

EVERQUEST

20 ROLE-PLAYING GAME

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 roleplaying game format: the book. The **EverQuest Roleplaying Game** puts the entire world of Norrath — the heroes and villains, magic and monsters — in your hands for the first time!

An Introductory Adventure for the EverQuest Roleplaying 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 roleplaying before or you're a veteran of gaming. So come on; adventure awaits!

What is Roleplaying?

If you're not familiar with roleplaying, 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 Roleplaying 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. 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 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.

Homestead Attacks also includes pre-generated 3rd-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 *Homestead Attacks*. First, one person must be the gamemaster. The GM reads through this adventure, handles the rules details and describes 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. *Homestead Attacks* is written with four characters in mind, but we've included advice 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.

Even though they're not necessary, the following 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 roleplaying 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.

Homestead Attacks was written to be run by one gamemaster for four 3rd-level **EQrpg** characters, but it may accommodate from three to eight characters. Visit <http://www.eqrpg.com> for additional free 3rd-level characters.

Homestead Attacks

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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 the "Gamemaster Notes," which explain the basics of how to run a game. Next is "The Adventure in a Nutshell," a quick synopsis of the plot, followed by "Homestead Attacks, 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 $1d20 + [\text{any modifiers}]$. 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!

Homestead Attacks 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 result 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 he 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

Homestead Attacks should take approximately 2-3 hours to finish, although this 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. You should also check the clock every so often to make sure you're on schedule.

There are also a few "If Time is a Factor..." sidebars that point out places you can move things along if you're running short on time.

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 the players are 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 *Homestead Attacks* by encouraging the players to describe not just *what* their characters do, but *how* they do it.

Halwain can simply attack a dark elf, 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 sneering dark elf'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. Don't worry about looking silly, and don't get discouraged if the players laugh. That just 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

Homestead Attacks 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 *Homestead Attacks* 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 3rd-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 allied NPCs.

Quantity vs. Quality: Facing too many foes is one thing, but some NPCs can make formidable opponents even when faced one-on-one. You can even the odds by adjusting enemy hit points downward by 10%



to 25%, or you may suggest that a PC help out another PC who's on the ropes.

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

Adding Complexity

If you're familiar with the *EQrpg*, you may notice that rules information in *Homestead Attacks* 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 *EQrpg* if you so choose. Just be wary of bringing up too many rules all at once, lest you overwhelm the players.

The Adventure in a Nutshell

A pair of scheming dark elves — the enchantress **Dazmene** and the rogue **Gaxdal** — trick a **griffenne** into attacking human settlements in the Commonlands. They do this by stealing the griffenne's eggs and leaving trails that the griffenne can easily follow. Disguised as a wood elf traveler, Dazmene plants the eggs in the settlements, then escapes by *gating* away.

The enraged griffenne attacks the settlements, destroying everything in sight and slaying the populace as she gathers up her precious eggs. Once the griffenne returns to the nest, Gaxdal waits until she leaves to hunt, then steals the beast's eggs once more. The dark elves have destroyed three settlements in this manner and grown confident they can do so to many more before they are discovered.

Cain Darkmoore, head of the **Steel Warriors of Freeport**, calls the PCs to his guild hall. **He tasks them with learning what's behind the rash of attacks in these settlements.**

Once the PCs arrive at the most recent site of the attacks, **Killard's Tanning Commune**, they encounter **Deathfist orcs** scavenging the ruins. After a quick battle, they determine that the orcs had nothing to do with the settlement's destruction. Instead, it appears that the attack was likely the cause of a monster operating on its own.

Using clues gathered at the commune, the PCs trace a trail backward in hopes of finding the source of the attacks. Traveling to a large hillside, the PCs discover the griffenne's nest and piece together the extent of the dark elves' plot. Dazmene and Gaxdal ambush the PCs when they realize that they've been discovered, but their trap goes awry when the griffenne returns in search of her eggs!

The Ultimate Goal: The PCs must defeat the dark elves and prevent the griffenne from carrying out any future attacks.

Homestead Attacks: Scene by Scene

Scene 1: Darkmoore's Quandary

The scenario begins with the PCs answering a personal request from Cain Darkmoore, head of the Steel Warriors of Freeport. The request mentioned little more than an offer of hire, a meeting location and a time.

Any who have spent time in Freeport know that Cain Darkmoore is a blunt but respected guild leader. They also know that he cleaned house in the Steel Warriors upon taking over guild leadership. He prevented the guild from becoming a mere mercenary clearinghouse, returning it to its roots as an elite fighting troupe that often assists Freeport in matters requiring paramilitary aid.

Once everybody is ready to begin, read or paraphrase the following to the players:

You're shown into a meeting chamber within the Steel Warriors of Freeport guild hall. A large man with a seasoned military bearing stands at the head of the table. Introducing himself as Cain Darkmoore, head of the Steel Warriors, he offers each of you a firm handshake and a curt nod.

He wastes no more time with pleasantries once you find seats.

"Thank you for responding so promptly," he says. "In the past two weeks, unknown forces destroyed three homestead settlements in the Commonlands. The most recent attack occurred yesterday. Unlike the first two tragedies, there was a survivor to yesterday's attack. The fellow was recovering in a cellar from the effects of drink when the attack occurred. He reported a terrible, inhuman shrieking and the sounds of death and destruction. It is difficult to be certain due to the man's muddled senses and fear, but it seems the massacre lasted for only a few minutes. When he found the courage to emerge from the cellar, the man found destruction similar to that described from the ruins of the first two settlements.

"Attacks on outlying towns are not unknown in the Commonlands. However, three attacks in as many weeks is more than just an oddity, particularly in such a confined area. Raiders typically attack for food or slaves, carrying one or two victims back to camp. Starving beasts might kill a whole family at an outlying homestead for sustenance. However, these attacks are altogether different. A field report of the first massacre illustrated that the attacks destroyed every living thing — yet there was no obvious evidence of looting and the victims did not appear to be consumed."

Darkmoore fixes you with a determined stare. "We fear something foul is befalling the homestead settlements. The danger must be ended as soon as possible.

"The Steel Warriors have offered a bounty of 25 platinum pieces to anyone who can stop this menace. I am privately offering you 25 if you investigate this problem and report back with enough information that I may act upon it. Of course, if you solve the problem yourself, you will be given the full 50. I need proof in either case, but I am not the sort of man who appreciates trophies. Bring me evidence and reasoning, not heads, hands or ears.

"What say you? Will you investigate these attacks?"

If the PCs accept (and it will be a short game if they don't!), Darkmoore provides them with a rough map to Killard's Tanning Commune, the settlement destroyed most recently. He warns that the militia has been slow to secure the area, so the PCs should be on their guard.

The PCs may attempt to Sense Motive:

Player rolls = 1d20 + Sense Motive modifier (or default to Wisdom modifier)

Difficulty Check = 10

Those who succeed can tell that Darkmoore is not the type to indulge in mushy emotional expressions. Nonetheless, it's clear to them that, while he is by no means sending the PCs to certain doom, he is sensitive to the heightened danger involved.

The PCs may use this as an opportunity to request some basic, non-magical equipment (such as rations, a few score arrows/ crossbow bolts, simple weaponry, etc). Darkmoore has only a limited supply, however, and full armor or exotic weapons aren't available.

If a PCs tries to bargain for more money, Darkmoore interrupts in a firm tone. He's offering fixed rates regulated by the guild; he cannot authorize a larger payment. He does point out that by guild law, any person who undertakes this task has scavenger rights to the belongings of those who are perpetrating the threat.

If the PCs turn down his offer, Darkmoore thanks them for their time and orders an underling to contact another group. He makes it clear that there are other capable individuals in Freeport; the PCs merely happen to be the first people he asked. Allow the PCs to back-peddle if necessary. Darkmoore won't hold it against them, as he simply wants the matter resolved.

Skip ahead to "The Fell-Monger" if the PCs wish to question the witness to the latest attack. Otherwise proceed directly to

"Why Us?"

Should anyone wonder why the Steel Warriors asked the PCs for help rather than handling the matter themselves, Darkmoore explains that he thought them most appropriate to the task, based on their reputation.

Although technically true, the reality is that the Steel Warriors lack the numbers to handle things personally. They are heavily involved with the Arcane Scientists in tracking down the perpetrator of several brutal murders in Freeport's most affluent districts. Also, political realities prevent them from sending any of their more capable members to look into the mysterious attacks. Consequently, Darkmoore has compiled a private list of unaffiliated mercenaries and adventurers in the Freeport area for just such a situation.

This is also why Darkmoore is willing to hire characters of any alignment — as long as they act discreetly and have no history of malicious violence toward the innocent. Unlike many people in similar positions, Darkmoore understands that necessity often outweighs logistics. If evil should work to destroy itself, so much the better.

"Scene 2: Killard's Tanning Commune" if they head directly to the latest massacre site.

The Fell-Monger

Dren Fell-Monger is the sole survivor of the Killard's Tanning Commune.

The PCs may wonder what "fell-mongering" is:

Player rolls = 1d20 + Wilderness Lore, Handle Animal or an appropriate Knowledge/Trade/Profession modifier (or default to Intelligence modifier)

Difficulty Check = 10

On a successful roll, the PC knows that fell-mongering is the process of removing hair from skins prior to tanning them.

