

BUFFONI ARROGANTI CHRISTMAS REUNION 2015

“MESSAGGERI”

DUNGEONS & DRAGONS 3.5 Avventura per 6 personaggi di livello 8.

La storia prevede che I PG vengano assoldati da un veggente per portare al governo di Luskan (il concilio dei 5) un suo messaggio sigillato e protetto con glifi che è di “*vitale importanza per la sopravvivenza di entrambi i regni*”... “*avete una luna per divenire eroi*”. Gli eroi partiranno da Neverwinter all'oscuro dal governo locale in un momento in cui tra le due città la situazione è di nuovo ai ferri corti.

Il veggente offrirà un compenso ai PG: 6000 pezzi d'oro ed un paio di oggetti magici, un anello ed un bastone. Egli saprà se e chi ha aperto la missiva quindi solo dopo l'avvenuta consegna i nostri eroi potranno tornare a reclamare il dovuto.

Attualmente i due regni non sono in guerra tra loro, ma l'atmosfera si fa sempre più pesante.

Nota del DM: le città di Luskan e Neverwinter ed il Neverwinter Wood sono descritti nel manuale Forgotten Realms Campaign Setting.

Inoltre il veggente è anche alla ricerca del suo apprendista scomparso da poco ... ma di questo non parlerà ai PG a meno che non siano loro a porre domande su un eventuale assistente.

Come anticipato, le due città vicine sono da mesi sull'orlo di una guerra per diversi motivi; tuttavia le trattative diplomatiche sono continue e scongiurano giorno per giorno il degenerare della situazione; basterebbe un niente per scatenare il conflitto. L'unica conseguenza tangibile di ciò è che le strade di confine sono chiuse da posti di blocco che controllano (specialmente lungo i ponti sui fiumi) chi e perché si stia muovendo da un regno all'altro.

Messaggio ...

L'auriga sarà ucciso dallo sconosciuto.

I cavalli scalpitanti si getteranno contro le porte per fuggire.

Lo stalliere diventerà il nuovo auriga.

Il cocchio sarà condotto con ordine.

Lo stalliere divenuto auriga sarà spietato

I cavalli soffriranno sotto il giogo del nuovo auriga

I cavalli moriranno a causa del nuovo auriga.

Quando I cavalli saranno morti l'auriga ne venderà le pelli.

I PG dovranno recarsi a Luskan seguendo la strada meno trafficata ... attraversando, con un viaggio di 10 giorni, i terreni boscosi del Neverwinter wood ed in seguito il ponte fortificato sul fiume Mirer (?). non ci

saranno locande ne altre possibilità di alloggio, ma, almeno stando alle parole del veggente, saranno poche anche le probabilità di fare brutti incontri.

Il viaggio prevede, in pratica, l'attraversamento da sud a nord del Nevewinter Wood.



Come si diceva, il primo problema sarà il viaggio. Qualcuno ha saputo della divinazione e, in qualche modo, dell'importanza del messaggio e del ruolo dei PG, e quindi vorrà fargli la pelle.

In tal senso sono previsti almeno 3 scontri durante il viaggio (10 giorni):

1. un gruppo di briganti, non necessariamente umani che li attacchino come se fossero una carovana mercantile qualunque.
2. il ponte fortificato sul fiume (a circa 2/3 del percorso) li considererà nemici e quindi verranno attaccati anche con catapulte e da dietro le fortificazioni.
3. un gruppo di PNG ben in arnese (in numero e tipologia simile ai nostri eroi) li attaccherà in imboscata (non di notte ma tendendo un tranello).

I briganti.

Si tratta di una banda di gnoll guidati da un flind. Sono solo un manipolo di un gruppo più numeroso che da tempo si aggira nei dintorni di Neverwinter, spingendosi da waterdeep fino a Luskan.

		BUFFONI ARROGANTI CHRISTMAS REUNION 2015								
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri								
Character's name:		Bandito Melee								
Class and levels		Fighter 4° (CR 6)								
Race	Gnoll	ECL	+2	Hit Dices:						
Size	Medium	Gender	Male							
Face / Reach	5 Ft / 5 Ft									
Homeland	Neverwinter wood			Languages:						
Religion	Yeenoghu									
Alignment	CE									
	Standard		Temporary							
STR*	21	5			SPEED	30 Ft				
DEX	12	1			INITIATIVE	+1				
CON	16	3								
INT	8	-1			HP	8+1d8+4d10+18				
WIS	12	1			AC	10+1+2+8+2 = 23				
CHA	8	-1			Dex + Natural + armor + shield					
					Touch	11	Flat-footed	22	Armor check:	-6
FORT	3+3+4+0		10		Conditional modifiers:					
REFL	1+0+1+0		2							

WILL	1+0+1+2	4	
BASE ATTACK	(1+4) +5	MELEE +10 RANGED +6	
GRAPPLE	+10		
Attacks	Battleaxe +1	+12	1d8+8 20 x3
	Battleaxe +1 (power attack)	+7	1d8+13 20 x3
	Mighty (+2) composite shortbow MW	+7	1d6+2 20 x3
MAGIC ITEMS WORN			
NECK	Amulet, brooch, medallion, periapt, scarab	Amulet of natural AC +1	
SHIELD		Heavy steel shield MW	
BODY	Robe, suit of armor	Full plate MW	
RACIAL TRAITS & POWERS			
Darkvision 60 Ft.	2 racial HD	Natural AC +1	
FEATS & CLASS FEATURES			
1) Alertness	3) Power attack (max +5)	6) Iron will	
BF1) Blind fight	BF2) Weapon focus "battleaxe"		
BF4) Weapon specialization "battleaxe".			
Equipment			
Full plate MW	Battleaxe +1	Potion "Cure serious wounds" x3	
Heavy steel shield MW	Mighty (+2) composite shortbow MW	20 arrows	
Amulet of natural AC +1	6.6 GP		
Skills	TOT	Ability	Ranks Bonus Source
Handle animal	1	CHA -1	2
Intimidate	1	CHA -1	2
Listen	4	WIS 1	1 +2 feat
Spot	5	WIS 1	2 +2 feat
Survival	2	WIS 1	1 (2)

