



## The Search for Grish

An Unofficial EverQuest RPG Game Adventure

Written by: Natalie Nigro in June 2003



This is a side-trek adventure designed for six characters of 6<sup>th</sup> level. It should be VERY challenging... you may be more comfortable running level 7<sup>th</sup> or 8<sup>th</sup> level characters through this adventure. Much depends on the savvy of your players.

It takes place in the city of Freeport, and, more importantly, beneath the city. The principle idea is for the PC's to find a shaman that's been kidnapped and taken beneath the city. The adventure, with very little effort, can be placed in any large city that has an evil underground force. Just change the names of the places... and if it doesn't fit your story to have the PC's searching for a shaman, just change who got kidnapped.

If you are using fewer characters, the adventure can be easily modified by reducing the NPC's levels by one or more and/or possibly even eliminating one of the shaman's guards.

Note that this adventure is extremely heavy with treasure. This is due to two reasons:

- 1) Due to play schedules, I am trying to get the characters to gain a level per play session. So, each adventure needs to provide a whole level's worth of treasure.
- 2) I didn't always provide the quantity of treasure as would be appropriate due to reason 1 and my party was falling behind on loot. So this adventure was a bit of a catch up.

If you choose to remove some of the magic items, remember to adjust the stats of the NPCs who were wearing/wielding the item(s).

Material for the players is presented in *italics*. Please read the entire adventure before running your players through it, to get familiar with the story line and the NPCs.

## **Adventure Overview**

Kes (our group's Vah Shir shaman) was told to head to Freeport (by the Vah Shir government). There is a Troll shaman (Grish, level 24) there who would like to speak to a Vah Shir... and Kes is to meet with him.

Use any hooks that work for your group. Grish has strong ties with various factions in Freeport (see below) and one of them may ask the party to find him.

Unfortunately, Grish is missing at the moment. Those that know him will not tell you that though, not yet anyway. Not until they trust you. Until then, they (his allies and friends) will simply tell you that he is away for the time being and come back later. Grish has quarters on the southwest side of the Academy.

Grish has strong positive relationships with the Ashen Order, the Temple of Marr, and the Academy of Arcane Sciences. If the group does the Homestead Attacks adventure (see the official EQ RPG site for a free download of that adventure), they will trust the group enough to tell what they know about Grish's disappearance. The Church of Dismal rage has arranged for his kidnapping and he's currently being held in the Freeport sewers. They do not wish to see the "good" factions in Freeport allying with shamen's or trolls. They haven't killed him yet, because they want to learn what he knows first and see who comes looking for him... as that will tell them much as well.

Grish is being held in the Ner'Wielle (the nearly intact section of the old city of Wielle, below the city). This area is controlled by The Church of Dismal Rage. Human members of the Church serve as guards and patrol the area, generally in groups of four soldiers (Mil 5, DE) with one leader (Nec 7 or Clr 7, DE).

The PC's will run into one such patrol... with one of the guards holding the body of a half-elven ranger over his shoulder.

The Church of the Firstborn has one member assigned to take care of serious problems within Ner'Wielle. Currently, this duty falls to Gunex Eklar (male human, Shd 16, DE, Opal Dark Briar) as punishment for failing at a task assigned to him by Opal Dark Briar. Gunex is way too powerful for the party to take on... the PC's will have to be sneaky and quiet while moving around the Ner'Wielle if they don't want to get his attention.

## **Starting the Adventure**

The adventure starts with one or more of the PC's checking to see if Grish is home:

*You knock on the door to Grish's abode... and to your surprise, an aged man in full, flowing robes that are covered with colorful embroidery opens the door. "I am Arcane Guildmaster Romiak Jusathorn. Who might you be?"*

The PC's introduce themselves.

*"Ah yes, you were here before and left a note for Grish. I have also heard of the good deeds that you have done for the city. I shall trust you and tell you that I am worried about Grish... he has been missing for some time now. I came here to see if there were any clues to his disappearance and I fear I've found disturbing signs. There are indications that a struggle took place here and I found this..." He holds out a necklace that has the symbol of Innoruuk on it.*

Time for the PC's to do a little investigating.

If the PC's check with Grish's neighbors, (Diplomacy check, DC 15, with +X circumstance bonus equal to their Coalition of Tradefolk faction) one of them remembers hearing some loud crashing noises from Grish's abode a week and a half ago... so he looked out his window, and saw shadowy figures leaving Grish's home with a very large and heavy package. He has not seen Grish since.

If any of the PC's have good faction with the Coalition of Tradefolk Underground, they can check with their sources there and learn that a week and a half ago The Church of Dismal Rage was on heightened alert and only relaxed it once a very large and heavy package was delivered to them in Ner'Wielle, the area beneath the city that is controlled by The Church of Dismal Rage.

If no one in the party has good faction with the Underground (and if they do have good faction, have them roll this check too... more information never hurts), have the characters in the party do a Gather Information check or a Knowledge (street smarts) check, DC 20. If they are successful, they hear rumors that a week and a half ago, a large party of black clad shadowy figures took a very large and heavy package into an abandoned and condemned building in the Dockside area of town... and they didn't come out.

