

**D&D 3.5**

# "GOBLINZ"

## SUMMER ONE-SHOT 2019

**Avventura per 4 (o più) personaggi di 2° livello.**

### **PREMESSA.**

Questa avventura è pensata per una one-shot estiva di 10-12 ore.

I giocatori saranno chiamati ad impersonare una banda di goblin "in fuga" da un misterioso assalitore del loro rifugio.

I personaggi saranno tutti goblin e tutti di 2° livello ... a ciascuno si potrebbe associare una BLOODLINE MAJOR per dare un tocco di diversità; le classi sono abbastanza libere ma da concordare.

Lungo tutta l'avventura troverete come sempre gli skill check in blu sottolineato e le **note del DM in arancio grassetto e corsivo o bordeaux grassetto e corsivo**.

### **CAPITOLO 1: RIASSUNTO DELLA STORIA (DA NON LEGGERE AI GIOCATORI).**

La tana dei goblin è sotto attacco.

Il vecchio sciamano Pouzzon raccoglie un gruppo di "privilegiati" (i nostri eroi) e li fa fuggire attraverso la cosiddetta "caverna proibita"; in cambio della salvezza dovranno recuperare e portare con se il "tesoro sacro del clan" custodito proprio dentro le caverne.

Pouzzon dirà ai goblin prescelti di attraversare fino in fondo le caverne, seguire il fiume che ne sgorga alla fine, attraversare la grande valle in cui il fiume va scorrere, per raggiungere infine le colline boschive dove in un'altra serie di caverne i nostri eroi potranno trovare rifugio.

I nostri eroi dovranno sopravvivere al lungo dungeon sotterraneo per poi trovarsi da soli all'esterno.

Una volta fuori dovranno attraversare una vallata abitata da schifosissimi umani per raggiungere le colline boschive sull'altro versante; qui troveranno altre grotte dove potersi rifugiare in attesa che i sopravvissuti del clan li raggiungano.

Ed una volta arrivati alle grotte? Cosa faranno a questo punto? Ci saranno veramente dei sopravvissuti? ed i nostri eroi, per quanto tempo li aspetteranno?

### **CAPITOLO 2: AMBIENTAZIONE.**

**Mancano i dettagli generici dell'ambientazione.**

### **CAPITOLO 3: L'INIZIO (come mettere assieme il gruppo di avventurieri).**

La tana è sotto attacco.

Pouzzon, lo sciamano, prende con se un pugno di giovani goblin valorosi (i primi che ha trovato - i nostri eroi) ed affida loro un compito gravoso:

"DOVRETE ATTRAVERSARE LE CAVERNE PROIBITE! VI BAGNERETE NELLA FONTE SACRA ... ATTRAVERSERETE LE CAVERNE PROIBITE ... RECUPERERETE LE NOSTRE RELIQUIE SACRE ... ED USCIRETE DALL'ALTRA PARTE DELLA MONTAGNA PRESSO LA SORGETNE DI UN FIUME! FATTO CIO' ATTRAVERSERETE LA VALLE DEL FIUME CHE SGORGA DAL PASSAGGIO SEGRETO ... RAGGIUNGERETE LE COLLINE VERDI, QUELLE BOSCOSE AL DI LA' DEL FIUME ... TROVERETE LA GROTTA CON IL SIMBOLO DI MAGLUBIYET ... E VI ACCAMPERETE LI' CON I NOSTRI TESORI IN ATTESA DEI SOPRAVVISSUTI! DOVRETE ASPETTARE DUE LUNE INTERE DIFENDENDO LA CAVERNA ... SE NESSUNO SI FARA' VIVO PER ALLORA, A VOI TOCCHERA' RIMETTERE IN PIEDI IL CLAN!"

***Nota del DM: i nostri eroi dovranno essere sia maschi che femmine ...***

### **CAPITOLO 4: LA CAVERNA PROIBITA.**

Per accedere alla caverna vera e propria il gruppo dovrà bagnarsi nella fonte sacra. Come conseguenza di ciò a ciascuno di loro verrà affibbiata (a caso) una BLOODLINE MAJOR con tutti i suoi poteri.

A questo punto il gruppo dovrà sopravvivere all'interno del labirinto di caverne e riuscire a raggiungere la salvezza nell'altra uscita.

**Serve un dungeon sotterraneo più o meno naturale piuttosto lungo.**

In realtà la caverna è composta da tre parti.

#### **CAPITOLO 4.1: LE CATACOMBE**

La prima parte della caverna proibita è costituita da una serie di grotte usate come catacombe per seppellire i grandi eroi del clan. Si tratta quindi di una serie di passaggi non troppo labirintici con sale funerarie e nicchie nei muri. Tutti i passaggi convergono in una grande sala finale dove è custodito il "tesoro sacro del Clan" (**che cos'è?**) che i nostri eroi dovranno recuperare.

Questa prima parte della caverna è infestata da vari goblin non-morti; a guardia del tesoro c'è un piccolo gruppo di goblin curst (**NdDM: ho preparato 5 PNG diversi, ma da usare in numero adeguato alla composizione del party**).



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>			
<b>Character's name:</b>		<b>Goblin non-morto n° 1</b>			
<b>Class and levels</b>		<b>Fighter 2° - Corpse creature (CR 3)</b>			
<b>Race</b>	<b>Artic goblin</b>			<b>Hit Dices:</b>	
<b>Size</b>	<b>Small</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>		<b>Languages:</b>		
<b>Homeland</b>	<b>The North</b>				
<b>Religion</b>	<b>Auril</b>				
<b>Alignment</b>	<b>CE</b>				
	<b>Standard</b>	<b>Temporary</b>			
<b>STR</b>	20	5		<b>SPEED</b>	(30 Ft) 20 Ft
<b>DEX</b>	14	2		<b>INITIATIVE</b>	+2
<b>CON</b>	-	-			
<b>INT</b>	12	1		<b>HP</b>	<b>12+1d12 =</b>
<b>WIS</b>	10	0		<b>AC</b>	10+1+2+5+1 = 19
<b>CHA</b>	9	-1		Size + DEX + armor + natural	
				<b>Touch</b>	<b>13</b> <b>Flat-footed</b> <b>17</b>
<b>FORT</b>	0+3+0+1		4	<b>Conditional modifiers:</b> <b>Cannot be shaken.</b>	
<b>REFL</b>	2+0+0+1		3		
<b>WILL</b>	0+0+2+1		3		
<b>BASE ATTACK</b>	2 (+1 size)		<b>Melee</b> 8		
			<b>Ranged</b> 5		
<b>GRAPPLE</b>	<b>+0</b>				
<b>Attacks</b>	Small greataxe MW		9	1d10+7	20 x3
	Slam		8	1d4+5	20 x2
	Small mighty (+2) composite shortbow MW		6 (70 Ft)	1d4+2	20 x3
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	Cloak, cape, mantle		Cloak of resistance +1		
<b>BODY</b>	Robe, suit of armor		Chain mail MW		
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysys, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>Natural AC +1</b>		<b>Darkvision 60 Ft</b>			
<b>Small (+1 AC / +1 attack / +4 hide)</b>				<b>Darkvision 60 Ft</b>	
<b>+4 move silently and ride checks</b>					
<b>FEATS &amp; CLASS FEATURES</b>					
1) Improved toughness		BF1) Blind fight		BF2) Weapon focus "greataxe"	
<b>Equipment</b>					
Small greataxe MW		Chain mail MW		Cloak of resistance +1	

Small mighty (+2) composite shortbow MW + 20 arrows					10 GP		
Skills		TOT	Ability		Ranks	Bonus	Source
Bluff		2	CHA	-1	1 (2)		
Craft trapmaking	F	3	INT	1	2		
Hide		8	DEX	2	0	+4 (size)	
Intimidate	F	2	CHA	-1	3		
Listen		2	WIS	0	2 (4)		
Move silently		6	DEX	2	0	+4 (race)	
Ride		6	DEX	2	0	+4 (race)	
Spot		2	WIS	0	2 (4)		



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>			
<b>Character's name:</b>		<b>Goblin non-morto n° 2</b>			
<b>Class and levels</b>		<b>Adept 6° - Corpse creature (CR 4)</b>			
<b>Race</b>	Goblin			<b>Hit Dices:</b>	
<b>Size</b>	Small	<b>Gender</b>	Male		
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>	Dintorni di Blossomhill			<b>Languages:</b> common, goblin.	
<b>Religion</b>	Wild nature				
<b>Alignement</b>	<b>CE</b>				
		<b>Standard</b>	<b>Temporary</b>		
<b>STR</b>	18	4		<b>SPEED</b>	30 Ft
<b>DEX</b>	16	3		<b>INITIATIVE</b>	+3
<b>CON</b>	-	-			
<b>INT</b>	12	1		<b>HP</b>	<b>12+5d12 =</b>
<b>WIS*</b>	21	5		<b>AC</b>	10+1+3+2+1 = 17
<b>CHA</b>	12	1		Size + DEX + armor + natural	
		<b>Touch</b>	<b>14</b>	<b>Flat-footed</b>	<b>14</b>
<b>FORT</b>	2+2+2+1		7	<b>Conditional modifiers:</b>	
<b>REFL</b>	3+2+0+1		6		
<b>WILL</b>	5+5+2+1		13		
<b>BASE ATTACK</b>	( +3 +1 size) 4		<b>MELEE</b>	8	
			<b>RANGED</b>	7	
<b>GRAPPLE</b>	<b>+1</b>				
<b>Attacks</b>	Small war scythe +1	9	1d6+7	20 x4	
	Small light crossbow MW	8 (80 Ft)	1d6	19-20 x2	
	Slam	8	1d4+4	20 x2	
	Ray	7	Spell	20 x2	
	Touch	8	Spell	20 x2	
<b>MAGIC ITEMS WORN</b>					
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab			Periapt of WIS +2	
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1	
<b>ARMS / WRISTS</b>	Bracers, bracelets			Bracers of armor +2	
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>Natural AC +1</b>		<b>Darkvision 60 Ft</b>			
<b>Small (+1 AC / +1 attack / +4 hide)</b>				<b>Darkvision 60 Ft</b>	
<b>+4 move silently and ride checks</b>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>Summon familiar</b>		<b>1) Discipline</b>		<b>6) Great fortitude</b>	
<b>3) Weapon proficiency "war scythe"</b>					

Equipment							
Small war scythe +1		Periapt of WIS +2			Bracers of armor +2		
Small light crossbow MW		Cloak of resistance +1			30 bolts		
60 GP							
Skills		TOT	Ability		Ranks	Bonus	Source
Concentration		9	CON	0	9		
Handle animal		4	CHA	1	3		
Heal		8	WIS	5	3		
Hide		3	DEX	3	0	4 (size)	
Move silently		3	DEX	3	0	4 (race)	
Ride		3	DEX	3	0	4 (race)	
Spellcraft		10	INT	1	9		
Survival		8	WIS	5	3		
SPELLCASTING				Base Save DC:			
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	3		15	2	1	1	17
1	2	2	16				
SPELLS PREPARED							
LEVEL 0		DC		LEVEL 1		DC	
Detect magic		*		Burning hands		16	
Guidance		*		Cause fear		16	
Touch of fatigue		15		Command		16	
				Inflict light wounds		*	
LEVEL 0		DC					
Mirror image		*					
Scorching ray		*					



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>						
<b>Character's name:</b>		<b>Goblin non-morto n° 3</b>						
<b>Class and levels</b>		<b>Wight 3° / BBN 2° (CR 5)</b>						
<b>Race</b>	<b>Goblin wight</b>			<b>Hit Dices:</b>				
<b>Size</b>	<b>Small</b>							
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>							
<b>Homeland</b>					<b>Languages:</b>			
<b>Religion</b>	<b>Maglubiyet</b>							
<b>Alignement</b>	<b>CE</b>							
	<b>Standard</b>		<b>Temporary</b>					
<b>STR</b>	17	3	21	5	<b>SPEED</b>	40 Ft		
<b>DEX</b>	20	5			<b>INITIATIVE</b>	+5		
<b>CON</b>	-	-						
<b>INT</b>	14	2			<b>HP</b>	<b>12+3d12+4 =</b>		
<b>WIS</b>	12	1			<b>AC</b>	10+1+1+5+4+1 = 22		
<b>CHA</b>	12	1				Size + natural + DEX + armor + ring		
					<b>Touch</b>	<b>17</b>	<b>Flat-footed</b>	<b>17</b>
<b>FORT</b>	0+0+3+1		4		<b>Conditional modifiers:</b>			
<b>REFL</b>	5+0+0+1		6					
<b>WILL</b>	1+3+0+1		5					
<b>BASE ATTACK</b>	(1+2) 3 +1 size		<b>MELEE</b>	7 (+2)				
<b>GRAPPLE</b>	+2		<b>RANGED</b>	9				
<b>Attacks</b>	<b>Slam</b>		7	1d4+3	20 x2			
	<b>Slam (rage)</b>		9	1d4+5	20 x2			
	<b>Small greataxe +1</b>		8	1d10+5	20 x3			
	<b>Small greataxe +1 (rage)</b>		10	1d10+8	20 x3			
	<b>Small greataxe +1 (power attack)</b>		5	1d10+11	20 x3			
	<b>Small greataxe +1 (rage + power attack)</b>		7	1d10+14	20 x3			
<b>MAGIC ITEMS WORN</b>								
<b>RING 1</b>					Ring of protection +1			
<b>BODY</b>	Robe, suit of armor				Small studded leather armor +1			
<b>RACIAL TRAITS &amp; POWERS</b>								
<b>Darkvision 60 Ft</b>			<del>+4 move silently</del>			<b>+4 ride</b>		
<b>Small (+1 AC, +1 attack, +4 hide)</b>			<del>Darkvision 60 Ft</del>			<b>+8 move silently</b>		
<b>Undead traits:</b>								
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysys, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>								
<b>FEATS &amp; CLASS FEATURES</b>								
<b>BF) Improved toughness</b>			<b>1) Luck of heroes</b>			<b>3) Power attack (max +3)</b>		
<b>Illiteracy</b>			<b>Fast movement</b>			<b>Uncanny dodge</b>		
<b>Rage (1 x day / 3 rounds)</b>								