	BUFFONI ARROGANTI CHRISTMAS REUNION 2015	
Campaign / Adventure	Buffoni Arroganti Christmas Reunion 2015 - Messaggeri	
Character's name:	Bandito Ranged	
Class and levels	Ranger 4° (archery) (CR 6)	

Race	Gnoll	ECL	+2	Hit Dices:		
Size	Medium	Gender	Male			
Face / Reach	5 Ft / 5 Ft					
Homeland	Neverwinter wood		Languages:			
Religion	Yeenoghu					
Alignment	CE					
	Standard		Temporary			
STR	16	3		SPEED	30 Ft.	
DEX*	17	3		INITIATIVE	+3	
CON	16	3				
INT	8	-1		HP	8+1d8+4d8+18 =	
WIS	12	1		AC	10+3+1+5+1 = 20	
CHA	8	-1			Dex + Natural + armor + ring	
			Touch	14	Flat-footed	17
					Armor check:	-1
FORT	3+3+4+0		10		Conditional modifiers:	
REFL	3+0+4+0		7			
WILL	1+0+1+2		4			
BASE ATTACK	(1+4) +5		MELEE	+8		
GRAPPLE	+8		RANGED	+8		
Attacks	Mighty (+3) composite longbow +1		+10	1d8+4	20 x3	
	Mighty (+3) composite longbow +1 (rapid)		+8 / +8	1d8+4 / 1d8+4	20 x3	
	Battleaxe MW		+9	1d8+3	20 x3	
MAGIC ITEMS WORN						
RING 1				Ring of protection +1		
BODY	Robe, suit of armor			Chain shirt +1		
RACIAL TRAITS & POWERS						
Darkvision 60 Ft.		2 racial HD		Natural AC +1		
FEATS & CLASS FEATURES						
1) Weapon focus "longbow"		3) Iron will		6) Point-blank shot		
1 st favoured enemy "elves"		Track		Wild empathy		
Combat style "archery" (rapid shot)		Endurance		Animal companion		
Ranger spell prepared: " <i>Resist energy</i> "						
Equipment						
Chain shirt +1		Mighty (+3) composite longbow +1		40 arrows		
Battleaxe MW		Potion "Cure serious wounds" x3		Ring of protection +1		
9.9 GP						
Skills		TOT	Ability	Ranks	Bonus	Source
Hide	R	8	DEX	3	5	
Listen	X	6	WIS	1	5	
Move silently	R	8	DEX	3	5	
Spot	X	6	WIS	1	5	
Survival	R	6	WIS	1	5	



BUFFONI ARROGANTI CHRISTMAS REUNION 2015



Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri				
Character's name:		Capo dei banditi				
Class and levels		Cleric 6°				
Race	Flind	ECL	+3	Hit Dices:		
Size	Medium	Gender	Male			
Face / Reach	5 Ft / 5 Ft					
Homeland	Neverwinter wood			Languages:		
Religion	Yeenoghu					
Alignment	NE					
	Standard		Temporary			
STR	20	5		SPEED	(30 Ft) 20 ft	
DEX	16	3		INITIATIVE	(3+4) +7	
CON	20	5				
INT	10	0		HP	8+7d8+40 =	
WIS**	(20) 22	(5) 6		AC	10+2+3+1+9+3 = 28	
CHA	10	0		Natural + DEX + luck + armor + shield		
			Touch	14	Flat-footed 25 Armor check: -6	
FORT	5+3+5+1+1		15	Conditional modifiers:		
REFL	3+0+2+1+1		7			
WILL	6+0+5+1+1		13			
BASE ATTACK	(1+4) +5		MELEE 10			
GRAPPLE	10		RANGED 8			
Attacks	Flindbar +1 shock		12	2d4+6 + 1d6 electric		19-20 x2
	Spiritual wraapon		11	1d8+2		20 x2
	Ray		8	Spell		20 x2
	Touch		10	Spell		20 x2
MAGIC ITEMS WORN						
NECK	Amulet, brooch, medallion, periapt, scarab			Amulet WIS +2		
SHOULDERS	Cloak, cape, mantle			Cloak of resistance +1		
SHIELD				Heavy steel shield +1		
BODY	Robe, suit of armor			Full Plate +1		
RACIAL TRAITS & POWERS						
Darkvision 60Ft			+2 natural AC		2 racial HD	

Flindbars are martial weapons							
FEATS & CLASS FEATURES							
1) Luck of heroes		3) Improved initiative			6) Leadership		
Rebuke undead							
Equipment							
Full Plate +1		Heavy steel shield +1			Flindbar +1 shock		
Light crossbow MW		Amulet WIS +2			Cloak of resistance +1		
20 bolts		120 GP + 75 PP			Potion "Bull's strength"		
Divine scroll: "Remove Blindness / Deafness", "Delay poison", "Deific vengeance".							
Stone of Alarm		Potion "Oil of magic weapon"					
Skills		TOT	Ability		Ranks	Bonus	Source
Concentration	C	8	CON	5	3		
Heal	C	9	WIS	6	3		
Knowledge religion	C	3	INT	0	3		
Listen	F	11	WIS	6	5		
Spellcraft	C	3	INT	0	3		
Spot	F	11	WIS	6	5		
SPELLCASTING				Base Save DC:		16	
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	5		16	2	3+1	2	18
1	3+1	2	17	3	2+1	1	19
DOMAINS & DOMAIN SPELLS							
WAR = weapon proficiency and weapon focus "flindbars".				GLUTTONY = "Enlarge person" 6 rounds per day.			
Magic weapon			*	Goodberry			*
Spiritual weapon			*	Death knell			*
Magic vestment			*	Create food and water			*
SPELLS PREPARED							
LEVEL 0		DC		LEVEL 1		DC	
Detect magic		*		Goodberry		*	
Read magic		*		Bless		*	
Guidance		*		Faith healing		*	
Create water		*		Divine favor		*	
Detect poison		*		Shield of faith		*	
				Faith healing		*	
LEVEL 2		DC		LEVEL 3		DC	
Spiritual weapon		*		Magic vestment			
Flame of faith		*		Prayer		*	