If there is a rogue in the group that is familiar with the Underground held areas beneath the city, he/she can lead the party to the edge of the area controlled by The Church of Dismal Rage. If not, if one or more of the PC's has good faction with the Underground, they can pay a guide to take them.

Otherwise, the party will probably be forced to enter the Ner'Wielle via The Black House (see page 68 of the *Realms of Norrath: Freeport* book). If they try this, they will be entering The Dark Cathedral (see page 83 of the *Realms of Norrath: Freeport* book)... the main temple of The Church of Dismal Rage. The clerics and guards there are much more powerful than the party can handle and they had better retreat, and fast, to avoid certain death. Note: if you do not have access to the *Realms of Norrath: Freeport* book, simply place extremely powerful NPC's in those areas... but try to allow the PC's an avenue of escape!

### ***In Ner'Wielle [EL 9]***

The PC's will run into a patrol... with one of the guards holding a body over his shoulder. The patrol consists of four regular guards (each Mil 5) and a leader (Clr 7). See "The NPCs" section at the end of the adventure.

If the PC's defeat the patrol, and examine the body, they will see that it's a half-elven male that appears to be one of the Commons Trackers rangers by the emblem he's wearing. The magic items on him, if the group returns his body to the Commons Trackers, will be given to the party as thanks for finding out what happened to him, revenging his killers, and returning his body (since that particular ranger does not have any living family).

If any of the patrol is questioned (and appropriately motivated to talk), they will tell the PC's where Grish is held, who's holding him, and that the cell doors are trapped. Note that he will not volunteer any information, but he will truthfully answer if asked. It won't take too much to get them to talk, since they figure another patrol or Grish's guards will get the party.

If the PC's kill the whole patrol without questioning them, have the PC's a little later run across another patrol that's delivering food "for that slime-eating, goodie-two-shoes troll!" Have the party do listen checks (DC 10) and tell them what they hear before they see the patrol (and the patrol sees them). If battle should ensue (hopefully it doesn't), use the same NPC stats as the first patrol, and slightly adjust the treasure and/or hit points.

### **Confronting Grish's Guards [EL 11 or 13]**

Once Grish was successfully kidnapped and placed in a magically treated cell to suppress all magic (i.e., Grish can't gate out of there or blast his captors), the guard duty has fallen to four mid-level (7<sup>th</sup>) members of the Church of Dismal Rage: Thuld (male dark elf, CLR 7), Drash (male ogre, WAR 7), Sevani (female dark elf, WIZ 7), and Wokin (male dark elf, ROG 7).

The guards have an early alarm system to detect intruders that approach within 200 feet of the holding area from either direction (Search DC 25, Disable Device DC 20). If the PC's don't detect it, they do not know about it (i.e., it doesn't make a noise that they can hear when they are 200 feet from the holding area).

If the PC's know the make up of Grish's guards and know about the trapped cells (i.e., they got that information from the guard), the Encounter Level is 11, otherwise, it's 13.

Once alerted, Thuld and Sevani cast buffs. If the party is moving cautiously (i.e., half speed), it will be at least 6 rounds before the PC's enter the holding area.

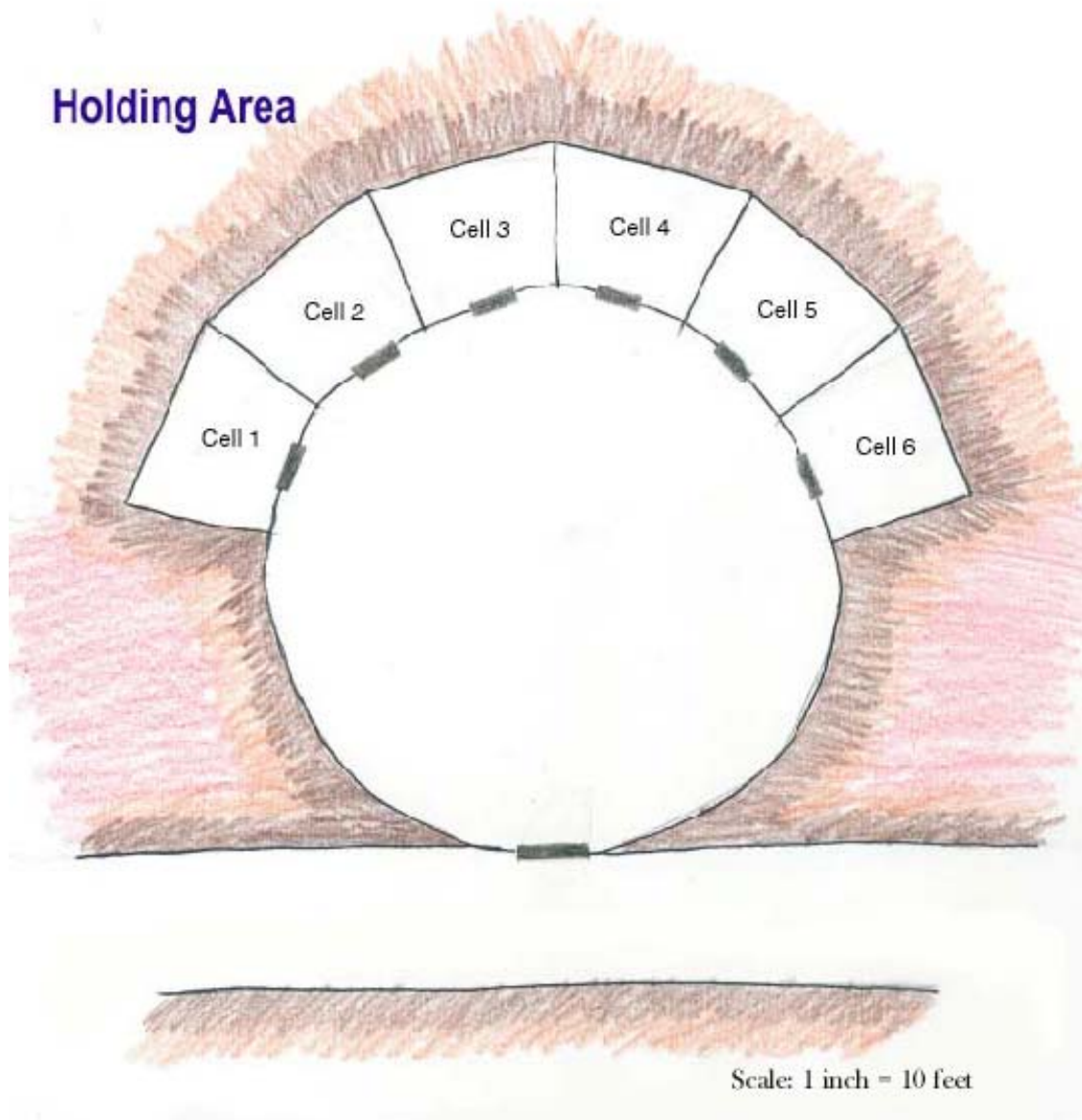
Thuld:

- Round 1: Casts Symbol of Transal on himself
- Round 2: Casts Holy Armor on himself
- Round 3: Casts Symbol of Transal on Sevani
- Round 4: Casts Holy Armor on Sevani
- Round 5: Dismisses Symbol of Transal and prepares Root
- Round 6: Dismisses Holy Armor and prepares Cancel Magic
- Round 7: Is ready for ambush

Sevani:

- Round 1: Casts Lesser Shielding on herself
- Round 2: Casts Resistant Skin on herself
- Round 3: Dismisses Lesser Shielding and prepares Gate
- Round 4: Dismisses Resistance Skin and prepares Root
- Round 5: Is ready for ambush

## Holding Area



The door opens up into a large 40-foot diameter chamber. When the PC's first enter the room, the guards are hiding... they are trying to get the whole party to enter the room before they make their presence known. In essence, it's an ambush... the rogue is set up to be behind the last PC to enter the room, and the wizard and cleric have nasty AE spells prepared that will hit all enemies in the room. See each NPC's stat block for strategies.

If the battle should be going too easily for the PCs (which, hopefully, won't happen), have the guards do everything they can to snuff the lighting. The dark elves can see in the dark just fine, and the ogre warrior has the Blind Fight feat.

On the back side of the holding chamber, there are 6 small 10' x 10' adjacent cells.

Grish is locked in the 3<sup>rd</sup> cell from the left. Two other cells are also occupied:

Cell 1: Human ranger, male (named Thiedric)

Cell 2: empty

Cell 3: Grish

Cell 4: empty

Cell 5: empty

Cell 6: High Elf wizard, male (named Cheragord)

Note that there are small viewing slits in the cell doors... openable and closable only by someone from the big outside room. Sevani has enjoyed keeping the viewing slits open so Grish and the other prisoners can see the guards freely enjoying themselves with fine food and drink, games of chance, freedom of motion, etc.

Thus, during the battle, Grish is able to use his very reasonable spot and listen checks to see any NPC's attempting to sneak up on any of the PCs and shout a warning.

The keys to all the cells are in Sevani's (the wizard's) belt pouch. All of the prisoners have been stripped of anything of value.

However, in one of the locked, "empty" cells (Cell 4), there is a small locked chest (Sevani also has this key) with the following contents:

Map of Ner'Wielle

Map of Freeport Aquaduct system

Map of Neriak

**Trap:**

CR 4

The cells are locked (pick lock DC 20) and trapped (search DC 25, Disable Device DC 20). If the trap is not disabled (simply using the proper key does NOT automatically disable the trap), the 5-foot strip of floor in front of the cell doors becomes electrified and does 3d10 points of electricity damage to anyone standing on it. Reflex save for half damage. The floor is electrified for 1 minute and then the floor is safe for 1 minute while the trap resets.