One of Darkmoore's underlings confirms that Dren is available for questioning. This becomes easier said than done, however, when the PCs are taken to Dren's room, only to find it empty. With the underling's help, they track Dren to the Steel Warriors' wine cellar.

The PCs discover him sprawled on the floor under the tap of a dripping cask, his mouth and tunic stained purple. Dren is a gangly, balding pot-bellied man. Already clumsy without alcohol, he's a jittery mass of tangled limbs in his inebriated state.

He is in the mood to drink away his sorrows and wants nothing to do with anybody, making him difficult to question. The PCs have a few ways to pump Dren for information. The options that follow are the most obvious. Encourage roleplay and provide appropriate bonuses to rolls if the players come up with a clever approach.

If Time is a Factor...

If you need to keep the adventure short, bypass the scene with Dren Fell-Monger. Explain that he boarded a ship to Faydwer the morning the PCs were offered this job. Darkmoore gathered the details from "What Dren Knows" (below) during his interview of the fell-monger, and relates some or all of it to the PCs.

You can shorten the adventure further by having Darkmoore relay that Dren actually glimpsed a griffenne flying away from the commune as he emerged from the cellar. This greatly reduces the amount of investigation that the PCs must undertake, cutting the playing time by roughly 30 minutes.

- Performing a standard interview:

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

Difficulty Check = 18

On a successful roll, the PCs steer Dren's rambling, incoherent dialogue away from "beautiful Mira" — the wife he actually detested intensely before her untimely death — to a rambling, somewhat coherent account of the attack as he experienced it (see "What Dren Knows").

- Paying him for information:

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

Difficulty Check = 15

On a successful roll, the PCs get +1 for every 5 silver pieces they offer (to a total of +5 no matter how much they offer) to a subsequent Gather Information attempt.

On a failure, Dren becomes enraged that mere money could ever make up for the tragic loss of his beloved wife and home. He tries to punch the offending PC (Dren is at -8 penalty to attack, and delivers 1d3-2 subdual damage on the off chance that he hits). No matter what you roll for Dren, he loses his balance immediately and crashes to the ground in a semi-conscious stupor. Be sure the player understands that this is the drunken flailing of a wine-addled, defenseless man rather than an actual martial attack.

- Demanding information/performing an interrogation:

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

Difficulty Check = 25 (due to a combination of Dren's lingering shock and being quite drunk)

On a successful roll, the PCs bully Dren into relating what he knows (see "What Dren Knows"). (On a failure, Dren is offended by their bullying and has a similar reaction to a failed attempt to pay him off.)

- Before asking direct questions, the PCs might appeal to Dren's professional pride with questions about his skill in fell-mongering:

Player rolls = 1d20 + Wilderness Lore, Handle Animal or Trade Skill (Tailoring) modifier (or default to Charisma modifier)

Difficulty Check = 10

On a successful roll, the PCs establish a rapport with Dren that bestows a +5 bonus to any subsequent Gather Information checks. (Insulting his profession or his skills provokes the same reaction as a failed attempt to buy him off.)

What Dren Knows

For each point the PCs get over the DC, they glean one of the following pieces of information:

- A terrible shrieking came from everywhere at once; the sound was like a hundred banshees. (Partially true. Dren has never heard an actual banshee. Also, due to the cellar's construction and the alcohol in Dren's system, the griffenne's shrieks and the cries of the townspeople seemed to merge into a single cacophony.)
- There were great howling winds, like a dust storm or a tornado. (Partially true. The thunderous wind was actually the sound of the griffenne's wings beating as it dove through the settlement.)
- Bodies were literally torn apart and many were mauled. (True. The griffenne killed everyone it encountered, rending the victims in a violent fashion.)
- Dren heard the dead whispering his name as he fled town. (False. This is an alcoholic delusion, though he staunchly professes it to be truth.)

The PCs can Sense Motive with each of these points:

Player rolls = 1d20 + **Sense Motive modifier** (or default to Wisdom modifier)

Difficulty Check = 15

On a successful roll, the PC suspects that, while Dren is pretty sure about each point, he was drunk enough at the time that he's not absolutely positive what he remembers. Nonetheless, no amount of cajoling or threats will get him to change his story.

Eventually Dren grows tired and mumbles something about hopping a ship to Faydwer so he can put the nightmare behind him... as soon as he sleeps off the wine, anyway.

Scene 2: Killard's Tanning Commune

The map that Darkmoore provides places Killard's Tanning Commune at half a day's travel southwest of Freeport. Unless you wish to use the opportunity for additional encounters (which can add from 30 minutes to an hour), the PCs arrive without incident in the early afternoon.

Read or paraphrase the following:

You pass through a small copse, the early afternoon sun casting shadows of the trees across your path. A slight breeze carries a pungent smell — the distinct odor of tanning compounds that the commune leather workers used in their craft.

You crest a hill and see the remains of the settlement some ways away. Broken wagons, livestock and the occasional humanoid bodies are strewn about haphazardly on the road leading out of town. The buildings themselves sag like wounded beasts. Even from this distance, the extreme violence this village suffered is shocking.

Taking in the scene, it is painfully evident that the commune has been thoroughly destroyed. Most of the buildings have collapsed in on themselves and the residents are sprawled around, clear victims of extreme violence.

The PCs have an opportunity to look over a couple of victims as they approach the village:

Player rolls = 1d20 + **Heal modifier** (or default to Wisdom modifier)

Difficulty Check = 10

Those who succeed note that the victims' wounds are massive and savage — most have had limbs torn off, some even ripped entirely in two. The wounds certainly weren't caused by any form of conventional weapon. Swords and axes don't inflict this kind of damage.

We Are Not Alone

Assume that the PCs are within 50 yards of the settlement proper when they look over the bodies.

The PCs have made only a cursory look when they must make Listen checks:

Player rolls = 1d20 + **Listen modifier** (or default to Wisdom modifier)

Difficulty Check = 15

Those who succeed hear noises from the settlement — rustling, muffled voices and the occasional clinking of metal. Have different characters who succeed at the check hear different things. The voices are too indistinct to determine language at

this distance, but the PCs can detect a guttural quality to the words. Should nobody succeed, go directly to "Face-Off."

Otherwise, have the PCs make Sneak rolls:

Player rolls = 1d20 + **Sneak modifier** (or default to Dexterity modifier)

Difficulty Check = pending

There's no resolution at the moment. Instead, simply record the result that each PC gets and continue on.

Advancing with caution, the PCs can determine that the sounds come from a small group of Deathfist orcs looting what remains of the commune.

A single Deathfist Centurion coordinates the looting. The total number of Deathfist Pawns is equivalent to the number of PCs plus one additional orc for every two PCs. (If there are four PCs, this means there are six Pawns.) The orcs are spread throughout town looting wrecked buildings or overturned wagons.

Determine where the orcs are positioned by marking them on the map of Killard's Tanning Commune. You may want to keep secret where some of the orcs are if the PCs can't see them with direct line-of-sight.

The orcs aren't expecting to find anybody in town, so the only way they will encounter hiding PCs is by stumbling across them or by making a Listen check when within 30 feet of a PC.

GM rolls = 1d20 + **Listen modifier** (or default to Wisdom modifier)

Difficulty Check = PC's Stealth roll from before

If the orc does not exceed the DC by 10 or higher, it is curious but not alarmed by the sound. It approaches the area the noise came from without alerting its companions. If the PC can attack the orc from surprise — out of sight of the others — and slay him in a single round, the other orcs remain unaware of the PCs' presence.

If the orc's result is 10 or more than the DC, it shouts for the Centurion and turns to run and regroup with its fellows in the center of town. Similarly, if the orc survives a surprise attack, it raises the alarm and tries to retreat to its companions. In this case, go to "Face-Off."

Face-Off

When the PCs and the Deathfist orcs become aware of one another, check for surprise before entering combat. (Refer to the **EverQuest RPG Player's Handbook** for details on combat.)

Fearing that the PCs will hold them responsible for the destruction of the commune, the orcs will fight to the death. During the first round, the nearest few orcs charge the PCs while the Centurion rallies the outlying orcs to his position. Orcs looting in buildings or at other ends of the commune converge on his position. This larger group then advances on the PCs in a fairly disciplined group.

The main conflict is still to come — this battle is meant to whet the players' appetites. The PCs shouldn't have much trouble defeating the orcs, but if they are having a rough time of it for some reason, you may wish to downgrade the orc hit points or claim a sudden string of misses.

The PCs may want to take some orcs prisoner; they are supposed to be investigating, after all. (And PCs who capture the

If Time is a Factor...

If things have slowed down, make the encounter with the orcs move along more quickly. Reduce the number of Pawns to equal the PCs. When two thirds of the orcs are killed, have the others surrender immediately. Go through the interrogation described in this section, then move on to "Investigating the Commune."

orcs rather than killing them receive the same amount of experience points.)

Orcs taken prisoner and interrogated will tell what they know in exchange for their freedom. They won't negotiate this point. If the PCs agree, the orcs reveal that they stumbled across the commune while prowling around the area. It was already in its ravaged condition, so they decided to risk a quick looting. They don't know what happened, but from the amount of destruction, they assume that a great beast or beasts of some kind are to blame.