Bull's strength	*		Dispel magic	*	
Cure moderate wounds	*		Bestow curse	19	
Sound burst	18				
Silence	18				

Il ponte fortificato.

Il ponte fortificato: andrà trattato dapprima come una specie di creatura ... con le due catapulte come “attacchi” e con gli artiglieri che dovranno essere abbattuti dai nostri eroi; poi come un vero e proprio piccolo dungeon con la torre centrale un minimo da esplorare. Invece le altre due torri saranno solo un “supporto” per le catapulte.

E le catapulte in se? quanti HP hanno? e quanta hardness? ... va calcolato perché un mago volante potrebbe averne la meglio in pochi round.

A guardia dovrebbe esserci un nutrito gruppo di soldati “nemici” più i serventi alle catapulte. Le catapulte colpiranno ogni round (con 9 serventi ~~da 50 HP l'uno ... da creare come expert del Unearthed Arcana~~) ma se i serventi calano di numero calerà la celerità di tiro (9-8 = un colpo a round; 7-6 = un colpo un round si ed uno no; 5-4 = un colpo poi due round di pausa; 3 o meno un colpo e due round di pausa ma colpi tutti su una linea ... la catapulta non potrà più girare). Le guardie vere e proprie saranno numerose (una ventina?) ed usciranno a gruppi di 6 o più un po' alla volta. Una volta abbattute le catapulte si arrenderanno.

Qui si scoprirà interrogando le guardie sopravvissute che erano state allertate di evitare a tutti i costi che un gruppo rispondente alla descrizione dei nostri eroi attraversasse il ponte ... erano stati messi in guardia da un loro diretto superiore proveniente direttamente da Luskan, ma l'uomo sarà misteriosamente scomparso dal suo alloggio.

Quindi bisogna pensare qualcosa di carino per il dungeon sotto la terza torre (in mezzo al fiume).

Difensori del ponte fortificato

		<p>BUFFONI ARROGANTI CHRISTMAS REUNION 2015</p>			
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri			
Character's name:		Servente alla catapulta			
Class and levels		Expert 9°			
Race	Human			Hit Dices:	



Size	Medium	Gender	Male			
Face / Reach	5 Ft / 5 Ft					
Homeland	Luskan		Languages:			
Religion	Red Knighth					
Alignment	LN					
	Standard		Temporary			
STR	14	2		SPEED	30 Ft	
DEX*	16	3		INITIATIVE	3	
CON*	14	2				
INT	14	2		HP	6+8d6+27 =	
WIS	10	0		AC	10+1+3+1+4+1 = 20	
CHA	8	-			Ring + DEX + natural + armor + shield	
			Touch	Flat-footed	Armor check:	
FORT	2+3+0		5	Conditional modifiers:		
REFL	3+3+0		8			
WILL	0+6+2		8			
BASE ATTACK	+6/+1		MELEE	+8/+3		
			RANGED	+9/+4		
GRAPPLE	8					
Attacks	Longsword MW		+5/+0	1d8+2	19-20 x2	
	Mighty (+2) composite longbow MW		+9/+4	1d8+2	20 x3	
MAGIC ITEMS WORN						
NECK	Amulet, brooch, medallion, periapt, scarab			Amulet of natural AC +1		
RING 1				Ring of protection +1		
SHIELD				Buckler MW		
BODY	Robe, suit of armor			Studded leather armor +1		
FEATS & CLASS FEATURES						
BH) Weapon proficiency "longbow"		1) Skill focus "profession engineer"		3) Alertness		
6) Iron will		9) Improved toughness				
Equipment						
Studded leather armor +1		Mighty (+2) composite longbow MW		20 arrows		
Longsword MW		Buckler MW		Ring of protection +1		
Amulet of natural AC +1		10.5 GP				
Skills		TOT	Ability	Ranks	Bonus	Source
Balance	E		DEX	3	10	
Craft alchemy	E		INT	2	10	
Disable device	E		INT	2	10	
Escape artist	E		DEX	3	10	
Listen	E		WIS	0	10	+2 feat
Open lock	E		DEX	3	10	
Profession siege engineer	E		WIS	0	12	+3 feat
Search	E		INT	2	10	