## The NPCs

### Ner'Wielle Patrol NPC's

Four soldiers (Mil 5, DE) with one leader (Nec 7 or Clr 7, DE):

#### Zaurd, Lagord, Telath, Kibard, Male Human, MIL 5

Hps: 5d8 + 10 con = 30, 33, 34, 35 hps

AC: 19 (+6 banded mail, +1 dex, +2 shield)

Initiative: +6 (+2 dex, +4 improved initiative)

Attack: +9 longsword

Damage: 1d8+3 longsword (crit 19-20/x2)

Fort: +6, Ref: +5, Will: +1

Speed: 30 ft

Special Abilities: none

Resistances: none

STR: 16 (+3), DEX: 14 (+2), CON: 14 (+2), INT: 11 (0), WIS: 10 (0), CHA: 10 (0)

AL: DE

Skills: Climb +5, Intimidate +8, Jump +8, Listen +4, Spot +4

Feats: Weapon Focus (longsword), Improved Initiative, Lightning Reflexes

Possessions: masterwork longsword (x4), banded mail (x4), large steel shield (x4), 40 pp, 160 gp

CR: 4 each

#### Legieri, Female Human, CLR 7

Hps: 7d8+7+1 (34+7+1 = 42 hps)

AC: 21 (+3 dex, +6 banded armor, +2 shield)

Initiative: +5 (+1 dex, +4 improved initiative)

Attack: +6 heavy mace

Damage: 1d8+1 (crit 20/x2) heavy mace

Fort: +4, Ref: +2, Will: +5

Speed: 20 ft (encumbered)

Special Abilities: *Receive Divine Aura* Divine Power (mana free, free-action *divine aura* on self, once every 48 hours)

Resistances: MR (1), SR (1)

STR: 11 (0), DEX: 13 (+1), CON: 13 (+1), INT: 12 (+1), WIS: 18 (+4), CHA: 10 (0)

AL: DE

Skills: Channeling +11, Meditation +10 (doesn't include wis modifier), Spellcraft +11, Listen +8, Spot +8, Hide +5

Feats: Combat Casting (+4 to Channeling checks to cast defensively), Improved Initiative, Quest Spell

Possessions: *heavy mace* +1, banded armor, large wooden shield, stack of 20 cat's eye agate gemstones, 80 pp, 200 gp, spell book with most 1 through 4<sup>th</sup> level cleric spells in it.

*Ear of the Blind Wolf*: earring, STR+1, CON+1, hp+1, magic resistance (1), sonic resistance (1), all augmentation bonuses, wt 1.5 lbs.

*Dusty Ransacker's Pack*: stuff inside only weighs 25% of its normal weight, 4 cubic feet, wt 0.4 lbs.

Mana: (4x2)x7 = 56

Spell DCs: 14 + level of spell (1<sup>st</sup>: 15, 2<sup>nd</sup>: 16, 3<sup>rd</sup>: 17, 4<sup>th</sup>: 18)

Spells Memorized:

*Light Healing*: 5 mana, heals 4d6 hit points, 1 action, instant recast, close range.

*Furor*: 3 mana, 2d8 magic damage, fortitude half, 1 action, instant recast, medium range.

*Word of Pain*: 8 mana, 3d8 magic damage to all within 20-foot burst, 1 action, 2 rounds recast, PB AE around caster, fortitude half.

*Root*: 5 mana, holds target in place for 1d8 rounds, reflex negates, 1 action, instant recast.

*Fear*: 7 mana, will negates, 1 action, 2 round recast, medium range, duration 1d4 rounds, target flees if able, if not able it cowers in a corner and can only fight to defend itself, and then it gets -2 morale penalty to attack and damage rolls.

*Holy Armor*: 3 mana, DR 3/-, 1 action, instant recast, close range, 70 minute duration

*Symbol of Transal*: 9 mana, 7d6 bonus hit points that stack with everything, 1 action, instant recast, close range, 70 minute duration.

*Divine Aura*: 2 mana, free action, 15 minute recast, self-only, 3 rounds duration, become completely invulnerable, but cannot cast spells or attack.

Possible Additional Spells used (and swapped out) if have warning:

*Center*: 7 mana, +1 AC (buff bonus), and +13 hps (buff bonus), 1 action, 1 round recast, close range, 70 minute duration.

*Endure Fire/Poison/Acid/Cold/Disease*: 3 mana, +2 on saves, and resistance (8) for the particular type of energy, 1 action, 1 round recast, close range, 70 minute duration.

*Stun*: 6 mana, stuns target for 1 round, fortitude negates, 1 action, 2 round recast, close range. A stunned creature can take no action and lose their Dex bonus to AC, plus foes get +2 to hit them.

If the PC's clump up, Legieri will move toward them and cast *Word of Pain*. Otherwise, she'll attempt to *Fear* as many of the tank types as she can while keeping her team healed. If she feels like she might be in danger, she will try to cast *Symbol of Transal* and *Holy Armor* on herself... if that doesn't help, or does not seem feasible, she will cast *Divine Aura* and run for help. Whether she finds any before DA wears off, is up to the GM. If the party had a pretty easy time of it, have her find another patrol. If, on the other hand, the party seemed at least partially challenged, she won't find anyone.

