thundering toward the canyon floor — right at you!

The melee immediately ceases as the surviving bandits and merchants alike join in a scramble for safety.

Check your watch and tell the players they have two minutes to plan before you set events in motion. They have a six round countdown before the rockslide hits. (These aren't actual combat rounds; it's used here as a measure of convenience to determine things like movement distance covered per round, spell duration, et cetera.)

Figure out approximately where on the switchback everybody is, including the bandits and the caravan. If their plans focus primarily on saving their own hides, remind them that the caravan is in the path of the rockslide and that its survival is paramount to their getting paid. Unfortunately, the caravan is 150 feet from the canyon floor and the safety of the tunnel. Otherwise leave them to their own designs.

PCs stuck in the open can avoid the rock fall through ingenuity — if it sounds like a clever plan, let them get away with it.

20

It's clear that there's no time to get the wagons to the tunnel in time — perhaps not even the people, either — but an alternative may occur to the PCs:

Players roll = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 15

If successful, the PCs realize that the caravan actually stands a good chance of surviving if they act fast. The trail is narrow and the cliff rises at a steep angle, while the wagons are heavy and durable. If the wagons are moved flush with the cliff side and tied together, they probably won't be knocked over by the rock fall.

The same goes for people. PCs and NPCs can try to hunker down right next to the cliff wall and hope they don't get slammed by falling rocks. Better yet, some of the goods may be removed from the wagons to make room for people inside, or individuals could get under the wagons.

Additional Modifiers: If a PC rolls a 25 or higher, he spots a portion of the wall that angles out a little on this level of the switchback trail. If the oxen can be moved there, they should also avoid the worst of the rockslide.

Once the two minutes end, return to the action. Count the rounds down and track the characters' actions, movement and spells. Call for rolls at a DC of your own devising, as you feel it's appropriate. Keep things tense but hopeful, describing the increased rumbling of the ground and the massive wall of onrushing stone.

At the end of the sixth round, the rockslide slams down upon the switchback!

Anyone who reaches the tunnel at the canyon floor or gets at least 200 feet back along the trail away from the switchback is safe.

All characters bracing for impact inside or underneath the wagons suffer 1d4 points of damage. This goes for oxen who were moved to the overhang.

Each PC caught unprotected in the rock fall suffers 1d12 points of damage, but otherwise remains on the trail (albeit buried under a scattered pile of rocks and earth).

Each NPCs caught unprotected on the trail are either crushed by the rockslide or swept over the edge.

Each unsecured wagon has a 50% chance of being knocked over the side (flip a coin if you like).

Picking Up the Pieces

Characters trapped under rocks and dirt have an unpleasant time of it, but they're not buried deeply. They can breathe, and they suffer no further damage before they finally get free. If the oxen made it to the overhang, they're all panicked but alive. Otherwise, just over half survived (and that half is even more panicked). The remaining wagons are damaged but repairable.

Should Rodrick live, he organizes those troops who remain loyal and leaves without any further attempts to capture the caravan. He honors any deals that he made with the PCs, although he won't allow the wholesale slaughter of his men — if captured, he will attempt to trade his own life to spare theirs, and do his best to bargain for their release. He is willing to give up proof of his connection to the merchant concerns at this point, something that interests Xaokun immensely.

None of the mutinous bandits who survived have any stomach left for a fight. They flee back down the canyon, fast losing themselves in the mountains.

Conclusions

You can wrap things up quickly, now. The PCs and the remainder of the caravan arrive in Freeport. If at least half of the wagons made it to Freeport, each PC receives 150 silver pieces for their efforts. Otherwise they receive no pay from the merchant concern, due to failing in their contracted duties. If alive, Xaokun isn't at all reluctant to see them go.

Rodrick had a bounty on his head of 100 gold pieces issued by the merchant concerns, payable only if he remains alive. Should the PCs deliver him to collect the bounty, they soon learn that he managed to "escape" from the merchants not long after — in truth, he was released by the conspiracy of merchant barons.

Should Rodrick give up the goods on the conspiracy and provide Xaokun with the proof she needs, she approaches the heads of the merchant concerns. They root out their corrupt colleagues and provide her with a healthy bonus. She shares this with the PCs, giving them an extra 50 silver pieces apiece.

A very annoyed Sir Chayson Pellingham shows up with an official writ for the release of his son and takes a dejected Rodrick into his personal custody.

Further Adventures

Congratulations to you and your players for finishing Highway Robbery! We hope everyone enjoyed the adventure. And remember, this is only the beginning. Look forward to additional EverQuest supplements designed to give you insights into the world of Norrath and ideas for many more adventures to come!

Characters

Antagonists

Rodrick Pellingham

Rodrick Pellingham, 4th-level Warrior

Medium-Size Humanoid (Orc)

Hit Dice: 4d12+8 (34 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +2 natural, +2 leather)

Attacks: Rapier +5 melee

Damage: Rapier 1d4+3 (18 — 20 x 2)

Special Qualities: Ultravision

Saves: Fort +8, Ref +5, Will +2

Skills: Diplomacy +5, Listen +6, Spot +6, Taunt +6,

Feats: Alertness, Great Fortitude, Lightning Reflexes, Weapon Specialization (Rapier)

Challenge Rating: 3

Alignment: Discordant Good

Faction: Rodrick's Roughriders

Description

Rodrick Pellingham grew up in Freeport as the adopted son of Sir Chayson Pellingham, a wealthy human knight. During an orcish uprising 20 years prior, Sir Chayson and his companions encountered many massacred orc villages in which the populace had been slaughtered and the livestock stolen. A single ray of hope was found in this grim circumstance when Sir Chayson discovered an orc infant carefully hidden within a sack of potatoes. Sir Pellingham took pity upon the child and brought him to Freeport to be raised as his own son.

Pellingham provided Rodrick with the best schools, tutors and martial trainers that money could buy, yet the question of his heritage closed many doors for Rodrick. Too many feared that his orc blood would lead him to evil, and they refused to allow him into knighthoods, guilds or even the military. This frustrated him to no end, but he refused to live off his father's largesse. He sought some way to prove his capability to himself and to the world.

The stories of gold-hearted highwaymen had always appealed to Rodrick. Though his current efforts aren't exactly altruistic, Rodrick views it as only the initial step in a grand plan. First, he hopes that he can show Deathfist orcs that there's more to life than lethal raids and wanton destruction. Next, he plans to turn in the corrupt merchant barons he first drew into this scheme. His trickery would clean out corruption from the organizations his adopted father deals with and would present Rodrick as a clever undercover operator.

Combat

Rodrick prefers to issue verbal challenges to single opponents who he fights until he strikes them down or forces them to yield. Unless he feels himself gravely outnumbered and fighting for his life, he will always attack for subdual damage. Should he score a critical hit, his blade manages to do something humiliating such as slicing through a belt to drop the opponent's pants, loosing the buckles and straps on armor or slicing a substantial lock of hair from an opponent's head.

Hormun Bloodmang

Hormun Bloodmang

Medium-Size Humanoid (Orc)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +2 natural, +3 hide)

Attacks: Broad sword +6 melee

Damage: Broad sword 2d4+4

Special Qualities: Ultravision

Saves: Fort +5, Ref +2, Will +2

Skills: Listen +5, Spot +5, Taunt +2

Feats: Alertness, Power Attack

Challenge Rating: 2

Alignment: Discordant Evil

Faction: Deathfist Orcs

Description

The Deathfist have a name for orcs like Hormun Bloodmang: *klathat chal*, which roughly translates to "one whose mouth is

larger than his fangs.” Hormun Bloodmang can sure talk a good game, and he has many long, involved tales of being forced out of a position of rightful leadership by comrades who betrayed him for their own glory. While technically true, he was ousted because he’s an incompetent leader on or off the battlefield. He’s lucky he was cast out from the various Deathfist factions rather than killed outright as an object lesson to his fellows.