Spot	E		WIS	0	10	+2 feat	
Tumble			DEX	3	3 (6)		
Use rope	E		DEX	3	10		



Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri					
Character's name:		Fante di guardia					
Class and levels		Fighter 6°					
Race	Human			Hit Dices:			
Size	Medium	Gender	Male				
Face / Reach	5 Ft / 5 Ft						
Homeland	Luskan					Languages:	
Religion	Red Knighth						
Alignment	LN						
	Standard		Temporary				
STR	16	3			SPEED	(30 Ft) 20 Ft	
DEX	14	2			INITIATIVE	2	
CON*	16	3					
INT	12	1			HP	10+5d10+24 =	
WIS	14	2			AC	10+1+8+1+1 = 21 + dodge	
CHA	10	0				DEX + armor + shield + ring	
					Touch	12	Flat-footed 20 Armor check: -5
FORT	3+5+0+1		9		Conditional modifiers:		
REFL	2+2+0+1		5				
WILL	2+2+2+1		7				
BASE ATTACK	+6/+1		MELEE	+9/+4			
GRAPPLE	9		RANGED	+8/+3			
Attacks	Bastard sword +1 (one hand)		+11/+6	1d10+6			
	Bastard sword +1 (two hands)		+10/+5	1d10+7 (-1 AC)	19-20 x2		
	Light crossbow MW		+8 (80 Ft)	1d8	19-20 x2		
MAGIC ITEMS WORN							
SHOULDERS	Cloak, cape, mantle			Cloak of resistance +1			
RING 1				Ring of protection +1			
SHIELD				Buckler MW			
BODY	Robe, suit of armor			Full plate MW			

FEATS & CLASS FEATURES							
BH) Foe hunter "orc"		1) Exotic weapon proficiency "bastard sword"					
6) Iron will		BF1) Weapon focus "bastard sword"					
BF4) Weapon specialization "bastard sword"				BF6) Dodge			
3) Improved toughness		BF2) Power attack (max +6)					
Equipment							
Full plate MW		Bastard sword +1			Buckler MW		
Light crossbow MW		20 bolts			Cloak of resistance +1		
Ring of protection +1		12 GP					
Skills		TOT	Ability		Ranks	Bonus	Source
Intimidate	F	4	CHA	0	4		
Listen		6	WIS	2	4 (8)		
Ride	F	6	DEX	2	4		
Search		5	INT	1	4 (8)		
Sense motive		4	WIS	2	2 (4)		
Spot		6	WIS	2	4 (8)		

		<h2 style="color: red;">BUFFONI ARROGANTI CHRISTMAS REUNION 2015</h2>					
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri					
Character's name:		Balestriere di guardia					
Class and levels		Fighter 6°					
Race	Human					Hit Dices:	
Size	Medium	Gender	Male				
Face / Reach	5 Ft / 5 Ft						
Homeland	Luskan						
Religion	Red Knighth					Languages:	
Alignment	LN						
		Standard		Temporary			
STR	14	2			SPEED	30 ft	
DEX*	18	4			INITIATIVE	4	
CON	14	2					
INT	12	1			HP	10+5d10+12 =	
WIS	14	2			AC	10+3+5+1 = 19	
CHA	10	0			DEX + armor + ring		
		Touch	14	Flat-footed	16	Armor check:	-3

FORT	2+5+1	8	Conditional modifiers:				
REFL	4+2+1	7					
WILL	2+2+1	5					
BASE ATTACK	+6/+1	MELEE	+8/+3				
		RANGED	+10/+5				
GRAPPLE	8						
Attacks	Repeating crossbow +1	+12/+7 (90 Ft)	1d10 +3	19-20 x2			
	Repeating crossbow +1 (rapid shot)	+10/+10/+5 (90 Ft)	1d10 +3	19-20 x2			
	Repeating crossbow +1 (manyshot)	+6/+6/+6 (90 Ft)	1d10 +3	19-20 x2			
	Greatsword MW	+9/+4	2d6+3	20 x3			
MAGIC ITEMS WORN							
SHOULDERS	Cloak, cape, mantle		Cloak of resistance +1				
RING 1			Ring of protection +1				
BODY	Robe, suit of armor		Brestplate MW				
FEATS & CLASS FEATURES							
BH) Alertness		1) Exotic weapon proficiency “repeating crossbow”					
6) Manyshot		BF1) Weapon focus “repeating crossbow”					
BF4) Weapon specialization “repeating crossbow”				BF6) Precise shot			
3) Rapid shot		BF2) Point blanc shot					
Equipment							
Repeating crossbow +1		50 bolts		Greatsword MW			
Brestplate MW		Ring of protection +1		Cloak of resistance +1			
12 GP							
Skills		TOT	Ability		Ranks	Bonus	Source
Handle animal	F	6	CHA	0	6		
Intimidate	F	6	CHA	0	6		
Listen		7	WIS	2	3 (6)	+2 feat	
Ride	F	12	DEX	4	6	+2 syn	
Sense motive		5	WIS	2	3 (6)		
Spot		7	WIS	2	3 (6)	+2 feat	

Villaggio di passaggio.

Città: *Screaming Trees*
Popolazione: 110 (humans mostly)
Religioni (templi): *Chauntea, Tempus.*
Ricchezza: 2000 GP
Ricchezza limite: 500GP
Autorità: *Muton Hardmouth (mago – Capovillaggio)*

Unico “luogo civile” durante il viaggio è rappresentato dal piccolo villaggio di “Screaming Trees”, già sotto il dominio di Luskan (in pratica poco oltre al ponte fortificato). Qui i PG potrebbero trovare riposo e forse qualche piccolo aiuto nei templi locali ... ma saranno comunque già in territorio nemico e forse il mandante del tentato omicidio potrebbe avere sue spie ed agenti anche qui.

Una volta passato il ponte (a metà strada circa) ed il villaggio di Screaming Trees, resteranno solo 3 giorni di viaggio, durante i quali ci sarà l'attacco del gruppo di PNG.