The PCs can Sense Motive:

Player rolls = 1d20 + Sense Motive modifier (or default to Wisdom modifier)

Difficulty Check = 10

On a successful roll, it's clear that the orcs are telling the truth.

If freed, the orcs leave the area immediately. If the PCs keep the orcs prisoner, the captives heap all manner of orcish insults upon them until the orcs are forcibly shut up.

After the battle, the PCs can search the orcs for valuables. Each orc has weapons and armor listed in the "Antagonists" section. The Centurion carries 4 gp and 10 sp in a small pouch, and he wears a slashed belt to denote his station. Pawns carry 2 sp and 8-10 cp apiece in belt pouches. Nearly all of this money was looted from the commune.

Investigating the Commune

Once the PCs have secured the commune, they can search for clues; see the list of rolls and resolutions that follows.

Try not to let poor rolls frustrate your players. If the PCs start to figure out what happened, you may hand out +1 to +5 bonuses to their investigation rolls.

You may allow two rolls apiece during the course of the investigation, given the size of the village.

Player rolls = 1d20 + Search modifier (or default to Intelligence modifier)

Difficulty Check = 15

Each PC with a successful roll finds a separate piece of information from the list that follows.

- Large, bird-like feathers are strewn about town.

Player rolls = 1d20 + Knowledge [monster lore] modifier (no default)

Difficulty Check = 15

On a successful roll, the PC determines that the feathers came from one creature. A PC who rolls 20 or higher suspects a griffon, an aviak or perhaps a large harpy. A PC who rolls 25 or higher narrows it down to a griffon or griffenne (female griffon).

- Whatever caused the destruction broke into the largest building, used by the commune as a combination dining and living area. It is a miracle that the building still stands, as most of the roof is gone and many load-bearing walls were ripped apart. The most damage occurs in the hall leading to a room labeled (in Common) "Guest Room."

- Most of the dead are found in the largest building. More detailed examination of the dead suggests that each villager — all involved in the tanning business, given their russet-stained hands — was savaged in a similar fashion, as if mauled by a large beast.

Player rolls = 1d20 + Heal modifier (default to Wisdom modifier)

Difficulty Check = 15

A successful roll confirms that claws or a beak inflicted most wounds — the common tactic seems to be that claws held on for leverage as the beak pulled the victim apart.

- A vat holding a rancid mixture of putrefying chicken dung — a substance used in the tanning process — proves to be the cause of the unmistakable odor the PCs smelled while approaching the commune. The vat was broken open by a terrific blow. The commune's chickens, penned nearby, are still alive, though.

- The PC who rolls the highest Search result discovers a ledger that the commune used to sign in travelers who rented the guest room. For the night of the attack, the ledger shows that it was rented to one Hotala Kil'drada — or "Nameless Doomsbringer" in the Elven tongue. (This is a joke by Dazmene on the commune folk, who couldn't read Elven.)

Player rolls = 1d20 + Search modifier (default to Intelligence modifier)

Difficulty Check = 10

Those who succeed at a follow-up search confirm that there are no elves among the dead.

Investigating the Surrounding Area

After looking around the commune, the PCs may search for tracks near the village. When they decide to follow either set of tracks described here, proceed to "Scene 3: The Hillside."

To check for tracks:

Player rolls = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 15

Each separate successful roll reveals a different type of track, which provides the following information:

- Orc tracks are the freshest. They arrived in town roughly an hour prior to the PCs — well after the attack.

- The second freshest set of tracks are human in shape. They emerge from a storage cellar in a building farthest from the main building, move around the immediate area, and then head toward Freeport. These are obviously Dren's footprints. The building's first floor has collapsed, but the cellar itself — the only one in town built from stone — appears untouched. It has a stout wooden door that locks from the inside and it houses casks of lard and dye. A cursory search uncovers three empty bottles of rotgut.

- Creature tracks are found all around the commune. If the roll was 20 or higher, the PC confirms that they belong to a griffon or griffenne. The tracks enter the village heading first to the chicken dung vat, then toward people in the yard, then into the main building, and end at the guest room. There are no tracks leaving town, so it appears that the beast approached town on foot for some reason, then flew away afterward.

- A set of elven footprints come from out of town directly to the chicken dung tank, then backtrack away from the commune. The tracks circle a section of the commune, then indicate that the elf waited in a concealed spot nearby for some time. The tracks then lead away at an angle roughly parallel to those that came to the village. If the roll was 20 or higher, it is clear that the person meant to remain hidden from the commune's populace.

(These tracks are Gaxdal's, left while he planted the chicken dung trail for the griffenne to follow. He then waited for Dazmene to arrive and plant the egg in the guest room.)

- A set of elven footprints enters the commune by way of the main road, but becomes lost in the muddied griffenne, orc and human footprints. If the PCs search the dusty guest room again:

Player rolls = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 15

On a successful roll, they find a few footprints matching those that came to town. If the roll was 20 or higher, the PC confirms that the tracks never left the room.

Player rolls = 1d20 + Spellcraft modifier (no default)

Difficulty Check = 25

On a successful roll, the PC senses lingering traces of mana from a *gating* spell.

- The two pairs of elven footprints were left by different people. The pair that entered town has a more feminine gait and higher-quality soles. Those that circled the chicken dung tank bore a masculine gait and left behind moccasin prints. If the roll was 20 or higher, it's clear that the masculine pair seemed particularly light of foot, as though attempting to conceal his tracks and himself.

If Time is a Factor...

If you're running long on time, allow just a couple of the PCs initial investigation rolls to reveal all the evidence listed here. They quickly find the griffenne and dark elf tracks, and they have no trouble backtracking the griffenne to the rocky slope. Continue directly on to *Scene 3: The Hillside*.

Scene 3: The Hillside

The two sets of tracks from the commune lead to a rocky slope near which the PCs will find the griffenne's nest and the campsite of the scheming dark elves. The trails wind through an ever-thickening collection of trees and hilly areas, which grow ever more gloomy as the afternoon wears on.

Tracking the Griffenne

Reverse tracking the griffenne's path uncovers an infrequent trail of the chicken dung mixture smeared on trees.

Player rolls = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 20

If successful, the PC notes that the griffenne's tracks overlap those of the masculine elf. Further, the elf's tracks indicate that he stopped directly at each tree with the dung smeared upon it.

If the PCs reverse-tracked the elf's initial path, they notice all this automatically.

The elf and griffenne tracks head far up into forested hills, and converge near the base of a steep rocky slope.

Looking up from the base of the slope:

Player rolls = 1d20 + Spot modifier (or default to Wisdom modifier)

Difficulty Check = 12

If successful, the PC can see what looks like a very large nest at the top.

Tracking the Elves

If the PCs follow the male elf tracks that left the village, they miss the dung evidence and the griffenne tracks, but the trail re-connects with the original one at the base of the rocky slope.

They can also backtrack the female elf tracks:

Player rolls = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 15

If successful, the PC finds that the tracks leave the road a short distance from the village, then loop around to the same rocky slope.

The elvish tracks go up the slope toward the nest and also head into a thick copse of trees a few dozen yards further away. If the characters check out the griffenne's aerie, go to "The Nest." If they prefer to pass by the nest and follow the elf tracks into the trees, go to "The Campsite."

The Nest

Reaching the nest requires climbing up the steep, rocky slope:

Player rolls = 1d20 + Climb modifier (or default to Strength modifier)

Difficulty Check = 15

Success means that the PC made it; failure means the character can't find sufficient purchase to get up to the top.

Once the PCs are up by the nest, read or paraphrase the following:

There's no mistaking that the collection of sticks, twigs and yellowed bones is a gigantic nest. The bones are a startling component at first glance, but a closer look shows that they're from animals larger than humanoids. You would guess they were taken from livestock — the skeleton of a horse or cow, perhaps.

The nest is roughly circular and about 15 feet in diameter on the inside. The edges — a prickly mass of wood — are three feet high and thick. Within the nest are two eggs, each the size of an iksar's head. Each shell is a brownish pink with gold flecks.

Looking around, there's no evidence of anyone in the immediate area (or of a griffenne in the late afternoon sky). PCs may feel bold enough to climb into the nest:

Player rolls = 1d20 + Search modifier (or default to Intelligence modifier)

Difficulty Check = 10

Each PC that makes a successful roll notices one of the following points (or a single PC can find it all on a roll of 15 or higher):

- One of the eggs is smeared with a portion of chicken dung mixture.
- A depression in the base of the nest indicates that there was recently another egg here.
- There's a large sprig of mint leaves in the depression.

The dark elf campsite is not visible from the top of the slope. Gaxdal took pains to hide the camp among the thickest tree cover in the area, out of sight from the nest.

Some PCs might wish to take the two remaining eggs and sell them to an interested buyer — though doing so will surely provoke the wrath of the griffenne should they encounter her. If the PC insists, he must take care not to break the eggs. The shells are leathery and relatively sturdy, but they're by no means invulnerable. Each egg can take roughly 4 hit points of damage before smashing.

Climbing down the slope requires another roll:

Player rolls = 1d20 + Climb modifier (or default to Strength modifier)

Difficulty Check = 10

Success means the PC made it; failure involves a tumble back down that injures nothing but the character's pride.

The Campsite

The campsite is relatively barren.