When Rodrick approached him, Hormun Bloodmang talked the best game of his life and convinced the naïve young orc that he was the best tactical mind that the Deathfist had ever seen. He’s managed to keep his incompetence secret thus far by presenting his own gaffes as tests of Rodrick’s knowledge. When Rodrick points out why Hormun’s suggestions are shortsighted and wrong-headed, the outcast bites his tongue, nods sagely and appears to be much wiser than he actually is. He secretly hates, however, Rodrick for his keen blade and keener intellect. Hormun sees himself as solely responsible for gathering the Roughriders, and he wants nothing more than to slay the thrice-damned city orc with delusions of romantic adventure. That, and a much greater cut of the loot.

Combat

Hormun Bloodmang fights dirty. He attacks from behind, throws handfuls of snow in the faces of his opponents and strikes down unarmed foes or opponents who have surrendered. He never even considers inflicting measly subdual damage. Although he isn’t a coward, he is a pragmatist. Should things go badly for him, he will beat a hasty retreat and attempt to regroup.

Rodrick’s Roughriders

Deathfist Pawns

Medium-Size Humanoid (Orc)

Hit Dice:	1d8+1 (5 hp)
Initiative:	+0 (Dex)
Speed:	30 ft
AC:	14 (+1 natural, +3 hide)
Attacks:	Short sword +2 melee
Damage:	Short sword 1d6+2
Special Qualities:	Ultravision
Saves:	Fort +3 ,Ref +0 ,Will +0
Skills:	Listen +5, Spot +5
Feats:	Alertness
Challenge Rating:	1/2
Alignment:	Discordant Neutral
Faction:	Rodrick’s Roughriders, Deathfist Orcs

Description

Deathfist orcs are fairly typical examples of an orc clan in decline. They have no great strongholds, are not well organized, and have not had an especially effective leader in the past few generations. They are slightly smaller than most orcs (rarely exceeding 5 ft. 10 in.), and they have a greenish tint to their skin. Lacking a strong home base, most Deathfist orcs have gathered in roving bands of brigands and hunters struggling to scrape out a meager existence. Should the Deathfist ever manage to gather in one place, however, they might once again lay claim to their home territory and even lay siege to Freeport itself. That Rodrick was able to unite these stragglers with common purpose so easily is testament to that fact.

Combat

Rodrick’s tactical instruction has paid off. The Roughriders work in pairs to complement one another in battle, and they always strike for subdual damage unless otherwise ordered.

Those who betray Rodrick drop what they see as useless tactics and fight singly with chaotic fervor, striking for normal damage.

Allies

The following ally NPCs are on the “same side” as the PCs. They don’t have statistics because the PCs have no reason to come into conflict with them. Also, you don’t need to slow things down in this adventure by rolling dice to see how well the guards do against the bandits. If the PCs get into a fight with an ally NPC for some strange reason, use the Deathfist Pawn statistics, but subtract 1 from every roll by Xaokun or the guards and 3 from every roll made by a merchant.

Note that this “GM shortcut” is intended to keep things moving swiftly for this specific introductory adventure. In your own **EverQuest** game, the GM could use listed statistics or create them prior to running an adventure.

Xaokun Gual

(SHOW-koon GWAHL)

Description

Nearly two centuries ago, this wood elf eschewed all ties with her home in search of adventure throughout the world of Norrath. While Norrath certainly contains its share of peril, she thought it above all a beautiful place and preferred to experience as much of its dangerous beauty as possible.

Over the past hundred years Xaokun has worked jobs that require her to travel all over Norrath, and she has amassed a small fortune in the process. Her savings alone place her as quite wealthy — to say nothing of her network of investments in many small town businesses — but few would guess that from her homespun demeanor and her appreciation of simple pleasures. She does nothing to disabuse people’s perceptions of her, preferring to do what she has always done anonymously and without bother.

Combat

Xaokun is primarily concerned for the safety of the people under her charge, the beasts of burden, the wagons and the supplies (in that order). She orders the guards to defend the wagons when the caravan is threatened, and she is quite open to considering alternative suggestions. She knows her own limitations well enough to defer martial control to those more capable, if necessary.

Caravan Guards

Description

While any fool can pick up a blade and slap on some chain mail, the guards employed by the merchant concerns must pass biannual competency examinations and train twice per year under the direction of a Freeport infantry captain. While not particularly outstanding as guardsmen come, those assigned to Xaokun’s caravan follow orders, fight competently and aren’t prone to panicking when facing a larger force.

Character Thumbnails

Siman and Ganis Fenn are twins who fight well together, but prefer to avoid one another’s company when not on the job.

Zorr Zatham was once a fierce barbarian warrior, but she now spends her twilight years making a steady wage. She's saving up to purchase a large fishing trawler upon which she'll spend the rest of her days.

When not serving as a guardsman, Irvil Cloy is a connoisseur of cheese. Unfortunately, he much prefers the stinky kinds.

Combat

With no direction, the guards fight individually. They follow Xaokun's orders without question. They will follow sensible orders the PCs give if those PCs have distinguished themselves as skilled in battle or knowledgeable in conversation — and as long as the orders don't contradict Xaokun or lead to certain death. Each guard has a single healing potion and is equipped with a broad sword (2d4+2 damage).

Merchants

Description

The merchants driving the wagons are wholly ignorant of the scam that exists between their baronial masters and

Rodrick. They vary in race, origin and attitude, but are primarily concerned with seeing the wares they bartered for in Seven Farthings delivered safely to Freeport.

Character Thumbnails

Myrnan Pens complains about everything from weather to the warts on his hands.

Whenever Jolun Fullingsworth speaks, she has a habit of repeatedly clearing her throat.

Sandor Fitch likes to play good-natured, minor practical jokes on the guards but makes a point to tip them well at the end of the journey.

Although Gen Erendish loves to share news about current events with anybody who will listen, she becomes remarkably terse when questioned about her past.

Combat

The merchants cower and plead for their lives when threatened, or they do their best to find cover and stay behind the guards. They might try to get in a few good whacks with quarterstaves (1d6 damage), though, should they catch an enemy unaware.

Appendix: Spells



This section contains a list of spells that characters participating in **Highway Robbery** are most likely to have. They are included here for ease of reference. The EQrpg Player's Handbook contains a complete list of spells that characters may choose from.

Burst of Flame

Evocation [Fire]

Level: Dru 1, Mag 1, Shm 1

Spell Line: *Burst of flame*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

One target within range bursts into flame, taking 1d6 points of fire damage.

Cavorting Bones

Conjuration (Summoning)

Level: Nec 1

Spell Line: *Cavorting bones*

Mana: 3

Components: V, S, M

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: Permanent (see text) (D)

Saving Throw: None

Spell Resistance: No

This spell summons a type 1 skeleton, an undead creature that attacks the caster's enemies. The skeleton appears wherever the caster designates within the spell's range and acts as the caster's pet (see the "Pets" sidebar in Chapter 8: Using Magic). The pet acts on the caster's initiative count beginning the round after it is first summoned, and it can be directed not to attack or to attack only particular enemies, to return to the caster's side, to guard the caster or to perform other simple actions.

The skeleton can be equipped with weapon and shield once it is summoned, but any equipment it uses disappears along with the skeleton when it is destroyed or dismissed. A caster can have only one summoned pet at a time. The skeleton is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed.

The skeleton is considered both a summoned creature and an undead for the purposes of determining what spells and abilities affect it.