Equipment							
Ring of protection +1		Small greataxe +1			Small studded leather armor +1		
40 GP							
Skills		TOT	Ability		Ranks	Bonus	Source
Balance		7	DEX	5	0	+2 (syn)	
Climb		5 (+2)	STR	3 (+2)	2 (4)		
Hide		14	DEX	5	5	+4 (race)	
Intimidate		5	CHA	1	4		
Jump		5 (+2)	STR	3 (+2)	0	+2 (syn)	
Knowledge nature		4	INT	2	0	+2 (syn)	
Listen		6	WIS	1	5		
Move silently		18	DEX	5	5	+8 (race)	
Ride		13	DEX	5	4	+4 (race)	
Spot		6	WIS	1	5		
Survival		6	WIS	1	5 (6)		
Tumble		7	DEX	5	2 (4)		





<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>			
<b>Character's name:</b>		<b>Goblin non-morto n° 4</b>			
<b>Class and levels</b>		<b>Wight 3 / ROG 2 (CR 5)</b>			
<b>Race</b>	<b>Goblin wight</b>			<b>Hit Dices:</b>	
<b>Size</b>	<b>Small</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Homeland</b>			<b>Languages:</b>		
<b>Religion</b>	<b>Maglubiyet</b>				
<b>Alignement</b>	<b>CE</b>				
	<b>Standard</b>		<b>Temporary</b>		
<b>STR</b>	17	3		<b>SPEED</b>	30 Ft
<b>DEX</b>	20	5		<b>INITIATIVE</b>	+5
<b>CON</b>	-	-			
<b>INT</b>	14	2		<b>HP</b>	<b>12+3d12+3</b>
<b>WIS</b>	12	1		<b>AC</b>	10+1+1+5+4+1 = 22
<b>CHA</b>	10	0		Size + natural + DEX + armor + ring	
			<b>Touch</b>	<b>17</b>	<b>Flat-footed</b> <b>17</b>
<b>FORT</b>	0+0+0+3		3		<b>Conditional modifiers:</b>
<b>REFL</b>	5+0+3+1		9 + evasion		
<b>WILL</b>	1+3+0+1		5		
<b>BASE ATTACK</b>	(1+1) 2 +1 size		<b>MELEE</b>	6	
<b>GRAPPLE</b>	+1		<b>RANGED</b>	8	
<b>Attacks</b>	<b>Slam</b>		6	1d4+3	20 x2
			9 (90 Ft)	1d4+2	20 x3
	Small shortsword +1		7	1d4+4	19-20 x2
<b>MAGIC ITEMS WORN</b>					
<b>RING 1</b>			Ring of protection +1		
<b>BODY</b>	Robe, suit of armor		Studded leather armor +1		
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Darkvision 60 Ft</b>		<b>+4 move silently</b>		<b>+4 ride</b>	
<b>Small (+1 AC, +1 attack, +4 hide)</b>		<del>Darkvision 60 Ft</del>		<b>+8 move silently</b>	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysys, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>BF) Toughness</b>		<b>1) Luck of heroes</b>		<b>3) Great fortitude</b>	
<b>Trapfinding</b>		<b>Sneak attack +1d6</b>		<b>Evasion</b>	
<b>Equipment</b>					
Ring of protection +1		Small mighty (+2) composite shortbow MW + 30 arrows			
Studded leather armor +1		Small shortsword +1		40 GP	

Skills		TOT	Ability		Ranks	Bonus	Source
Balance		12	DEX	5	5 (6)	+2 (syn)	
Diplomacy		2	CHA	0	0	+2 (syn)	
Hide		14	DEX	5	5	+4 (size)	
Jump		5	STR	3	0	+2 (syn)	
Listen		6	WIS	1	5		
Move silently		18	DEX	5	5	+8 (race)	
Ride		9	DEX	5	0	+4 (race)	
Search		7	INT	2	5 (7)		
Sense motive		6	WIS	1	5		
Sleight of hand		10	DEX	5	5		
Spot		6	WIS	1	5		
Tumble		10	DEX	5	5 (7)		



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>DR = 1/-</b> <b>Fire vulnerability</b>	
<b>Character's name:</b>		<b>Scimano goblin non-morto n° 1</b>			
<b>Class and levels</b>		<b>Adept 4° / Mummy 3 (CR 7)</b>			
<b>Race</b>	<b>Goblin Mummy</b>	<b>Hit Dices:</b>			
<b>Size</b>	<b>Small</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Homeland</b>		<b>Languages:</b>			
<b>Religion</b>				<b>Maglubiyet</b>	
<b>Alignement</b>				<b>CE</b>	
		<b>Standard</b>	<b>Temporary</b>		
<b>STR</b>	18	4		<b>SPEED</b>	20 Ft
<b>DEX</b>	18	4		<b>INITIATIVE</b>	+4
<b>CON</b>	-	-			
<b>INT</b>	10	0		<b>HP</b>	<b>12+5d12+3</b>
<b>WIS</b>	20	5		<b>AC</b>	10+1+4+4+2+1 = 22
<b>CHA</b>	10	0		Size + DEX + natural + armor + ring	
				<b>Touch</b>	<b>16</b>
				<b>Flat-footed</b>	<b>18</b>
<b>FORT</b>	0+0+1+2		3	<b>Conditional modifiers:</b>	
<b>REFL</b>	4+0+1+0		5		
<b>WILL</b>	5+3+4+0		12		
<b>BASE ATTACK</b>	(1+2) 3 +1 size		<b>MELEE</b>	8	
<b>GRAPPLE</b>	+3		<b>RANGED</b>	8	
<b>Attacks</b>	<b>Slam</b>	8	1d4+4	20 x2	
	<b>Small quarterstaff +1</b>	9	1d4+7	20 x2	
	<b>Ray</b>	8	Spell	20 x2	
	<b>Touch</b>	8	Spell	20 x2	
<b>MAGIC ITEMS WORN</b>					
<b>RING 1</b>				Ring of protection +1	
<b>ARMS / WRISTS</b>	Bracers, bracelets			Bracers of armor +2	
<b>RACIAL TRAITS &amp; POWERS</b>					
<del>Darkvision 60 Ft</del>		+4 move silently		+4 ride	
Small (+1 AC, +1 attack, +4 hide)					
Darkvision 60 Ft		DR = 1/-		Fire vulnerability	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralisis, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>BF) Toughness</b>		<b>1) Practiced spellcaster</b>		<b>3) Great fortitude</b>	
<b>6) Skill focus "concentration"</b>		<del>Summon familiar</del>		<b>Spell thematics: ooze</b>	
<b>Equipment</b>					

Bracers of armor +2		Ring of protection +1			Small quarterstaff +1		
40 GP							
Skills		TOT	Ability		Ranks	Bonus	Source
Concentration		8	CON	0	5 (6)	+3 (feat)	
Hide		12	DEX	4	4	+4 (size)	
Listen		9	WIS	5	4		
Move silently		12	DEX	4	4	+4 (race)	
Ride		8	DEX	4	0	+4 (race)	
Spellcraft		4	INT	0	4		
Spot		9	WIS	5	4		
SPELLCASTING				Base Save DC:		15	
Level	Per day	Bonus	DC				
0	3		15				
1	2	2	16				
2	0	1	17				
SPELLS KNOWN (& PREPARED)							
LEVEL 0		DC	LEVEL 1			DC	
Detect magic		*	Bless			*	
Light		*	Cause fear			16	
Touch of fatigue		15	Inflict light wounds			16	
			Obscuring mist			*	
LEVEL 2		DC					
Scorching ray		*					



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>DR = 1/-</b> <b>Fire vulnerability</b>	
<b>Character's name:</b>		<b>Sciavano goblin non-morto n° 2</b>			
<b>Class and levels</b>		<b>Sorcerer 4 / Mummy 3 (CR 7)</b>			
<b>Race</b>	<b>Goblin Mummy</b>	<b>Hit Dices:</b>			
<b>Size</b>	<b>Small</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Homeland</b>		<b>Languages:</b>			
<b>Religion</b>				<b>Maglubiyet</b>	
<b>Alignement</b>				<b>CE</b>	
		<b>Standard</b>	<b>Temporary</b>		
<b>STR</b>	18	4		<b>SPEED</b>	20 Ft
<b>DEX</b>	20	5		<b>INITIATIVE</b>	+5
<b>CON</b>	-	-			
<b>INT</b>	14	2		<b>HP</b>	<b>12+5d12</b>
<b>WIS</b>	18	4		<b>AC</b>	10+1+4+5+1+2+1 = 24
<b>CHA*</b>	17	3		Size + nat + DEX + luck + armor + ring	
				<b>Touch</b>	<b>18</b>
				<b>Flat-footed</b>	<b>19</b>
<b>FORT</b>	0+0+1+3+1		5	<b>Conditional modifiers:</b>	
<b>REFL</b>	5+0+1+1+1		8		
<b>WILL</b>	4+3+4+1+1		13		
<b>BASE ATTACK</b>	(1+2) 3 +1 size		<b>MELEE</b>	8	
<b>GRAPPLE</b>	+3		<b>RANGED</b>	9	
<b>Attacks</b>	<b>Slam</b>	8	1d4+4	20 x2	
	<b>Small quarterstaff +1</b>	9	1d4+5	20 x2	
	<b>Ray</b>	9	Spell	20 x2	
	<b>Touch</b>	8	Spell	20 x2	
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	<b>Cloak, cape, mantle</b>		<b>Cloak of resistance +1</b>		
<b>RING 1</b>			<b>Ring of protection +1</b>		
<b>ARMS / WRISTS</b>	<b>Bracers, bracelets</b>		<b>Bracers of armor +2</b>		
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Darkvision 60 Ft</b>		<b>+4 move silently</b>		<b>+4 ride</b>	
<b>Small (+1 AC, +1 attack, +4 hide)</b>					
<b>Darkvision 60 Ft</b>		<b>DR = 1/-</b>		<b>Fire vulnerability</b>	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysys, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>B) Skill focus "concentration"</b>		<b>1) Luck of heroes</b>		<b>3) Great fortitude</b>	
<b>6) Practiced spellcaster</b>		<b>Summon familiar</b>		<b>Spell thematics "rats"</b>	

Equipment							
Ring of protection +1		Bracers of armor +2			Spell pouch belt		
Small quarterstaff +1		Cloak of resistance +1			40 GP		
Skills		TOT	Ability		Ranks	Bonus	Source
Concentration		10	CON	0	7 (10)	+3 (feat)	
Hide		15	DEX	5	6	+4 (size)	
Knowledge arcana		6	INT	2	4		
Listen		10	WIS	4	6		
Move silently		15	DEX	5	6	+4 (race)	
Ride		9	DEX	5	0	+4 (race)	
Spellcraft		9	INT	2	7 (10)		
Spot		10	WIS	4	6		
Tumble		7	DEX	5	2 (4)		
SPELLCASTING				Base Save DC:		13	
Level	Per day	Bonus	DC	Spells per day			
0	6		13				
1	6	1	14				
2	3	1	15				
SPELLS KNOWN (Caster level 7)							
LEVEL 0 (6)		DC		LEVEL 1 (3)		DC	
Detect magic		*		Ray of onfeblement		14	
Read magic		*		Magic missile		*	
Caltrops		13		Shield		*	
Touch of fatigue		13					
Ray of frost		*					
Disrupt undead		*					
LEVEL 2 (1)		DC					
Ice knife		15					



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		DR = 1/-	
<b>Character's name:</b>		<b>Scimano goblin non-morto n° 3</b>		Fire vulnerability	
<b>Class and levels</b>		<b>Mystic 4° / Mummy 3° (CR 7)</b>			
<b>Race</b>	<b>Goblin Mummy</b>			<b>Hit Dices:</b>	
<b>Size</b>	<b>Small</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Homeland</b>			<b>Languages:</b>		
<b>Religion</b>	<b>Maglubiyet</b>				
<b>Alignement</b>	<b>CE</b>				
	<b>Standard</b>		<b>Temporary</b>		
<b>STR</b>	16	3		<b>SPEED</b>	20 Ft
<b>DEX</b>	18	4		<b>INITIATIVE</b>	+4
<b>CON</b>	-	-			
<b>INT</b>	12	1		<b>HP</b>	<b>12+5d12+6</b>
<b>WIS</b>	20	5		<b>AC</b>	10+1+4+4+6+1+2 = 28
<b>CHA</b>	10	0		Size + nat + DEX + armor + ring + shield	
			<b>Touch</b>	<b>16</b>	<b>Flat-footed</b> <b>24</b> <b>Armor check:</b> <b>-2</b>
<b>FORT</b>	0+0+4+1		<b>5</b>		<b>Conditional modifiers:</b>
<b>REFL</b>	4+0+1+1		<b>6</b>		
<b>WILL</b>	5+3+4+1		<b>13</b>		
<b>BASE ATTACK</b>	(1+3) 4 +1 size		<b>MELEE</b>	<b>8</b>	
<b>GRAPPLE</b>	+3		<b>RANGED</b>	<b>9</b>	
<b>Attacks</b>	<b>Slam</b>		<b>8</b>	<b>1d4+3</b>	<b>20 x2</b>
	<b>Small warhammer +1</b>		<b>9</b>	<b>1d6+4</b>	<b>20 x3</b>
	<b>Spiritual weapon</b>		<b>10</b>	<b>1d8+2</b>	<b>20 x3</b>
	<b>Ray</b>		<b>9</b>	<b>Spell</b>	<b>20 x2</b>
	<b>Touch</b>		<b>8</b>	<b>Spell</b>	<b>20 x2</b>
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	<b>Cloak, cape, mantle</b>		<b>Cloak of resistance +1</b>		
<b>RING 1</b>			<b>Ring of protection +1</b>		
<b>SHIELD</b>			<b>Heavy steel shield MW</b>		
<b>BODY</b>	<b>Robe, suit of armor</b>		<b>Chainshirt +2</b>		
<b>RACIAL TRAITS &amp; POWERS</b>					
<del>Darkvision 60 Ft</del>		<b>+4 move silently</b>		<b>+4 ride</b>	
<b>Small (+1 AC, +1 attack, +4 hide)</b>					
<b>Darkvision 60 Ft</b>		<b>DR = 1/-</b>		<b>Fire vulnerability</b>	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>B) Improved toughness</b>		<b>1) Practiced spellcaster</b>		<b>6) Skill focus "concentration"</b>	