Player rolls = 1d20 + Search modifier (or default to Intelligence modifier)

Difficulty Check = 12

A successful roll discloses marks on the ground indicating a pair of bedrolls were placed side by side, as well as the buried litter from days of elvish meals and a latrine pit 30 feet to the south. A sprig of mint lies near the litter. There is no evidence that the campers used a fire.

This is where Gaxdal and Dazmene have been planning their forays against human communities, with the griffenne as their unwitting accomplice.

When the PCs arrive, the two dark elves have already stolen the griffenne's third egg and are preparing to lead the beast to the next community they want to strike — an herb farm that grows mint. As they'd done with the last village's dung, they will leave a mint trail meant to draw the griffenne along.

They haven't gotten underway when the PCs arrive, though. Dazmene had cast a *sentinel* spell to warn them if the griffenne should return from hunting while they took the egg — but the spell warns the dark elves of the PCs instead! This gives Dazmene enough time to cloak herself and Gaxdal with *invisibility*.

The dark elves wait until they know just how much the party comprehends of their plans. If the PCs know too much, Gaxdal and Dazmene will launch an ambush.

PCs can check the campsite area for tracks:

Player rolls = 1d20 + Wilderness Lore modifier (or default to Wisdom modifier)

Difficulty Check = 15

A successful roll indicates that there are many sets of tracks all through the immediate campsite, as well as some leading toward the rocky slope. It's clear that there are only two sets of tracks — both elven, one masculine and one feminine. Also of note are the two sets that approach from the general direction of the commune and two fresh sets of tracks that head to the southeast.

On a roll of 20 or higher, the PC knows that the last set of tracks was made just a few minutes ago.

(Note: The dark elves have just retreated further into the woods, hoping to find a better vantage from which they can spy on the party. If the PCs follow these tracks, they'll force the dark elves to ambush them prematurely.)

If the PCs don't follow the dark elves' tracks immediately, have any of them still on or by the slope make a Spot check:

Player rolls = 1d20 + Spot modifier (or default to Wisdom modifier)

Difficulty Check = 15

If successful, the PC sees the griffenne in the distance returning toward the nest!

This should be all it takes to get the PCs to hide or flee the area. If a PC proves eager to face the monster, further encouragement may be required:

Player rolls = 1d20 + Knowledge [monster lore] modifier (no default)

Difficulty Check = 7

On a successful roll, the PC knows that a head-to-head encounter with an angry griffenne would likely leave them dead. After all, this beast tore apart three small towns in defense of her young!

Scene 4: Ambush!

The entire area is cast in shadow as the sun prepares to set. The dark elves have decided they can't afford to let the PCs live, and they finally launch their ambush. They attack shortly after the PCs are in tree cover.

Once Gaxdal's surprise attack is resolved (see below), everyone rolls initiative:

Players and GM roll = 1d20 + Initiative modifier

The result determines when each character goes in the combat that follows. (You may roll separately for Gaxdal and Dazmene.)

Refer to the **EQrpg** for details on initiative and other elements of combat.

Gaxdal's Tactics

Player rolls = 1d20 + Listen modifier (or default to Wisdom modifier)

Difficulty Check = 1d20 + 11 (the GM rolls this)

The DC is based off of Gaxdal's Sneak skill, so the result of your roll determines the DC. Each PC whose roll equals or exceeds Gaxdal's avoids surprise.

Gaxdal backstabs one of the characters who fails the Listen check. If everyone makes it, he strikes the PC farthest from the rest.

Remember that Gaxdal is invisible for his initial attack. Also, the missing griffenne egg is within his large backpack, which also contains a large amount of mint.

To keep the PCs confused, Gaxdal hides in the thick underbrush after he strikes. He hopes to split the PCs up so he can circle around and sneak up on single targets. These maneuvers require separate skill rolls:

GM rolls = 1d20 + 12 (Gaxdal's Hide modifier), 1d20 + 11 (Gaxdal's Sneak modifier)

Difficulty Check = PC's Spot or Listen modifier (default to Wisdom)

You can roll once for each of Gaxdal's skills and apply the DC separately for the various PCs (have them roll whichever skill is most appropriate). Depending on the rolls, Gaxdal may remain hidden from some PCs but be seen by others.

Dazmene's Tactics

Dazmene hides behind a tree, which provides 1/2 cover. During the first round of combat, Dazmene casts *Miracyl's animation* to help even out the odds. The animation floats near her and will protect her at all costs.

Once Dazmene casts her first spell (losing her invisibility afterward), PCs must still pick her out amongst the shadowy trees and underbrush before they can attack her.

Player rolls = 1d20 + Spot modifier (or default to Wisdom modifier)

Difficulty Check = 1d20 + 4 (the GM rolls this)

While Gaxdal fights the PCs directly, Dazmene casts spells from her hiding place — moving to new cover as necessary. Lone PCs who advance on Dazmene might find themselves backstabbed by Gaxdal, a tactic the two call "bait-and-stitch."

See Dazmene's write-up in the "Antagonists" section for details on the spells she has available. Should the PCs outnumber the dark elves by a wide margin, she will be inclined to cast *chaotic feedback* for 4d8 magic damage plus side effect (see spell for details). Should the PCs dispatch Gaxdal or if she's reduced to fewer than 4 hit points, Dazmene will *gate* away from the area.

Don't Forget the Griffenne

The PCs are under a time limit because the griffenne will soon return to the nest, find its missing egg, notice the mint trail and hear the commotion within the woods.

Since she can't fly into the middle of the melee due to the dense foliage, the griffenne will approach by foot. You can build tension during the battle with the dark elves by starting each round with phrases such as, "You hear a squawk in the distance," or, "You hear flapping wings pass overhead."

Still, the griffenne shouldn't appear until the fourth round or until the dark elves seem in danger of losing — whichever comes first.

When the time comes, read or paraphrase the following:

A large winged beast with aquiline head and forelegs and the hindquarters of a lion barrels toward you through the trees! She screeches furiously as she smashes through the underbrush and snaps saplings underfoot. Her massive feathered wings flutter at her side, knocking branches and sending showers of leaves in her wake.

The Griffenne's Tactics

The griffenne attacks any characters who have one of her eggs, who smell of mint or chicken dung, who attack her first or who get between her and characters who hold her eggs.

She won't take Attacks of Opportunity on anybody who flees from melee unless she believes they bear an egg. She will fall into a killing frenzy, attacking anyone around her without discrimination, if any of her eggs are smashed.

Those PCs who don't bear an egg can take additional steps to avoid being attacked:

Player rolls = 1d20 + Animal Empathy modifier (no default)

Difficulty Check = 20

Success indicates that the griffenne won't attack the PC unless he strikes her or visibly assists a character who bears an egg. PCs bearing eggs who place them upon the ground and flee are relatively safe, as the griffenne will grab the egg and try to ferry it to safety.

If the PCs are in serious danger of losing against the dark elves, have the griffenne serve as a *deus ex machina*. As described in "The Griffenne's Tactics," she targets those with her eggs, as well as those who smell of mint — Gaxdal, in both cases. She makes a beeline for Gaxdal and pops the dark elf's head off in a quick snap of her beak. The griffenne then tears away his backpack and carries the stolen egg back to her nest.

The griffenne will return to attack anyone remaining near the campsite, but she won't pursue those who flee the area — as long as they don't have any more of her eggs...

Conclusion

The dark elves know they will be sentenced to a painful death should they be taken prisoner and returned to Freeport. Rather than suffer that fate, they'll try to wound or kill enough PCs so that they can flee. If flight isn't an option, they'll fight to the death or even kill themselves. If taken captive, they do all in their power to escape or to provoke the PCs into killing them. On the off chance that the PCs let them go, the dark elves will flee the region.

Bringing Darkmoore evidence of the dark elf conspiracy provides a bounty of 25 platinum pieces and CR 3 quest experience points to each PC. Halting the griffenne attacks provides an additional 25 platinum pieces and CR 4 quest experience points per PC.

Darkmoore is a good judge of character with a +20 Sense Motive, so he can easily perceive if the PCs are telling him the truth or simply jockeying for more money.

Regardless of the results, Darkmoore tells them that he will have their money ready by noon the next day. In the meantime, he sends a trusted scout to the locations they mentioned to confirm their claims.

If the PCs somehow managed to trick Darkmoore in their tale, they find themselves short that portion of reward and experience points. Otherwise, when the PCs show up to get their money, they also gain +1 Faction with the Steel Warriors.

Darkmoore then tells them that he can use their services in another important matter, and sends them with a letter of introduction to Romiak Jusathorn of the Arcane Scientists. It seems their help might be needed in tracking down a murderer...

