

A Chance to Serve

**A One-round D&D 3E Dungeon Adventure
Living Greyhawk Preview**

by Robert Wiese

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This is a RPGA Network preview adventure for the Living Greyhawk campaign. It is designed to take place in a four-hour time block, divided as follows:

- One hour to generate characters and discuss initial rules
- Two-and-a-half hours to play the adventure
- Half an hour to wrap up, issue character certificates, and collect all 3E materials.

It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

This adventure will not be scored using the standard RPGA voting system. The goal is to expose players to the 3E D&D rules and the Living Greyhawk character creation system. Therefore, use the "No Voting" scoring option as described on the scoring packet.

This is an adaptable Living Greyhawk adventure, which means that the specifics of the places and people are not defined. The adventure is written in general terms, using "the baron" for the landowner who hires the PCs, and "the river" for the site of the adventure, and so forth. It is up to the triad members for a given Greyhawk nation to add the specifics to make the adventure fit into their nation. The adventure can be run without any specifics, however.

Note: For this demo, no chart for determining Encounter Level (EL) is needed, as the demo assumes six PCs which means EL=2. Encounter Level is the equivalent of Living City tier in 3rd edition D&D. For four or five PCs, the EL would be 1, so try to run this for six or seven PCs.

Adventure Background and Player Introduction

"Owning land is no walk in the park, I assure you," said the baron when you presented yourselves to him. He had advertised for some young people of stout heart who sought employment, and as you are young and stout of heart, and could use some gold, you applied. "There are always problems, always problems," he mused, and you were not sure if he was talking to you or only to himself. "This one is the worst, I think. My water is being spoiled, and without the water my lands will die. I was granted this land to care for it, not destroy it."

"My farmlands, which stretch to the hills, get water from the river that flows through the north part of my holding. The river branches into many streams, which provide irrigation of sorts. Recently, the water has become polluted with corpses. Not many, but

enough. In addition, the waters have become dirtied. Someone upstream is polluting my waters, and I cannot let that continue. I sent one of my scouts to investigate, but it has been nearly a week and he has not returned."

"If you can find the source of the pollution and stop it, you won't find me ungenerous. If you find my missing scout, all the better."

Having no other employment, you accepted the baron's offer and find yourselves walking upstream, your gear on your back and hope of reward in your hearts.

The characters would have asked questions of the baron. On **Handout One** you will find the answers to common questions. You can share this Handout with the characters. The baron can provide a description of the scout, but really does not know what else is going on. He has not visited the lands in question in a while, but remembers them to be inhabited by normal animals, not monstrous creatures.

The baron's waters are being polluted by some orcs, who live just beyond the baron's borders. However, before the PCs get to the orcs, they have several encounters.

Following the stream, they come to a place where they attract the attention of some nixies. The nixies are working on an expansion to their home, and need some heavy work done. In exchange for help, the nixies can give the PCs some information about who lives upriver. If they don't choose to help, the nixies attempt to charm them to coerce the needed assistance.

Beyond the nixies, the PCs come across a beaver dam with a corpse trapped in it, and some angry beavers trying to dislodge it without success. Beavers are not carnivorous and won't chew on the body. The PCs can find out that it is the body of the missing scout.

The PCs then reach a pool with a waterfall. Within the pool lives a sea hag, who recently moved into it. She tries to grab a PC and pull him or her underwater, precipitating a fight. After the hag is dealt with, the PCs have to climb the waterfall. The obstacle to their efforts is an assassin vine, a deadly sentient plant.

Once atop the waterfall, the PCs continue, running into a pegasus trying frantically to get its young out of a woodsman's pit trap. Beyond that situation they find the orcs responsible for the pollution, and can deal with the situation by eliminating the orcs or getting them to move.

The Demonstration Aspect

What are we showing off in this demo?

- The 3rd edition of Dungeons and Dragons. Specifically, you will be able show a new monster

for 3rd edition, how combat works, and how wilderness adventuring feels.

- The Living Greyhawk character creation rules. This is still not the final version of character creation, but very close. Character creation is described below.
- The kinds and amounts of treasure that players can expect at 1st level in Living Greyhawk. They cannot keep any treasure from this adventure, since they cannot keep their characters. But seeing what can be expected is good for establishing the right tone at the start.

During this demonstration of the D&D 3E rules, a lot of the time will be spent on mechanics, and questions will come up. Combat may be slower than in 2nd edition AD&D. Be patient and answer questions to the best of your ability, but please don't speculate where you are not sure of the rules.

The second rule is, don't answer any 3E rules questions outside of the demonstration. You can talk about anything in the game during the demo, but once it is over you are bound by your NDA agreement not to speak about the game specifics.

The third rule is, no player leaves with a character sheet or rules summary sheet. You collect the real character sheets and the rules summary pages.

Abbreviated spell lists are provided, as all the priest spells would not fit on the priest sheets. Do not let anyone take these away, or take notes on their contents.

Don't forget to explain what can be done in a combat round before combat starts. Players won't know about counter-spelling and "going on the ready" to anticipate a foe's action.

Last rule: when the demo is finished, please caution the players not to speak about the specifics of the 3E D&D game.

Character Creation

This demo should have come with a set of 11 demo character sheets, one for each class. If not, go get them, because you need them. Have each player choose a class, and give the player the sheet for that character class. Don't let two players choose the same class; the idea is to show off various aspects of the game. They'll cooperate.

Character creation for this demo works as follows: Players choose which class they want to play, and get the appropriate sheet.

- Players choose race, fill in height and weight info, and choose alignment.
- Players assign ability points according to the Point Buy table on their sheets. Each ability starts at 8, which costs 0 points to buy. Players have 28 points to spend on their characters, and can raise the

abilities as high as 18 (costs 16) if they can afford it. Include racial ability modifiers AFTER buying on the table. You can share the Quick Point-Buy sheet at the end of this text with them, as it is helpful in creating different types of characters.

- Players copy their ability modifiers from the ability cost table.
- Players copy the appropriate ability modifiers to the lines on the character sheet where they belong. All are labeled.
- Players buy skills with the skill points listed on their character sheets. REMEMBER: Human characters get four more skill points than non-human characters at 1st level. The character sheets are set up so that if a player chooses human, he or she should just add four points after figuring out the amount as shown on the sheet.