<b>3) Weapon proficiency "warhammer"</b>					<b>Domain: "Trickery"</b>			
<b>Equipment</b>								
Small warhammer +1		Cloak of resistance +1			Silver holy symbol			
Heavy steel shield MW		Ring of protection +1			Chainshirt +2			
40 GP								
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>	
Concentration		<b>10</b>	CON	0	7 (10)	+3 (feat)		
Heal		<b>9</b>	WIS	5	4			
Hide		<b>13</b>	DEX	4	5	+4 (size)		
Listen		<b>10</b>	WIS	5	5			
Move silently		<b>12</b>	DEX	4	4	+4 (race)		
Ride		<b>8</b>	DEX	4	0	+4 (race)		
Spellcraft		<b>5</b>	INT	1	4			
Spot		<b>10</b>	WIS	5	5			
<b>SPELLCASTING</b>				<b>Base Save DC:</b>		<b>15</b>		
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Spells per day</b>				
<b>0</b>	<b>6</b>		<b>15</b>					
<b>1</b>	<b>6</b>	<b>2</b>	<b>16</b>					
<b>2</b>	<b>3</b>	<b>1</b>	<b>17</b>					
<b>DOMAINS &amp; DOMAIN SPELLS</b>								
TRICKERY = bluff, disguise and hide are class skills.								
Disguise self			*					
Invisibility			*					
<b>SPELLS KNOWN &amp; PREPARED</b>								
<b>LEVEL 0 (6)</b>		<b>DC</b>		<b>LEVEL 1 (3)</b>			<b>DC</b>	
Detect magic		*		Inflict light wounds			16	
Read magic		*		Doom			16	
Guidance		*		Divine favor			*	
Inflict minor wounds		*						
Cure minor wounds		*						
Light		*						
<b>LEVEL 2 (1)</b>		<b>DC</b>						
Spiritual weapon		*						





<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		Cold immunity Half damage from S and P weapons.		
<b>Character's name:</b>		<b>Goblin Bone creature n° 1</b>				
<b>Class and levels</b>		<b>FGT 6</b>				
<b>Race</b>	Goblin Bone		<b>Hit Dices:</b>			
<b>Size</b>	Small					
<b>Face / Reach</b>	5 Ft / 5 Ft					
<b>Homeland</b>						<b>Languages:</b>
<b>Religion</b>		Maglubiyet				
<b>Alignement</b>		CE				
	<b>Standard</b>	<b>Temporary</b>				
<b>STR*</b>	17	3		<b>SPEED</b>	30 Ft	
<b>DEX</b>	24	7		<b>INITIATIVE</b>	+7	
<b>CON</b>	-	-				
<b>INT</b>	14	2		<b>HP</b>	12+5d12+11	
<b>WIS</b>	14	2		<b>AC</b>	10+1+1+7+2+1 = 22 + dodge	
<b>CHA</b>	12	1			Size + natural + DEX + armor + ring	
				<b>Touch</b>	<b>19</b>	
				<b>Flat-footed</b>	<b>17</b>	
<b>FORT</b>	0+5+1		6	<b>Conditional modifiers:</b>		
<b>REFL</b>	7+2+1		10			
<b>WILL</b>	2+2+1		5			
<b>BASE ATTACK</b>	6/1 +1size		<b>MELEE</b>	10/5		
<b>GRAPPLE</b>	+6		<b>RANGED</b>	14/9		
<b>Attacks</b>	Small greatsword +1		12/7	1d10+7	19-20 x2	
	Small mighty (+3) composite longbow MW		15/10 (110 Ft)	1d6+3	20 x3	
	2 claws		8/8	1d3+3 / 1d3+3	20 x2	
	<b>Small greatsword +1 (full power attack)</b>		<b>6/1</b>	<b>1dd10+19</b>	<b>19-20 x2</b>	
<b>MAGIC ITEMS WORN</b>						
<b>SHOULDERS</b>	Cloak, cape, mantle		Cloak of resistance +1			
<b>RING 1</b>			Ring of protection +1			
<b>ARMS / WRISTS</b>	Bracers, bracelets		Bracers of armor +2			
<b>RACIAL TRAITS &amp; POWERS</b>						
<b>Darkvision 60 Ft</b>		<b>+4 move silently</b>		<b>+4 ride</b>		
<b>Small (+1 AC, +1 attack, +4 hide)</b>						
<b>+1 natural AC</b>		<b>2 claws attack (1d3)</b>		<b>Cold immunity</b>		
<b>Free "waepon finesse" feat</b>		<b>Darkvision 60 Ft</b>				
<b>Undead traits:</b>						
<ul style="list-style-type: none"> <li>Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>						
<b>FEATS &amp; CLASS FEATURES</b>						
<b>1) Dauntless</b>		<b>3) Improved toughness</b>		<b>BF1) Weapon focus "greatsword"</b>		
<b>6) Reckless offensive (-4 AC / +2 attack)</b>				<b>BF2) Power attack (max +6)</b>		

<b>BF6) Weapon specialization "greatsword"</b>					<b>BF4) Dodge</b>		
Free "Weapon Finesse"							
<b>Equipment</b>							
Bracers of armor +2			Small greatsword +1			Ring of protection +1	
Small mighty (+3) composite longbow MW + 30 arrows					Cloak of resistance +1		
60 GP							
Skills		TOT	Ability		Ranks	Bonus	Source
Balance		<b>10</b>	DEX	7	3 (6)		
Hide		<b>11</b>	DEX	7	0	+4 (size)	
Intimidate	X	<b>7</b>	CHA	1	6		
Listen		<b>5</b>	WIS	2	3 (6)		
Move silently		<b>11</b>	DEX	7	0	+4 (race)	
Ride	X	<b>11</b>	DEX	7	0	+4 (race)	
Sense motive		<b>5</b>	WIS	2	3 (6)		
Spot		<b>5</b>	WIS	2	3 (6)		
Tumble		<b>10</b>	DEX	7	3 (6)		



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		Cold immunity Half damage from S and P weapons.	
<b>Character's name:</b>		<b>Goblin Bone creature n° 2</b>			
<b>Class and levels</b>		<b>Cleric 6°</b>			
<b>Race</b>	Goblin Bone		<b>Hit Dices:</b>		
<b>Size</b>	Small				
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>					
<b>Religion</b>		Maglubiyet			
<b>Alignement</b>		CE			
		<b>Standard</b>		<b>Temporary</b>	
<b>STR</b>	14	2		<b>SPEED</b>	20 Ft
<b>DEX</b>	20	5		<b>INITIATIVE</b>	+3
<b>CON</b>	-	-			
<b>INT</b>	10	0		<b>HP</b>	12+5d12
<b>WIS*</b>	21 (19)	5 (4)		<b>AC</b>	10+1+1+6+2+3+1= 24 + dodge
<b>CHA</b>	14	2		Size + nat + armor + shield + DEX + ring	
		<b>Touch</b>	13	<b>Flat-footed</b>	19
				<b>Armor check:</b>	-4
<b>FORT</b>	0+5+2+1		8	<b>Conditional modifiers:</b> +2 ST vs magic and poison	
<b>REFL</b>	5+2+0+1		8		
<b>WILL</b>	5+5+0+1		11		
<b>BASE ATTACK</b>		4 +1 size	<b>MELEE</b>	7	
<b>GRAPPLE</b>		+2	<b>RANGED</b>	10	
<b>Attacks</b>	Warhammer +1		8	1d6+3	20 x3
	Light crossbow MW		11 (80 Ft)	1d6	19-20 x2
	2 claws		5/5	1d3+2 / 1d3+2	20 x2
	Ray		10	Spell	20 x2
	Touch		7	Spell	20 x2
	Spiritual weapon		10	1d8+2	20 x3
<b>MAGIC ITEMS WORN</b>					
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab			Amulet WIS +2	
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1	
<b>RING 1</b>				Ring of protection +1	
<b>SHIELD</b>				Heavy steel shield MW	
<b>BODY</b>	Robe, suit of armor			Breastplate +1	
<b>RACIAL TRAITS &amp; POWERS</b>					
<del>Darkvision 60 Ft</del>		+4 move silently		+4 ride	
Small (+1 AC, +1 attack, +4 hide)					
+1 natural AC		2 claws attack (1d3)		Cold immunity	
Free "waepon finesse" feat		Darkvision 60 Ft			
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> </ul>					

<ul style="list-style-type: none"> <li>Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>								
<b>FEATS &amp; CLASS FEATURES</b>								
Rebuke undead		1) Weapon proficiency "warhammer"						
3) Dodge		6) Skill focus "concentration"			BF) Extend spell (+1)			
<b>Equipment</b>								
Silver breastplate +1		Cloak of resilience +1			Heavy steel shield MW			
Silver holy symbol		Warhammer +1			Light crossbow MW			
40 bolts		Ring of protection +1			Amulet WIS +2			
60 GP								
<b>Skills</b>		<b>TOT</b>		<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Concentration		<b>8</b>		CON		0	5	+3 (feat)
Heal		<b>8 (+2)</b>		WIS		5	3	
Hide		<b>9</b>		DEX		5	0	+4 (size)
Knowledge religion		<b>5</b>		INT		0	5	
Move silently		<b>9</b>		DEX		5	0	+4 (race)
Ride		<b>9</b>		DEX		5	0	+4 (race)
Sense motive		<b>6</b>		WIS		5	1 (2)	
Spellcraft		<b>3</b>		INT		0	3	
<b>SPELLCASTING</b>				<b>Base Save DC:</b>				
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	
<b>0</b>	<b>5</b>		<b>15</b>	<b>2</b>	<b>3+1</b>	<b>1</b>	<b>17</b>	
<b>1</b>	<b>3+1</b>	<b>2</b>	<b>16</b>	<b>3</b>	<b>2+1</b>	<b>1</b>	<b>18</b>	
<b>DOMAINS &amp; DOMAIN SPELLS</b>								
PLANNING = "Extend spell (+1)" is a bonus feat.				TRICKERY = bluff, disguise and hide are class skills.				
Deathwatch			*	Disguise self			*	
Augury			*	Invisibility			*	
Clairaudience / Clairvoyance			*	Nondetection			*	
<b>SPELLS PREPARED</b>								
<b>LEVEL 0</b>		<b>DC</b>		<b>LEVEL 1</b>		<b>DC</b>		
Detect magic		*		Doom		16		
Read magic		*		Bless		*		
Guidance		*		Divine favor		*		
Virtue		*		Obscuring mist *		*		
Detect magic		*		Doom		16		
<b>LEVEL 2</b>		<b>DC</b>		<b>LEVEL 3</b>		<b>DC</b>		
Bull's strength		*		Searing light		*		
Spiritual weapon		*		Prayer		*		
Hold person		17		Bestow curse		18		
Silence		17						



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>				Cold immunity Half damage from S and P weapons.			
<b>Character's name:</b>		<b>Goblin Bone creature n° 3</b>							
<b>Class and levels</b>		<b>Barbarian 6</b>							
<b>Race</b>	Goblin Bone			<b>Hit Dices:</b>					
<b>Size</b>	Small								
<b>Face / Reach</b>	5 Ft / 5 Ft		<b>Languages:</b>						
<b>Homeland</b>									
<b>Religion</b>	Maglubiyet								
<b>Alignement</b>	CE								
		<b>Standard</b>		<b>Temporary</b>					
<b>STR</b>	16	3	20	5	<b>SPEED</b>		40 Ft		
<b>DEX</b>	20	5			<b>INITIATIVE</b>		+5		
<b>CON</b>	-	-			<b>Arcane spell failure</b>				
<b>INT</b>	12	1			<b>HP</b>	12+5d12+6 =			
<b>WIS</b>	14	2			<b>AC</b>	10+1+3+1+6+1+2 = 24 (-2)			
<b>CHA*</b>	14	2			Size+DEX+luck+armor+ring+natural				
		<b>Touch</b>	16	<b>Flat-footed</b>	21	<b>Armor check:</b>	-4		
<b>FORT</b>	0+5+1+1		7 (+2)		<b>Conditional modifiers:</b>				
<b>REFL</b>	5+2+1+1		9						
<b>WILL</b>	2+2+1+1		6 (+2)						
<b>BASE ATTACK</b>	(6 +1 size) 7/2		<b>MALEE</b>	10/5 (+2)					
<b>GRAPPLE</b>	+6 (+2)		<b>RANGED</b>	12/7					
<b>Attacks</b>	Small falchion +1 berserker				11/6	1d6+5	18-20 x2		
	2 claws				8/8	1d3+3 / 1d3+3	20 x2		
	2 claws (rage)				10/10	1d3+5 / 1d3+5	20 x2		
	Small falchion +1 berserker (rage)				15/10	1d6+10	18-20 x2		
	Small mighty (+2) composite shortbow MW				13/8 (70 Ft)	1d4+2	20 x3		
<b>MAGIC ITEMS WORN</b>									
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab				Amulet of natural AC +1				
<b>SHOULDERS</b>	Cloak, cape, mantle				Cloak of resistance +1 (dark silk)				
<b>RING 1</b>					Ring of protection +1				
<b>BODY</b>	Robe, suit of armor				Small breastplate +1				
<b>RACIAL TRAITS &amp; POWERS</b>									
<b>Darkvision 60 Ft</b>			+4 move silently			+4 ride			
<b>Small (+1 AC, +1 attack, +4 hide)</b>									
+1 natural AC			2 claws attack (1d3)			Cold immunity			
Free "waepon finesse" feat			Darkvision 60 Ft						
<b>Undead traits:</b>									
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>									
<b>FEATS &amp; CLASS FEATURES</b>									