Cast of Characters

Antagonists

Deathfist Orcs

	Deathfist Centurion Medium-Size Humanoid (Orc)	Deathfist Pawns Medium-Size Humanoid (Orc)
Hit Dice:	5d8+10 (32 hp)	1d8+1 (5 hp)
Initiative:	+1 (Dex)	+0 (Dex)
Speed:	30 ft.	30 ft
AC:	16 (+1 Dex, +1 natural, +4 chain shirt) -2 check	14 (+1 natural, +3 hide) -3 check
Attacks:	Broad sword +7 melee	Short sword +2 melee
Damage:	Broad sword 1d10 +6	Short sword 1d6 +2
Face/Reach:	5 ft. by 5 ft. /5 ft.	5 ft. by 5 ft. /5 ft.
Special Qualities:	Ultravision	Ultravision
Saves:	Fort +6, Ref +2, Will +2	Fort +3, Ref +0, Will +0
Abilities:	Str 19, Dex 12, Con 15, Int 12, Wis 12, Cha 11	Str 15, Dex 10, Con 13, Int 10, Wis 10, Cha 11
Skills:	Listen +7, Spot +7, Wilderness Lore +4	Listen +5, Spot +5
Feats:	Alertness, Power Attack	Alertness
Climate/Terrain:	Any land	Any land
Organization:	Solitary or band (3-18)	Solitary or band (3-12)
Challenge Rating:	3	1/2
Treasure:	Standard	Standard
Alignment:	Neutral evil	Discordant evil
Faction:	Deathfist Orcs	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 also seem to have lost any of the innate magic that still flows in the veins of other orc tribes. While they have a few oracles, they lack any orcs with inborn magic talent. Although they are widespread throughout the plains of the Commonlands, they pose no threat to the massive city of Freeport.

Deathfist orcs are slightly smaller than most orcs (rarely exceeding 5 ft. 10 in.) and have a greenish tint to their skin. Like most orc clans, they place great importance on personal battle prowess. Young Deathfist orcs are called Pawns until they manage

to slay a clan enemy — alas, Pawns are killed more often than those they stalk. Lacking a strong home base, most Deathfist orcs have gathered into 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 — even lay siege to Freeport itself....

Gaxdal

	Gaxdal, 6th-level Rogue Medium-Size Humanoid (Dark Elf)
Hit Points:	30 hp
Initiative:	+8 (Dex)
Speed:	30 ft.
AC:	18 (+2 leather, +2 ring, +4 Dex); up to +5 AC with Parry feat; DR 2/- from <i>haze</i>
Attacks:	Fine Steel (masterwork) Rapier +10 melee
Damage:	Fine Steel (masterwork) Rapier 1d4+1 (1d4+2 with <i>strengthen</i>) 18-20/x2 (+2d6 <i>backstab damage</i>)
Face/Reach:	5 ft. by 5 ft. /5 ft.
Special Qualities:	Ultravision
Saves:	Fort +2, Ref +9, Will +2
Abilities:	Str 12 (15 with <i>strengthen</i>), Dex 18, Con 11, Int 13, Wis 11, Cha 11
Skills:	Escape Artist +11, Hide +12, Jump +9, Listen +8, Sneak +11, Spot +5, Tumble +9
Feats:	Improved Initiative, Weapon Focus (Rapier), Parry (up to -5 to his attack for +5 AC), Weapon Finesse (rapier), <i>Evasion</i> (successful "save for half" Reflex saves allow him to take no damage), +2d6 <i>backstab damage</i>
Challenge Rating:	6
Treasure:	<i>Ring of the Ebon Mask</i> +2 deflection bonus to AC and three charges of <i>siphon strength</i> (necromancer spell -3 STR on target +3 Str on ring wearer, close range), belt pouch (4 platinum, 3 gold, 8 silver), Fine Steel (masterwork) Rapier
Alignment:	Discordant evil
Faction:	Ebon Mask

Description

Gaxdal has no interest in talking about his past, and few still living know much about the dark elf. Those who travel in such circles agree at least that Gaxdal once had (and possibly still has) connections to the Ebon Mask, the dark elf rogue's guild in Neriak. Why he decided to venture to the Commonlands is as much a mystery as are his activities in the time since he's been here. His mercenary nature is well known, leading some to believe that he undertook the journey as the agent of a greater power.

The relationship between Gaxdal and Dazmene seems built upon a shared aggressive sensibility and the desire for increased chances of survival. Although the two share much with one another, those who know them agree that either one would be quick to sell the other out completely and without remorse under the right circumstances.

Combat

When unable to backstab opponents, Gaxdal uses Parry to increase his AC. He relies on buffing spells to provide an extra edge when in Dazmene's company.

Dazmene

Dazmene, 5th-level enchanter

Medium-Size Humanoid (Dark Elf)

Hit Points:	16 hp; 23 w/lesser shielding
Initiative:	+0
Speed:	30 ft.
AC:	12 (+2 raw silk); 15 w/ lesser shielding; DR 2/— from haze
Attacks:	Dagger +3 melee
Damage:	Dagger 1d3 19–20/x2
Face/Reach:	5 ft. by 5 ft. /5 ft.
Special Qualities:	Ultravision
Saves:	Fort +2, Ref +2, Will +6
Abilities:	Str 10, Dex 11, Con 10, Int 18, Wis 13, Cha 16
Skills:	Channeling +7, Intimidate +5, Sneak +4, Spellcraft +8, Taunt +6
Feats:	Quicken Spell, Combat Casting (+4 to Channeling to cast on defensive)
Mana:	40
Spells:	<i>chaotic feedback, gate, haze, invisibility, Mircyl's animation, mesmerize, root, strengthen</i>
Challenge Rating:	5
Treasure:	Spellbook (contains most 1st-level, 2nd-level and 3rd-level enchanter spells)
Alignment:	Discordant evil
Faction:	Unknown

Description

The enchantress Dazmene systematically rooted out all elements of her past and destroyed them for reasons unknown before taking up travel with a dark elf rogue from Neriak. Her origins a mystery and her motivations unclear, what is known about Dazmene is that she is a spellcaster with few allies and fewer morals. Money doesn't motivate her, but she won't turn down the offer of gold if the effort to acquire it is minimal.

Although Dazmene refers to Gaxdal as her "pet," she would have no problem putting her pet to sleep if circumstances suited her. She would rather use Gaxdal for as much as she can get away with, however, prior to discarding him.

Combat

Dazmene tries to root and mesmerize opponents. Rooted characters may make Escape Artist checks (default to Dex) at the spell's DC +10 to escape being rooted. Rooted characters can also Taunt opponents to attack them.

Spells

Following is a brief description of Dazmene's available spells, for quick reference. You'll find full descriptions of each spell in "Appendix: Spells."

Chaotic feedback. (8 mana, 1 action, recast 1 round, range 35 ft., 1 target, Will saving throw halves damage) 4d8 magic damage plus confusion for 1 round (see spell description in Appendix).

Gate. (12 mana, 1 action, recast 2 rounds, range personal, target caster) Teleports caster to bind point/current place of residence.

Haze. (4 mana, 1 action, recast 1 round, range 35 ft., 1 target, duration 50 minutes) Grants target DR 2/—.

Invisibility. (5 mana, 1 action, recast instant, range 35 ft., 1 target, duration special) Renders target invisible until he makes an attack.

Mesmerize. (3 mana, 1 action, recast instant, range 150 ft., 1 target, Will saving throw negates, duration 4 rounds) Mesmerized target can take no actions and loses Dex bonus to AC (if any).

Mircyl's animation. (7 mana, 1 action, recast 1 round, range 35 ft., 1 target, duration permanent) Creates an animated sword and shield that protects the caster until destroyed (see statistics in Appendix: Spells).

Root. (5 mana, 1 action, recast instant, range 150 ft., 1 target, Reflex saving throw negates, duration 1d8 rounds) Halts target in its place, though the target may take actions that do not involve movement.

Strengthen. (2 mana, 1 action, recast instant, range touch, 1 target, duration 50 minutes) Grants target +3 Str.

Griffenne

Griffenne Large Magical Beast

Hit Dice:	12d10+48 (114 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 100 ft. (average)
AC:	19 (–1 size, +2 Dex, +8 natural)
Attacks:	Bite +17 melee, 2 claws +12 melee
Damage:	Bite 2d6+6, claw 1d8+3
Face/Reach:	5 ft. by 10 ft. / 5 ft.
Special Attacks:	Pounce; rake 1d10+3
Special Qualities:	Infravision
Saves:	Fort +12, Ref +10, Will +5
Abilities:	Str 23, Dex 15, Con 18, Int 7, Wis 13, Cha 10
Skills:	Jump +14, Listen +11, Spot +15
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Temperate hill and plains
Organization:	Solitary or pair (1 griffenne and 1 griffon), or clutch (1 and 2–4 Griffawn)
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral
Advancement Range:	13–15 HD (Large), 19–24 HD (Huge)
Faction:	None

Description

Griffennes are adult female griffons. They are not as large or as powerful as the males, but they are no less ferocious. Griffons mate for life, and it is the females who typically do most of the hunting — especially when there are young ones in the nest. They are also extremely protective of their home territory, and they attack intruders without warning.

Combat

Rake (Ex): If the griffenne pounces on an opponent, it can make an additional two rake attacks (both using its claw attack bonus) that each deal the listed damage.



Allies

Cain Darkmoore and Dren Fell-Monger 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, and you don’t need to slow things down in this adventure by rolling dice for the various NPCs taking whacks at one another.

If the PCs get into a fight with an ally NPC for some strange reason, use the Deathfist Pawn statistics for Fell-Monger. Third-level characters have no hope of defeating Cain Darkmoore in battle.

The Steel Warriors (Human and Half-Elven warriors)

Alignment: NG. **Location:** Freeport and Qeynos, Antonica.

Dedicated to thwarting corruption, the Steel Warriors come from a wide variety of backgrounds and religions. The differences are soon forgotten in fellowship and training, and they make fierce foes and staunch allies.