A number of choices (for example, starting feats and skills available) have been chosen for the players using the "starting packages" for the classes in the Player's Handbook. This has been done so that time is saved in the demo. If players want to do something that is not available on the character sheets, tell them that they can create characters that way when the campaign begins, but for now they should please choose from the options on the character sheets.

Answer any questions about items on the character sheet. You should have a galley of 3E rules to refer to, and most of the skills are self-explanatory for demo purposes.

When the players are ready, have them describe their characters to you and each other, and then proceed to the adventure.

Encounter One: Nixie Work Party

The PCs travel up the river a bit, and come across a group of four four-foot tall faeries contemplating a large log. These are nixies, and they are trying to figure out how to get the log (whole) back to their dwelling place a mile from the river. The log is too large for them to carry alone. The PCs look like manna from heaven to them, and they turn with calculating looks when the PCs approach.

The nixies are willing to talk with the PCs, albeit with suspicion. Nixies are naturally reclusive, but they need the help. If the PCs agree to help them for one day, the nixies will tell them something about what has been happening with the river. If not, the nixies will use their *charm person* power on as many PCs as they can

successfully charm. The charmed PCs will be forced to work for the nixies for 24 hours.

The nixies live in a small lake about a mile from the river, where a small tributary stream ends. They are building a new “building” for their community, and need the wood from here (as there is none available underwater in the lake). So, they need someone to carry the log they have found to the lake (one mile), drag it underwater, hollow it out, dig a pit for it, place it in the pit, and secure it in its final position. There are more nixies in the lake, so they can bestow *water breathing* on all the PCs.

Charmed PCs are sent back to the surface just before the charm wears off and told to return to the river and forget about helping the nixies.

If the PCs help voluntarily, then the nixies will impart the following information to them over the course of the day while they work:

- The pollution in the river is comprised of large pieces, such as animal remains, along with feces and mud. It seems to be coming from the waterfall. The nixies have not been affected yet, except that their lake is getting a little murky where the stream enters it.
- They believe that the taint is caused by the old green woman that recently moved into the pool under the waterfall. She looks like (female human PCs, or male human PCs but female), but is old and ugly and her skin is green. She has been here for a moon, perhaps.
- There have been more animals drinking at the lake since the animals remains started flowing downstream from the waterfall. Those with **wilderness lore** skill should know that animals will prefer to drink from running water over standing water, if they have a choice, since running water is less likely to be tainted with natural poisons.

Nixies (4): Small fey (4 ft. tall); HD 1/2d6; hp 6; Init +7 (Dex, Improved Initiative); Spd 20', swim 30'; AC 14 (+1 size, +3 Dex); Atks +6 melee (dagger, 1d4-1), +4 ranged (light crossbow, 1d8); SA spell-like abilities, charm; SD nil; SR 16; AL N; SV Fort +0, Ref +5, Will +3.

Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills: Bluff +8, Escape Artist +6, Hide +10, Listen +7, Sense Motive +5, Spot +7. **Feats:** Dodge, Improved Initiative.

Nixies are aquatic sprites who dwell in and protect pristine ponds and lakes. They are even more reclusive than most fey, and tend to treat intruders with suspicion and hostility.

Nixies have webbed fingers and toes, pointed ears, and wide silver eyes. Most are slim and comely, and

they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweed. Males wear loincloths of the same materials. Nixies can breathe both water and air; travel on land is possible, but they prefer not to leave their lakes. A nixie stands about 4' tall.

Nixies rely on their charm and spell-like abilities to deter enemies, entering combat only when necessary to protect themselves and their territory.

Spell-like abilities: Once per day a nixie can use *water breathing* as a 6th-level sorcerer. (They usually bestow this effect on people they have charmed.)

Charm: This spell-like ability allows a nixie to use *charm person*, three times a day, as a 4th-level sorcerer; targets must make Will saves vs. DC 15 or be charmed for 24 hours. During this period, the nixie forces the victim to perform heavy labor, guard duty, and other onerous tasks for the creature's community. Shortly before charm wears off, the nixie escorts the victim away from its home and orders it to walk in the opposite direction until the charm expires.

Spell resistance: Nixies have spell resistance 16.

Skills: Nixies gain a +5 bonus to Hide checks when in the water (not included in the numbers above).

Encounter Two: Some Bears

By the time the PCs get back from the nixie lake, it is nearly lunch time. The PCs will probably stop for lunch. While they are eating, one or two black bears are attracted to their location. The bears come out of the woods and sniff at the food, and then try to eat any food not actually in containers, including taking it from the very hands of the PCs. The bears then proceed to smell at the packs, and try to rip them open to get at any food inside. Bears can eat a lot.

Use one bear if there are not a lot of fighter-types in the PC group, and two bears if there are.

The bears will leave once there is no more food. If one of the bears is killed, the other gets into a rage and attacks the PC(s) responsible for killing the first one.

Bears (2): Medium Animal (4-5' long); HD 3d8+6; hp 19; Init +1 (dex); Spd 30'; AC 13 (+1 Dex, +2 natural); Atks +6 melee (2 claws, 1d4+4), +1 melee (bite, 1d6+2); SA nil; SD scent; AL N; Saves Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +8, Listen +4, Spot +7, Swim +8.

Encounter Three: The Dam

Back at the river, the PCs continue upstream for another couple of miles, and then come to a beaver dam. The dam does not cross the whole river, but blocks off one fork where the river splits to go around some rocks. The dam has been partially broken by a corpse that floated downstream this morning and got lodged in the dam's branches. Five angry beavers swim around the body, trying to pull it out of the dam. They do not want it to remain, and have not thought yet of taking apart enough of the dam to let it pass through. Beavers take apart a dam?

The beavers will make angry sounds (chittering and slapping their tails on the water as a warning sound) at the PCs if the PCs approach the dam. However, being cowards, the beavers flee if the PCs approach the dam or try to harm them. If by chance anyone can speak with the beavers (doubtful, but I don't know the rules well enough yet to rule it out), the beavers chitter that they were away hunting for river snails and came back to find this thing crashed into their dam (they live in a stick and mud den in the middle of the lake behind the dam). They are very upset, and want it removed (preferably from the river, but they cannot manage that themselves).