Material Components: 1 finger-sized piece of bone.

Courage

Abjuration

Level: Clr 1, Pal 1

Spell Line: *Courage*

Mana: 2

Components: V

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell grants the target a +1 divine bonus to AC and a divine bonus of +3 hit points.

Divine Aura

Abjuration

Level: Clr 1, Pal 11

Spell Line: *Divine aura*

Mana: 2

Components: V, S

Casting Time: Free action

Recast: 15 minutes

Range: Personal

Target: Caster

Duration: 3 rounds (D)

Saving Throw: None

Spell Resistance: Yes (harmless)

The caster calls upon his god to protect him in a time of need. For three full rounds, he becomes completely invulnerable. Nothing can harm or stun him during this time, including any spell or physical attack. He himself cannot attack or cast spells, however. Spells in the *taper enchantment* line do not dispel this effect. Note that even beneficial spells, such as healing magic, cannot affect the caster during this spell's duration.

Flame Lick

Evocation [Fire]

Level: Dru 1, Rng 1

Spell Line: *Flame lick*

Mana: 2

Components: V, S, F

Casting Time: 1 action
Recast: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 8 rounds
Saving Throw: See text
Spell Resistance: Yes

The target creature bursts into flames, taking 1d6 points of fire damage immediately (Fortitude half), and an additional 2 points of fire damage (1 if the initial Fort save was successful) each subsequent round for seven rounds. A target that fails its Fortitude save must also roll a Will save, or also suffer a -1 circumstance penalty to AC for the duration of the spell.

Focus: A fire beetle eye.

Flare

Evocation [Light]
Level: Mag 1
Spell Line: *Flare*
Mana: 1
Components: V, S
Casting Time: 1 action
Recast: 3 rounds
Range: Long (400 ft. + 40 ft./level)
Effect: Creates a light
Duration: Instantaneous (see text)
Saving Throw: Will negates (harmless)
Spell Resistance: No

This spell creates a small ball of illusory flame that fires away from the caster toward a chosen target within range, dissipating when it reaches the target. The caster need not know the target's location (in fact, this spell is usually used when the caster does not know the direction to the target), but he does need to be familiar with the target or at least to have seen it within the past hour. This flare travels slowly enough that the caster can easily track its progress with the naked eye (approximately 100 feet per second). If the chosen target is not within range, the spell fails and the flare never materializes. The flare is not real fire, although it does provide illumination in a five-foot radius. It cannot inflict any damage.

Frost Bolt

Evocation [Cold]
Level: Wiz 1
Spell Line: *Frost bolt*
Mana: 2
Components: V, S

Casting Time: 1 action
Recast: Instant
Range: Long (400 ft. + 40 ft./level)
Target: One creature
Effect: Ray
Saving Throw: Reflex half
Spell Resistance: Yes

A pale blue ray springs forth from the caster's hand; the caster must succeed in a ranged touch attack to strike the target. The target takes 1d8 points of cold damage if struck.

Inner Fire

Abjuration
Level: Bst 1, Shm 1
Spell Line: *Inner fire*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: Any creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

This spell sparks the target's own inner strength and grants +1 insight bonus to AC. It also grants a buff bonus of 3 hit points.

Invisibility

Divination
Level: Bst 6, Enc 2, Mag 3, Shm 8, Wiz 5
Spell Line: *Invisibility*
Mana: 5
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)
Target: One willing creature
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

Light shifts and warps, fooling the visual senses of living creatures into not seeing the target of the spell. The target does not become invisible to undead. The spell ends if the recipient casts any spell or attacks any creature directly, though he is free to interact with objects in any way.

His equipment vanishes as well while he continues to carry it. If the recipient sets down or drops an object, the object becomes visible. If the recipient picks up an object, it disappears if tucked into folds

of clothing, a pouch, or a pocket. Any object that trails more than five feet from the recipient, such as a dangling rope or the train of a gown, becomes visible.

All other sensory evidence of the recipient's presence remains, however. For example, he still makes noise when he opens a door, and he leaves muddy footprints in wet earth, as normal.

When *invisibility* is cast, the GM determines its duration secretly based on the following chart:

d4 Result	Duration
1	1d10 rounds
2	1d10 minutes
3	1d6x10 minutes
4	1d8 hours

Two rounds prior to this spell and those of this line reaching the end of its duration, the character under the influence of the spell will feel himself reappearing and realize that the spell's effect is fading.

Invisibility to Undead

Divination
Level: Clr 4, Enc 5, Nec 1, Pal 3, Shd 1, Wiz 9
Spell Line: *Invisibility*
Mana: 6
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: See text
Target: See text
Duration: See text (D)
Saving Throw: None
Spell Resistance: No

As *invisibility*, except the target is made invisible only to undead creatures.

Shadow knights and wizards may cast this spell only upon themselves. Other classes that can cast this spell may target any willing creature within close range (25 ft. + 5 ft./2 levels).

Lifetap

Alteration [Magic]
Level: Nec 1, Shd 1
Spell Line: *Lifetap*
Mana: 2
Components: V, S
Casting Time: 1 action
Recast: Instant
Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

This spell immediately transfers part of the target's life force to the caster. The target takes 2 points of magic damage (only 1 point with a successful Fort save), which the caster immediately gains. This spell cannot raise the caster's current hit point total past her normal maximum total. If the spell reduces the target to 0 hit points, the target falls unconscious. It is possible to kill a target with this spell if the drain causes the victim to reach -10 hit points.

Lull

Alteration [Mind-Affecting]

Level: Clr 1, Enc 1, Pal 2

Spell Line: *Lull*

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 2 minutes

Saving Throw: Will negates

Spell Resistance: Yes

This spell soothes the target and partially hypnotizes it so that it's less aware of its surroundings or an impending threat. If the target fails its saving throw, it is unaware of what happens more than five feet away from itself — including a melee against a nearby comrade — for the duration of the spell. This spell does not work if the target is already involved in combat, and its effects end immediately if the target is attacked in any manner.

Minor Healing

Alteration (Healing)

Level: Bst 1, Clr 1, Dru 1, Pal 1, Rng 1, Shm 1

Spell Line: *Minor healing*

Mana: 2

Components: V, S

Casting Time: Free action (see below)

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The caster channels divine energy to heal the target of wounds and injuries, curing 1d10 hit points. This spell may be cast as a free action, but only once per round. Additional castings of the spell within the same round require one attack action.

Minor Shielding

Abjuration

Level: Enc 1, Mag 1, Nec 1, Wiz 1

Spell Line: *Minor shielding*

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Personal

Target: Caster

Duration: 10 minutes/level (D)

Saving Throw: None

This spell grants the caster a +2 armor bonus to AC and a buff bonus of +2 temporary hit points.

Numbing Cold

Evocation [Cold]

Level: Wiz 1

Spell Line: *Numbing cold*

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Area: 10-ft. burst centered on caster

Duration: Instantaneous

Saving Throw: Fortitude half

Spell Resistance: Yes

A wave of numbing cold spreads out from the caster, dealing 1d6 points of cold damage to all creatures within a 10-foot radius. The caster is unharmed.

Pendril's Animation

Conjuration (Summoning)

Level: Enc 1

Spell Line: *Pendril's animation*

Mana: 2

Components: V, S, M

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One summoned creature

Duration: Permanent (see text) (D)

Saving Throw: None

Spell Resistance: No

This spell creates a type 1 animated sword and shield, an animation that ap-

pears wherever the caster designates within the spell's range and remains by the caster's side, acting as the enchanter's pet (see the "Pets" sidebar in Chapter 8: Using Magic). When an opponent attacks the caster, the pet automatically attacks that opponent. The animation acts on the caster's initiative count. Animations cannot be commanded. They continue to fight — even against the caster's wishes — until destroyed. When a foe is defeated, the animation attacks the nearest target that attacked its master. An animation will not attack a *mesmerized* foe, however. If the mesmerism is broken, the pet immediately resumes its attack.