Gruppo di PNG nemici

		BUFFONI ARROGANTI CHRISTMAS REUNION 2015					
Player's name:		Beppe				Darkvision 60 Ft. DR = 5/magic. Acid, cold, electricity, fire resistance = 10 SR = 18	
Campaign / Adventure		Ricky's Dragonlance					
Character's name:		??? (half fiend)					
Class and levels		Ranger 2 / Rogue 5 / Dragonstalker 1 (CR 10)					
Race	Human half fiend	ECL	+2	Hit Dices:			
Size	Medium	Gender	Male				
Face / Reach	5 Ft / 5 Ft						
Homeland	???			Languages:			
Religion	???						
Alignment	CN						
		Standard		Temporary			
STR*	23	6			SPEED	30 Ft / Fly 30 Ft (average)	
DEX	22	6			INITIATIVE	+6	
CON*	18	4					
INT	18	4			HP	8+1d8+5d6+1d10+32 = 77	
WIS	10	0			AC	10+7+6+3+2 = 28	
CHA	12	1			Armor + DEX + natural + ring		
		Touch	18	Flat-footed	22		
FORT	4+3+1+0+0+2		10				
REFL	6+3+4+2+0+2		17 + evasion				
WILL	0+0+1+2+2+2		7				
BASE ATTACK	(2+3+1) 6/1		MELEE	12/7			
			RANGED	12/7			
GRAPPLE	+12						
Attacks	Heavy pick +3 shocking burst (primary)		13/8	1d8+9+1d6 electric	20 x4		
	Light pick +2 vicious (off-hand)		12	1d6+5	20 x4		
	Bite (secondary)		10	1d6+3	20 x2		
	Mighty (+3) composite longbow MW		13/8	1d8+3	20 x3		
	Bite (primary)		12	1d6+6	20 x2		
	2 claws (off-hand)		7/7	1d4+3 / 1d4+3	20 x2		

MAGIC ITEMS WORN		
NECK	Amulet, brooch, medallion, periapt, scarab	Amulet of natural AC +2
SHOULDERS	Cloak, cape, mantle	Cloak of resistance +2
RING 1		Ring of protection +2
BODY	Robe, suit of armor	Mithral chainshirt +3

RACIAL TRAITS & POWERS		
Natural AC +1	Bite and 2 claws attack	Smite good once per day (+8dmg)
Darkvision 60 Ft	Poison immunity	DR = 5/magic
Resistance: acid, cold, electricity, fire = 10		SR = 18

FEATS & CLASS FEATURES		
BH) Dodge	1) Iron will	3) Blind fight
6) Dragon foe	1 st favoured enemy "dragons"	Track
Wild empathy	Combat style "two weapon combat"	Sneak attack +3d6
Trapfinding	Evasion	Trap sense +1
Uncanny dodge	Hunting bonus	

Equipment		
Heavy pick +3 shocking burst	Thieves' tools MW	Cloak of resistance +2
Light pick +2 vicious	Mithral chainshirt +3	Ring of protection +2
Mighty (+3) composite longbow MW	Potion "Cure moderate wounds" x5	Potion "Invisibility" x2
Potion "Cure light wounds" x2	340 GP	Amulet of natural AC +2

Skills		TOT	Ability		Ranks	Bonus	Source
Balance	Ro	8	DEX	6	0	+2 (syn)	
Bluff	RoD	3	CHA	1	2		
Concentration	Ra	8	CON	4	4		
Disable device	Ro	12	INT	4	8		
Gather information	RoD	6	CHA	1	5		
Handle animal	Ra	2	CHA	1	1		
Hide	X	16	DEX	6	10		
Jump	X	9	STR	6	1	+2 (syn)	
Knowledge arcana	D	7	INT	4	3 (5)		
Knowledge nature	R	6	INT	4	0	+2 (syn)	
Listen	X	10	WIS	0	10		
Move silently	X	16	DEX	6	10		
Open lock	Ro	16	DEX	6	10		
Search	X	14	INT	4	10		
Sense motive	Ro	2	WIS	0	2 (3)		
Sleight of hand	Ro	12	DEX	6	6		
Spot	X	10	WIS	0	10		
Survival	RaD	5	WIS	0	5		+2 tracking
Swim	X	11	STR	6	5		

Tumble	Ro	16	DEX	6	10 (14)		
Use magic device	Ro	5	CHA	1	4		
Spell-like abilities (CL 8)							
Darkness						Unholy blight	
Desecrate						Poison	



Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri				Fire resistance 15	
Class and levels		Sorcerer 13°					
Race	Human (Female)						
Homeland	Calimshan						
Religion	Magic spirit						
Alignement	CG						
	Standard		Temporary				
STR	12	1			SPEED	30 Ft.	
DEX	18	4			INITIATIVE	4	
CON	12	1			AC	10+4+4+2 = 20	
INT	10	0				DEX + Armor + Ring	
WIS	10	0					
CHA***	(21) 25	(5) 7			HP	4+12d4+13+3 = 58	
FORT	1+4+2+1		8		4/4; '3/4; '3/4; '3/4; 4/4; '3/4; 2/4; 4/4; '3/4; 4/4; 3/4; 2/4; 4/4. Languages: common, draconic.		
REFL	4+4+0+1		9				
WILL	0+8+2+1		11				
BASE ATTACK	6/1		MALEE	7/2			
			RANGED	10/5			
Attacks	Dagger +2		9/4	1d4+3	19-20 x2		
	Light crossbow +1		11 (80 Ft)	1d8+1 + 1d6 electric	19-20 x2		
	Ray		10	Spell	20 x2		
	Touch		7/2	Spell	20 x2		
Equipment					Description:		
Bracers of armor +4							
Cloack of Charisma +4							
Ring of protection +2							
Ring of fire resistance 15							
Amulet of resistance +1							

Dagger +2 (1d4/19-20 x2/10 Ft/1 lb/SP)
Light crossbow +1 (1d8/19-20 x2/80 Ft/6 lb/P)
30 Bolts +1 shock
Wand “Magic missile IX” (5d4+5 – 20 charges)
Potion “Cure serious wounds” x4
Wand “Lightning Bolt X” (10d6, DC 15 – 15 charges)
Wand “Mirror image X” (10 charges)
350 GP