### **Jerugan – Dead Half Elf Ranger**

Possessions: letter with his name on it (great place to put a plot hook in for a later adventure), 30 pp, *shortsword+1*, spell book with most 1<sup>st</sup> and 2<sup>nd</sup> level ranger spells in it,

*Ivy Etched Armor*: +2 studded leather [AC+5, max Dex+5, check -1], Wis+2, Str+2, hp+5, bonus types "none", wt 18 lbs

Jerugan was looking for his friend Thiedric... (see the Prisoner NPC's section later in this adventure).

## Grish's Guard NPC's

### Thuld, Male Dark Elf, CLR 7

Hps: 7d8+8 (34 + 8+ 13 = 55 hps) [+ 29 = 84 hps (if able to get Symbol of Transal cast)]

AC: 24 (+1 dex, +8 bloodstained armor, +5 shield)

Initiative: +1 (dex)

Attack: +6 heavy mace

Damage: 1d8 (crit 20/x2) heavy mace

Fort: +5, Ref: +3, Will: +11

Speed: 20 ft (encumbered)

Special Abilities: Ultravision, *Receive Divine Aura* Divine Power (mana free, free-action *divine aura* on self, once every 48 hours)

Resistances: MR (4), SR (4), magic save +1, sonic save +1, DR 3/- (if able to get Holy Armor spell cast)

STR: 10 (0), DEX: 13 (+1), CON: 12 (+1), INT: 12 (+1), WIS: 22 (+6), CHA: 10 (0)

AL: OE

Skills: Channeling +11, Meditation +10 (doesn't include wis modifier), Spellcraft +11, Listen +8, Spot +8, Hide +5

Feats: Combat Casting (+4 to Channeling checks to cast defensively), Silent Spell, Quest Spell

Possessions: masterwork heavy mace, stack of 20 cat's eye agate gemstones, 100 pp, 300 gp, spell book with most 1 through 4<sup>th</sup> level cleric spells in it.

*Bloodstained Armor* (+3 chainmail [AC+8, max Dex+2, check -4], Wis+2, Str+2, MR (4), SR (4), magic save +1, sonic save +1, bonus types "none", wt 33.5 lbs),

*Healer's Earring* (WIS+2, hp+7, mana+5, *Healing Efficiency II* focus effect [reduce mana cost to cast healing spells by 10%], bonus types "augmentation").

*Clay Guardian Shield* (+3 large shield [AC +5, check -1], hp+13 [augmentation])

Mana: (6x2)x7+5 = 89 [if able to pre-buff, 24 mana have already been used, new total is 65 mana]

Spell DCs: 16 + level of spell (1<sup>st</sup>: 17, 2<sup>nd</sup>: 18, 3<sup>rd</sup>: 19, 4<sup>th</sup>: 20)

Spells Memorized:

*Cancel Magic*: 5 mana, 1 action, recast 1 round, close range, negate non-poison/disease effect if dispel check 1d20 + 7 (caster level) exceeds 11 + caster level of spell to be dispelled. Must succeed at a spellcraft check (DC 15 + spell level) to identify the effect to be cancelled. If don't know the effect, and cast *cancel magic* anyway, a random effect will be targeted.

*Light Healing*: 5 mana, heals 4d6 hit points, 1 action, instant recast, close range.

*Healing*: 10 mana, heals 6d10 hit points, 1 action, instant recast, close range.

*Furor*: 3 mana, 2d8 magic damage, fortitude half, 1 action, instant recast, medium range.

*Word of Pain*: 8 mana, 3d8 magic damage to all within 20-foot burst, 1 action, 2 rounds recast, PB AE around caster, fortitude half.

*Root*: 5 mana, holds target in place for 1d8 rounds, reflex negates, 1 action, instant recast.

*Fear*: 7 mana, will negates, 1 action, 2 round recast, medium range, duration 1d4 rounds, target flees if able, if not able it cowers in a corner and can only fight to defend itself, and then it gets -2 morale penalty to attack and damage rolls.

*Divine Aura*: 4 mana, touch transferable to another, free action, 15 minute recast, self-only, 3 rounds duration, become completely invulnerable, but cannot cast spells or attack.

Possible Additional Spells used (and swapped out) if have warning (which the NPCs should):

*Center*: 7 mana, +1 AC (buff bonus), and +13 hps (buff bonus), 1 action, 1 round recast, close range, 70 minute duration.

*Symbol of Transal*: 9 mana, 7d6 bonus hit points that stack with everything, 1 action, instant recast, close range, 70 minute duration.

*EndureFire/Poison/Acid/Cold/Disease*: 3 mana, +2 on saves, and resistance (8) for the particular type of energy, 1 action, 1 round recast, close range, 70 minute duration.  
*Holy Armor*: 3 mana, DR 3/-, 1 action, instant recast, close range, 70 minute duration  
*Stun*: 6 mana, stuns target for 1 round, fortitude negates, 1 action, 2 round recast, close range. A stunned creature can take no action and lose their Dex bonus to AC, plus foes get +2 to hit them.

Thuld will cast his AE spell *Word of Pain* on the first round that all the PCs are in the room. Thuld will be hiding in the center of the room, behind a table or some stacked crates. He will then attempt to *Fear* melee types, going for the biggest ones first. If there is time, he will attempt to blast with *Furor* the enemy that Drash is focused on. Of course, Thuld will heal his companions, as needed.