A caster can have only one summoned pet at a time. An animation is permanent, remaining until dismissed by the caster (or by the caster's *reclaim energy* spell) or destroyed. The animation is considered a summoned creature for the purposes of determining what spells and abilities affect it.

Material Components: A tiny dagger.

Shallow Breath

Alteration [Magic]

Level: Enc 1

Spell Line: *Shallow breath*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Close (25 ft. + 5 ft./2 levels)

Target: One living creature

Duration: 8 rounds

Saving Throw: See text

Spell Resistance: Yes

This spell constricts the target's throat, dealing 1d4 points of magic damage (Fort half). Furthermore, the target suffers a -2 penalty to Strength and Dexterity for eight rounds. If the initial Fortitude save is successful, then these penalties are not applied.

Shock of Frost

Evocation [Cold]

Level: Wiz 1

Spell Line: *Shock of frost*

Mana: 1

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: Instantaneous



Saving Throw: Reflex half

Spell Resistance: Yes

A chilling shock of cold strikes one target within range, dealing 1d6 points of cold damage.

Skin Like Wood

Abjuration

Level: Dru 1, Rng 1

Spell Line: Skin like wood

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Will negates (harmless)

Wherever it is exposed, the target's skin appears to harden and crack, thickening, darkening and drying, to take on the sturdiness of wood while maintaining the flexibility of flesh. This sturdiness grants a +1 divine bonus to AC and a divine bonus of +3 hit points.

Snare

Alteration [Magic]

Level: Dru 1, Rng 1

Spell Line: Snare

Mana: 3

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 15 rounds

Saving Throw: Reflex negates (see text)

Spell Resistance: Yes

This spell magically hampers the target, reducing his speed to half normal. This spell and others in the *snare* spell line are especially difficult to resist, with a Reflex save DC of 10 + spell level + (the caster's key spellcasting ability modifier x 3).

Strengthen

Alteration

Level: Bst 2, Enc 1, Shm 1

Spell Line: Strengthen

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: Instant

Range: Touch

Target: One creature

Duration: 10 minutes/level (D)

Saving Throw: Fortitude negates (harmless)

Spell Resistance: Yes (harmless)

The target of this spell gains a +3 buff bonus to Strength.

Summon Food

Conjuration (Creation)

Level: Bst 4, Clr 3, Dru 4, Mag 1, Shm 3

Spell Line: Summon food

Mana: 2

Components: V, S

Casting Time: 1 action

Recast: 1 round

Range: Personal

Effect: 3 loaves of black bread

Duration: 24 hours

Saving Throw: None

Spell Resistance: No

This spell creates three loaves of black bread, sufficient to feed one Medium-size person for one day, although the sustenance lacks variety. The bread appears in the hands or at the feet of the caster. Unused bread decays and becomes inedible after 24 hours.

Three loaves of bread are required to sustain a Medium-size creature for one day. Small creatures require only two, and Tiny or smaller creatures require but one. Large creatures require four loaves, and Huge need 16.

Yaulp

Abjuration

Level: Clr 1, Pal 1

Spell Line: Yaulp

Mana: 1

Components: V

Casting Time: Free action

Recast: 3 rounds

Range: Personal

Target: Caster

Duration: 3 rounds (D)

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

The power of Yaulp infuses the caster. This spell grants a +1 deflection bonus to AC and a +3 bonus to the caster's Strength score. Note that this bonus to Strength stacks with any others.

Arrialla

(ah-REF'-al-la)

Description

Fair of head and heart, your birth brought great joy to your family and to the people of Felwithe. Born within the comfort of noble privilege, you thrived on the vast wealth of magic knowledge available to the Kooda'Dal. Following in the family tradition, you delved into the quiet, peaceful studies available to you through the temple of Tunare. Great was your ambition to serve as an instrument of light. Yet, as the world opened up around you, so did the sorrow of reality well up within your young spirit. You left the sanctuary of Tunare to venture forth and seek nothing less than divine omniscience through the clarity of enchantments, so that you might find balance.

Using your burgeoning skill with magic to protect you as you crossed the wilds of Norrath, you fell in with an obnoxious barbarian warrior named Vagner. You have learned to look beyond his considerable shortcomings, seeing him as a fellow traveler far from his homeland who desires to find himself.

Your constant bickering with Vagner in regards to his total lack of refinement led you to share a tavern booth with a friendly human cleric named Halwain and a quiet wood elf ranger named Quillaa. These two derived great amusement from your crude companion's antics. The four of you have decided to band together and head for Freeport.

With this decision, you thank the gods of Norrath for sparing you from further travel alone with a rustic, yellow-toothed barbarian with a laugh like a goat's bray. Still, you have found that Vagner's horrid sense of hu-

mor has grown on you — though you would deny it to your last breath if anyone asked....

Combat

Arrialla's greatest strengths are observation and preparation. Should things look as though they will come to blows, she should buff up herself and her allies with defensive magic.

Arrialla's offensive magic requires her to be close to the enemy, so she is best off letting her allies engage the enemy directly while she stays a few steps behind. Should anyone attempt to rush her, Arrialla's allies will have a good chance to cut the enemy down.

Statistics

The descriptions here are meant for quick reference. See the *EQrpg Player's Handbook* for complete details.

Racial Traits

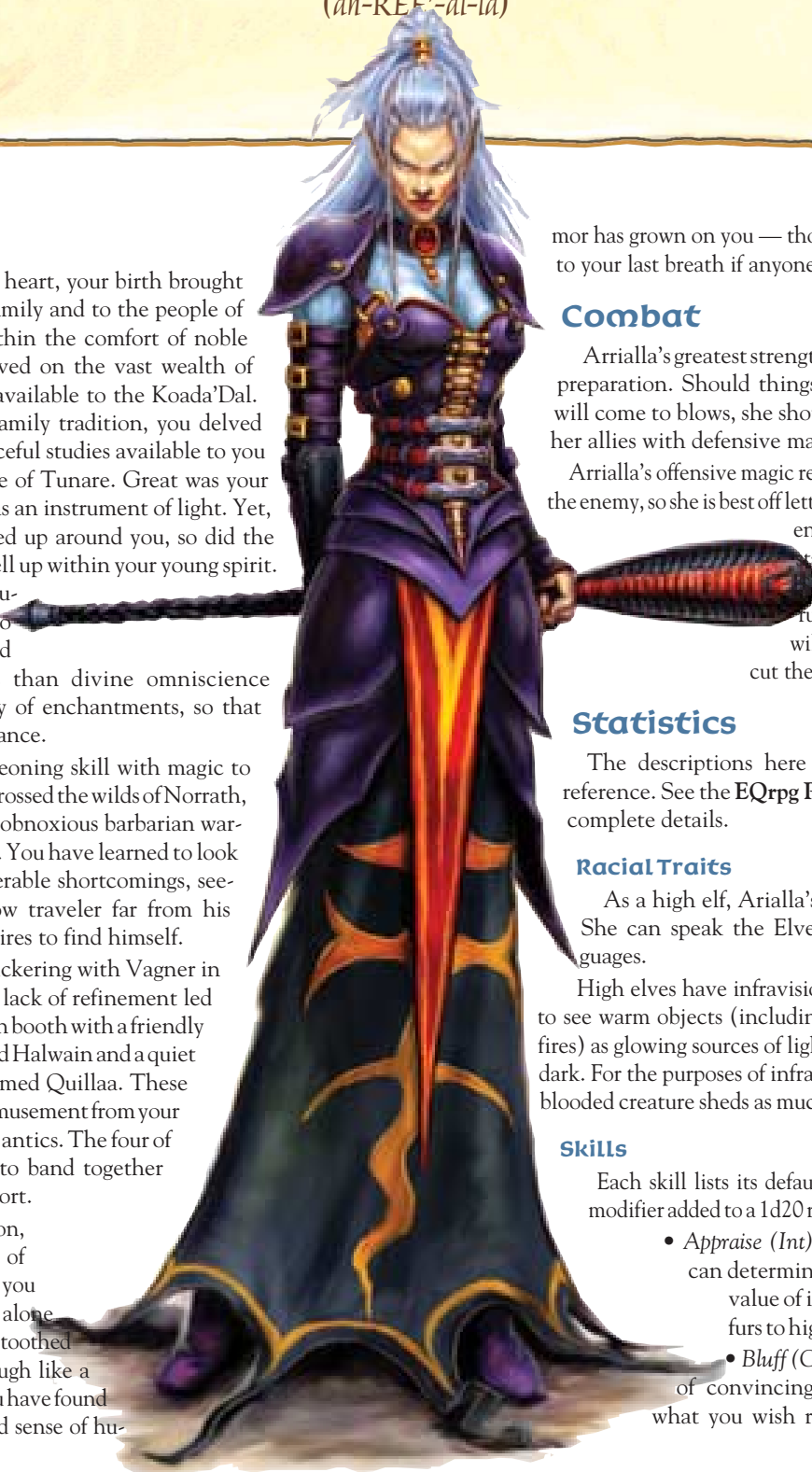
As a high elf, Arrialla's base speed is 30 feet. She can speak the Elven and Common languages.