<b>Rage (3 rounds) 2 per day</b>	<b>Illiteracy</b>	<b>Fast movement</b>	<b>Uncanny dodge</b>
<b>Trap sense +2</b>	<b>Improved uncanny dodge</b>	<b>1) Luck of heroes</b>	<b>3) Improved toughness</b>
<b>6) Power attack (max+6)</b>			
<b>Equipment</b>			
Small breastplate +1	Small falchion +1 berserker	Ring of protection +1	
Small mighty (+2) composite shortbow MW + 26 arrows		Amulet of natural Ac +1	
Cloak of resistance +1	60 GP		
<b>Skills</b>	<b>TOT</b>	<b>Ability</b>	<b>Ranks</b>
Bluff	<b>4</b>	CHA 2	2 (4)
Climb	<b>8</b>	STR 3	5
Diplomacy	<b>4</b>	CHA 2	2 (4)
Gather information	<b>4</b>	CHA 2	2 (4)
Hide	<b>9</b>	DEX 5	0 +4 (size)
Intimidate	<b>7</b>	CHA 2	5
Move silently	<b>9</b>	DEX 5	0 +4 (race)
Ride	<b>9</b>	DEX 5	0 +4 (race)



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		Cold immunity Half damage from S and P weapons. DR = 1/-	
<b>Character's name:</b>		<b>Goblin Bone creature n° 4</b>			
<b>Class and levels</b>		<b>Necromancer (Diablo) 6°</b>			
<b>Race</b>	Goblin Bone	<b>Hit Dices:</b>			
<b>Size</b>	Small				
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>		<b>Languages:</b>			
<b>Religion</b>	Maglubiyet				
<b>Alignement</b>	CE				
	<b>Standard</b>	<b>Temporary</b>			
<b>STR</b>	12	1		<b>SPEED</b>	30 Ft
<b>DEX</b>	22	6		<b>INITIATIVE</b>	+6
<b>CON</b>	-	-			
<b>INT*</b>	(19) 21	5		<b>HP</b>	12+5d12+6 =
<b>WIS</b>	12	1		<b>AC</b>	10+1+1+1+6+1+1 = 21
<b>CHA</b>	12	1			Size + nat + luck + DEX + cloak + armor
				<b>Touch</b>	19
				<b>Flat-footed</b>	25
<b>FORT</b>	0+5+1+1		7	<b>Conditional modifiers:</b>	
<b>REFL</b>	6+2+1+1		10		
<b>WILL</b>	1+5+1+1		8		
<b>BASE ATTACK</b>	4 +1 size		<b>MELEE</b>	6	
<b>GRAPPLE</b>	+1		<b>RANGED</b>	11	
<b>Attacks</b>	Slayer's War scythe of the mind (D)		6	1d6+2	20 x4
	2 claws		4/4	1d3+1 / 1d3+1	20 x2
	Light crossbow MW		12 (80 Ft)	1d6	19-20 x2
	Ray		11	Spell	20 x2
	Touch		6	Spell	20 x2
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1	
<b>RING 1</b>				Ring of health (D)	
<b>ARMS / WRISTS</b>	Bracers, bracelets			Bracers of armor +1	
<b>RACIAL TRAITS &amp; POWERS</b>					
<del>Darkvision 60 Ft</del>		+4 move silently		+4 ride	
Small (+1 AC, +1 attack, +4 hide)					
+1 natural AC		2 claws attack (1d3)		Cold immunity	
Free "waepon finesse" feat		Darkvision 60 Ft			
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>BH) Luck of heroes</b>		<b>1) Weapon proficiency "war scythe"</b>			

<b>3) Skill focus concentration</b>		<b>6) Improved toughness</b>			<b>Skeleton mastery</b>		
<b>Equipment</b>							
Slayer's War scythe of the mind (D)		Light crossbow MW			30 bolts		
Cloak of resistance +1		Bracers of armor +1			Ring of health (D)		
Bedroll & backpack		Potion of cure light wounds x2			Greater healing potion (D)		
600 GP							
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Concentration	X	12	CON	0	9	+3 (feat)	
Craft alchemy	X	6	INT	5	1		
Hide		10	DEX	6	0	+4 (size)	
Knowledge arcana	X	10	INT	5	5		
Knowledge the planes	X	10	INT	5	5		
Listen		3	WIS	1	2 (4)		
Move silently		10	DEX	6	0	+4 (race)	
Ride		10	DEX	6	0	+4 (race)	
Spellcraft	X	16	INT	5	9	+2 (syn)	
Spot		3	WIS	1	2 (4)		
Tumble		10	DEX	6	4 (8)		
<b>SPELLCASTING</b>				<b>Base Save DC:</b>		<b>15</b>	
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Spells per day</b>			
1	4	2					
2	2	1					
3	1	1					
<b>SPELLS KNOWN &amp; PREPARED</b>							
<b>LEVEL 1 (4)</b>		<b>DC</b>		<b>LEVEL 2 (2)</b>		<b>DC</b>	
Shield		*		Dim vision (D)		17	
Ray of enfeeblement		*		Weaken (D)		*	
Raise skeleton (D)		*					
Bone armor (D)		*					
<b>LEVEL 3 (1)</b>		<b>DC</b>					
Vampiric touch		*					



**Bone Armor** (Bone)  
Conjuration (Creation)  
Level: Nec 1 (Clr 2)  
Components: V, S  
Casting Time: 1 action  
Range: Personal

Effect: Creates shields of bone  
Duration: See text  
Saving Throw: None (harmless)  
Spell Resistance: No

From the bodies of your enemies, you create an array of warding bones that rotates about you continuously. It provides a +1 armor bonus per caster level (+10 AC bonus maximum). The array has no weight, does not affect your spellcasting or your Dexterity bonus, and lasts until it is destroyed in combat. It has 6 hit points per caster level (maximum 60 hit points). You require the bones of one Medium-sized or larger creature (or two Small creatures) to cast this spell.

**Raise Skeleton** (Summoning)  
Necromancy (Death)  
Level: Nec1 (Clr3)  
Components: V, S  
Casting Time: 1 action  
Range: 30 ft.  
Effect: 1 skeleton/level, see text  
Duration: 1 minute/level  
Saving Throw: None  
Spell Resistance: No

You raise up to one skeleton per level, to a maximum of 10 (see Chapter Five: Monsters for skeleton details). You cannot raise more skeletons than there are corpses within range (this uses them up). The skeletons attack your enemies until ordered to cease, the duration ends, or the skeletons are slain. You can give the skeletons simple commands, including "guard" or "tote," if no immediate foes need be fought. Unless it is in melee, the skeletons move to remain within 30 feet of you. If you summon any creature before this spell ends, then this spell ends immediately.

**Dim Vision** (Curse)  
Transmutation  
Level: Nec2 (Clr2)  
Components: V, S  
Casting Time: 1 action  
Range: Medium (100 ft. + 10 ft./level)  
Effect: 1 creature  
Duration: 1 minute/level  
Saving Throw: Fortitude negates  
Spell Resistance: Yes

A foe who fails a Fortitude save loses sight beyond 5 feet—even in bright light, and even if the foe can normally see in the dark. Further, the foe has a -2 penalty to all attack rolls against opponents in its vision range.

**Weaken** (Curse)  
Necromancy  
Level: Nec2 (Clr2)  
Components: V, S  
Casting Time: 1 action  
Range: Emanates from caster, 15-ft. radius  
Effect: 1 or more foes  
Duration: 1 round/level  
Saving Throw: None  
Spell Resistance: Yes

You weaken foes by suppressing their energy with baneful magics. Such foes take an enhancement penalty of -1 to damage rolls while the duration lasts. A 6th-level caster deals a penalty of -2, and a caster of 9th level or more deals the maximum penalty of -3. A weakened foe deals a minimum of 1 point of damage with a successful hit.



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>Cold immunity</b> Half damage from S and P weapons.	
<b>Character's name:</b>		<b>Goblin Bone creature n° 5</b>			
<b>Class and levels</b>		<b>WIZARD 6° (CR 6).</b>			
<b>Race</b>	Goblin Bone	<b>Hit Dices:</b>			
<b>Size</b>	Small				
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>					
<b>Religion</b>		Maglubiyet			
<b>Alignement</b>		CE			
		<b>Standard</b>	<b>Temporary</b>		
<b>STR</b>	14	2		<b>SPEED</b>	30 Ft
<b>DEX</b>	22	6		<b>INITIATIVE</b>	+6
<b>CON</b>	-	-			
<b>INT</b>	19	4		<b>HP</b>	12+5d12
<b>WIS</b>	12	1		<b>AC</b>	10+1+6+1+2+3 = 23
<b>CHA</b>	10	0		Size + DEX + ring + armor + natural	
				<b>Touch</b>	18
				<b>Flat-footed</b>	17
<b>FORT</b>		0+1+2+1	4	<b>Conditional modifiers:</b>	
<b>REFL</b>		6+1+2+1	10		
<b>WILL</b>		4+1+5+1	11		
				<b>Carrying capacity:</b>	
<b>BASE</b>		3 +1 size	<b>MELEE</b>	6	<b>Light load</b>
<b>ATTACK</b>			<b>RANGED</b>	10	<b>Medium load</b>
<b>GRAPPLE</b>		+1			<b>Heavy load</b>
<b>Attacks</b>	2 claws		4/4	1d3+2 / 1d3+2	20 x2
	Small dagger MW		7	1d3+2	19-20 x2
	Small light crossbow MW		11 (80 Ft)	1d4	19-20 x2
	Ray		10	Spell	20 x2
	Touch		6	Spell	20 x2
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1.	
<b>RING 1</b>				Ring of protection +1.	
<b>ARMS / WRISTS</b>	Bracers, bracelets			Bracers of armor +2.	
<b>RACIAL TRAITS &amp; POWERS</b>					
<del>Darkvision 60 Ft</del>		+4 move silently		+4 ride	
Small (+1 AC, +1 attack, +4 hide)					
+1 natural AC		2 claws attack (1d3)		Cold immunity	
Free "waepon finesse" feat		Darkvision 60 Ft		DR = 1/-	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
Summon familiar.		Scribe scroll.		BW5) Heighten spell	

<b>1) Mind over body</b>		<b>3) Luck of heroes</b>			<b>6) Skill focus "concentration"</b>		
<b>Equipment</b>							
Small dagger MW		Ring of protection +1.			Bracers of armor +2.		
Light crossbow MW + 20 bolts		Wand "Ray of enfeeblement" (33 charges).					
Cloak of resistance +1.		Wand "Magic missile III" (42 charges).					
60 GP							
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Balance		<b>8</b>	<b>DEX</b>	6	0	+2 (syn)	
Concentration		<b>12</b>	<b>CON</b>	0	9	+3 (feat)	
Craft alchemy		<b>8</b>	<b>INT</b>	4	4		
Disguise		<b>4</b>	<b>CHA</b>	0	4 (8)		
Hide		<b>10</b>	<b>DEX</b>	6	0	+4 (size)	
Jump		<b>4</b>	<b>STR</b>	2	0	+2 (syn)	
Knowledge arcana		<b>11</b>	<b>INT</b>	4	7		
Listen		<b>5</b>	<b>WIS</b>	1	4 (8)		
Move silently		<b>10</b>	<b>DEX</b>	6	0	+4 (race)	
Ride		<b>10</b>	<b>DEX</b>	6	0	+4 (race)	
Spellcraft		<b>13</b>	<b>INT</b>	4	9		
Spot		<b>5</b>	<b>WIS</b>	1	4 (8)		
Tumble		<b>11</b>	<b>DEX</b>	6	5 (10)		
<b>SPELLCASTING</b>				<b>Base Save DC:</b>		<b>14</b>	
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>				
<b>0</b>	<b>4</b>		<b>14</b>				
<b>1</b>	<b>3</b>	<b>1</b>	<b>15</b>				
<b>2</b>	<b>3</b>	<b>1</b>	<b>16</b>				
<b>3</b>	<b>2</b>	<b>1</b>	<b>17</b>				
<b>SPELLS PREPARED</b>							
<b>Level 0 (4)</b>		Ray of enfeeblement			*	<b>Level 3 (3)</b>	
Detect magic		*	Grease		15	Hold person 17	
Daze		14	<b>Level 2 (4)</b>			Stinking cloud 17	
Flare		14	Snilloc's snowball swarm		16	Fireball 17	
Ray of frost		*	Snilloc's snowball swarm		16		
<b>Level 1 (4)</b>		Mirror image		*			
Shield		*	Ghoul touch		16		
Magic missile		*					
<b>WIZARD SPELLS KNOWN</b>							
<b>LEVEL 0 = ALL</b>		<b>LEVEL 2</b>			<b>LEVEL 3</b>		
<b>LEVEL 1</b>		Snilloc's snowball swarm		16	Haste *		
Shield		*	Mirror image		*	Fireball 17	
True strike		*	Death armor		*	Stinking cloud 17	
Magic missile		*	Ghoul touch		16	Hold person 17	
Ray of enfeeblement		15					
Color spray		15					

Feather fall	*				
Mage armor	*				
Magic weapon	*				
Endure elements	*				
<b>BONUS SPELLBOOK</b>					
<b>LEVEL 1</b>		<b>LEVEL 2</b>		<b>LEVEL 3</b>	
Grease	15	Shadow spray	16	Eyes of the zombie	*
Cheat	*	Shadow mask	*	Weapon of impact	*
Obscuring mist	*	Arcane lock	*		
Magic weapon	*	Battering ram	16		
Identify	*				
Shelgam's persistent blade	*				

## **CAPITOLO 4.2: LABIRINTO DI PIETRA**

La seconda parte della caverna sacra è costituita da un vero e proprio labirinto di grotte naturali: Parte da un passaggio nascosto nella sala del tesoro e finisce alle sponde del fiume sotterraneo. Per trovare il passaggio nascosto sarà necessario un [search check DC 15](#).