If the PCs start pulling at the body, the beavers will understand and try to help. However, damage to the dam will result in loud and angry beaver sounds directed at the PC(s) responsible, and even some bites if the destructive behavior does not stop. The beavers want the body gone, not their dam.

Once the body is removed, the beavers will start collecting sticks to repair the dam. They do not thank the PCs, as they are only beavers and of animal intelligence. As long as the PCs don't try to interrupt the work on the dam, or try to destroy the dam, or try to hunt some beavers, the beavers will keep their distance from them. Any of these mentioned actions results in the beavers attacking the PCs to drive them off, and loud angry beaver sounds.

The PCs can recognize this body as that of the missing scout if they have the description.

Beavers (5): Tiny animal (2 ft. long); HD 1/2d8; hp 4; Init +2 (Dex); Spd 20', swim 40'; AC 14 (+2 size, +2 Dex); Atks +3 melee (bite, 1 hp); Face/Reach 2 1/2 ft. by 2 1/2 ft. /0 ft.; SA nil; SD nil; AL N; SV Fort +2, Ref +4, Will +1.

Str 3, Dex 15, Con 10, Int 2, Wis 9, Cha 5.

Skills: Hide +14, Move Silently +14, Spot +6, Swim +20.

Encounter Four: Sea Hag in the Pool

About half a mile from the beaver dam, the PCs come to a pool and a waterfall. As the PCs approach, the river gets shallower and rockier, and therefore flows a little faster. Then, just before the pool itself, the flow slows down.

This pool is really a beautiful spot, and the waterfall behind it is quite breathtaking at 140 feet tall. The pool itself is 70 feet across, and 30 feet wide (waterfall to stream start). The cliff on either side is sheer, with viney vegetation growing at the upper heights and small trees as the cliff meets the ground. The pool is very deep, and this looks like a nice place for a swim.

However, it is not. In the pool lives a sea hag, who has come here in the last month to mourn the loss of the rest of her covey; some adventurers killed them. She mainly stays underwater, killing wild chickens in the area to eat. When the scout came here, he took a swim in the pool and the hag drowned him. She ate well for several days, and then sent what was left down the river (where it lodged in the beaver dam). She is now hungry again, and the PCs have come along just in time.

The hag can see from underwater that there are more PCs than she can handle at one time, and so needs to separate them. If one of them dives into the pool or even steps into the pool on the edge, she'll grab the PC by the ankle and drag him deep underwater to drown him. Look up underwater combat, and remember that the PC did not get a full breath of air.

If no PC comes into the water, then she has to improvise to get one or more of them into the water. Use your imagination and read the players to figure out what will work best, but some options include:

- Bubbling and some chicken bones sent to the surface, with no apparent explanation
- A sudden appearance and then ducking back underwater, not really giving the PCs a chance to see her clearly.
- Something enticing to lure a PC to the water.

The hag will try to kill at least one PC and then remain underwater until the rest of the PCs leave. If she can get more than one PC, she will (and store them underwater). Eventually, either the PCs will leave the hag or kill her. When they are done with the hag, or as soon as they start trying to climb the waterfall, move to Encounter Four.

Drowning: The hag holds the character underwater, and claws if possible. Her effort is directed to holding the character underwater, though. Characters can break

free on a successful opposed Strength check, but she will follow to the surface and renew the attack.

Sea Hag: Large monstrous humanoid (aquatic) (5 ft. tall); HD 3d8+3; hp 19; Init +1 (Dex); Spd 30', Sw 40'; AC 13 (-1 Size, +1 Dex, +3 Natural); Atks +6/+6 melee (claw, 1d4+4); Face/Reach 5 ft. by 5 ft./10 ft.; SA **Horrific appearance, evil eye**; SD water breathing; SR 14; AL CE; SV Fort +2, Ref +4, Will +4.

Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 10.

Skills: Hide +7, Listen +9, Spot +9. **Feats:** Alertness.

Hags are horrible creatures whose love for evil is equaled only by their ugliness. Although they often plot and scheme for power or toward some malevolent end, they often appear to do evil for the simple sake of doing evil. Hags often use their dark magics and knowledge of fell things in the service of a more powerful evil being, but they are seldom faithful and will often turn on their masters if the chance to seize power for themselves comes along.

Although all types of hag are unique in appearance and mannerisms, they do have many things in common. All have the forms of old crones whose bent shapes belie their fierce power and swiftness. Despite faces cracked by wrinkles and heavy with cruelty, their eyes are bright with villainy and cunning. The long nails of hags have the strength of steel and are as keen as any knife.

Hags speak Giant and Common.

Perhaps the most wretched of all hags, sea hags are found in the water of seas or overgrown lakes. Their flesh is sickly and yellow, covered with warts and oozing sores. Their long, filthy hair is very much like rotting seaweed.

Sea hags are not subtle and prefer a direct approach to combat. They prefer to remain in hiding until they can affect as many foes as possible with their horrific appearance.

Horrific Appearance: The sight of a sea hag is so revolting that anyone who sets eyes upon one must make a Fortitude save vs. DC 11 or instantly be overcome with weakness. Affected characters suffer 2d8 points of temporary Strength damage. The power cannot reduce a victim to a negative Strength score. Victims reduced to 0 Strength are helpless.

A successful saving throw makes a creature immune to a particular hag's horrific appearance for one day.

Evil Eye: Thrice per day, a sea hag may cast its dire gaze at any single creature within 30 feet (unlike a standard gaze attack, creatures merely looking at the hag are not subject to this power). The target of this fear attack must make a Fort save vs. DC 11 or fall prey to the evil eye. There is a 25% chance that such a person

will die of fright instantly. Failing this, the gaze still causes the victim to fall into a whimpering catatonia for no less than three days. A *remove curse* or *dispel evil* spell can restore the victim sooner. (If you use the evil eye power on a PC that does not die, the PC recovers from the effect in one day rather than three.)