Guild Leaders: Cain Darkmoore (Freeport). Ebon Strongbear (Qeynos).

Allies: The Knights of Truth, the Guards of Qeynos, the Wolves of the North.

Enemies of the Freeport branch: The Deathfist Orcs.

Enemies of the Qeynos branch: The Corrupt Qeynos Guards, the Sabertooth Clan.

The Arcane Scientists (Human Enchanters, Magicians and Wizards)

Alignment: NG. **Location:** Freeport, Antonica.

The Academy of Arcane Science is the center of arcane research and teaching in eastern Antonica, where generations of learned scholars have dedicated their lives to the study of magic. Their library is extensive, and it grows a little every year as the students and masters add to the store of knowledge.

Guild Leaders: Romiak Jusathorn, enchanters. Lorme Tredore, magicians. Opal Darkbriar, wizards.

Allies: None.

Enemies: The Dismal Rage.

Appendix: Spells

This section contains a list of spells that characters participating in *Homestead Attacks* 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.

Chaotic Feedback

Evocation [Magic]

Level: Enc 3

Spell Line: *Chaotic feedback*

Mana: 8

Components: V, S

Casting Time: 1 action

Recast: 1 round

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

Target: One creature

Duration: Instantaneous

Saving Throw: Will half (see text)

Spell Resistance: Yes

This spell strikes the target with a blast of pure chaos-energy, dealing 4d8 points of magic damage (Will half) and also causing the target to act unpredictably for 1 round if it fails the initial Will save. The creature reacts according to the following table:

1d10	Action
1	Flee from the caster as quickly as possible.
2	Attack the nearest creature.
3-6	Stunned (cannot take actions; no Dex bonus to AC; foes gain +2 to hit).
7-8	Do nothing but defend (see "Total Defense" in Chapter 12: Combat).
9	Babble or make incoherent noise (unable to cast spells with verbal components).
10	Attack caster immediately (using either the charge or full attack option).

Gate

Alteration [Teleportation]

Level: Clr 2, Dru 2, Enc 2, Mag 2, Nec 2, Shm 2, Wiz 2

Mana: 12

Components: V, S

Casting Time: 1 action

Recast: 2 rounds

Range: Personal

Target: Caster

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The caster is immediately teleported to his bind point, a location that is determined using the spell *bind affinity*. If the caster does not have a specific bind point, he teleports to his current place of residence. If the caster has no current residence, then he appears at the place of his birth.

Haze

Abjuration

Level: Enc 2

Spell Line: *Haze*

Mana: 4

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

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

This spell causes a thin layer of hazy air to build around the target. This haze does not obscure the target's vision, nor does the haze hide the target; it does, however, grant the target damage resistance 2/—. The haze appears to swirl and fill in wherever an attack has managed to land.

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 table:

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

Two rounds prior to this spell and those of its 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.

Mesmerize

Conjuration [Mind-Affecting]

Level: Enc 2

Spell Line: Mesmerize

Mana: 3

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Target: One creature

Duration: 4 rounds

Saving Throw: Will negates (see text)

Spell Resistance: Yes

The target is mesmerized by a display of scintillating colors that flashes from the caster's hand. A *mesmerized* creature can take no actions, and it loses its Dexterity bonus to AC (if any). Foes gain a +2 circumstance bonus to attack rolls against mesmerized creatures. The effect ends immediately when the mesmerized creature takes at least one hit point of damage. As soon as the mesmerism effect is broken, if the creature has been mesmerized for at least one full round, it acts immediately on the next initiative count (and this becomes its new initiative for the duration of the encounter). Otherwise, a creature that is no longer mesmerized resumes action on its original initiative count in the next melee round.

Non-damaging effects or spells such as *weaken* or *tashan* may be used against a mesmerized creature without breaking the mesmerized condition. Even spells that cause mana damage can be used (such as *mana sieve*), as long as they do not also cause hit-point damage. Likewise, magic canceling or dispelling effects such as *taper enchantment* can be used on the target as well, and this will not break the mesmerism even if the target loses hit points as a result of lost beneficial spells such as *spirit of bear*.

All enchanter spells in the *mesmerize* spell line are difficult to resist. The save DC for these spells is (10 + spell level + enchanter's Int modifier + enchanter's Cha modifier).

Note that it is possible to mesmerize a target currently subject to a spell that inflicts damage over time (on a round-to-round basis). The mesmerism lasts at most 1 round, however — that is, until the next initiative count of the damaging spell's caster, at which point new damage from the spell is dealt to the target, breaking the mesmerism effect.

A mesmerized creature is oblivious to its surroundings, and it will remember nothing that transpires while it is mesmerized. If the mesmerizing spell runs its full duration without the effect being broken by damage to the target, the target will not even realize that it was mesmerized. In fact, he must make another Will save against this spell, lest he

completely forget the period one minute prior to the casting.

Mircyl's Animation

Conjuration (Summoning)

Level: Enc 3

Spell Line: *Pendril's animation*

Mana: 7

Components: V, S, M

Casting Time: 1 action

Recast: 1 round

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

Target: One summoned creature

Duration: Permanent (D)

Saving Throw: None

Spell Resistance: No

As *Pendril's animation*: the caster creates a type 3 animated sword and shield, an animation that appears wherever the caster designates within the spell's range and remains by the caster's side, acting as the enchanter's pet (see statistics below). When the caster is attacked by an opponent, 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, though. If the mesmerism is broken, then the pet resumes its attack immediately.

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.

Medium-Size Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0

Speed: 20 ft.

AC: 12 (+2 large shield)

Attacks: Longsword +4 melee

Damage: Longsword 1d8+1

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

Special Attacks: Magic attack

Special Qualities: Construct, Hardness 7

Saves: Fort +1, Ref +1, Will -4

Abilities: Str 13, Dex 10, Con —, Int —, Wis 1, Cha 1

Hardness (Ex): The material of an animation's weaponry and shield can resist damage. Whenever the animation takes damage, subtract its hardness rating from the damage dealt by each attack. Only the

remainder is deducted from the animation's hit points.

Magic Attack (Su): For purposes of overcoming a target's damage reduction, the animation is considered a magic weapon of the enchantment value listed. This ability, however, grants no actual bonus to the animation's attack or damage rolls. For example, an animation with magic attack +2 is treated as a +2 magic weapon for the purpose of overcoming an opponent's damage reduction, but the animation does not receive a +2 bonus to attack or damage.

Root

Alteration [Magic]

Level: Clr 3, Enc 3, Nec 9, Pal 3, Shm 4, Wiz 2

Spell Line: *Root*

Mana: 5

Components: V, S

Casting Time: 1 action

Recast: Instant

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

Target: One creature

Duration: 1d8 rounds (see text)

Saving Throw: Reflex negates

Spell Resistance: Yes

This spell magically forces the target to remain in its current location. The target may continue to act normally, fighting or casting spells, for example, but it cannot take any move actions. The target may use a teleport spell, but once the teleportation has relocated him, the target will still be rooted in his new location. The *root* effect lasts for 1d8 rounds (this roll is made in secret by the GM), but each time the target is hit by a spell that causes instantaneous damage, such as *shock of fire*, it is allowed another Reflex save. Additional saves are not granted if the spells cause continual damage over more than one round, such as *winged death* or any "rain" spell.

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 *Strengthen*.

Arrialla

(ah-REE'-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 decided to band together and head for Freeport. On your very first adventure together, the four of you stopped a group of Deathfist orc bandits who were preying upon merchants crossing the Commonlands.

Now you find yourself in Freeport, where your companion Vagner has been contacted by the leader of Freeport's Steel Warriors. It seems an opportunity for adventure has arisen already....

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.

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 30 ft.

Mana Pool: 36 (regain 12 mana per hour of meditation)

- *Color Flux* (Enc 2, 3 mana, 2 round recast, targets 5 ft. radius around caster, Will save negates) — Stuns for one round victims who fail to save.

- *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.

- *Juli's animation* (Enc 2, 4 mana, 1 round recast, permanent duration) — Summons an animated sword and shield that attacks opponents who attack the caster. (See below for statistics.)