*NdDM: di questa parte non serve una vera e propria mappa ... bastano i check per capire quanto tempo impiegheranno i nostri eroi ad uscire dal labirinto.*

Qui non ci saranno PNG specifici ma una tabella di incontri casuali su 1d100 con il check da effettuarsi ogni 2 ore di cammino ... per orientarsi sotto terra, ad esempio seguendo il rumore fievole del fiume sotterraneo, sarà necessario un [survival](#) o [dungeoneering check DC 20](#) dopo le prime due ore di cammino: se la prova sarà superata le 2 ore di cammino successive avvicineranno all'uscita; se la prova sarà fallita di 5 o meno le due ore successive saranno da considerarsi un giro in tondo (non si avanza e non si retrocede); se la prova fallirà di più di 5 le due ore successive riporteranno i nostri eroi indietro di un'ora.

Normalmente per attraversare il labirinto ci vogliono 14 ore di cammino (a passo goblin) ... il DM dovrà tenere traccia dei risultati dei diversi check e valutare progressi o recessi.

Dopo 14 ore di cammino i nostri eroi raggiungeranno una specie di spiaggetta affacciata su un turbolento fiume sotterraneo. I resti di legno testimoniano che qui esisteva un ponte ma ora non c'è più. Il cammino prosegue sull'altra sponda.

## **CAPITOLO 4.3: AVAMPOSTO DROW**

Raggiunta l'altra sponda in qualche modo, i nostri eroi si apprestano a seguire il cammino lungo il fiume sotterraneo verso l'uscita all'esterno. Dopo circa cinque ore di cammino i nostri piccoli eroi verdi si troveranno a dover affrontare una nuova minaccia: alcune sentinelle drow.

Un gruppo di drow ha infatti stabilito un avamposto in una caverna laterale poco lontano ed ha lasciato qualche sentinella inesperta di guardia. Per uscire dalla grotta, però, i nostri eroi dovranno affrontare anche drow più esperti guidati da una giovane chierica ed un mago.



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>				SR = 14	
<b>Character's name:</b>		<b>Sentinella drow inesperta</b>					
<b>Class and levels</b>		<b>Fighter 1 / Rogue 2° (CR 5)</b>					
<b>Race</b>	Drow	<b>ECL</b>	+2	<b>Hit Dices:</b>			
<b>Size</b>	Medium						
<b>Face / Reach</b>	5 Ft / 5 Ft						
<b>Homeland</b>	Underdark	<b>Languages:</b>					
<b>Religion</b>	Lloth						
<b>Alignement</b>	CE						
	<b>Standard</b>	<b>Temporary</b>					
<b>STR</b>	14	2		<b>SPEED</b>	30 Ft		
<b>DEX</b>	16	3		<b>INITIATIVE</b>	+3		
<b>CON</b>	12	1					
<b>INT</b>	16	3		<b>HP</b>	6+1d6+1d10+3 =		
<b>WIS</b>	10	0		<b>AC</b>	10+3+4+2 = 19 + expertise		
<b>CHA</b>	12	1			DEX + Armor + Shield		
				<b>Touch</b>		<b>Flat-footed</b>	<b>Armor check:</b>
<b>FORT</b>	1+0+2+0		3	<b>Conditional modifiers:</b>			
<b>REFL</b>	3+3+0+0		6 + evasion	<b>Cannot be shaken</b>			
<b>WILL</b>	0+0+0+2		2				
<b>BASE ATTACK</b>	(1+1) 2		<b>MALEE</b>	+4			
<b>GRAPPLE</b>	+4		<b>RANGED</b>	+5			
<b>Attacks</b>	Longsword MW		+6	1d8+2	19-20 x2		
	Mighty (+2) composite shortbow MW		+5 (70 Ft)	1d6+2	20 x3		
<b>MAGIC ITEMS WORN</b>							
<b>SHIELD</b>				Large wooden shield MW			
<b>BODY</b>	Robe, suit of armor			Chainshirt MW			
<b>RACIAL TRAITS &amp; POWERS</b>							
Spell like abilities: "Dancing lights", "Faerie fire" and "Darkness"					Spell Resistance 11 + level		
+2 WILL saves vs spell and spell-like abilities					Darkvision 120 Ft		
Light blindness			+2 listen, search and spot				
<b>FEATS &amp; CLASS FEATURES</b>							
<b>Deceitful</b>		<b>Bullheaded</b>		<b>Weapon focus "longsword"</b>			
<b>BF) Combat expertise</b>		<b>Sneak attack +1d6</b>		<b>Trapfinding</b>		<b>Evasion</b>	
<b>Equipment</b>							
Healer's kit (x5)		Longsword MW			Large wooden shield MW		
Chainshirt MW		Mighty (+2) composite shortbow MW + 30 arrows					
Thieve's tools		Disguise kit			50 Ft silk rope + grappling hook		
Dagger MW		30 GP					
<b>Skills</b>		<b>TOT</b>		<b>Ability</b>		<b>Ranks</b>	
Bluff		5		CHA 0		5	
						<b>Bonus</b>	
						<b>Source</b>	

Diplomacy		<b>7</b>	<b>CHA</b>	0	5	2	
Disguise		<b>7</b>	<b>CHA</b>	0	5	2	
Escape artist		<b>7</b>	<b>DEX</b>	2	5		
Forgery		<b>9</b>	<b>INT</b>	2	5	2	
Gather information		<b>5</b>	<b>CHA</b>	0	5		
Heal		<b>1 (+2)</b>	<b>WIS</b>	0	1 (2)	(+2)	
Hide		<b>7</b>	<b>DEX</b>	2	5		
Intimidate		<b>5</b>	<b>CHA</b>	0	5		
Listen		<b>4</b>	<b>WIS</b>	0	2	2	
Move silently		<b>7</b>	<b>DEX</b>	2	5		
Ride		<b>3</b>	<b>DEX</b>	2	1		
Search		<b>5</b>	<b>INT</b>	2	1	2	
Sense motive		<b>5</b>	<b>WIS</b>	0	5		
Spot		<b>4</b>	<b>WIS</b>	0	2	2	
Tumble		<b>3</b>	<b>DEX</b>	2	1 (2)		



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>SR = 18</b>	
<b>Character's name:</b>		<b>Guerriero Drow</b>			
<b>Class and levels</b>		<b>Paladin of slaughter 7° (CR 9)</b>			
<b>Race</b>	Drow	<b>ECL</b>	+2	<b>Hit Dices:</b>	
<b>Size</b>	Medium				
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>	Underdark	<b>Languages:</b>			
<b>Religion</b>	Lloth				
<b>Alignement</b>	CE				
	<b>Standard</b>	<b>Temporary</b>			
<b>STR*</b>	17	3		<b>SPEED</b>	(30 Ft) 20 Ft.
<b>DEX</b>	15	2		<b>INITIATIVE</b>	+2
<b>CON</b>	(14) 16	(2) 3			
<b>INT</b>	14	2		<b>HP</b>	<b>10 + 6d10 + 21 =</b>
<b>WIS</b>	14	2		<b>AC</b>	10+1+9+1+2+1 = 24 + dodge
<b>CHA</b>	18	4		DEX + armor + ring + shield + luck	
				<b>Touch</b>	13
				<b>Flat-footed</b>	23
				<b>Armor check:</b>	<b>-6</b>
<b>FORT</b>	3+5+3+1		12	<b>Conditional modifiers:</b>	
<b>REFL</b>	2+2+3+1		8		
<b>WILL</b>	2+2+3+1		8		
<b>BASE ATTACK</b>	7/2	<b>MALEE</b>	10/5		
<b>GRAPPLE</b>	+10	<b>RANGED</b>	8/3		
<b>Attacks</b>	Skullblade +1 (Vs good)		12/7	1d8+4+2d6	19-20 x2
	Skullblade +1		12/7	1d8+4	19-20 x2
	Deadly touch		10 (touch)	21 (WILL DC 16 for half)	20 x2
	Mighty (+2) composite longbow MW		9/4 (110 Ft)	1d8+2	20 x3
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	Cloak, cape, mantle		Dark cloak with Cyric's symbol		
<b>RING 1</b>			Ring of protection +1		
<b>SHIELD</b>			Large steel shield MW		
<b>BODY</b>	Robe, suit of armor		Full plate +1		
<b>RACIAL TRAITS &amp; POWERS</b>					
Spell like abilities: "Dancing lights", "Faerie fire" and "Darkness"				Spell Resistance 11 + level	
+2 WILL saves vs spell and spell-like abilities				Darkvision 120 Ft	
Light blindness		+2 listen, search and spot			
<b>FEATS &amp; CLASS FEATURES</b>					
<b>Luck of heroes</b>	<b>Power attack (max +7)</b>		<b>Weapon focus "longsword"</b>		
<b>Dodge</b>	<b>Aura of evil</b>		<b>"Detect good" at will</b>	<b>Divine grace</b>	
<b>Smite good (+3 to hit / +7 to damage) 2 x day</b>			<b>Deadly touch (21 HP damage – WILL DC 16 for half)</b>		
<b>Debilitating aura (-1 AC to all enemies within 10 Ft)</b>			<b>Divine health</b>		<b>Rebuke undead</b>
<b>Special mount</b>	<b>"Contagion" once per week – FORT DC 16.</b>				
<b>Equipment</b>					



Full plate +1		Large steel shield MW			Mighty (+2) composite longbow MW			
30 arrows		Skullblade +1 (longsword +1 unholy)			Ring of protection +1			
150 GP		Silver holy symbol			Healer's kit (x10)			
Skills		TOT	Ability		Ranks	Bonus	Source	
Bluff		6	CHA	4	0	2		
Concentration		4	CON	3	1			
Diplomacy		7	CHA	4	1 (2)	2		
Handle animal		6	CHA	4	0	2		
Heal		3 (+2)	WIS	2	1	(+2)		
Intimidate		6	CHA	4	2			
Knowledge religion		4	INT	2	2			
Listen		5	WIS	2	1 (2)	2		
Ride		4	DEX	2	2			
Sense motive		4	WIS	2	2			
Spot		5	WIS	2	1 (2)	2		
SPELLCASTING				SPELLS PREPARED				
Base Save DC: 12				LEVEL 1			DC	
Level	Per day	Bonus	DC	Divine favour			*	
1	1	1	13	Bane			13	



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>SR = 17</b>	
<b>Character's name:</b>		<b>Giovane chierica drow</b>			
<b>Class and levels</b>		<b>Cleric 6° (CR 8)</b>			
<b>Race</b>	<b>Drow</b>	<b>ECL</b>	<b>+2</b>	<b>Hit Dices:</b>	
<b>Size</b>	<b>Medium</b>				
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Homeland</b>	<b>Underdark</b>			<b>Languages:</b> elven (drow), undercommon.	
<b>Religion</b>	<b>Lloth</b>				
<b>Alignement</b>	<b>CE</b>				
		<b>Standard</b>		<b>Temporary</b>	
<b>STR</b>	14	2		<b>SPEED</b>	30 Ft
<b>DEX</b>	18	4		<b>INITIATIVE</b>	+4
<b>CON</b>	14	2			
<b>INT</b>	12	1		<b>HP</b>	<b>8+5d8+12 =</b>
<b>WIS*</b>	19	4		<b>AC</b>	10+4+6+3+1 = 24 + dodge
<b>CHA</b>	12	1		DEX + armor + shield + ring	
		<b>Touch</b>	<b>15</b>	<b>Flat-footed</b>	<b>20</b>
		<b>Armor check</b>	<b>-2</b>		
<b>FORT</b>	2+5+1+2		10		<b>Conditional modifiers: +2 ST vs enchantment spells and effects; immunity to sleep spells and effects.</b>
<b>REFL</b>	4+2+1+0		7		
<b>WILL</b>	4+5+1+0		10		
<b>BASE ATTACK</b>	4		<b>MELEE</b>	6	
<b>GRAPPLE</b>	<b>+6</b>		<b>RANGED</b>	8	
<b>Attacks</b>	Shortsword +1		7	1d6+3	19- 20 x2
	Hand crossbow +1		9	1d6+1 (+ poison)	19- 20 x2
	Ray		8	Spell	20 x2
	Touch		6	Spell	20 x2
	Spiritual wepon		8	1d8+2	19- 20 x2
<b>MAGIC ITEMS WORN</b>					
<b>NECK</b>	<b>Amulet, brooch, medallion, periapt, scarab</b>			<b>Necklace of fireballs III</b>	
<b>SHOULDERS</b>	<b>Cloak, cape, mantle</b>			<b>Cloak of resistance +1</b>	
<b>RING 1</b>				<b>Ring of the ram</b>	
<b>RING 2</b>				<b>Ring of protection +1</b>	
<b>SHIELD</b>				<b>Heavy steel shield +1</b>	
<b>BODY</b>	<b>Robe, suit of armor</b>			<b>Chainshirt +2 death ward</b>	
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Spell like abilities: "Dancing lights", "Faerie fire" and "Darkness"</b>				<b>Spell Resistance 11 + level</b>	
<b>+2 WILL saves vs spell and spell-like abilities</b>				<b>Darkvision 120 Ft</b>	
<b>Light blindness</b>		<b>+2 listen, search and spot</b>			
<b>Spell-like abilities</b>					
<b>Darkness</b>				<b>Faerie fire</b>	
<b>Dancing lights</b>					