Water Breathing: Sea hags have the extraordinary ability to breathe underwater.

Encounter Five: Climbing the Vines

As soon as the PCs are done with the hag, one way or another, a dead boar carcass comes falling over the waterfall. There is not much left, and it has a wooden burned spit through it. This should give the PCs the clue that the trouble lies upstream, and that they have to climb the waterfall to go further.

There are three places to climb up, and the base difficulty for each is:

Left side: DC 13 (due to handholds and vegetation)

Waterfall itself: DC 25 (due to water pouring down on PCs' heads)

Right side: DC 17 (due to lack of handholds)

The problem with climbing up is that an assassin vine is growing on the left side of the waterfall, where the good handholds are. The assassin vine is described below. It will try to kill any PCs it can reach.

This encounter is very difficult. The assassin vine is a CR 5 creature, and the PCs are an EL 2 group. The PCs are meant to back off from it and use the other side of the cliff. Do not slay the whole group with this monster; just show the players that there are some dangerous things out there.

The assassin vine does not need to be removed by the PCs; the baron can have it destroyed later.

Assassin Vine: Young Large Plant (9 ft. long); HD 4d10+12; hp 24; Init +0 (Dex); Spd 0'; AC 15 (-1 size, +6 natural); Atks +7 melee (buffet, 1d6+5); Face/Reach 5 ft. by 5 ft./20 ft.; SA **Entangle, grab, constrict** 1d6+7; SD Electrical immunity, cold and fire resistance (20), **tremorsense**; AL CE; SV Fort +7, Ref +1, Will +2.

Str 20, Dex 10, Con 16, Int 1, Wis 13, Cha 9.

The assassin vine is a semi-mobile plant that collects its own kind of gristly fertilizer by grabbing and crushing passing animals and depositing the carcasses near its roots.

The mature plant consists of a main vine as thick as a human's forearm and about 20 feet long. Smaller vines branch off from the main vine about every six inches. The smaller vines can be up to 5 feet long; they bear clusters of leaves shaped curiously like human hands, and in late summer, cluster of small fruits that resemble wild grapes. The woody parts of the vine are coiled and gnarled and covered with brown, stringy bark, making the whole plant resemble a particularly robust grape vine. The fruit is very tough, but has a hearty flavor. Assassin vine berries make a heady vine, but the fruit is widely believed to be poisonous.

Assassin vines use simple tactics, they lie still until prey comes within reach, then they attack. They use their entangle abilities both to catch prey and to deter counterattacks. Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Characters with **Wilderness Lore** or **Knowledge** of plants or herbs can use those skills instead of their Spot skills to notice the plants.

Entangle: An assassin vine can animate the plants around in a 30-foot radius as a free action. The effects lasts until the vine dies or until the vine decides to end it (also a free action). The power is otherwise similar to an *entangle* spell cast by a 4th-level Druid. The save DC is 13.

Grab: When an assassin vine makes a successful buffet attack, it can make a free grappling check without provoking an attack of opportunity.

Constrict: If an assassin vine gets a hold on a creature of medium size or smaller, it inflicts constricting damage each round until the opponent escapes.

Tremorsense: An assassin vine can automatically sense the location of anything in contact with the ground (or in contact with vegetation attached to the ground) within 30' of its body.

Encounter Six: Trapped

This is an optional encounter. If you are running short on time, skip to Encounter Six so that the players can complete the adventure.

The PCs climb the waterfall successfully, and proceed upriver to find out where the spitted boar carcass came from. Two miles from the waterfall, they hear a frantic neighing sound coming from across the river from their position. About 500 yards from the river, the PCs come across a pegasus pawing the ground in front of a small pit. From within the pit you hear a more high-pitched and panicked neighing sound.

The pegasus was teaching its offspring to fly, and they landed in this clearing. The young pegasus landed on top of a pit trap set by a hunter, and fell inside. The young creature cannot fly out (it is too narrow), and cannot climb (have you ever seen a horse climb?). The pit opening is too small for the adult pegasus to reach in, and too deep (15') for it to reach its child anyway. The pit is about four feet across, just about the same diameter as the length of the young pegasus.

Pegasi are reasonably intelligent creatures, and can detect good and detect evil at will, so the adult will know whether the PCs mean it any ill intent or not (harm, capture). If they seem friendly, it will try to communicate its problem to them, hoping they can help.

To free the young pegasus, a PC will have to climb down into the pit and carry it out on his or her shoulders, or get a rope around it and hoist it out. These actions should require skill checks with DCs in the range of 10-15, depending on what the PCs are attempting. Use your judgment on what will work.

If the PCs succeed in getting the young pegasus out of the hole, both creatures will neigh happily at the PCs and then fly away, the young one a little shakily. They have nothing to give the PCs, and would not think of doing so anyway. However, if the PCs find themselves in trouble in the next encounter, the adult pegasus will swoop in and help them out.

If the PCs leave the young pegasus in the hole, then eventually the hunter will come back and find an angry pegasus waiting. The hunter will release the young creature, scared of the consequences of not doing so.

Pegasus (2): Large Magical Beast (6' high, 1500 lbs, 20' wingspan); HD 4d10 +12; hp 34 adult, 14 young; Init +2 (Dex); Spd 60', fly 120' (average); AC 14 (-1 size, +2 Dex, +3 natural); Atks hooves +7/+7 melee, bite +2 melee (2 hooves 1d6+4, bite 1d3 +2); SA nil; SD scent, spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +5.

Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Skills: Listen +13, Sense Motive +7, Spot +13.

The pegasus is a magnificent winged horse that sometimes serves the cause of good. Pegasi are a superb specimen of a horse with two large, feathered wings. Their coats and wings are pure white, but rumors tell of brown and even black pegasi. These are white ones.

Pegasi attack with their sharp hooves and strong bites. Mated pairs and herds attack as a team, fighting to the death to defend their eggs and young.

Spell-like Abilities: Pegasi can *detect good* and *detect evil* at will within a 60-yard radius. These powers are otherwise identical to the spells of the same names cast by 5th-level sorcerers.

Skills: Pegasi gain a +4 bonus to Listen and Spot checks.