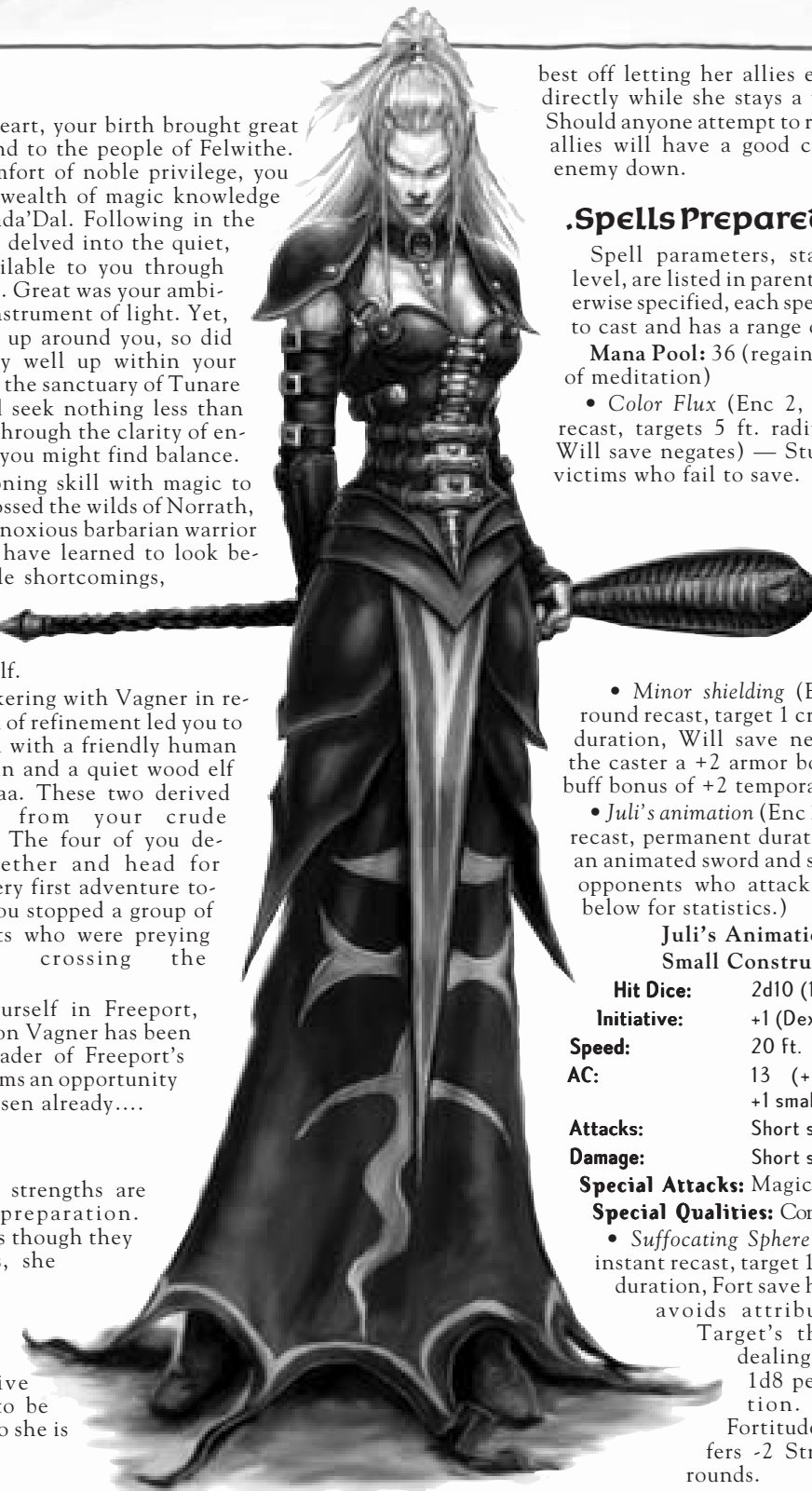
Juli's Animation Small Construct

Hit Dice: 2d10 (11 hp)
Initiative: +1 (Dex)
Speed: 20 ft.
AC: 13 (+1 size, +1 Dex, +1 small shield)
Attacks: Short sword +3 melee
Damage: Short sword 1d6+1

Special Attacks: Magic attack +1

Special Qualities: Construct, hardness 6

- *Suffocating Sphere* (Enc 2, 3 mana, instant recast, target 1 creature, 4 round duration, Fort save halves damage and avoids attribute penalty) — Target's throat constricts, dealing 1d8 damage, plus 1d8 per round for duration. On a failed Fortitude save, target suffers -2 Str & Dex for four rounds.



Homestead Attacks

- *Strengthen* (Enc 1, 2 mana, instant recast, touch range, 1 target, 30 minute duration) — Grants target a +3 buff bonus to Strength.

- *Taper Enchantment* (Enc 1, 1 mana, instant recast, target 1 creature, 1d4 round duration) — Caster can reduce the duration of any spells in effect on the target at the time of casting (except those with [poison] or [disease] descriptors). Roll 1d20 + 3 vs (DC 11 + opposing caster level) for each spell; success means those spells end at the same time that *taper enchantment* does.

- *Weaken* (Enc 1, 1 mana, 1 round recast, target 1 creature, 3 minute duration, Fortitude save negates) — Target suffers -4 buff penalty to Strength on a failed Fortitude save (can't reduce Strength below 1).

- *Mesmerize* (Enc 2, 3 mana, instant recast, 130 ft. range, targets one creature, Will save negates) — Mesmerizes target. Save DC = 12 + Int Mod + Cha Mod.

- *Haze*. (4 mana, 1 action, recast 1 round, range 30 ft., 1 target, duration 30 minutes) Grants target DR 2/—

INVENTORY

WEIGHT PENALTY (-1 per 5 lbs) =

[illegible][illegible]

Mystic Capacity: provides 2 additional slots for spellcasting (bringing current total to 10)

Infravision: Sees warm objects in the dark.
Warm-blooded creatures shed roughly
equivalent light as a torch.

CLASS ABILITIES

WEALTH

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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 undeath, 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 elf 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 heard of the place, Freeport sounded like it could do with more exposure to the teachings of Rodcet Nife, and Quillaa was receptive to the idea of travel.

The four of you forged a bond upon the journey by defeating a band of orc bandits that were accosting merchant caravans, and with your arrival in Freeport, you are ready to face whatever new dangers present themselves. Your companion Vagner was just contacted by the leader of Freeport's Steel Warriors — perhaps they will give you the opportunity to strike another blow against evil....

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.

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: 21 (regain 9 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.
- *Furor* (Clr 2, 3 mana, instant recast, 130 ft. range, 1 creature target, Fortitude save halves) — Inflicts 2d8 points of magic damage on a target.
- *Holy Armor (Extend Spell)* (Clr 2, 4 mana, instant recast, 1 creature target, 45 minute duration) — A protective aura which grants damage reduction 3/—.
- *Light Healing* (Clr 2, 5 mana, instant recast, 1 creature target) — Heals 4d6 hit points.
- *Lull* (Clr 1, 2 mana, 1 round recast, 1 creature target, 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 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

3

LEVEL

EVERQUEST

ROLE-PLAYING GAME

PLAYER

CAMPAIGN

Kodcet 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	+2		16	+3

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	+3	+2		15		

ARMOR		TYPE	AC BONUS
Lockjaw Hide Vest		Leather	+3
CHECK PENALTY	SPELL FAILURE	WEIGHT	MAX DEX BONUS
+0	n/a	1.5 lbs	+6

SPECIAL PROPERTIES

+1 Magic Bonus to AC, +2 constitution

SHIELD	AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
Large Shield, Steel	+2	15lbs	-2	n/a

SPECIAL PROPERTIES

PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE
Kaglari Mana Doll	+0	+3 mana
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	+3			+5		
REFLEX DEXTERITY	+1	+0			+1		
WILL WISDOM	+3	+3			+6		

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
27	+0	27		
CURRENT HP				
TEMPORARY HP				

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ARMOR CHECK PENALTY = 0

WEIGHT PENALTY (-1 per 5 lbs) =

[illegible]

FEATS

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)

Power Attack: declare number subtracted from base attack which is added to damage for all melee attacks that round

RACIAL ABILITIES

CLASS ABILITIES

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

[illegible]

OTHER GEAR

[illegible]

WEALTH

			
	9	3	10
PLATINUM	GOLD	SILVER	COPPER

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

rea-

son,

Halwain's

em- pathic gift

for healing the soul as well as

the body broke through the emo-

tional 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 were curious enough to agree to the journey.

In your travel, the four of you stopped a band of orcs who were preying upon merchants crossing Freeport's Commonlands. The success of this effort strengthened the bond between you four, so that you remained together even after arriving in Freeport. And now, the leader of Freeport's Steel Warriors has contacted Vagner. Perhaps he has a task that will require you to return to the lush wilderness that you prefer....