FEATS & CLASS FEATURES							
Rebuke undead		Spontaneous casting "inflict wounds" spells					
1) Dodge		3) Skill focus "concentration"			6) Great fortitude		
Equipment							
Necklace of fireballs III		Shortsword +1			20 bolts		
Cloak of resistance +1		Hand crossbow +1			40 poisoned bolts		
Ring of the ram		600 GP + 900 GP			Art (3350 GP)		
Ring of protection +1		Heavy steel shield +1			Chainshirt +2 death ward		
Skills	TOT	Ability		Ranks	Bonus	Source	
Concentration	14	CON	2	9	+3 (feat)		
Heal	7	WIS	4	3			
Knowledge religion	4	INT	1	3			
Listen	6	WIS	4	0	+2 (race)		
Profession torturer	7	WIS	4	3			
Search	3	INT	1	0	+2 (race)		
Spellcraft	10	INT	1	9			
Spot	6	WIS	4	0	+2 (race)		
SPELLCASTING				Base Save DC:		14	
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	5		14	2	3+1	1	16
1	3+1	1	15	3	2+1	1	17
DOMAINS & DOMAIN SPELLS							
DARKNESS = free "Blind fight" feat.				DESTRUCTION = smite attack (+4 hit / +6 damage).			
Obscuring mist			*	Inflict light wounds			15
Blindness / Deafness			16	Shatter			16
Blacklight			*	Contagion			17
SPELLS KNOWN & PREPARED							
LEVEL 0 (5)		DC		LEVEL 1 (4)		DC	
Detect magic		*		Divine favour		*	
Detect poison		*		Doom		15	
Guidance		*		Faith healing		*	
Read magic		*		Vigor lesser		*	
Guidance		*					
LEVEL 2 (4)		DC		LEVEL 3 (3)		DC	
Spiritual weapon		*		Bestow curse		17	
Curse of ill fortune		16		Poison		17	
Deific vengeance		16		Energy vortex		17	
Cure moderate wounds		*					



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>SR = 18</b>	
<b>Character's name:</b>		<b>Mago drow anziano</b>			
<b>Class and levels</b>		Wizard 7° (CR 9)			
<b>Race</b>	Drow	<b>ECL</b>	+2	<b>Hit Dices:</b>	
<b>Size</b>	Medium				
<b>Face / Reach</b>	5 Ft / 5 Ft				
<b>Homeland</b>	Underdark		<b>Languages:</b>		
<b>Religion</b>	Lloth				
<b>Alignement</b>	CE				
		<b>Standard</b>	<b>Temporary</b>		
<b>STR</b>	8	-1		<b>SPEED</b>	30 Ft
<b>DEX</b>	12	1		<b>INITIATIVE</b>	(0+4) 4
<b>CON</b>	10	0			
<b>INT*</b>	(24) 28	(7) 9		<b>HP</b>	4+6d4+8 =
<b>WIS</b>	15	2		<b>AC</b>	10+1+1+2+2 = 16
<b>CHA</b>	14	2		Insight + DEX + armor + ring	
		<b>Touch</b>	13	<b>Flat-footed</b>	14
<b>FORT</b>	0+2+2+1		5	<b>Conditional modifiers:</b>	
<b>REFL</b>	1+2+0+1		4		
<b>WILL</b>	2+5+0+1		8		
<b>BASE ATTACK</b>	3		<b>MELEE</b>	3	
<b>GRAPPLE</b>	+3		<b>RANGED</b>	3	
<b>Attacks</b>	Quarterstaff +1		4	1d6+1	20 x2
	Ray		3	Spell	20 x2
	Touch		3	Spell	20 x2
	Gloves of lightning (touch)		3 (30 Ft)	1d8+5 electricity (3 x day)	20 x2
<b>MAGIC ITEMS WORN</b>					
<b>HEAD</b>	Headband, hat, helmet, phylactery, circlet			Headband of INT +2	
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1	
<b>HANDS</b>	Gloves, gauntlets			Gloves of lightning	
<b>RING 1</b>				Ring of protection +2	
<b>ARMS / WRISTS</b>	Bracers, bracelets			Bracers of armor +2	
<b>FEATS &amp; CLASS FEATURES</b>					
<b>BH) Mind over body</b>		<b>1) Great fortitude</b>		<b>3) Negotiator</b>	
<b>BW5) Empower spell (+2)</b>		<b>6) Improved initiative</b>		<b>Summon familiar</b>	
<b>Scribe scroll</b>					
<b>Equipment</b>			Sigil is <b>eighty years old</b> , and shows it. He is not senile, but nods of constantly, and speaks sparingly when he is awake. He begins to trust the party early on, however, and uses his spells to the best of his ability when the undead attack. He has lived in Telima for about 30 years, doing private research. Note:		
Ring of protection +2		Headband of INT +2			
Potion of "Cure moderate wounds" x3					
Bracers of armor +2		Cloak of resistance +1			
Gloves of lightning (MoF 158)					

700 GP		Sigil has fairly weak lungs. Should he be exposed to any form of noxious gas (incl. stinking cloud), he will be inactive for a full turn.

Skills	TOT	Ability	Ranks	Bonus	Source
Concentration	10	CON 0	10		
Diplomacy	8	CHA 1	5 (10)	2 (feat)	
Gather information	6	CHA 1	5 (10)		
Knowledge arcana	12	INT 7	5		
Kn. dungeoneering	12	INT 7	5		
Knowledge nature	12	INT 7	5		
Knowledge religion	12	INT 7	5		
Knowledge the planes	12	INT 7	5		
Knowledge history	12	INT 7	5		
Knowledge geography	12	INT 7	5		
Prof. book-keeper	7	WIS 2	5		
Sense motive	9	WIS 2	5 (10)	2 (feat)	
Spellcraft	17	INT 7	10		

SPELLCASTING				Base Save DC:		17	
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	4		17	3	2	2	20
1	4	2	18	4	1	1	21
2	3	2	19				

SPELLS KNOWN & PREPARED							
LEVEL 0		DC		LEVEL 1		DC	
Resistance		*		Magic missile		*	
Acid splash		*		Shield		*	
Detect poison		*		Burning hands		18	
Detect magic		*		Mage armor		*	
Read magic		*		Sleep		18	
Dancing lights		*		Ray of enfeeblement		*	
Flare		16		Grease		18	
Light		*		Feather fall		*	
Ray of frost		*		Color spray		18	
Disrupt undead		*		Obscuring mist		*	
Touch of fatigue		15		Shocking grasp		*	
Mage hand		*		Cause fear		18	
Mending		*		Identify		*	
Message		*					
Open / Close		*					
Arcane mark		*					
Prestidigitation		*					
Caltrops		*					

Electric jolt	*				
Sonic snap	16				
Amanuensis	*				
Launch bolt	*				
Launch item	*				
Repair minor damage	*				
Stick	*				
<b>LEVEL 2</b>	<b>DC</b>		<b>LEVEL 3</b>	<b>DC</b>	
Web	19		Fireball	20	
Invisibility	*		Hold person	20	
Pyrotechnics	*		Heroism	*	
Melf's acid arrow	*		Stinking cloud	20	
Resist energy	*		Vampiric touch	*	
Web	19		Magic weapon greater	*	
Touch of idiocy	19		Magic missile empowered	*	
			Burning hand empowered	18	
			Shocking grasp empowered	*	
<b>LEVEL 4</b>	<b>DC</b>				
Ice storm	21				
Wall of fire	21				
Confusion	21				
Melf's acid arrow empowered	*				

~~Nel frattempo dovranno anche recuperare (se possibile) il tesoro sacro del clan:~~  
~~???~~

Sconfitti i drow non resta che seguire fino in fondo (altre 3 ore di cammino) il percorso che corre lungo il fiume sotterraneo ... peccato che alla fine la strada sembri senza uscita! L'ultima sfida sarà uscire dall'ingresso allagato della galleria (il famoso fiume che segnal'uscita) ... sar necessario un [CONSTITUTION CHECK](#) di DC adeguata.

### **CAPITOLO 5: FINALMENTE ALL'ESTERNO.**

Una volta all'esterno i nostri eroi dovrebbero seguire il corso di un fiume verso la salvezza.

### **CAPITOLO 6: IL VILLAGGIO MALEDETTO.**

Sulla strada dei nostri eroi, però, la sorte ha messo un ultimo ostacolo prima delle colline con i loro boschi e le loro grotte dove mettersi al sicuro: un piccolo villaggio di umani ... maledetto ed infestato di non-morti.

I nostri goblin dovranno attraversarlo per raggiungere la salvezza.



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>			
<b>Character's name:</b>		<b>Chierico umano non-morto.</b>			
<b>Class and levels</b>		<b>Cleric 7° (CR 10)</b>			
<b>Race</b>	<b>Human ghastr</b>	<b>ECL</b>	<b>+3</b>	<b>Hit Dices:</b>	
<b>Size</b>	<b>Medium</b>	<b>Gender</b>	<b>Female</b>		
<b>Face / Reach</b>	<b>5 Ft / 5 Ft</b>				
<b>Religion</b>	<b>Beshaba</b>			<b>Languages:</b>	
<b>Alignment</b>	<b>CE</b>				
	<b>Standard</b>	<b>Temporary</b>			
<b>STR</b>	(22) 24	(6) 7		<b>SPEED</b>	30 Ft
<b>DEX</b>	18	4		<b>INITIATIVE</b>	+4
<b>CON</b>	-	-			
<b>INT</b>	16	3		<b>HP</b>	<b>12+10d12+14</b>
<b>WIS</b>	(22) 24	(6) 7		<b>AC</b>	10+4+4+5+2+3 = 28
<b>CHA</b>	16	3		Nat + DEX + armor + ring + shield	
				<b>Touch</b>	16
				<b>Flat-footed</b>	24
				<b>Armor check</b>	-1
<b>FORT</b>	0+1+5+2		8	<b>Conditional modifiers:</b>	
<b>REFL</b>	4+1+2+2		9		
<b>WILL</b>	6+4+5+2		17		
<b>BASE ATTACK</b>	(2+5) 7/2		<b>MELEE</b>	14/9	
<b>GRAPPLE</b>	<b>+14</b>		<b>RANGED</b>	11/6	
<b>Attacks</b>	<b>Bite</b>	<b>14</b>	<b>1d8+7 + paralysis</b>		<b>20 x2</b>
	<b>2 claws</b>	<b>12/12</b>	<b>1d4+3 + paralysis</b>		<b>20 x2</b>
	Flail +1 frost	15/10	1d8+7+1d6 frost		20 x2
	Light crossbow MW	12 (80 Ft)	1d8		19-20 x2
	Spiritual weapon	14/9	1d8+2		20 x2
<b>MAGIC ITEMS WORN</b>					
<b>NECK</b>	<b>Amulet, brooch, medallion, periapt, scarab</b>			Amulet WIS +2	
<b>SHOULDERS</b>	<b>Cloak, cape, mantle</b>			Cloak of resistance +2	
<b>RING 1</b>				Ring of protection +2	
<b>HANDS</b>	<b>Gloves, gauntlets</b>			Gauntlets STR +2	
<b>SHIELD</b>				Heavy steel shield +1	
<b>BODY</b>	<b>Robe, suit of armor</b>			Chainshirt +1 of magic eating	
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Paralysis (Fort DC 22 / 1d4+1 rounds)</b>				<b>Darkvision 60 Ft</b>	
<b>Stench (Fort DC 18 / 10 Ft radius)</b>				<b>Ghoul fever (Fort DC 18)</b>	
<b>Turn resistance +2</b>					
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					