If it looks like they are in big trouble, he'll use *Divine Aura*... remember he's got the mana-free one too.

Thuld will attempt to *Cancel Magic* any AE (area effect) rain spells or DOTs (damage over time spells that do not have the [poison] or [disease] descriptors), assuming he succeeds at his Spellcraft check to identify it.

## **Drash, Male Ogre, WAR 7**

Hps: 7d20 + 6x7 con + 6 toughened + 3 choker (50 + 42 + 6 + 3 = 101 hps)

AC: 20 (+1 dex, +7 crafted armor, +2 ring)

Initiative: +1 (+1 dex)

Attacks:

Full Iterative: +17/+11 with primary hand (+2 greatsword) AND +11 with secondary hand (+1 greatsword)

Single Attack: +17 with primary hand (+2 greatsword) AND +11 with secondary hand (+1 greatsword)

Slam Single Attack: +14

Slam w/ Full Iterative: +15/+9 with primary hand (+2 greatsword) AND +9 with secondary hand (+1 greatsword) AND +12 slam

Damage: 2d6 + 11 (w/ +2 greatsword), 2d6 + 6 (w/ +1 greatsword), 1d6 + 7 slam

Fort: +11, Ref: +3, Will: +2

Speed: 30 ft

Size: Large, has 10-foot reach

Special Abilities: Infravision, FR (5), CR (2), MR (2), DR (4), PR (4), AR (2), ER (2), SR (2), +4 bonus on saving throws vs. any stunning effect, goes berserk when at or below 25 hps (+2 on melee attack and damage rolls, +2 dodge bonus to AC)

Resistances: none

STR: 24 (+7), DEX: 13 (+1), CON: 22 (+6), INT: 5 (-3), WIS: 10 (0), CHA: 4 (-3)

AL: NE

Skills: Taunt +9, Listen +5, Spot +5, Intimidate +2

Feats:

Blind Fight (reroll to hit if miss due to concealment, invisible attacker gets no bonuses to hit you and you don't lose your dex bonus to AC, can move quicker when can't see),

Weapon Focus (greatsword),

Weapon Specialization (greatsword),

Dual Wield (get off hand attack at -5, primary hand has no penalties),

Power Attack (-X to attack to give +X to damage),

Toughened,

Parry (-X to attack to give +X to AC, max 5),

Slam (can give smashing blows with body as attack action at full BAB or as additional attack within a full attack action at full BAB, but all attacks are at -2, and deals 1d6+STR modifier, does not provoke AoO)

Possessions: 25 pp, 300 gp,

*Crafted Armor*: +2 breastplate (AC +7, max Dex +3, check -4), STR+2, DEX+1, all resistances (2)

*Guardian Choker*: CON+2, hp+3, disease resistance (2), poison resistance (2), enhancement bonuses

*Ring of Protection* +2: +2 deflection bonus to AC.

+1 Greatsword

+2 Greatsword

Once the ambush has been sprung, Drash makes a bee-line for the closest caster and starts swinging like crazy. All the other guards will attempt to target the same PC that Drash is swinging at.

## Sevani, Female Dark Elf, WIZ 7

Hps:  $7d4 + 14$  (con) ( $17 + 14 = 31$  hps) + 28 = 59 hps (if Thuld is able to get *Symbol of Transal* cast, and *Lesser Shielding* is cast)

AC: 18 (+4 robe, +2 dex, +2 ring) +3 = 21 (if get *Lesser Shielding* cast)

Initiative: +2 (dex)

Attack: +4 quarterstaff

Damage: 1d6+1 (crit 20/x2)

Fort: +4, Ref: +4, Will: +6

Speed: 30 ft

Special Abilities: Ultravision, Quicken Mastery

Resistances: none, DR 3/- (if Thuld was able to get Holy Armor spell cast), MR (4), +1 on magic saves (if able to get Lesser Shielding cast), DR (6), PR (6), disease save +1, poison save +1 (if able to get Resistant Skin cast)

STR: 10 (+0), DEX: 15 (+2), CON: 14 (+2), INT: 23 (+6), WIS: 13 (+1), CHA: 6 (-2)

AL: DE

Skills: Hide +4, Channeling +12, Meditation +10 (not including Int modifier), Spellcraft +16, Listen +4, Spot +4, Sense Motive +4, many languages (+4 in Common, Dark Speech, Orc, Ogre, Troll, Elven, Gnomish)

Feats: Quest Spell, Combat Casting, Still Spell, Silent Spell, School Specialization (evocation... +2 to channeling and spellcraft checks)

Possessions: *quarterstaff* +1, 70 gp, 100 gp, diamond, spell book with most 1 through 4<sup>th</sup> level wizard spells in it.

*Robe of the Oracle*: +2 raw silk armor (AC+4, max Dex+9, check +0), INT+2, WIS+2, mana+5, bonus type "none", wt 1 lb.

*Lizardscale Mantle*: WIS+1, INT+1, augmentation bonuses, wt 2.5 lbs

*Azure Sleeves*: AC+2 (deflection bonus), *Improved Damage I* (increase damage by 20% of any instantaneous, single target direct damage spell of 5<sup>th</sup> level or lower) focus effect, shirt slot, wt 0.6 lbs.