Encounter Seven: Pollution Source

Finally, the characters find the source of the pollution of the river. Three miles upriver from the pegasi encounter, the PCs run across a camp of orcs. There are 6 here now, but there are another 12 out hunting or gathering food, and 14 pillaging a village some eight miles away. The 6 orcs in camp are sitting around lounging and practicing with their weapons, but turn to confront the PCs as soon as the PCs announce their presence with noise. Due to the weapons practice, the PCs might detect the orcs (**Listen** Check, DC 10) before the orcs can detect them.

The PCs have two options for dealing with the orcs, provided someone can speak Orc. The orcs do not speak Common (if they cannot communicate with the orcs, they have one option).

1. Negotiate with the orcs. The orcs cannot be persuaded to move their camp from the river, but use of the **Intimidate** skill (DC 15) and arguments along the line of “dropping waste in the river will just bring more people against you if you kill us and stay here” will get them to agree to move their camp into the hills about 8 miles away. Word will be passed to the orcs not in camp. This solves the river problem, but leaves the orcs free to pillage.
2. Fight and kill the orcs here, and then report the camp so that the baron can hunt down any remaining orcs in the area. This is not part of the baron’s land, but in the interest of mutual safety he’ll send some men to wipe out the orcs.

The orcs have chainmail that the PCs can sell, greataxes (both at 50% of book price), and 40 sp between them. There is also a small chest in the camp that contains 75 gp and a necklace worth 450 gp.

Orcs (6): Medium Humanoid (6’ tall); HD 1d10; hp 6; Init +0; Spd 20’; AC 15 (+5 chainmail); Atks +3 melee (greataxe 1d12+3), +0 ranged (javelin 1d6+2); SA nil; SD darkvision 60’, light sensitivity; AL CE; SV Fort +0, Ref +2, Will –1.

Str 15, Dex 10, Con 11, Int 9, Wis 8, Cha 8

Skills: Listen +1, Spot +1, Climb +3. **Feats:** Alertness, Weapon Focus (greataxe).

Orcs are aggressive humanoids that raid, pillage, and battle other creatures. Orcs vary in appearance due to crossbreeding and inbreeding, but in general they look like primitive humans with gray skin, coarse hair, stooped postures, low foreheads, and porcine faces with prominent lower canines that resemble a boar’s tush.

They have wolf-like ears; their eyes are reddish, and they wear vivid colors that most humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and blackish-purple. Their equipment is dirty and unkempt.

The orc language varies slightly from tribe to tribe, but is understandable by anyone that speaks Orcish. When not actually fighting other creatures, they are usually planning raids or practicing their fighting skills. Orcs have a hatred of elves and dwarves that began generations ago; many orc tribes will kill dwarves and elves on sight.

Most orcs encountered away from their homes are fighters. Orcs are familiar with the use of most weapons, preferring those that cause the most damage in the least amount of time. They enjoy attacking from concealment and setting ambushes, and they obey the rules of war (such as honoring a truce) only as long as it is convenient to them.

Light Sensitivity: Orcs are –1 on attack rolls when in bright light.

Conclusion

Once the PCs solve the orc problem, the adventure is over. Find out what they report to the baron, as some of the experience rewards depend on the information returned. The baron will offer to pay them 15 gp each for the work, which is fair and the PCs know it, or the baron agrees to do them a favor in the future. The PCs get to choose.

You can discuss any rules questions that remain unanswered, and then collect all the character sheets and the action summary pages. Thank the players and collect their RPGA numbers for the scoring packet. They do not have to vote.

Remember to collect all character sheets and demo information pages. No one should leave the demo with any pieces of paper with 3E-specific rules on them.

Experience Point Summary

This section is included so you can “award” experience to the demo characters, showing the players what kinds of experience rewards they can expect at 1st level. The experience is based on an EL 2 group encountering EL 2 encounters. Remember that the players do not get to keep these characters.

To assign XP:

1. Add up the values for the objectives accomplished, as listed.

2. Assign discretionary roleplaying experience. This should be awarded for character portrayal and teamwork. Add roleplaying experience to the total for objectives.
3. Multiply the sum by the EL for the character group, as calculated at the start of the adventure. (Six or seven PCs are EL 2, four or five PCs are EL 1.)
4. Divide the total by the number of PCs who survived the adventure (round up). The amounts listed below are for ALL THE PCs, not for each PC. PCs who die during the adventure do not get experience from the adventure, even if they are raised from the dead later.

Influence

If the baron did not pay the PCs 15 gp each, he owes them each a favor. The PCs can either accept a later service (via favor) or join the baron's militia or scout service (details would be provided for this, if it were an option).

Encounter Three

Killing the sea hag 100 xp

Encounter Four

Killing the assassin vine 600 xp

OR

Climbing the cliff and avoiding the assassin vine (less than 5 hp damage to PCs) 100 xp

Encounter Five

Getting the pegasus out of the pit 50 xp

Encounter Six

Killing the orcs or driving them off by intimidation 100 xp

Discretionary roleplaying experience 0-50 xp

Total possible experience: 900 xp

Maximum xp per PC at EL=1 4 PCs: 223 xp

5 PCs: 180 xp

6 PCs: 150 xp

7 PCs: 129 xp

Treasure Summary

This section is included so you can easily describe the treasure in the scenario, showing the players what they can expect as far as treasure goes in 1st-level adventures. The characters cannot keep any of this treasure.

Encounter Six

- 6 suits orc-sized chainmail (can be sold for 50% book price)
- 6 greataxes (can be sold for 50% book price)
- 40 sp
- 75 gp
- Necklace worth 450 gp.

Handout One

Information from the Baron

What did the scout look like?

He was non-descript, which is partly why he was so good. He was not much to look at, you know. Tallish, fair, brown hair which was a little curly, a small nose, small lips, green eyes. He was of average build, and usually wore studded leather armor when on the job.

How long has the pollution been going on?

A couple of weeks now. I guess it started about three weeks ago. Some tenant farmers reported an arm in the stream which fed their farmlands. It was only a single incident, but a couple days later there was a boar carcass in the river. Then a couple of guardsmen from a caravan that was waylaid on the road north of my property. More animals. People have also reported weapons in the riverbed, ripped sacks, remains of rations, and so forth. It's not that bad now, but could get out of control if I don't stop it now.