<b>BH) Spellcasting prodigy “cleric”</b>				<b>BG) Multiattack</b>				
<b>BG) Toughness</b>		<b>1) Martial weapon proficiency “flail”</b>						
<b>3) Profane vigor (14 HP)</b>		<b>6) Improved paralysis</b>		<b>9) Improved toughness</b>				
<b>Rebuke undead (+2 – 6 x day)</b>		<b>Spontaneous casting “Inflict wounds” spells</b>						
<b>Equipment</b>								
Amulet WIS +2		Flail +1 frost			Gauntlets STR +2			
Cloak of resistance +2		Light crossbow MW			Heavy steel shield +1			
Chainshirt +1 of magic eating (SR 13 / +1d8 temporary HP)				<b>Amulet of mighty fists +2</b>				
<b>Ring of protection +2</b>		20 bolts			<b>Potion “Enlarge person”</b>			
Silver holy symbol		1100 GP + 1100 GP			<b>6 gems (3120 GP)</b>			
<b>Arc. scroll “Detect undead”</b>								
<b>Skills</b>		<b>TOT</b>		<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Balance		<b>8</b>		DEX 4		2	+2 (syn)	
Concentration		<b>9</b>		CON 0		9 (12)		
Diplomacy		<b>6</b>		CHA 3		3 (6)		
Gather information		<b>6</b>		CHA 3		3 (6)		
Heal		<b>10</b>		WIS 7		3 (6)		
Hide		<b>10</b>		DEX 4		6		
Jump		<b>9</b>		STR 7		0	+2 (syn)	
Knowledge arcana		<b>9</b>		INT 3		6		
Knowledge religion		<b>9</b>		INT 3		6		
Listen		<b>13</b>		WIS 7		6 (12)		
Move silently		<b>10</b>		DEX 4		6		
Sense motive		<b>10</b>		WIS 7		3 (6)		
Spellcraft		<b>14</b>		INT 3		9 (12)	+2 (syn)	
Spot		<b>13</b>		WIS 7		6		
Tumble		<b>10</b>		DEX 4		6 (12)		
<b>SPELLCASTING</b>				<b>Base Save DC:</b>				
<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	<b>Level</b>	<b>Per day</b>	<b>Bonus</b>	<b>DC</b>	
<b>0</b>	<b>6</b>		<b>18</b>	<b>3</b>	<b>2+1</b>	<b>2</b>	<b>21</b>	
<b>1</b>	<b>4+1</b>	<b>2</b>	<b>19</b>	<b>4</b>	<b>1+1</b>	<b>2</b>	<b>22</b>	
<b>2</b>	<b>3+1</b>	<b>2</b>	<b>20</b>					
<b>DOMAINS &amp; DOMAIN SPELLS</b>								
FATE = uncanny dodge				LUCK = once per day reroll one dye				
True strike			*	Entropic shield			*	
Augury			*	Aid			*	
Bestow curse			21	Protection from energy			*	
Status			*	Freedom of movement			*	
<b>SPELLS PREPARED</b>								
<b>LEVEL 0</b>			<b>DC</b>	<b>LEVEL 1</b>			<b>DC</b>	
Detect magic			*	Divine favour			*	
Read magic			*	Bane			19	

Guidance	*		Doom	19	
Detect magic	*		Obscuring mist	*	
Guidance	*		Foundations of stone	*	
Guidance	*		Nightshield	*	
<b>LEVEL 2</b>	<b>DC</b>		<b>LEVEL 3</b>	<b>DC</b>	
Spiritual weapon	*		Dispelling magic	*	
Silence	20		Clutch of Orcus	21	
Deific vengeance	20		Energy vortex	21	
Curse of hill fortune	20		Ring of blades	21	
Stone bones	*				
<b>LEVEL 4</b>	<b>DC</b>				
Sound lance	22				
Poison	22				
Divine power	*				



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>				<b>Acid immunity</b>		
<b>Character's name:</b>		<b>Commoner umano non-morto.</b>				<b>Fast healing = 1</b>		
<b>Class and levels</b>		Commoner 2° - Corpse creature - Corrupted (CR 3)						
<b>Race</b>	Human			<b>Hit Dices: 4/4, 3/4.</b>				
<b>Size</b>	Medium	<b>Gender</b>	Male					
<b>Face / Reach</b>	5 Ft / 5 Ft.							
<b>Homeland</b>					<b>Languages:</b>			
<b>Religion</b>					common.			
<b>Alignement</b>	NN							
		<b>Standard</b>		<b>Temporary</b>				
<b>STR</b>	20	5			<b>SPEED</b>	30 Ft.		
<b>DEX</b>	14	2			<b>INITIATIVE</b>	+2		
<b>CON</b>	-	-						
<b>INT</b>	8	-1			<b>HP</b>	<b>12+1d12</b>		
<b>WIS</b>	12	1			<b>AC</b>	10+2+3+6 = 17		
<b>CHA</b>	10	0					DEX + armor + natural	
		<b>Touch</b>	12	<b>Flat-footed</b>	15	<b>Armor check:</b>	-3	
<b>FORT</b>	0+0+2		2		<b>Conditional modifiers:</b>			
<b>REFL</b>	2+0+0		2					
<b>WILL</b>	1+0+0		1					
<b>BASE ATTACK</b>		+1	<b>Melee</b>	6				
			<b>Ranged</b>	4				
<b>GRAPPLE</b>	+4							
<b>Attacks</b>	<b>Club</b>		+6	1d6+5		20 x2		
	<b>Slam</b>		+6	1d8+5 +1 vile		20 x2		
<b>EQUIPMENT WORN</b>								
<b>BODY</b>	Robe, suit of armor			Heavy leather jacket.				
<b>TORSO</b>	Vest, vestment, shirt			Poor commoner's vestments				
<b>RACIAL TRAITS &amp; POWERS</b>								
<b>Acid immunity</b>			+4 natural AC			Darkvision 60 Ft		
<b>Vile damage +1</b>			Fats healing = 1					
+2 natural AC			Darkvision 60 Ft			Slam attack (1d6)		
<b>Undead traits:</b>								
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralysys, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>								
<b>FEATS &amp; CLASS FEATURES</b>								
<b>BH) Armor proficiency: light armors</b>					<b>BF) Survivor</b>			
<b>1) Skill focus: profession farmer</b>					<b>Flaw: illiterate!</b>			
Weapon proficiency (simple): club.								

<b>Equipment</b>							
Heavy leather jacket.		Club			5 CP		
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Handle animal	X	2	CHA	0	2		
Knowledge nature		0	INT	-1	1 (2)		
Listen	X	2	WIS	1	1		
Profession farmer	X	6	WIS	1	2	3	
Spot	X	2	WIS	1	1		
Survival		4	WIS	1	1 (2)	2	

					
<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		Acid immunity Fast healing = 2 DR = 5/magic	
<b>Character's name:</b>		<b>Miliziano umano non-morto.</b>			
<b>Class and levels</b>		<b>Ranger 5° - Corpse creature - Cprrupted (CR 7)</b>			
<b>Race</b>	<b>Moon elf</b>	<b>Size</b>	<b>Medium</b>	<b>Gender</b>	<b>Male</b>
<b>Homeland</b>	Larkwood (Mirabar)		<b>Languages:</b> common, elven.		
<b>Religion</b>	Corellon Larethian				
<b>Alignement</b>	<b>CG</b>				
	<b>Standard</b>	<b>Temporary</b>		<b>SPEED</b>	30 Ft
<b>STR</b>	22	6		<b>INITIATIVE</b>	4
<b>DEX</b>	14	2			
<b>CON</b>	-	-			
<b>INT</b>	13	1		<b>HP</b>	<b>12 + 5d12 =</b>
<b>WIS</b>	14	2		<b>AC</b>	10+2+4+7 = 23
<b>CHA*</b>	10	0		DEX+Armor+Natural	
			<b>Touch</b>	12	<b>Flat-footed</b> 21
<b>FORT</b>	0+4+0		4	<b>Conditional modifiers: +2 ST vs enchantment spells and effects</b>	
<b>REFL</b>	2+4+0		6		
<b>WILL</b>	2+1+2		5		
<b>BASE ATTACK</b>	5	<b>MALEE</b>	11		
		<b>RANGED</b>	8		
<b>Attacks</b>	Scimitar +1		12	1d6+7	18-20 x2
	Slam		11	1d8+6 +2 vile	20 x2
	Mighty (+2) composite longbow +1		9	1d8+3	20 x3
	Mighty (+2) composite longbow +1 (rapid shot)		7/7	1d8+3 / 1d8+3	30 x3
<b>MAGIC ITEMS WORN</b>					
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab		Amulet of natural armor +1		
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Acid immunity</b>		<b>+4 natural AC</b>		<b>Darkvision 60 Ft</b>	
<b>Vile damage +1</b>		<b>Fats healing = 2</b>		<b>DR = 5/magic</b>	
<b>+2 natural AC</b>		<b>Darkvision 60 Ft</b>		<b>Slam attack (1d6)</b>	
<b>Undead traits:</b>					
<ul style="list-style-type: none"> <li>• Immunities = poison, sleep, paralisy, stunning, disease, death effects, necromantic effects, mind influencing effects.</li> <li>• Not subject to = critical hits, subdual damage, ability damage, ability drain, energy drain.</li> </ul>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>1<sup>st</sup> favored enemy (+4) "dragons"</b>			<b>2<sup>nd</sup> favored enemy (+2) "animals"</b>		
<b>Track</b>	<b>Wild empathy (+4)</b>		<b>Combat style "archery" (rapid shot)</b>		
<b>Endurance</b>	<b>Animal companion</b>		<b>Spell prepared "Resist energy"</b>		
<b>Precise shot</b>	<b>Discipline</b>				
<b>Equipment</b>					
Studded leather armor +1		50 arrows		Climber's kit	

Scimitar +1		Amulet of natural armor +1		250 GP		
Mighty (+2) composite longbow +1		Healer's kit (10 charges)				
Skills	TOT	Ability		Ranks	Bonus	Source
Climb	<b>10 (+2)</b>	STR	6	4	(+2)	
Concentration	<b>6</b>	CON	0	4	2	
Craft trapmaking	<b>5</b>	INT	1	4		
Handle animal	<b>3</b>	CHA	-1	4		
Heal	<b>5 (+2)</b>	WIS	2	3	(+2)	
Hide	<b>6</b>	DEX	2	4		
Knowledge arcana	<b>4</b>	INT	1	3 (6)		
Knowledge nature	<b>4</b>	INT	1	3		
Listen	<b>7</b>	WIS	2	3	2	
Move silently	<b>6</b>	DEX	2	4		
Search	<b>6</b>	INT	1	3	2	
Spot	<b>7</b>	WIS	2	3	2	
Survival	<b>4</b>	WIS	2	2		
Tumble	<b>4</b>	DEX	2	2 (4)		

## **CAPITOLO 7: LE NUOVE GROTTI**

I nostri eroi finalmente raggiungono le grotte da usare come rifugio. Purtroppo però non sono "libere". Un giovane drago (**di che colore?**) ha deciso di stabilire qui la sua tana ... però non tutto il male viene per nuocere: dove c'è un drago c'è un tesoro.



<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>		<b>DR = 5/magic</b> <b>Fire immunity</b> <b>Cold vulnerability</b> <b>SR = 18</b> <b>Immunity to magic sleep and paralisis</b> <b>Resist cold 10</b>	
<b>Character's name:</b>		<b>Giovane drago</b>			
<b>Class and levels</b>		<b>Brass dragon young adult (CR 10)</b>			
<b>Race</b>	<b>Brass dragon</b>	<b>Hit Dices:</b>			
<b>Size</b>	<b>Large</b>				
<b>Face / Reach</b>	<b>10 Ft / 10 Ft</b>				
<b>Homeland</b>		<b>Languages:</b>			
<b>Religion</b>					
<b>Alignement</b>	<b>CG</b>				
	<b>Standard</b>	<b>Temporary</b>			
<b>STR</b>	26	8		<b>SPEED</b>	60 Ft / Burrow 30 Ft / Fly 200 Ft (poor)
<b>DEX</b>	18	4		<b>INITIATIVE</b>	+4
<b>CON</b>	24	7			
<b>INT</b>	18	4		<b>HP</b>	<b>12+15d12+112 =</b>
<b>WIS</b>	16	3		<b>AC</b>	10-1+4+15+1 = 29
<b>CHA</b>	20	5			Size + DEX + natural + luck
				<b>Touch</b>	<b>14</b>
				<b>Flat-footed</b>	<b>25</b>
<b>FORT</b>	7+10+3+2		22	<b>Conditional modifiers:</b>	
<b>REFL</b>	4+10+1+2		17		
<b>WILL</b>	3+10+1+2		16		
<b>BASE ATTACK</b>	19 -1 (size)		<b>MELEE</b>	26	
<b>GRAPPLE</b>	+31		<b>RANGED</b>	22	
<b>Attacks</b>	<b>Bite</b>	26	2d6+8	20 x2	
	2 claws	24 / 24	1d8+4 / 1d8+4	20 x2	
	2 wings	24 / 24	1d6+4 / 1d6+4	20 x2	
	Tail slap	24	1d6+12	20 x2	
	Ray	22	Spell	20 x2	
	Touch	26	Spell	20 x2	
<b>Breath weapon = 80 Ft line of fire (5d6 / REFL DC 25) or 40 Ft cone of Sleep (1d6+5 rounds / WILL DC 25)</b>					
<b>MAGIC ITEMS WORN</b>					
<b>SHOULDERS</b>	Cloak, cape, mantle		Cloak of resistance +2		
<b>RING 1</b>			Ring of cold resistance minor		
<b>RACIAL TRAITS &amp; POWERS</b>					
<b>Frightful presence</b>		Spell-like abilities "speak with animals" at will			
<b>Blindsense 60 Ft</b>		<b>DR = 5/magic</b>		<b>Darkvision 120 Ft</b>	
<b>Low-light vision</b>		<b>Endure elements</b>		<b>Fire immunity</b>	
<b>Cold vulnerability</b>		<b>Immunity to magic sleep effects and paralisis</b>			
<b>SR = 18</b>					
<b>FEATS &amp; CLASS FEATURES</b>					
<b>1) Multiattack</b>		<b>3) Power attack (max +19)</b>		<b>6) Improved initiative</b>	
<b>9) Recover breath</b>		<b>12) Luck of heroes</b>		<b>15) Great fortitude</b>	