High elves have infravision, which allows them to see warm objects (including living creatures and fires) as glowing sources of light when it is otherwise dark. For the purposes of infravision, a living, warm-blooded creature sheds as much light as does a torch.

Skills

Each skill lists its default ability and the total modifier added to a 1d20 roll when using the skill.

- *Appraise (Int)* +7 — The character can determine approximate market value of items, from ruined bear furs to high-quality plate armor.
- *Bluff (Cha)* +7 — The fine art of convincing someone to believe what you wish rather than the truth.



This can cover everything from bald-faced lying to subtle prevarication, and even to misleading body language.

- *Channeling (Con) +4* — When casting spells in adverse conditions—such as combat or savage weather—the spellcaster must make a Channeling skill check to cast a spell successfully.

- *Diplomacy (Cha) +7* — Use Diplomacy to negotiate deals with potential employers, haggle for better prices with merchants, talk your way past hostile guards.

- *Intimidate (Cha) +7* — This skill is used to threaten, bully and cow others, generally in an effort to force them to do something they don't wish to.

- *Knowledge (arcana) (Int) +8* — The academic study of arcane magic.

- *Knowledge (geography) (Int) +8* — An academic learning of the lands of Norrath.

- *Meditation (Int) +9* — With this skill, the character can recover expended mana and prepare spells more quickly. The spellcaster recovers a number of mana per hour of rest equal to her modifier.

- *Sense Motive (Wis) +5* — Use this skill to observe a person's mannerisms, body language and speech to judge their trustworthiness. Sense Motive can oppose Bluff attempts.

- *Spellcraft (Int) +9* — The skill used to recognize magical effects and to decipher, learn and prepare spells.

Feats

- *Combat Casting* — The character gets a +4 bonus to Channeling checks made to cast a spell while on the defensive.

Spells Prepared

Spell parameters, starting with spell level, are listed in parenthesis. Unless otherwise specified, each spell takes one action to cast and has a range of 25 ft.

Mana Pool: 10 (regain 9 mana per hour of meditation)

- *Lull* (Enc 1, 2 mana, 1 round recast, target 1 creature, 2 minute duration, Will save negates) — If a target not in combat fails its save against this spell, it becomes unaware of anything happening more than five feet away from itself.

- *Minor shielding* (Enc 1, 2 mana, 1 round recast, target 1 creature, 10 minute duration, Will save negates) — Grants the caster a +2 armor bonus to AC and a buff bonus of +2 temporary hit points.

- *Pendril's animation* (Enc 1, 2 mana, instant recast, permanent duration) — Summons an animated sword and shield that attacks opponents who attack the caster. (See below for statistics.)

Pendril's Animation

Small Construct

Hit Dice: 1d10 (5 hp)

Initiative: +1 (Dex)

Speed: 20 ft.

AC: 13 (+1 size, +1 Dex, +1 small shield)

Attacks: Short sword +1 melee

Damage: Short sword 1d6

Face/Reach: 5 ft. by 5 ft. / 5 ft.

Special Attacks: None

Special Qualities: Construct, hardness 6

Saves: Fort +0, Ref +1, Will -5

Abilities: Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1

- *Shallow breath* (Enc 1, 1 mana, instant recast, target 1 creature, 8 round duration, Fort save avoids attribute penalty) — Target's throat constricts, dealing 1d4 damage. On a failed Fortitude save, target suffers -2 Str & Dex for eight rounds.

Arrialla

CHARACTER NAME

Enchanter

CLASS

High Elf

RACE

1

LEVEL



PLAYER

CAMPAIGN

N
ALIGNMENTTunare
DEITY

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	9			9	-1
DEXTERITY	10			10	+0
CONSTITUTION	10			10	+0

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
INTELLIGENCE	21			21	+5
WISDOM	12			12	+1
CHARISMA	16			16	+3

COMBAT

DEFENSE

ARMOR

CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUSES	ARMOR CLASS	TEMPORARY BONUSES	TEMP AC
-10+	+0	+0	+1	+0	+1	11		

ARMOR

Flowing Black Robes		Raw Silk	+1
CHECK PENALTY	SPELL FAILURE	WEIGHT	MAX DEX BONUS
+0	n/a	7 lb.	+6
SPECIAL PROPERTIES			

SHIELD

AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES			

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS	TYPE

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS	TYPE

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS	TYPE

SAVING THROWS

	BASE SAVE	ABILITY MODIFIER	ITEM BONUSES	OTHER BONUSES	TOTAL	TEMPORARY BONUSES	TEMP TOTAL
FORTITUDE CONSTITUTION	+0	+0			+0		
REFLEX DEXTERITY	+0	+0			+0		
WILL WISDOM	+2	+1			+3		

NOTES:

RESISTANCES

	ITEM BONUSES	OTHER BONUSES	RESISTANCE	TEMPORARY BONUSES	TEMP RESISTANCE
ACID			+0		
COLD			+0		
DISEASE			+0		
ELECTRICITY			+0		
FIRE			+0		
MAGIC			+0		
POISON			+0		
SONIC			+0		

NOTES:

Female

GENDER

Medium

SIZE

4' 9"

HEIGHT

97 lbs.

WEIGHT

146

AGE

Frost Blue

EYES

Platinum White

HAIR

Alabaster

SKIN

OFFENSE

ATTACK BONUSES

	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUSES	ATTACK BONUS	TEMPORARY BONUSES	TEMP ATTACK
MELEE	+0	-1			-1		
RANGED	+0	+0			+0		

INITIATIVE

MODIFIER	DEX MODIFIER	MISC MODIFIER	TOTAL	SPEED
+0	+0	+0		30

WEAPON

Quarter Staff		-1	1d6-1	20/x2
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY
n/a	6 lb.	2H blunt	med	5
SPECIAL PROPERTIES				

WEAPON

		TOTAL ATTACK BONUS		DAMAGE		CRITICAL			
RANGE INCR		WEIGHT		TYPE		SIZE		DELAY	
SPECIAL PROPERTIES									

WEAPON

TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY	
SPECIAL PROPERTIES					

AMMUNITION

AMMUNITION

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HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
4		4		
CURRENT HP				
TEMPORARY HP				

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SKILLS

[illegible]

Combat Casting: +4 to Channeling checks	
when casting defensively	

Infravision: Sees warm objects in the dark.