Whose lands are to the north?

The lands to the north belong to the government. The main trade road goes through there, and the captain of the guard maintains patrols in the area. Or so he leads everyone to believe. I don't know if he does or not, but something's going on up there.

Allowed Deity List

Deity	Alignment	Domains	Worshippers
Heironeous, God of Valor	Lawful good	Good, Law, War	Paladins, fighters, and monks
Moradin, God of Dwarves	Lawful good	Earth, Good, Law, Protection	Dwarves
Yondalla, Goddess of Halflings	Lawful good	Good, Law, Protection	Halflings
Ehlonna, Goddess of the Woodlands	Neutral good	Animal, Good, Plant, Sun	Elves, gnomes, half-elves, halflings, rangers, and druids
Garl Glittergold, God of Gnomes	Neutral good	Good, Protection, Trickery	Gnomes
Pelor, God of the Sun	Neutral good	Good, Healing, Strength, Sun	Rangers and bards
Corellon Larethian, God of the Elves	Chaotic good	Chaos, Good, Protection, War	Elves, half-elves, and bards
Kord, God of Strength	Chaotic good	Chaos, Good, Luck, Strength	Fighters, barbarians, rogues, and athletes
Wee Jas, Goddess of Death and Magic	Lawful neutral	Death, Law, Magic	Wizards, necromancers, and sorcerers
St. Cuthbert, God of Retribution	Lawful neutral	Destruction, Law, Protection, Strength	Fighters, monks, and soldiers
Boccob, God of Magic	Neutral	Knowledge, Magic, Trickery	Wizards, sorcerers, and sages
Fharlanghn, God of Roads	Neutral	Luck, Protection, Travel	Bards, adventurers, and merchants
Obad-Hai, God of Nature	Neutral	Air, Animal, Earth, Fire, Plant, Water	Druids, barbarians, and rangers
Olidammara, God of Thieves	Chaotic neutral	Chaos, Luck, Trickery	Rogues, bards, and thieves

Spell Lists for Player Characters

Wizard and Sorcerer Spells

0-Level Wizard and Sorcerer Spells (Cantrips)

School	Spell.....	Effect
Abjur	Resistance	+1 on saving throws
Alter	Mage Hand	5-pound telekinesis
Alter	Mending.....	Make minor repairs in an object
Alter	Open/Close	Open or close small or light things
Conj	Ray of Frost	Ray deals 1d3 cold damage
Div	Detect Poison.....	Detect poison in one creature or small object
Ench	Daze.....	Creature loses next action
Evoc	Light	Object shines like a torch
Evoc	Flare.....	Dazzles one creature (-1 attack)
Illus	Dancing Lights.....	Figment torches or other lights
Illus	Ghost Sound	Figment sounds
Necro	Disrupt Undead.....	1d6 damage to an undead
Univ	Detect Magic.....	Detect spells and magic items within 60'
Univ	Prestidigitation.....	Minor tricks
Univ	Read Magic.....	Read scrolls and spellbooks
Univ	Wizard Mark.....	Inscribes a personal rune (visible or invisible)

1st-level Wizard and Sorcerer Spells

Abjur	Alarm.....	Wards an area for 2 hours/level
Abjur	Gaze Reflection.....	Reflects gaze attacks back at gazer
Abjur	Hold Portal	Holds door shut
Abjur	Protection from Chaos	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Abjur	Protection from Evil	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Abjur	Protection from Good	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Abjur	Protection from Law	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Abjur	Shield.....	Invisible disc blocks <i>magic missile</i> attacks
Alter	Animate Rope	Make a rope move at your command
Alter	Burning Hands.....	1d4 fire damage/level (max: 5d4)
Alter	Color Spray.....	Knock unconscious, blind, or stun 1d6 weak creatures
Alter	Enlarge.....	Object or creature grows +10%/level (max +50%)
Alter	Erase.....	Erase mundane or magical writing
Alter	Expeditious Retreat.....	Doubles your Movement
Alter	Feather Fall.....	Creature falls slowly
Alter	Jump	Creature gets +30 on Jump checks
Alter	Message	Whispered conversation at distance
Alter	Reduce	Object or creature shrinks 10%/level (max 50%)
Alter	Shocking Grasp.....	Touch delivers electric charge (1d8+1/level)
Alter	Spider Climb.....	Grants ability to walk on walls and ceilings
Conj	Grease	Cover 10' square or 1 object with slippery grease
Conj	Mage Armor.....	Grant creature +4 armor bonus
Conj	Mount	Summon riding horse for 2 hrs./level
Conj	Obscuring Mist.....	Fog surrounds you
Conj	Summon Monster I.....	Summons outsider to fight for caster
Conj	Unseen Servant.....	Creates invisible force (Str 2, 6 hp) that obeys caster's commands for 1 hour/level
Div	Comprehend Languages.....	Understand all spoken and written language
Div	Detect Secret Passages.....	Detect hidden doors within 60'
Div	Detect Undead	Detect undead within 60'
Div	True Strike	Adds +20 bonus to caster's next attack roll
Ench	Charm Person	Make one person your friend for 1 hr./level
Ench	Hypnotism	Fascinate creatures (2d4 HD or levels)
Ench	Sleep	Casts targets (2d4 HD worth) into comatose slumber

Evoc	Magic Missile	1d4+1 damage; +1 missile/2 levels above 1st (max 5)
Evoc	Tenser's Floating Disc	3' diameter horizontal force-disc, holds 100lb/level
Illus	Change Self.....	Change own appearance
Illus	Minor Illusion.....	Silent image of your design; concentration
Illus	Nystul's Magical Aura	Grant object false magic aura
Illus	Nystul's Undetectable Aura	Mask magic item's magic aura
Illus	Ventriloquism	Throws voice for 1 minute/level
Necro	Cause Fear	One creature flees for 1d4 rounds
Necro	Chill Touch	Deal 1d6 damage + 1 Str damage; 1 touch/level
Necro	Ray of Enfeeblement.....	Ray reduces Str 1d6 points +1 point/2 levels
Univ	Identify.....	Determine single feature of magic item