POWERS & FEATS

Summon familiar	Skill focus “concentration”			Toughness	
Great fortitude	Iron will		Spell penetration		Empower spell
Skills	TOT	Ability	Ranks	Bonus	Source
Bluff*	5	4	1		
Concentration*	18	1	14	3	
Knowledge arcana*	5	0	5		
Listen	1	0	1 (2)		
Sense motive	1	0	1 (2)		
Spellcraft*	13	0	13		
Spot	1	0	1 (2)		
Tumble	5	4	1 (2)		



SORCERER (10°) SPELLS PER DAY (6, 6, 6, 6, 6, 6, 4)

LEVEL 0 (6/17)													
LEVEL 1 (8/18)													
LEVEL 2 (8/19)													
LEVEL 3 (8/20)													
LEVEL 4 (7/21)													
LEVEL 5 (7/22)													
LEVEL 6 (5/23)													

BATTLE SORCERER (10°) – SPELLS KNOWN (9, 5, 5, 4, 4, 3, 2)

LEVEL 0 (9 – 17)		LEVEL 1 (5 – 18)			LEVEL 2 (5 – 19)		
Detect magic	*	Chill touch	18	Scorching ray			*
Read magic	*	Shield	*	Resist energy			*
Disrupt undead	*	Magic missile	*	Touch of idiocy			*
Touch of fatigue	*	Ray of enfeeblement	*	Web			19
Daze	17	Expeditious retreat	*	Resist energy			*
Flare	17	LEVEL 3 (4 – 20)			LEVEL 4 (4 – 21)		
Light	*	Fireball	20	Globe of invulnerability lesser			*
Mending	*	Dispel magic	*	Wall of fire			21
Prestidigitation	*	Vampiric touch	*	Confusion			21

		Fly	*	Phantasmal killer	21
LEVEL 5 (3 – 22)		LEVEL 6 (2 – 23)			
Cone of cold	22	Disintegrate	23		
Teleport	*	True seeing	*		
Wall of force	*				

		<h2 style="color: red;">BUFFONI ARROGANTI CHRISTMAS REUNION 2015</h2>								
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri								
Class and levels		Fighter 5° / Berserker 4° / Spur lord 3° (CR 12)								
Race	Human									
Size	Medium		Gender	Male						
Face / Reach	5 Ft / 5 Ft									
Homeland	Skullrag				Languages: common, infernal, orc.					
Religion	Cyric									
Alignment	NE									
	Standard		Temporary							
STR*	(18) 20	(4) 5	26	8	SPEED	40 Ft				
DEX	16	3			INITIATIVE	+3				
CON**	20	5	26	8	DR	2/-				
INT	14	2			HP	10+4d10+4d12+3d10+60 = (+36)				
WIS	12	1			AC	10+3+7+2+2 = 24 + dodge (-2)				
CHA	10	0			DEX + armor + natural + ring					
					Touch	15	Flat-footed	21	Armor check:	-2
FORT	5+4+4+3+0+5		21 (+3)		Conditional modifiers:					
REFL	3+1+1+1+2+5		13							
WILL	1+1+1+1+2+5		11 (+3)							
BASE ATTACK	(5+3+3) 11/6/1		MALEE	16/11/6 (+3)						
			RANGED	14/9/4						
GRAPPLE	+16 (+3)									
Attacks	Greatsword +2 shock				19/14/9	2d6+11+1d6	19-20 x2			
	Greatsword +2 shock (fury)				22/17/12	2d6+16+1d6	19-20 x2			
	Greatsword +2 shock (full power attack)				8/3/-2	2d6+33+1d6	19-20 x2			
	Greatsword +2 shock (full power attack - fury)				11/6/1	2d6+38+12d6	19-20 x2			
	Mighty (+4) composite longbow +1				15/10/5 (110 Ft)	1d8+5	20 x3			

	Dark flames (ranged touch)	14	12d6	20 x2
MAGIC ITEMS WORN				
NECK	Amulet, brooch, medallion, periapt, scarab	Amulet of natural AC +2		
SHOULDERS	Cloak, cape, mantle	Cloak of resistance +5		
RING 1		Ring of protection +2		
RING 2		Ring of water walking		
HANDS	Gloves, gauntlets	Gauntlets of ogre power (STR +2)		
BODY	Robe, suit of armor	Chain shirt +3		
FEATS & CLASS FEATURES				
BH) Iron will	1) Quick draw	3) Lightning reflexes		
6) Leadership	9) Weapon focus "greatsword"	Secret blade		
BF) Dodge	BF) Improved critical "greatsword"	BF) Power attack (max +11)		
12) Weapon specialization "greatsword"		+ 10 Ft movement		
Battle fury (2 x day / 11 rounds)	DR = 2/-	Beast shape "wolf" (1 x day)		
Dark bond	Ritual of dark flames (12d6 (fire and negative energy))			
Equipment				
Chain shirt +3	Greatsword +2 shock	Mightu (+4) composite longbow +1		
40 black arrows	Potion "Cure moderate wounds" (x3)	Potion "Neutralize poison"		
Potion "Lesser restoration"	Amulet of natural AC +2	Ring of protection +2		
Cloak of resistance +5	Cloak of resistance +2 (Cytic)	1400 GP		
Potion "Ghoul touch"	Ring of water walking	Gauntlets of ogre power (STR +2)		
Skills	TOT	Ability	Ranks	Bonus
Bluff	6	CHA	0	6 (9)
Concentration	11	CON	5	3 (6)
Hide	8	DEX	3	5 (10)
Knowledge religion	5	INT	2	3 (6)
Listen	9	WIS	1	8 (11)
Move silently	9	DEX	3	6 (9)
Sense motive	7	WIS	1	6 (9)
Spot	9	WIS	1	8 (11)
Tumble	8	DEX	3	5 (10)