Warm-blooded creatures shed roughly equivalent light as a torch.

Weapons: All simple proficiencies in one-hand blunt, two-hand blunt, piercing, & throwing	
Arcane Spells: casts at (character level/2) level	

INVENTORY

[illegible][illegible]

			
PLATINUM	GOLD	SILVER	COPPER

SPELLS

MANA KEY ABILITY

ABILITY MODIFIER

LEVEL

MANA

MODIFIERS

MANA POOL TOTAL

Intelligence

+5

X2

X

1

=

10

+

0

=

10

MANA KEY ABILITY

MEDITATION SKILL RANKS

MANA RECOVERY RATE

+5

+

9

=

14

CURRENT MANA

SPELL NAME	MANA COST
1	
2	
3	
4	
5	
6	
7	
8	

SPELL NAME (MYSTIC CAPACITY)	MANA COST
9	
10	
11	
12	

SPELL SAVING THROW DC's

MIND-AFFECTING SPELLS

10+

+3

=

13

+ SPELL LEVEL

CHARISMA MODIFIER

OTHER SPELLS

10+

+5

=

15

+ SPELL LEVEL

MANA KEY ABILITY MODIFIER

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[illegible][illegible]

Halwain

(hall-WAYNE')

Description

Enemy to the Plaguebringer and his corrupt minions, you roam the world of Norrath rooting out the followers of Bertoxxulous and spreading the blessings of Rodcet Nife. Quillaa, a wood elf from the forests of Greater Faydark, accompanies you on your mission, offering her aid and companionship. Bound by the desire to rid the land of rot and undead, the two of you offer a helping hand wherever Rodcet Nife's light is needed.

Most recently, you met a pair of traveling companions — the crude barbarian warrior Vagner and the haughty high elven enchanter Arrialla — whose antics bring Quillaa a great deal of cheer. Over the course of a long evening in a tavern, they spoke of heading to Freeport to seek their fortune and invited the two of you to join them.

From what you have heard of the place, Freeport sounds like it could do with more exposure to the teachings of Rodcet Nife, and Quillaa is receptive to the idea of travel....

Combat

Halwain's limited mana forces him to call upon his divine powers with care. He prefers to keep at least two points in reserve for *minor healing*, but he will make an exception if necessary to save the lives of the innocent, his friends or himself. He typically buffs himself with *Yaulp*, then wades into combat chanting battle hymns and praying for the souls he is about to send to the gods.

Statistics

The descriptions here are meant for quick reference. See the **EQrpg Player's Handbook** for complete details.

Racial Traits

As a human, Halwain's base speed is 30 feet. He can speak the Common tongue.

Skills

Each skill lists its default ability and the total modifier added to a 1d20 roll when using the skill.

- **Channeling (Con) +6** — When casting spells in adverse conditions — such as combat or savage weather — the spellcaster must make a Channeling skill check to cast a spell successfully. The DC is set by the GM, and it can vary from 5 to 20 + spell level (casting defensively so as to not provoke an attack of opportunity is DC 15 + spell level, for instance).
- **Heal (Wis) +4** — The ability to staunch and bind another's wounds, treat against poison and disease and otherwise tend to injuries.
- **Knowledge (arcana) (Int) +1** — The academic study of arcane magic.
- **Knowledge (religion) (Int) +2** — The understanding of religious faiths.
- **Meditation (Int) +6** — With this skill, the character can recover expended mana and prepare spells more quickly. The spellcaster recovers a number of mana per hour of rest equal to her modifier.
- **Sense Motive (Wis) +4** — Use this skill to observe a person's mannerisms, body language and speech to judge his trustworthiness.
- **Spellcraft (Int) +3** — The skill used to recognize magical effects and decipher, learn and prepare spells. Most efforts to identify spells being cast are at a DC equal to 15 + spell level.
- **Trade Skill (tailoring) (Wis) + 4** — This skill allows the making and modification of clothing.



Feats

- *Combat Casting* — The character gets a +4 bonus to Channeling checks made to cast a spell while on the defensive.
- *Extend Spell* — Spending 50% more mana for a spell increases its duration by 50%. Only works for spells with a listed duration.

Spells Prepared

Spell parameters, starting with spell level, are listed in parenthesis. Unless otherwise specified, each spell takes one action to cast and has a range of 35 ft.

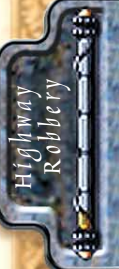
Mana Pool: 6 (regain 6 mana per hour of meditation)

- *Courage* (Clr 1, 2 mana, 1 round recast, 1 creature target, 10 minute duration) — Target receives +1 divine bonus to AC and divine bonus of +3 temporary hit points.

- *Divine Aura* (Clr 1, 2 mana, free action, 15 minute recast, targets caster, 3 round duration) — Caster becomes completely invulnerable for 3 rounds, but he cannot attack or cast spells during this time.

- *Minor Healing* (Clr 1, 2 mana, free action, instant recast, 1 creature target) — Heals 1d10 hit points.

- *Yaulp* (Clr 1, 1 mana, free action, 3 round recast, targets caster, 3 round duration) — Caster gains +1 deflection bonus to AC and +3 bonus to Strength.



Halwain

CHARACTER NAME

Cleric

CLASS

Human

RACE

1

LEVEL



PLAYER

CAMPAIGN

Rodcet Nife

DEITY

06
ALIGNMENT

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	12			12	+1
DEXTERITY	10			10	+0
CONSTITUTION	14			14	+2

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
INTELLIGENCE	11			11	+0
WISDOM	16			16	+3
CHARISMA	12			12	+1

COMBAT

DEFENSE

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUSES	ARMOR CLASS	TEMPORARY BONUSES	TEMP AC
= 10+	+0	+0	+4	+1		15		

ARMOR

TYPE

AC BONUS

Chain Shirt	Chain Shirt	+4
CHECK PENALTY	SPELL FAILURE	WEIGHT
-2	n/a	25 lb.
		MAX DEX BONUS
		+4

SPECIAL PROPERTIES

SHIELD

AC BONUS

WEIGHT

CHECK PENALTY

SPECIAL PROPERTIES

Buckler	+1	5 lbs.	-1	n/a
---------	----	--------	----	-----

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS

MAGIC BONUS TYPE

--	--	--

PROTECTIVE ITEM

AC BONUS

MAGIC BONUS TYPE

--	--	--

PROTECTIVE ITEM

AC BONUS

MAGIC BONUS TYPE

--	--	--

SAVING THROWS

FORTITUDE	BASE SAVE	ABILITY MODIFIER	ITEM BONUSES	OTHER BONUSES	TOTAL	TEMPORARY BONUSES	TEMP TOTAL
CONSTITUTION	+1	+2			+3		
REFLEX	+0	+0			+0		
DEXTERITY							
WILL	+2	+3			+5		
WISDOM							

NOTES:

RESISTANCES

	ITEM BONUSES	OTHER BONUSES	RESISTANCE	TEMPORARY BONUSES	TEMP RESISTANCE
ACID			+0		
COLD			+0		
DISEASE			+0		
ELECTRICITY			+0		
FIRE			+0		
MAGIC			+0		
POISON			+0		
SONIC			+0		

NOTES:

Male

GENDER

Medium

SIZE

5' 10"

HEIGHT

180 lbs.