Cleric Spell List

0-Level Cleric Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Guidance.....	+1 on one roll, throw, or check
Light.....	Object shines like a torch
Mending.....	Make minor repairs in an object
Purify Food and Drink.....	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance.....	+1 on saving throws
Virtue.....	Target gains 1 temporary hp

1st-level Cleric Spells

Bless.....	+1 attack and +1 vs. fear for allies
Bless Water.....	Makes holy water (costs 25 gp)
Cause Fear.....	One creature flees for 1d4 rounds
Command.....	One creature obeys your one-word command for 1 round
Comprehend Languages.....	Understand all spoken and written language
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Curse.....	Enemies get -1 attack, -1 vs. fear
Curse Water.....	xx[???
Deathwatch.....	See how wounded creatures within 30' are
Detect Chaos.....	Detect chaotic creatures, spells, or objects
Detect Evil.....	Detect evil creatures, spells, or objects
Detect Good.....	Detect good creatures, spells, or objects
Detect Law.....	Detect lawful creatures, spells, or objects
Detect Undead.....	Detect undead within 60'
Doom.....	One creature gets -2 on attacks, damage, saves, and checks
Endure Elements.....	Ignore first 5 damage from one energy type each round (1 day)
Entropic Shield.....	Ranged attacks against you suffer 20% miss chance
Guiding Hand.....	Attack and damage bonus +1/3 levels; 1 minute
Inflict Light Wounds.....	Touch attack, 1d8 +1/level damage (max +5)
Invisibility to Undead.....	Undead can't perceive targets (1/level)
Magical Stone.....	3 stones become +1 projectiles, deal 1d6+1 damage
Obscuring Mist.....	Fog surrounds you
Protection from Chaos.....	+2 AC & saves vs. chaotic, counter mind control, hedge out nonlawful elementals and outsiders
Protection from Evil.....	+2 AC & saves vs. evil, counter mind control, hedge out nongood elementals and outsiders
Protection from Good.....	+2 AC & saves vs. good, counter mind control, hedge out nonevil elementals and outsiders
Protection from Law.....	+2 AC & saves vs. lawful, counter mind control, hedge out nonchaotic elementals and outsiders
Random Action.....	One creature acts randomly for one round
Remove Fear.....	+4 vs. fear for 1 creature +1 creature/4 levels
Sanctuary.....	xx[???
Shield of Faith.....	Shimmering aura grants +2 or better deflection bonus
Summon Monster I.....	Summons outsider to fight for caster

Cleric Domains

Air Domain

Deities: Obad-Hai

Granted Power: Turn or destroy earth creatures as a good cleric turns undead. Rebuke or command air creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Air Domain Spells

1 Obscuring Mist

Animal Domain

Deities: Ehlonna, Obad-Hai

Granted Power: You cast *animal friendship* once per day. Knowledge (nature) is a class skill.

Animal Domain Spells

1 Calm Animals

Chaos Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Kord, Olidammara

Granted Power: You cast chaos spells at +1 caster level.

Chaos Domain Spells

1 Protection from Law

Death Domain

Deities: Nerull, Wee Jas

Granted Power: You may use a death touch once per day. Your death touch is a spell-like ability that is a death effect. You must succeed at a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per your cleric level. If the total at least equals the creature's current hit points, it dies.

Death Domain Spells

1 Cause Fear

Destruction Domain

Deities: St. Cuthbert, Hextor

Granted Power: You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day.

Destruction Domain Spells

1 Inflict Light Wounds

Earth Domain

Deities: Moradin, Obad-Hai

Granted Power: Turn or destroy air creatures as a good cleric turns undead. Rebuke or command earth creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Earth Domain Spells

1 Magic Stone

Evil Domain

Deities: Erythnul, Gruumsh, Hextor, Nerull, Vecna

Granted Power: You cast evil spells at +1 caster level.

Evil Domain Spells

1 Protection from Good

Fire Domain

Deities: Obad-Hai

Granted Power: Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Fire Domain Spells

1 Burning Hands

Good Domain

Deities: Corellon Larethian, Ehlonna, Garl Glittergold, Heironeous, Kord, Moradin, Pelor, Yondalla

Granted Power: You cast good spells at +1 caster level.

Good Domain Spells

1 Protection from Evil

Healing Domain

Deities: Pelor

Granted Power: You cast Healing spells at +1 caster level.

Healing Domain Spells

1 Cure Light Wounds

Knowledge Domain

Deities: Boccob, Vecna

Granted Power: All Knowledge skills are class skills. You cast divinations at +1 caster level.

Knowledge Domain Spells

1 Detect Secret Passages

Law Domain

Deities: St. Cuthbert, Heironeous, Hextor, Moradin, Wee Jas, Yondalla

Granted Power: You cast law spells at +1 caster level.

Law Domain Spells

1 Protection from Chaos

Luck Domain

Deities: Fharlanghn, Kord, Olidammara

Granted Power: You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made. You must take the result of the reroll, even if it's worse than the original roll.

Luck Domain Spells
1 Entropic Shield

Magic Domain

Deities: Boccob, Vecna, Wee Jas

Granted Power: Use scrolls, wands, and other devices with spell completion or magic word activation as a wizard of one-half your cleric level (at least 1st level). For the purpose of using a scroll or other magic device, if you are also a wizard, actual wizard levels and these effective wizard levels stack.

Magic Domain Spells
1 Nystul's Undetectable Aura

Plant Domain

Deities: Ehlonna, Obad-Hai

Granted Power: Rebuke or command plant creatures as an evil cleric rebukes or commands undead. Knowledge (nature) is a class skill.

Plant Domain Spells
1 Entangle

Protection Domain

Deities: Corellon Larethian, St. Cuthbert, Fharlanghn, Garl Glittergold, Moradin, Yondalla

Granted Power: You can generate a protective ward, a spell-like ability to grant someone a resistance bonus on her next saving throw equal to your level. Activating this power is standard action. The protective ward is an abjuration effect with a duration of 1 hour that is usable once per day.