**BUFFONI ARROGANTI
CHRISTMAS REUNION
2015**



Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri							
Class and levels		Cleric 6° / Divine agent 4° (CR 12)							
Race	Drow	ECL	+2	Fire resistance: 10					
Size	Medium	Gender	Female						
Face / Reach	5 Ft / 5 Ft								
Homeland	Underdark			Languages: undercommon, drow.					
Religion	Lolth								
Alignement	NE								
		Standard		Temporary					
STR	14	2			SPEED	30 Ft			
DEX	(20) 22	(5) 6			INITIATIVE	+6			
CON	14	2			SR	21			
INT	11	0			HP	8+9d8+20 =			
WIS**	(20) 22	(5) 6			AC	10+5+5+3+2 = 25 + dodge			
CHA	16	3			DEX + armor + shield + ring				
		Touch	17	Flat-footed	20	Armor check:	-1		
FORT	2+5+1+1+0		9		Conditional modifiers: +2 ST vs enchantment spells and effects				
REFL	6+2+1+1+2		12						
WILL	6+5+4+1+0		16						
BASE ATTACK		(4+3) 7/2	MALEE	9/4					
GRAPPLE		+9	RANGED	13/8					
Attacks	Longsword +1 spellstoring		10/5	1d8+3 (stored: "Bestow curse")	19-20 x2				
	Light crossbow MW (bolt +1)		14 (80 Ft)	1d8+1	19-20 x2				
	Light crossbow MW (poisoned bolt)		14 (80 Ft)	1d8 + poison	19-20 x2				
	Ray		13	Spell	20 x2				
	Touch		9/4	Spell	20 x2				
	Spiritual weapon		13/8	1d8+3	19-20 x2				
MAGIC ITEMS WORN									
NECK	Amulet, brooch, medallion, periapt, scarab			Amulet WIS +2					
SHOULDERS	Cloak, cape, mantle			Greater piwafi (resistance +1 / fire resistance 10)					
RING 1				Ring of protection +2					
HANDS	Gloves, gauntlets			Gloves DEX +2					
SHIELD				Heavy steel shield					
BODY	Robe, suit of armor			Studded leather armor +2					
RACIAL TRAITS & POWERS									
Spell-like abilities			+2 listen, search and spot			Darkvision 120 Ft			
+2 ST vs enchantment spells and effects					Light blindness				
Immunity to sleep spells and effects			Proficient with longsword and shortbow						
FEATS & CLASS FEATURES									
1) Highborn drow			3) Deepening darkness			6) Dodge			
9) Lolth's blessing			Rebuke / Command undead			Granted domain			

Contact	Menacing aura (20 ft)	Godly gift					
Altered appearance	Lightning reflexes	Blind fight					
Equipment							
Studded leather armor +2	Heavy steel shield +1	Longsword +1 spellstoring					
Light crossbow MW	Bolt +1 (30) + Bolt poisoned (30 – drow knockout poison)						
Divine scrolls “Raise dead”, “Neutralize poison”, “Cure serious wounds”		Potion “Fly”					
Potion “Spider climb”	Greater piwafi (resistance +1 / fire resistance 10)						
Wand “Cure serious wounds” (30 charges)		Ring of protection +2					
Amulet WIS +2	Wand “Searing light” (20 charges)	200 GP					
Skills	TOT	Ability	Ranks	Bonus	Source		
Concentration	7	CON	2	5			
Heal	8	WIS	6	2			
Knowledge arcana	1	INT	0	1 (2)			
Knowledge religion	7	INT	0	7			
Knowledge underdark	1	INT	0	1 (2)			
Listen	9	WIS	6	2 (4)	1		
Search	2	INT	0	1 (2)	1		
Spellcraft	4	INT	0	4			
Spot	10	WIS	6	3 (4)	1		
Tumble	7	DEX	6	1 (2)			
Spell-like abilities (as SOR 10° - DC 13 + level)							
	DC			DC			
Dancing lights	*	1 x day	Cloak of dark power	*	1 x day		
Faerie fire	*	1 x day	Detect good	*	1 x day		
Detect magic	*	1 x day	Levitate	*	1 x day		
Clairaudience / Clairvoyance	*	1 x day	Detect lies	*	1 x day		
Dispel magic	*	1 x day	Suggestion	16	1 x day		
Deeper darkness	*	3 x day					
SPELLCASTING			Base Save DC:				
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	6		16	3	3+1	1	19
1	4+1	2	17	4	2+1	1	20
2	3+1	2	18				
DOMAINS & DOMAIN SPELLS							
DROW = free “lightning reflexes” feat.				DARKNESS = free “blind fight” feat.			
Cloak of dark power			*	Obscuring mist			*
Clairaudience / Clairvoyance			*	Blindness / Deafness			17
Suggestion			18	Blacklight			18

Discern lies	*	Armor of darkness	*
SPIDER = rebuke / command spiders as undead			
Spider climb	*		
Summon swarm	17		
Phantom steed	*		
Giant vermin	*		
SPELLS PREPARED			
LEVEL 0	DC	LEVEL 1	DC
Cure minor wounds	*	Faith healing	*
Guidance	*	Faith healing	*
Read magic	*	Doom	17
Detect poison	*	Bane	17
Create water	*	Divine favor	*
Purify food and drink	*	Remove fear	*
LEVEL 2	DC	LEVEL 3	DC
Cure moderate wounds	*	Bestow curse	19
Bear's endurance	*	Invisibility purge	*
Bull's strength	*	Cure serious wounds	*
Spiritual weapon	*	Searing light	*
Silence	18		
LEVEL 4	DC		
Cure critical wounds	*		
Poison	20		
Greater magic weapon	*		