WEIGHT

22

AGE

Blue

EYES

Blonde

HAIR

White

SKIN

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
10	+0	10		
CURRENT HP				
TEMPORARY HP				

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SKILLS

WEIGHT PENALTY (-1 per 5 lbs) =

[illegible]

Combat Casting: +4 to Channeling checks	
when casting defensively	
Extend Spell: Spend 50% more mana to extend	
duration 50% (only works if duration is listed)	

Weapons: All simple and martial proficiencies in one-hand blunt and two-hand blunt	
Armor: starts with Armor Proficiency (light/heavy/medium) and Shield Proficiency	
Divine Spells: casts at (character level/2) level	

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INVENTORY

[illegible][illegible]

			
PLATINUM	GOLD	SILVER	COPPER

SPELLS

CURRENT MANA

--

PREPARED SPELLS

SPELL NAME (MYSTIC CAPACITY)		MANA COST
9		
10		
11		
12		

SPELL SAVING THROW DC's	CHARISMA MODIFIER
MIND-AFFECTING SPELLS	10+ = + SPELL LEVEL
	MANA KEY ABILITY MODIFIER
OTHER SPELLS	10+ = + SPELL LEVEL

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[illegible]

Quillaa

(KWILL'-ah)

Description

After the death of your family at the hands of the Crushbone orcs, your tree-top home in Kelethin offered no more than a reminder of the pain of your loss. So you left Kelethin and did not seek to return home until your heart had healed. Journeying across the continent of Faydwer and beyond the Ocean of Tears, you reached the city of Freeport.

Stepping off the boat and finding the stink of the city too claustrophobic and confining, you immediately moved west into the Commonlands.

There you met the young human named Halwain. Perhaps it was the pain of your parent's loss that moved the gods to have your path cross with the cleric of Rodcet Nife. Whatever the reason, Halwain's empathic gift for healing the soul as well as the body broke through the emotional walls your grief had built, and you became fast friends.

Some while later, you encountered a crude barbarian warrior named Vagner and a haughty high elven enchanter named Arrialla. The idea arose of traveling to Freeport as a group and seeking adventure. While you dislike spending too much time in the city, you and Halwain are curious enough to agree to the journey....

Combat

Quillaa is much more dangerous with a bow than with any other weapon. Consequently, she

strives to keep her enemies just within arrow range — but not so close that they can rush her. She manages this by backing away as enemies advance or by maneuvering to stay behind her allies. If at all possible, she will fire from hiding, shifting position occasionally so as not to give away her sniping position.

Statistics

The descriptions here are meant for quick reference. See the *EQrpg Player's Handbook* for complete details.

Racial Traits

As a wood elf, Quillaa's base speed is 30 feet. She can speak the Elven and Common languages.

Wood elves have infravision, which allows them to see warm objects (including living creatures and fires) as glowing sources of light when it is otherwise dark. For the purposes of infravision, a living, warm-blooded creature sheds as much light as does a torch.

Skills

Each skill lists its default ability and the total modifier added to a 1d20 roll when using the skill.

- **Climb (Str) +2**

— A character uses this skill to climb everything from rough-hewn passages to



trees, cliffs, city walls and other places inaccessible to walking.

- *Hide (Dex) +8* — Characters use this skill to remain unseen, whether sneaking through the shadows or crouching behind a tree.

- *Knowledge (nature) (Int) +4* — Understanding of the wilderness — flora and fauna, weather, climate and natural cycles.

- *Listen (Wis)+3* — This skill is used to hear noises or stealthy movement and to overhear whispered conversations.

- *Sneak (Dex) +5* — This skill can be used to sneak up on guards, slip away quietly through forests and move noiselessly through ruins and catacombs.

- *Spot (Wis) +5* — Use this skill to notice bandits hiding in ambush, to pick out opponents fleeing through the woods or lurking in the shadows or to locate a friend's face in a crowd.

- *Wilderness Lore (Wis) +4* — The survival skill for the wilds, allowing the character to forage for food, recognize signs of nearby predators and find or make shelter from the elements. With the Track feat, she can also track foes or prey through the wilderness.

Feats

- *Point Blank Shot* — The character gets a +1 bonus to attack and damage rolls with ranged weapons at ranges of up to 30 feet.

- *Track* — Make a Wilderness Lore skill check to find or follow tracks. Success reveals the approximate number and average size of the creatures in the group and the approximate amount of time passed since their passage. Higher successes provide more information.

Quillaa
CHARACTER NAME
Ranger
CLASS
Wood Elf
RACE
1
LEVEL



PLAYER

ALIGNMENT
D6
CAMPAIGN
Tunare
DEITY

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	10			10	+0
DEXTERITY	18			18	+4
CONSTITUTION	10			10	+0

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
INTELLIGENCE	10			10	+0
WISDOM	13			13	+1
CHARISMA	14			14	+2

COMBAT

DEFENSE

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUSES	ARMOR CLASS	TEMPORARY BONUSES	TEMP AC
-10+	+4	+0	+2	+0		16		

ARMOR

Leather		Leather		+2			
CHECK PENALTY		SPELL FAILURE		WEIGHT		MAX DEX BONUS	
+0		n/a		15 lb.		+6	

SPECIAL PROPERTIES

SHIELD

AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE

SPECIAL PROPERTIES

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS TYPE

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS TYPE

PROTECTIVE ITEM

AC BONUS	MAGIC BONUS TYPE

SAVING THROWS

FORTITUDE	CONSTITUTION	BASE SAVE	ABILITY MODIFIER	ITEM BONUSES	OTHER BONUSES	TOTAL	TEMPORARY BONUSES	TEMP TOTAL
+1	+0					+1		
REFLEX	DEXTERITY	+2	+4			+6		
WILL	WISDOM	+0	+1			+1		

NOTES:

RESISTANCES

ITEM BONUSES	OTHER BONUSES	RESISTANCE	TEMPORARY BONUSES	TEMP RESISTANCE
ACID		+0		
COLD		+0		
DISEASE		+0		
ELECTRICITY		+0		
FIRE		+0		
MAGIC		+0		
POISON		+0		
SONIC		+0		

NOTES:

Female
GENDER
Medium
SIZE
4' 9"
HEIGHT
95 lbs.
WEIGHT
155
AGE
Green
EYES
Brown
HAIR
White
SKIN

OFFENSE

ATTACK BONUSES

MELEE	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUSES	ATTACK BONUS	TEMPORARY BONUSES	TEMP ATTACK
+1	+0				+1		
RANGED	+1	+4			+5		

INITIATIVE MODIFIER

DEX MODIFIER	MISC MODIFIER	TOTAL	SPEED
+4	+0	+4	30

WEAPON

Short Sword		+1	1d6	19-20/x2	
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY	
n/a	3 lb.	1H slash	sml	5	
SPECIAL PROPERTIES					

SPECIAL PROPERTIES

WEAPON

TOTAL ATTACK BONUS		DAMAGE		CRITICAL	
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY	
SPECIAL PROPERTIES					

SPECIAL PROPERTIES

WEAPON

Short Bow		+5	1d6	20/x3
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY
60 ft.	2 lb.	Archery/piercing	med	5
SPECIAL PROPERTIES				

SPECIAL PROPERTIES

AMMUNITION arrows
AMMUNITION

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
10	+0	10		
CURRENT HP				
TEMPORARY HP				

SKILLS

[illegible]

Track: Wilderness lore checks reveal approx.
* and size of group followed, plus time since
they passed. Higher successes give better info.