Treasure									
3500 GP		Gems (10, 50, 500, 1000, 50, 1000, 100, 500, 10, 50, 500) = 3770 GP							
90 PP		Ring of cold resistance minor				Viper Rod			
Wand "False life" (8 charges)		Cloak of resistance +2							
Skills		TOT	Ability		Ranks	Bonus	Source		
Appraise		10	INT	4	6 (12)				
Balance		6	DEX	4	0	+2 (syn)			
Bluff	x	19	CHA	5	14				
Concentration		16	CON	7	9 (18)				
Diplomacy		16	CHA	5	7 (14)	+4 (syn)			
Gather information	x	19	CHA	5	14				
Intimidate		7	CHA	5	0	+2 (syn)			
Jump		10	STR	8	0	+2 (syn)			
Knowledge arcana		10	INT	4	6 (12)				
Knowledge nature		9	INT	4	3 (6)	+2 (syn)			
Listen		12	WIS	3	9 (18)				
Search		13	INT	4	9 (18)				
Sense motive		12	WIS	3	9 (18)				
Sleight of hand		6	DEX	4	0	+2 (syn)			
Spellcraft		15	INT	4	9 (18)	+2 (syn)			
Spot		12	WIS	3	9 (18)				
Survival	x	17	WIS	3	14				
Tumble		11	DEX	4	7 (14)				
SPELLCASTING (as SOR 5°)					Base Save DC:			15	
Level	Per day	Bonus	DC						
0	6		15						
1	6	2	16						
2	4	1	17						
SPELLS KNOWN & PREPARED									
LEVEL 0 (6)		DC		LEVEL 1 (4)			DC		
Detect magic		*		Ray of enfeeblement			16		
Read magic		*		Shield			*		
Touch of fatigue		15		Grease			16		
Disrupt undead		*		Magic missile			*		
Light		*							
Caltrops		15							
LEVEL 2 (2)		DC							
Resist energy		*							
Levitate		*							

## **EPILOGO.**

Liberata la grotta dal drago, cosa faranno i nostri eroi a questo punto? Ci saranno veramente dei sopravvissuti? Ed i nostri eroi, per quanto tempo li aspetteranno? Chi di loro si prenderà il ruolo di capo (o guida) nel frattempo? Sarà disposto a cederlo dopo?

## **APPENDICE 1: COME INSERIRE NUOVI PG.**

Inserire nuovi PG non è mai facile ... ecco alcuni suggerimenti:

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## **APPENDICE 2: RIFERIMENTI AI MANUALI.**

### **Razze e mostri:**

- **Bloodlines = Unearthed arcana = 20 - 31**
- Bone Creature (template) = Book of vile darkness, 184
- Corpse Creature (template) = Book of vile darkness, 185
- Corrupted creature (template) = Book of vile darkness, 186
- Drow elf = Forgotten Realms Campaign Setting, 13
- Ghast = Monstger manual, ???
- Goblin = Races of Faerun, 136
- Mummy (levels) = Libris mortis, 38
- Wight (levels) = Libris mortis, 40

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### **Classi & Classi di prestigio:**

- Adept = Dungeon Master's Guide, 107
- Mystic = Dragonlance Campaign Setting, 48
- Necromancer = Diablo: diablerie, ???
- Paladin of slaughter = Unearthed aracana, 54

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### **Feat:**

- Bullheaded = Player's guide to Faerun, 37
- Dauntless = Player's guide to faerun, 37
- Deceitful = Player's guide to Faerun, ???
- Improved paralisys = Libris mortis, 27
- Improved toughness = Libris Mortis, 87
- Luck of heroes = Player's guide to Faerun, 40
- Mind over body = Player's guide to Faerun, 41
- Multiattack = Monster manual, ???
- Negotiator = Player's guide to Faerun, ???
- Practiced spellcaster = Complete arcane, ???
- Profane vigor = Libris mortis, 29
- Reckless offensive = Races of Faerun, 167
- Recover breath = Draconomicon, ???
- Spellcasting prodigy = Player's guide to Faerun, 44
- Survivor = Player's guide to Faerun, ???

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**Altro:**

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**Nota del DM:** diversi incantesimi sono presi da "Spell Compendium", ma di questi non fornisco un elenco.

**APPENDICE 3: LA LETTERA.**

"DOVRETE ATTRAVERSARE LE CAVERNE PROIBITE! VI BAGNERETE NELLA FONTE SACRA ... ATTRAVERSERETE LE CAVERNE PROIBITE ... RECUPERERETE LE NOSTRE RELIQUIE SACRE ... ED USCIRETE DALL'ALTRA PARTE DELLA MONTAGNA PRESSO LA SORGETNE DI UN FIUME! FATTO CIO' ATTRAVERSERETE LA VALLE DEL FIUME CHE SGORGA DAL PASSAGGIO SEGRETO ... RAGGIUNGERETE LE COLLINE VERDI, QUELLE BOSCOSE AL DI LA' DEL FIUME ... TROVERETE LA GROTTA CON IL SIMBOLO DI MAGLUBIYET ... E VI ACCAMPERETE LI' CON I NOSTRI TESORI IN ATTESA DEI SOPRAVVISSUTI! DOVRETE ASPETTARE DUE LUNE INTERE DIFENDENDO LA CAVERNA ... SE NESSUNO SI FARA' VIVO PER ALLORA, A VOI TOCCHERA' RIMETTERE IN PIEDI IL CLAN!"

**APPENDICE 4: DISPONIBILITA' DEL GRUPPO ALL'INIZIO**

Arcane scrolls:

- Identify
- Knock
- See invisibility
- Shield

Potions:

- Bull's strenght x3
- Cat's grace
- Cure light wounds x8
- Lesser restoration.

Wands:




- Cure light wounds (33).
- Light (32).
- Melf's acid arrow (15).

Items:

- Bag of holding 2.
- Battleaxe +1.
- Bracers of archery.
- Chain shirt +1.

- Cloak of elvenkind.
- Goggles of minute seeing.
- Heavy mace +1.
- Large wooden shield +1.
- Light crossbow +1.
- Ring of feather falling.
- Ring of protection +1.
- Ring of protection +1.
- Studded leather armor +1.

**APPENDICE 5: SCHEDA DEI PERSONAGGI.**

							
<b>Player's name:</b>							
<b>Campaign / Adventure</b>		<b>GOBLINZ - Summer One-shot 2019</b>					
<b>Character's name:</b>							
<b>Class and levels</b>							
<b>Total XP</b>		<b>Next level XP</b>		<b>Hit Dices:</b>			
<b>3.5 - 07</b>	<b>Age</b>						
<b>Hair</b>	<b>Eyes</b>						
<b>Height</b>	<b>Weight</b>						
<b>Race</b>		<b>ECL</b>					
<b>Size</b>		<b>Gender</b>					
<b>Face / Reach</b>							
<b>Homeland</b>						<b>Languages:</b>	
<b>Religion</b>							
<b>Alignement</b>							
	<b>Standard</b>	<b>Temporary</b>					
<b>STR</b>				<b>SPEED</b>			
<b>DEX</b>				<b>INITIATIVE</b>			
<b>CON</b>				<b>Arcane spell failure</b>			
<b>INT</b>				<b>HP</b>			
<b>WIS</b>				<b>AC</b>			
<b>CHA</b>							
				<b>Touch</b>	<b>Flat-footed</b>	<b>Armor check:</b>	
<b>FORT</b>				<b>Conditional modifiers:</b>			
<b>REFL</b>							
<b>WILL</b>							
				<b>Carrying capacity:</b>			
<b>BASE ATTACK</b>		<b>MELEE</b>		<b>Light load</b>			
		<b>RANGED</b>		<b>Medium load</b>			
<b>GRAPPLE</b>				<b>Heavy load</b>			
<b>Attacks</b>							


**MAGIC ITEMS WORN**

<b>HEAD</b>	Headband, hat, helmet, phylactery, circlet	
<b>EYES</b>	Eye lenses, goggles	
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab	
<b>SHOULDERS</b>	Cloak, cape, mantle	
<b>RING 1</b>		
<b>RING 2</b>		
<b>HANDS</b>	Gloves, gauntlets	
<b>ARMS / WRISTS</b>	Bracers, bracelets	
<b>SHIELD</b>		
<b>BODY</b>	Robe, suit of armor	
<b>TORSO</b>	Vest, vestment, shirt	
<b>WAIST</b>	Belt, girdle	
<b>FEET</b>	Boots, shoes, slippers	

**RACIAL TRAITS & POWERS**

<b>Small (+1 AC / +1 attack / +4 hide)</b>	<b>Darkvision 60 Ft</b>
<b>+4 move silently and ride checks</b>	

**FEATS & CLASS FEATURES**


**Equipment**


<b>MONEY:</b>						
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>	<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>

Appraise			INT				
Balance			DEX				
Bluff			CHA				
Climb			STR				
Concentration			CON				
Craft...			INT				
Craft...			INT				
Craft...			INT				
Decipher script			INT				
Diplomacy			CHA				
Disable device			INT				
Disguise			CHA				
Escape artist			DEX				
Forgery			INT				
Gather information			CHA				
Handle animal			CHA				
Heal			WIS				
Hide			DEX				
Intimidate			CHA				
Jump			STR				
Knowledge arcana			INT				
Knowledge dungeoneering			INT				
Knowledge nature			INT				
Knowledge religion			INT				
Knowledge the planes			INT				
Knowledge...			INT				
Knowledge...			INT				
Knowledge...			INT				
Knowledge...			INT				
Listen			WIS				
Move silently			DEX				
Open lock			DEX				
Perform			CHA				
Profession...			WIS				
Profession...			WIS				
Ride			DEX				
Search			INT				
Sense motive			WIS				
Sleight of hand			DEX				
Spellcraft			INT				
Spot			WIS				
Survival			WIS				
Swim			STR				
Tumble			DEX				
Use magic device			CHA				
Use rope			DEX				







<b>Space / Reach</b>		<b>Base attack</b>		<b>Speed</b>	
<b>STR</b>			AC		
<b>DEX</b>					
<b>CON</b>					
<b>INT</b>			FORT		
<b>WIS</b>			REFL		
<b>CHA</b>			WILL		
<b>Attacks</b>					
<b>FEATS &amp; POWERS</b>			<b>ABILITIES</b>		
<b>SKILL SYNERGIES</b>					
<b>5 ranks in...</b>			<b>Gives +2 to...</b>		
<b>Bluff</b>			Diplomacy, intimidate and sleight of hand checks; disguise checks to act in character		
<b>Craft</b>			Related appraise checks		
<b>Decipher script</b>			Use magic device checks involving scrolls		
<b>Escape artist</b>			Use rope checks involving bindings		
<b>Handle animal</b>			Ride checks and wild empathy checks		
<b>Jump</b>			Tumble checks		
<b>Knowledge arcane</b>			Spellcraft checks		
<b>Knowledge architecture &amp; engineering</b>			Search checks involving secret doors and similar compartments		
<b>Knowledge dungeoneering</b>			Survival checks when underground		
<b>Knowledge geography</b>			Survival checks to avoid getting lost and avoid hazards		
<b>Knowledge history</b>			Bardic knowledge checks		
<b>Knowledge local</b>			Gather information checks		
<b>Knowledge nature</b>			Survival checks in aboveground natural environments		
<b>Knowledge nobility &amp; royalty</b>			Diplomacy checks		
<b>Knowledge the planes</b>			Survival checks when on other planes		
<b>Knowledge religion</b>			Checks to turn or rebuke undead		
<b>Search</b>			Survival checks when following tracks		
<b>Sense motive</b>			Diplomacy checks		
<b>Spellcraft</b>			Use magic device checks involving scrolls		
<b>Survival</b>			Knowledge nature checks		
<b>Tumble</b>			Balance and jump checks		
<b>Use magic device</b>			Spellcraft checks to decipher scrolls		
<b>Use rope</b>			Climb and escape artist checks involving ropes		

**APPENDICE 6: LE BENEDIZIONI**

Ovvero le "**BLOODLINE MAJOR**" da aggiungere ai goblin eroi quando si bagnano nella pozza sacra.

<b>CELESTIAL</b>	<b>DEMON</b>
<b>DEVIL</b>	<b>GOLD DRAGON</b>
<b>RED DRAGON</b>	<b>SILVER DRAGON</b>
<b>FEY</b>	<b>DJINNI</b>
<b>EFREETI</b>	<b>STORM GIANT</b>
<b>TITAN</b>	<b>VAMPIRE</b>

"DOVRETE ATTRAVERSARE LE CAVERNE PROIBITE! VI BAGNERETE NELLA FONTE SACRA ... ATTRAVERSERETE LE CAVERNE PROIBITE ... RECUPERERETE LE NOSTRE RELIQUIE SACRE ... ED USCIRETE DALL'ALTRA PARTE DELLA MONTAGNA PRESSO LA SORGETNE DI UN FIUME! FATTO CIO' ATTRAVERSERETE LA VALLE DEL FIUME CHE SGORGA DAL PASSAGGIO SEGRETO ... RAGGIUNGERETE LE COLLINE VERDI, QUELLE BOSCOSE AL DI LA' DEL FIUME ... TROVERETE LA GROTTA CON IL SIMBOLO DI MAGLUBIYET ... E VI ACCAMPERETE LI' CON I NOSTRI TESORI IN ATTESA DEI SOPRAVVISSUTI!

DOVRETE ASPETTARE DUE LUNE INTERE DIFENDENDO LA CAVERNA ... SE NESSUNO SI FARA' VIVO PER ALLORA, A VOI TOCCHERA' RIMETTERE IN PIEDI IL CLAN!"