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 ad-

vance or by maneuvering to

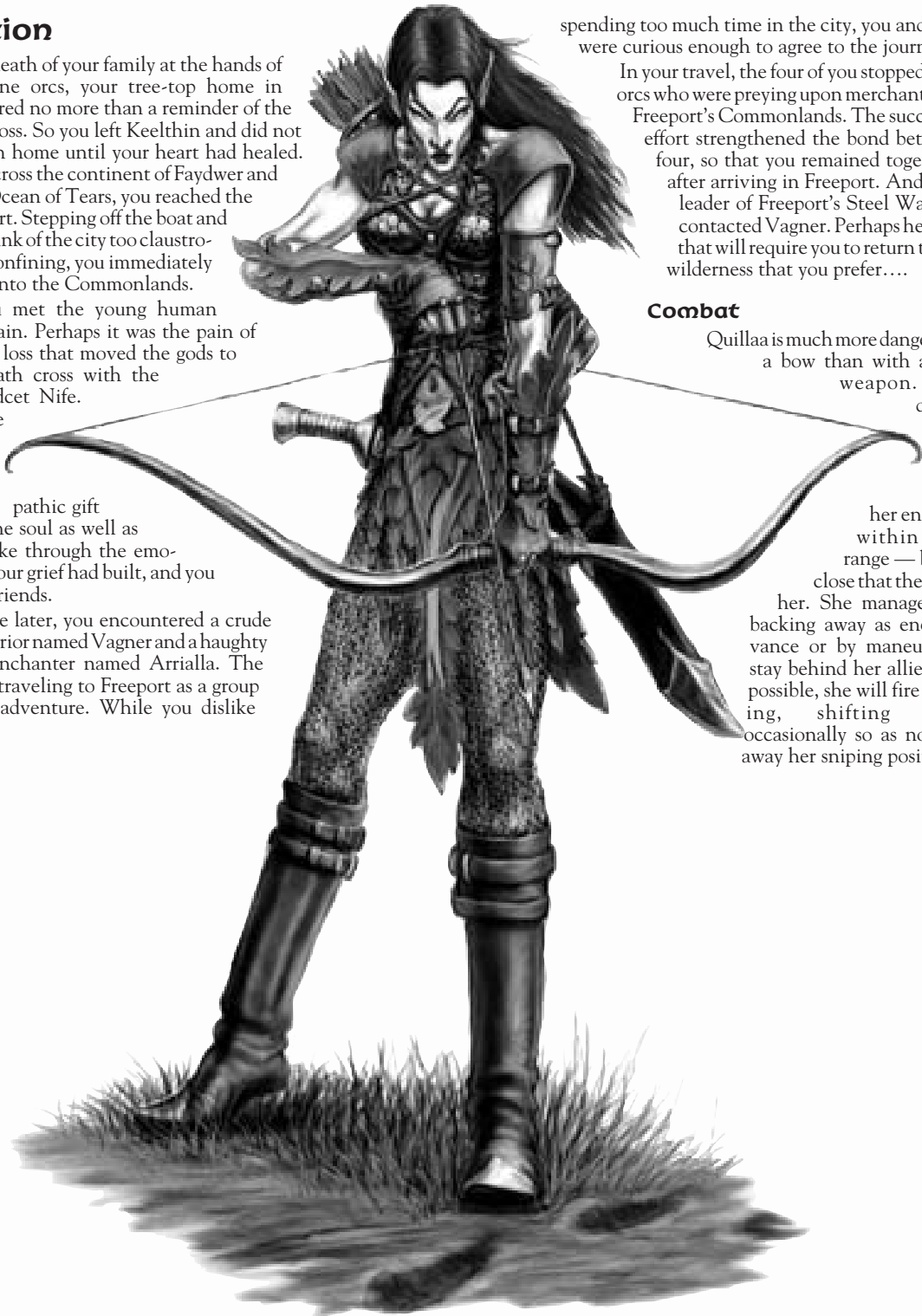
stay behind her allies. If at all

possible, she will fire from hid-

ing, shifting position

occasionally so as not to give

away her sniping position.



Quillaa

CHARACTER NAME

Ranger

CLASS

Wood Elf

RACE

3

LEVEL

EVERQUEST

ROLE-PLAYING GAME

PLAYER

CAMPAIGN

Tunare

DEITY

DC

ALIGNMENT

EXPERIENCE / TRAINING

ABILITIES

PHYSICAL

ABILITY NAME	BASE SCORE	ITEM BONUSES	BUFF BONUSES	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	10	+2		12	+1
DEXTERITY	18	+2		20	+5
CONSTITUTION	10	+1		11	+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+	+5	+0	+2	+0		17		

ARMOR		TYPE	AC BONUS
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
Cougar Claw Earring	+0	+4 hp, +1 str, +1 dex
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	+0			+2		
REFLEX DEXTERITY	+3	+5			+8		
WILL WISDOM	+1	+1			+2		

NOTES:

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

NOTES: +3 class bonus vs. cold and fire

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

OFFENSE

ATTACK BONUSES							
	BASE ATTACK	ABILITY MODIFIER	SIZE MODIFIER	OTHER BONUSES	ATTACK BONUS	TEMPORARY BONUSES	TEMP ATTACK
MELEE	+3	+1			+4		
RANGED	+3	+5			+8		
		DEX MODIFIER	MISC MODIFIER	TOTAL		SPEED	
INITIATIVE MODIFIER	+5	+0	+5	30			

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Short Sword		+4	1d6+1	19-20/x2
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY
n/a	3 lb.	1H slash	sml	5
SPECIAL PROPERTIES				

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

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
Bow of the Ancient Hunter		+9	1d6+1	20/x2
RANGE INCR	WEIGHT	TYPE	SIZE	DELAY
60 ft.	2 lb.	Archery/piercing	med	5
SPECIAL PROPERTIES				

+1 str, +1 dex, +1 con

AMMUNITION	arrows	□□□□□□□□	□□□□□□□□
AMMUNITION		□□□□□□□□	□□□□□□□□

HEALTH

BASE HP	ITEM BONUSES	HIT POINTS	OTHER BONUSES	HIT POINTS
21	+4	25		
CURRENT HP				
TEMPORARY HP				

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INVENTORY

ARMOR CHECK PENALTY = **+0**

WEIGHT PENALTY (-1 per 5 lbs) =

[illegible]

FEATS

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

Quick Shot: ranged attacks on opponents in
melee no longer suffer -4 penalty

Rapid Shot: +1 attack per round with ranged
weapon, but all attacks at -2 to hit. Must use
full attack action.

RACIAL ABILITIES

Infravision: Sees warm objects in the dark.
Warm-blooded creatures shed roughly equivalent light as a torch.

Class Skills: +4 racial ranks bonus to Hide and Wilderness Lore.

CLASS ABILITIES

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

Armor: starts with Armor Proficiency (light/medium) and Shield Proficiency

Bonus Feat: begins with the Track feat
Resistance: +3 class bonus vs. cold & fire
Fletcher: +3 competency bonus to Trade Skill (Fletcheria)

[illegible]

OTHER GEAR

[illegible]

WEALTH

1	2	3	1
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. 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 agreed to journey to Freeport, and along the way, you all put a stop to a group of orc bandits preying on merchants crossing the Commonlands.

To your surprise, your efforts brought you to the notice of Cain Darkmoore, the leader of Freeport's Steel Warriors. This seasoned warrior has called you to audience; surely to offer some grand adventure!

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.



Vagner

CHARACTER NAME

Warrior

CLASS

Barbarian

RACE

3

LEVEL

EVERQUEST

ROLE-PLAYING GAME

PLAYER

CAMPAIGN

None

DC

ALIGNMENT

DEITY

EXPERIENCE / TRAINING



ABILITIES



PHYSICAL

MENTAL

ABILITY NAME	BASE SCORE	ITEM BONUS	BUFF BONUS	ABILITY SCORE	ABILITY MODIFIER
STRENGTH	17	+1		18	+4
DEXTERITY	10	+1		11	+0
CONSTITUTION	19			19	+4

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



COMBAT



DEFENSE

OFFENSE

ARMOR CLASS	DEX MODIFIER	SIZE MODIFIER	ARMOR	SHIELD	OTHER BONUS	ARMOR CLASS	TEMPORARY BONUS	TEMP AC
= 10+	+0	+0	+4	+0	+0	14		

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

SHIELD	AC BONUS	WEIGHT	CHECK PENALTY	SPELL FAILURE
SPECIAL PROPERTIES				

PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE
Cutthroat Insignia Ring	+0	+1 dex
PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE
PROTECTIVE ITEM	AC BONUS	MAGIC BONUS TYPE

SAVING THROWS	BASE SAVE	ABILITY MODIFIER	ITEM BONUS	OTHER BONUS	TOTAL	TEMPORARY BONUS	TEMP TOTAL
FORTITUDE CONSTITUTION	+3	+4			+7		
REFLEX DEXTERITY	+1	+0			+1		
WILL WISDOM	+1	+0			+1		

NOTES:

RESISTANCES	ITEM BONUS	OTHER BONUS	RESISTANCE	TEMPORARY BONUS	TEMP RESISTANCE
ACID			+0		
COLD	+3	+3	+6		
DISEASE			+0		
ELECTRICITY			+0		
FIRE			+0		
MAGIC	+1		+1		
POISON			+0		
SONIC			+0		

NOTES: +3 racial bonus vs. cold

Male

GENDER

Medium

SIZE

7' 1"

HEIGHT

254lbs.

WEIGHT

16

AGE

Hazel

EYES

Brown

HAIR

White

SKIN



HEALTH



BASE HP	ITEM BONUS	HIT POINTS	OTHER BONUS	HIT POINTS
44	+0	44		
CURRENT HP				
TEMPORARY HP				

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ARMOR CHECK PENALTY = **-4**

WEIGHT PENALTY (-1 per 5 lbs) =

[illegible]

FEATS

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

Slam: 1d4+4 unarmed attack; does not
provoke Attack of Opportunity

Toughened: (1 + Fortitude bonus) to hp

Power Attack: declare number subtracted from base attack which is added to damage for all melee attacks that round

Cleave: if attack drops opponent, get a bonus attack against enemy within 5ft.

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 1H blunt & slashing, 2H blunt & slashing, archery, hand-to-hand, piercing, and throwing

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

Berserking: When below 13hp, enter a berserk fury for 5 rounds or until he has 13hp 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.

[illegible]

OTHER GEAR

[illegible]

WEALTH

			
	5	23	8
PLATINUM	GOLD	SILVER	COPPER

Credits

Author: Stephan Wieck
Additional Material: Zach Bush
Developer: Andrew Bates
Additional Development: Stewart Wieck and Stephan Wieck
Editor: Carl Bowen
Art Director: Richard Thomas
Layout and Design: Mike Chaney



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