Mana:  $(6 \times 2) \times 7 + 5 = 89$  [if able to pre-buff, 10 mana have already been used, new total is 79 mana]

Spell DCs: 16 + level of spell (1<sup>st</sup>: 17, 2<sup>nd</sup>: 18, 3<sup>rd</sup>: 19, 4<sup>th</sup>: 20)

Spells Memorized:

*Firestorm*: 10 mana, rain of 4d6 fire damage for 3 rounds in 20-foot radius, reflex half... made each round, 1 action, 3 round recast, medium range.

*Column of Frost*: 6 mana, 3d8 cold damage in a 20-foot radius, reflex half, 1 action, 1 round recast, medium range.

*Frost Spiral of Al'Kabor*: 17 mana, 3d10 cold damage in 20-foot radius, reflex half, 1 action, 2 rounds recast, medium range

*Shock of Lightning*: 10 mana, 5d10 electrical damage + 20%, reflex half, 1 action, 1 round recast, medium range

*Gate*: 12 mana, 1 action, self-only, teleported to bind point (another area of Ner'Wielle)

*Root*: 5 mana, holds target in place for 1d8 rounds, reflex negates, 1 action, instant recast.

*Shadow Step*: 2 mana, free action, randomly teleport to new location in the room 1d100 x 5 feet, direction: 1 = north, 2 = south, 3 = east, 4 = west, self-only, 1 round recast.

*Cancel Magic*: 5 mana, 1 action, recast 1 round, close range, negate non-poison/disease effect if dispel check  $1d20 + 7$  (caster level) exceeds 11 + caster level of spell to be dispelled. Must succeed at a spellcraft check (DC 15 + spell level) to identify the effect to be cancelled. If don't know the effect, and cast *cancel magic* anyway, a random effect will be targeted.

Possible Additional Spells used (and swapped out) if have warning (which the NPCs should):

*Lesser Shielding*: 4 mana, +3 armor bonus to AC, +7 hit points, MR (4), +1 on magic saves, (buff bonus for hps, resistance, and save), 70 minute duration.

*Resistant Skin*: 6 mana, DR (6), PR (6), disease save +1, poison save +1, self-only, 1 action, instant recast, 70 minute duration

Once the ambush is sprung, she casts *Firestorm* in the center of the room. If everyone is still in the room on the next round, she casts *Column of Frost* in the center of the room. If she is threatened with melee harm, she casts *Shadow Step* and then *Shock of Lightning* on a spell caster... the one Drash and Wokin are focused on.

Sevani will attempt to *Cancel Magic* any AE rain spells or DOTs (damage over time spells other than those with a [poison] or [disease] descriptor), assuming she succeeds at his Spellcraft check to identify it, that Thuld doesn't manage to dispel.

*Gate* is for a last resort...

The safest spot for Sevani is right behind Drash... much harder for her to get flanked that way... so that's where she starts... however, *Shadow Step* will probably move her around the room a lot.

Remember that she has *Still Spell* and *Silent Spell*... so if she wishes to cast while hiding, she's got a good chance of not being detected.

## Wokin, Male Dark Elf, ROG 7

Hps: 7d8 + 21 con (38+21 = 59 hps)

AC: 22 (+6 dex, +5 armor)

Initiative: +10 (+6 dex, +4 improved initiative)

Attack:

Single Attack: +13 rapier

Full Iterative Attack: +13/+9 rapier, AND if succeed at Bluff check +8 unarmed brawler attack

Damage: 1d4+5 rapier, coated with Basilisk poison for first hit (initial damage is 2d6 minutes of paralysis, no secondary damage, DC 14), 1d3+3 brawler

Fort: +5, Ref: +11, Will: +2

Speed: 40 ft

Special Abilities: Backstab (+2d6 if flanking or attacking flat-footed opponent), Evasion (if make Reflex save, take no damage), *Opportunist* (use AoO to attack opponent that has just been hit by an ally in melee)

Resistances: MR (2), SR (2), CR (2)

STR: 17 (+3), DEX: 22 (+6), CON: 16 (+3), INT: 12 (+1), WIS: 10 (+0), CHA: 7 (-2)

AL: DE

Skills: Tumble+14, Hide+18, Sneak+14, Listen+10, Spot+10, Jump+10, Sense Motive+10, Bluff+8

Feats: Weapon Focus (rapier), Weapon Finesse (rapier), Parry (-X to attack to give +X to AC), Improved Initiative

Possessions: *rapier* +2, 30 pp, 10 peridots, 1 star ruby

Poison Recipe for Sweet Lathyrus (does 1d6 Dex initial damage, and 1d6 Int secondary damage, DC 17),

Two basilisk tongues,

Two vials of Basilisk Fang poison

*Froglok Brigandine Armor*: +2 studded leather (AC+5, max Dex +5, check +0), Str+2, Con+2, bonus types "none", 6.5 lbs.

*Ravenscale Cloak*: +4 to Hide checks (circumstance bonus), Dex+2, cold resistance (2), augmentation bonuses, wt 3 lbs.