Protection Domain Spells
1 Sanctuary

Strength Domain

Deities: St. Cuthbert, Kord, Pelor

Granted Power: You can perform a feat of strength, which is the supernatural ability to gain an enhancement bonus to Strength equal to your level. Activating the power is a free action, it the power lasts 1 round, and it's usable once per day.

Strength Domain Spells
1 Endure Elements

Sun Domain

Deities: Ehlonna, Pelor

Granted Power: Once per day, you can perform a greater turning against undead in place of a regular turning (or rebuking) attempt. The greater turning is like a normal turning (or rebuking) attempt except that the undead creatures that would be turned (or rebuked or commanded) are destroyed instead.

Sun Domain Spells
1 Endure Elements*[*=???]

Travel Domain

Deities: Fharlanghn

Granted Power: For a total of 1 round per your cleric level per day, you can act normally regardless of magic effects that impede movement (similar to the effect of the spell *free action*). This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit). This is a spell-like ability. Wilderness Lore is a class skill.

Travel Domain Spells
1 Expeditious Retreat

Trickery Domain

Deities: Boccob, Erythnul, Garl Glittergold, Olidammara, Nerull

Granted Power: Bluff, Disguise, and Hide are class skills.

Trickery Domain Spells

1 Change Self

War Domain

Deities: Corellon Larethian, Erythnul, Gruumsh, Heironeous, Hextor

Granted Power: Free Martial Weapon Proficiency (if necessary) and Weapon Focus with the deity's favored weapon.

War Deity	Favored Weapon
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Corellon Larethian	Longsword
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Erythnul	Morningstar
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Gruumsh	Spear (halfspear, shortspear, or longspear)
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Hextor	Flail (light or heavy)
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Heironeous	Longsword
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War Domain Spells

1 Magic Weapon

Water Domain

Deities: Obad-Hai

Granted Power: Turn or destroy fire creatures as a good cleric turns undead. Rebuke or command water creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 plus your Charisma modifier.

Water Domain Spells

1 Obscuring Mist

Druid Spells

0-Level Druid Spells (Orisons)

Create Water.....	Create 2 gallons/level of pure water
Cure Minor Wounds.....	Cures 1 point of damage
Detect Magic.....	Detect spells and magic items within 60'
Detect Poison.....	Detect poison in one creature or small object
Flare.....	Dazzles one creature (-1 attack)
Guidance.....	+1 on one roll, throw, or check
Know Direction.....	Druid discerns north
Light.....	Object shines like a torch
Mending.....	Make minor repairs in an object
Purify Food and Drink.....	Purify 1 cubic foot/level of food or water
Read Magic.....	Read scrolls and spellbooks
Resistance.....	+1 on saving throws
Virtue.....	Target gains 1 temporary hp

1st-level Druid Spells

Animal Friendship.....	Gain permanent animal companions
Calm Animals.....	Calms 2d4 HD +1 HD/level or animals, beasts, and magical beasts
Cure Light Wounds.....	Cures 1d8 +1/level damage (max +5)
Detect Animals or Plants.....	Detect specific species of animals or plants
Detect Snares and Pits.....	Detect natural or primitive snares and traps
Endure Elements.....	Ignore first 5 damage from one energy type each round
Entangle.....	Plants entangle everyone (affects circle with 40' radius)
Faerie Fire.....	Outlines creatures with light, canceling <i>blur</i> , concealment, etc.
Goodberry.....	2d4 berries each cure 1 h.p. (max 8 h.p./24 hours)
Invisibility to Animals.....	Animals can't perceive targets (1/level)
Obscuring Mist.....	xx[???
Pass without Trace.....	1 creature/level leaves no tracks
Shillelagh.....	Cudgel or quarterstaff becomes +1 weapon (1d10 damage) for 1 minute/level
Summon Natural Creature I.....	Summons animal to fight for caster

Bard Spells

0-Level Bard Spells (Cantrips)

Dancing Lights	Figment torches or other lights
Daze	Creature loses next action
Detect Magic	Detect spells and magic items within 60'
Flare	Dazzles one creature (-1 attack)
Ghost Sound.....	Figment sounds
Light	Object shines like a torch
Mage Hand.....	5-pound telekinesis
Mending	Make minor repairs in an object
Open/Close.....	Open or close small or light things
Prestidigitation	Minor tricks
Read Magic	Read scrolls and spellbooks
Resistance	+1 on saving throws

Quick Point-Buy Help

28 points (heroic character)

Point Buy Scale

Cost	Score	Modifier
—	6	-2
—	7	-2
0	8	-1
1	9	-1
2	10	+0
3	11	+0
4	12	+1
5	13	+1
6	14	+2
8	15	+2
10	16	+3
13	17	+3
16	18	+4
—	19	+4
—	20	+5

Apply racial ability adjustments after buying your scores. Final scores may range from 6 to 20.

Human	no adj.
Dwarf	+2 Con, -2 Cha
Elf	+2 Dex, -2 Con
Gnome	+2 Con, -2 Str
Half-Elf	no adj.
Half-Orc	+2 Str, -2 Int -2 Cha
Halfling	+2 Dex, -2 Str

Typical

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
4	12	+1
2	10	+0
0	8	-1

Typical & Focused

Cost	Score	Modifier
16	18	+4
6	14	+2
4	12	+1
2	10	+0
0	8	-1
0	8	-1

Multi-talented

Cost	Score	Modifier
10	16	+3
6	14	+2
6	14	+2
6	14	+2
6	14	+2
0	8	-1
0	8	-1

Heavily Focused

Cost	Score	Modifier
16	18	+4
10	16	+3
2	10	+0
0	8	-1
0	8	-1
0	8	-1

Balanced & Flawless

Cost	Score	Modifier
10	16	+3
4	12	+1
4	12	+1
4	12	+1
4	12	+1
2	10	+0

Focused & Flawless

Cost	Score	Modifier
16	18	+4
4	12	+1
2	10	+0
2	10	+0
2	10	+0
2	10	+0

Multi-Talented & Flawless

Cost	Score	Modifier
6	14	+2
6	14	+2
6	14	+2
6	14	+2
2	10	+0
2	10	+0

[Or would you prefer not to point out the min/max option?]