Point Blank Shot: +1 attack/damage to all
ranged shots within 30 feet

Infravision: Sees warm objects in the dark.	Class Skills: +4 racial bonus to Hide and
Warm-blooded creatures shed roughly	Wilderness Lore.
equivalent light as a torch.	

Weapons: All simple and martial proficiencies in one-hand blunt & slashing, piercing, two-hand blunt & slashing, archery, & throwing	Bonus Feat: begins with the Track feat
Armor: starts with Armor Proficiency (light/medium) and Shield Proficiency	

INVENTORY

[illegible][illegible]

			
PLATINUM	GOLD	SILVER	COPPER

Vagner

(VAHG'-ner)

Description

Son of a chieftan from north of Halas, you left the Everfrost Mountains to seek your destiny. Marked with the vigor of youth and armed with Chal Hain, an axe blade handed down to you by your father, you fought your way past the gnolls of Blackburrow and into the lands of Qeynos. Even though you gained a reputation as a fierce slayer of gnolls, your destiny urged you to greater things.

During your travels, you managed to befriend Arrialla, a high elf enchanter with no sense of humor. She often plays the dupe of your crude jests, declaring loudly and often how you are nothing more than a boorish lout. Yet, although she has had many an opportunity to part your company since you have formed your partnership, she remains and tolerates your salty humor.

More recently, you joined with two other travelers, the friendly human cleric Halwain and the quiet wood elf ranger Quillaa. You four have agreed to journey to Freeport, where the others promise that plenty of opportunities for swordplay and danger await....

Combat

Vagner's approach to battle is much like his approach to drink — there can never be too much, and he'll keep at it until there is none left. While he doesn't pick fights, he'll see them through in kind. His tendency to fight aggressively gives him a reputation of recklessness, but he's smart enough to know when he's in trouble. He won't take the same kind of risks when the lives of his allies are on the line.

Statistics

The descriptions here are meant for quick reference. See the *EQrpg Player's Handbook* for complete details.

Racial Traits

As a barbarian, Vagner's base speed is 30 feet. He can speak the Barbarian and Common languages.

Skills

Each skill lists its default ability and the total modifier added to a 1d20 roll when using the skill.

- **Alcohol Tolerance (Con) +7** — This allows the character to resist the intoxicating effects of heavy consumption.
- **Climb (Str) +7** — A character uses this skill to climb everything



from rough-hewn passages to trees, cliffs, city walls and other places inaccessible to walking.

- *Jump (Str) +6* — This skill determines how far a character can get when he tries to jump over, across or past something.
- *Ride (Dex) +2* — This represents a character's ability to control a steed, perform difficult or dangerous maneuvers while mounted and fight from a saddle.
- *Sense Heading (Wis) +4* — Use this skill to learn which way is north and where the character is in the world.

Feats

- *Berserking* — Warriors are tenacious and skilled fighters, unwilling to admit defeat even when approaching the brink of death. A warrior who has one quarter or less of his hit points enters a berserk fury, much like a cornered wolf. This gives him a +2 bonus to all melee attack and damage rolls and a +2 bonus to Armor Class. The warrior can use most skills and feats normally, but he cannot use skills or feats that require concen-

tration or calm thought (including all skills that use Intelligence or Wisdom as their base attribute, and other skills as well at the GM's discretion).

At 1st-level, Vagner enters a berserk fury when at 4 hit points or less. His fury lasts for five rounds or until his current hit points equal 4 or greater. He can attempt a Will save (DC 15) to voluntarily come out of this frenzy.

- *Slam* — A powerful unarmed blow separate from a weapon attack, using virtually any body part other than fists or feet and without provoking an attack of opportunity. It may be performed either as an attack action or as an additional attack within a full attack action. The slam uses the character's highest attack bonus, although if used as part of a full attack action, all of the character's attacks for that round suffer -2 to the attack roll. The slam inflicts blunt damage equal to 1d4 + Strength modifier.

- *Weapon Focus (Battle Axe)* — Provides +1 to attack rolls when wielding a battle-axe with both hands. (Already factored in.)

Vagner
CHARACTER NAME
Warrior
CLASS
Barbarian
RACE
1
LEVEL



PLAYER

ALIGNMENT
None
DEITY

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	17			17	+3
DEXTERITY	10			10	+0
CONSTITUTION	19			19	+4

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
INTELLIGENCE	9			9	-1
WISDOM	10			10	+0
CHARISMA	9			9	-1

COMBAT

DEFENSE

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUSES	ARMOR CLASS	TEMPORARY BONUSES	TEMP AC
-10+	+0	+0	+4	+0		14		

ARMOR	TYPE	AC BONUS
Scale Mail	Scale Mail	+4
CHECK PENALTY	SPELL FAILURE	WEIGHT
-4	n/a	30 lb.
MAX DEX BONUS		
+3		
SPECIAL PROPERTIES		

SHIELD	AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE
PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE
PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	ITEM BONUSES	OTHER BONUSES	TOTAL	TEMPORARY BONUSES	TEMP TOTAL
FORTITUDE CONSTITUTION	+2	+4			+6		
REFLEX DEXTERITY	+0	+0			+0		
WILL WISDOM	+0	+0			+0		

NOTES:

RESISTANCES	ITEM BONUSES	OTHER BONUSES	RESISTANCE	TEMPORARY BONUSES	TEMP RESISTANCE
ACID			+0		
COLD		+3	+3		
DISEASE			+0		
ELECTRICITY			+0		
FIRE			+0		
MAGIC			+0		
POISON			+0		
SONIC			+0		

NOTES: +3 vs. cold

Male
GENDER
Medium
SIZE
7' 1"
HEIGHT
215 lbs.
WEIGHT
16
AGE
Hazel
EYES
Brown
HAIR
White
SKIN

OFFENSE

ATTACK BONUSES	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUSES	ATTACK BONUS	TEMPORARY BONUSES	TEMP ATTACK
MELEE	+1	+3			+4		
RANGED	+1	+0			+1		

INITIATIVE MODIFIER	DEX MODIFIER	MISC MODIFIER	TOTAL	SPEED
+0	+0	+0	+0	30

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Chal Hain	+4	1d8+3	20/x3
RANGE INCR	WEIGHT	TYPE	SIZE
n/a	7 lb.	2H slash	med
DELAY			
5			
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCR	WEIGHT	TYPE	SIZE
DELAY			
SPECIAL PROPERTIES			

WEAPON	TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE INCR	WEIGHT	TYPE	SIZE
DELAY			
SPECIAL PROPERTIES			

AMMUNITION _____
AMMUNITION _____

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
16	+0	16		
CURRENT HP				
TEMPORARY HP				

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SKILLS

[illegible]

FEATS

Weapon Focus (Battle Axe): +1 to attack rolls when wielding battle axe with two hands

Slam: 1d4+3 unarmed attack; does not provoke Attack of Opportunity

RACIAL ABILITIES

Resistance: +3 racial bonus vs. cold damage

Bonus Feats: starts with the Slam feat and ignore the feat's size requirement

CLASS ABILITIES

Weapons: All simple & martial proficiencies in one-hand blunt & slashing, two-hand blunt & slashing, archery, hand-to-hand, piercing, and throwing

Armor: (light/heavy/medium) & Shield Prof.

Berserking: When below 5hp, enter a berserk fury for 5 rounds or until he has 5hp or more. Provides +2 attack/damage and +2 AC, but he can't use Int- or Wis-based Skills. Will save (DC 15) to resist enturing fury.

INVENTORY

[illegible]

OTHER GEAR

[illegible]

WEALTH

			
PLATINUM	GOLD	SILVER	COPPER

Credits

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