*Carmine Trinket*: wrist item, Str+1, Dex+2, mana+3 (enhancement bonuses), wt 0.3 lbs.

*Goblin Gazughi Ring*: at will, affected as if by an *invisibility to animals* spell, MR (2), SR (2), w/ the resistances as enhancement bonuses.

*Traveler's Boots*: +10 wearer's base speed, plus +5 competence bonus to Jump checks, and jumping distance is not limited by his or her height, wt 2.5 lbs.

Wokin's first hit will be against an INT or WIS caster, which ever is the closest that Drash is not attacking... he's hoping his poisoned rapier will paralyze them and take them out of the fight. After that, he flanks whatever opponent Drash is attacking, and makes heavy use of his *Opportunist* and backstab abilities. If he's getting hit too often by melee, he'll use his Parry ability to add to his AC.

If he has the opportunity to re-apply poison to his blade (i.e., in a location or way that an AoO is not provoked), he may do so depending on how the battle is going.

Wokin makes free use of his Tumble ability to move around the battle, and even through enemy held spaces, without provoking attacks of opportunity (when he succeeds at his Tumble checks).

## "The Prisoners" NPC's

Note: the electric floor trap will affect any freed prisoners if it was not disabled, and it's not in it's 1 minute of reset time, or if the prisoners are not instructed to jump over the 5' dangerous electrified floor.

### **Grish, Male Troll, SHM 24**

Grish's stats are not important for this adventure as he cannot help with the battle to free him. However, he can aid the PC's a great deal when leaving Ner'Wielle... thus, unless the PC's refuse this aid, no encounters will occur as they make their escape.

If the PCs manage to free him before all of the guards have been dealt with, just assume that Grish can mop them up (since he can cast spells once out of the cell... and he has his full capacity of mana) and the battle is over.

Listen +18, Spot +18

Grish has been worked over... err, interrogated, and doesn't look like he's in too good a shape. However, if he can be let out of the cell he's held in, he's got lots of mana and can easily heal himself, and Thiedric and Cheragord (if they are also freed from their cells).

Grish is very thankful if rescued and will offer to sell shaman scrolls to any shaman's in the party (at a 10% discount), was well as shaman potions to any of the party members at a 10% discount.

And as an immediate thank you, he offers the following items:

Scroll: Lifeforce (SHM 3) [only if there is a shaman in the party]

Scroll: Cure Blindness (SHM 3) [only if there is a shaman in the party]

Potion: Elixir of Divine Endurance (+2 metabolic bonus on all saving throws, duration 4 hours)

Potion: Etheria's Poison Antidote (instantly eliminates one poison with DC 25 or less, if the DC is higher than that, this potion allows another save with +25 added to the roll)

Potion: Kithor's Disease Treatment (instantly eliminates one disease with DC 25 or less, if the DC is higher than that, this potion allows another save with +25 added to the roll)

Potion: Hawk's Eye Tonic (+2 metabolic bonus to attack rolls for ranged weapons, plus the imbiber gets benefits of the Improved Critical feat for all ranged weapons [critical threat range is doubled], duration 4 hours)

Potion: Vampire Spirit (gain 10 mana by suffering 10 hit points of damage)

Potion: DEX+4 (metabolic bonus, 2 hours and 20 minute duration)

Potion: CON+4 (metabolic bonus, 2 hours and 20 minute duration)

Potion: STR+4 (metabolic bonus, 2 hours and 20 minute duration)

Grish is an honorable sort that hopefully can grow into a mentor (especially useful if you have a shaman in your group as shaman spells and trainers are not overly plentiful in the Freeport area). Grish is not a typical Troll. He is curious about other races and would like to see everyone living together in harmony.

**Thiedric, Male Human, RNG 7**

Thiedric is a member of the Commons Trackers. He was captured just a couple days ago (along with Cheragord). They were poking into Dismal Rage business. They followed some Dismal Rage cronies through the Commonlands, and saw them meet some dark elves near the Nektulos Forest. Thiedric and Cheragord snuck closer and tried to hear what was going on... they were only able to get a couple bits and pieces:

"... poison aquaduct water..."

"... Freeport will fall..."

They got a little too close and the Dark Elves became aware that someone was watching/listening... Thiedric and Cheragord high-tailed it out of there before they could learn how or when the nefarious plot was to occur. They managed to get back to Freeport before getting captured by The Church of Dismal Rage. The Church doesn't know what they heard, or who they may have told... so the two have been held and interrogated. The Church needs to know if their plan has been exposed...

Rescuing Thiedric definitely gets you in good with the Commons Trackers. They are willing to sell ranger scrolls and other supplies (out by the druid ring) to anyone in your party at a 10% discount.

**Cheragord, Male High Elf, WIZ 10**

Cheragord is a member of the Academy of Arcane Science. He was captured ... see Thiedric's description.

Rescuing Cheragord definitely gets you in good with the Academy of Arcane Science. They are willing to sell scrolls and other supplies (spell components, etc.) to anyone in your party at a 10% discount.

# Credits

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**Publisher:** BlueGriffon Press

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