	BUFFONI ARROGANTI CHRISTMAS REUNION 2015	
Campaign / Adventure	Buffoni Arroganti Christmas Reunion 2015 - Messaggeri	
Character's name:	Shrak (CR 12)	
Class and levels	Rogue 2°, Fighter 4°Spur lord 2°	
Race	Thiefling half white dragon	

Size	Medium	ECL	+4	Languages: common, infernal, orc, goblin, abyssal.		
		Gender	Male			
Face / Reach	5 x 5 FT.					
Homeland	Waterdeep					
Religion	Cyric					
Alignment	NE					
	Standard	Temporary				
STR**	28	9		SPEED	30 Ft.	
DEX	20	5		INITIATIVE	5	
CON	16	3				
INT	18	4		HP	6+1d6+4d10+2d10+24 = 75	
WIS	10	0		AC	10+5+5+4+3+4 = 31	
CHA	12	1		DEX + armor + shield + ring + natural		
			Touch	18	Flat-footed 26	Armor check: -4
FORT	3+0+4+3+0+2		12	Conditional modifiers:		
REFL	5+3+1+0+2+2		13 + evasion			
WILL	0+0+1+0+2+2		5			
BASE ATTACK	(1+4+2) 7/2	MALEE	16/11			
		RANGED	12/7			
GRAPPLE	+12					
Attacks	Skullblade +1		19/14	1d8+13	19-20 x2	
	Skullblade +1 (vs good)		19/14	1d8+13+2d6	19-20 x2	
	Light crossbow MW		13 (80 ft)	1d8	19-20 x2	
	Ritual of dark flames		12 (touch - 10 Ft)	8d6 negative energy	20 x2	
Breath weapon:	30 Ft cone of cold damage - 6d8 - REFL DC 13 for half					
MAGIC ITEMS WORN						
SHOULDERS	Cloak, cape, mantle			Cloak of resistance +2		
RING 1				Ring of protection +3		
SHIELD				Heavy steel shield +2		
BODY	Robe, suit of armor			Studded leather armor +2		
RACIAL TRAITS & POWERS						
Darkvision 60 Ft	"Darkness" (CL 8) once per day			Cold immunity		
Electricity and fire resistance 5	Immunity to sleep and paralysis spells and effects					
Ritual of dark flames (ranged touch - 8d6 negative energy damage - costs 2 WIS damage)						
FEATS & CLASS FEATURES						
1) Iron will	3) Lightning reflexes		6) Leadership		BF) Quick draw	
BF) Weapon focus "longsword"			BF) Weapon specialization "longsword"			
Sneak attack +1d6	Trapfinding		Evasion		Dark bond	
Secret blade						
Equipment						
Studded leather armor +2		Heavy steel shield +2		Skullblade +2 (unholy)		
Light crossbow MW		30 bolts		10 poisoned bolts		
Cloak of resistance +2		Ring of protection +2		Potion "cure critical wounds" x4		

Potion "lesser restoration" x2		Potion "invisibility" x2			80 GP		
Skills	TOT	Ability		Ranks	Bonus	Source	
Bluff	6	CHA	1	3	2 racial		
Concentration	7	CON	4	3 (6)			
Decipher script	7	INT	4	3 (6)			
Diplomacy	5	CHA	1	4 (7)			
Disable device	5	INT	4	1 (2)			
Disguise	5	CHA	1	4 (7)			
Escape artist	7	DEX	5	2			
Forgery	5	INT	4	1 (2)			
Gather information	5	CHA	1	4 (5)			
Heal	2	WIS	0	2 (4)			
Hide	10	DEX	5	3	2 racial		
Intimidate	4	CHA	1	3			
Knowledge religion	7	INT	4	3 (6)			
Listen	6	WIS	0	6			
Move silently	10	DEX	5	5			
Open lock	8	DEX	5	3			
Ride	7	DEX	5	2			
Search	7	INT	4	3			
Sense motive	3	WIS	0	3			
Sleight of hand	8	DEX	5	3			
Spot	6	WIS	0	6			
Tumble	10	DEX	5	5			
Use magic device	7	CHA	1	6			
Use rope	7	DEX	5	2			

		BUFFONI ARROGANTI CHRISTMAS REUNION 2015					
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 – Messaggeri					
Character's name:		Nostromo Urkul					
Class and levels		Barbarian 4, Cleric 7 (CR 12)					
Race	Gray orc	ECL	+1	Hit Dices:			
Size	Medium	Gender	Male				
Face / Reach		5 Ft / 5 Ft					

Homeland	Cormyr				Languages:		
Religion	Shargas						
Alignment	CN						
	Standard		Temporary				
STR**	(18) 20	(4) 5	24	7	SPEED	50 Ft	
DEX	14	2			INITIATIVE	(2+2) +4	
CON	18	4	22	6	Arcane spell failure		
INT	10	0			HP	12+3d12+7d8+44 = (+22)	
WIS	(20) 22	(5) 6			AC	10+	
CHA	8	-1			Touch	Flat-footed	Armor check:
FORT	4+4+5+1		14		Conditional modifiers:		
REFL	2+1+2+1		6		Cannot be shaken		
WILL	6+1+5+1		13				
BASE ATTACK	(4+5) 9/4 (grapple +13 +2)		MELEE	14/9 (+2)			
			RANGED	11/6			
Attacks	Greataxe +1 berserker flaming			15/10	1d12+8+1d6 fire	20 x3	
	Greataxe +1 berserker flaming (rage)			18/13	1d12+13+1d6 fire	20 x3	
	Mighty (+4) composite longbow +1			12/7 (110 Ft)	1d8+5	20 x3	
	Ray			11	Spell	20 2	
	Touch			14/9	Spell	20 x2	
	Spiritual weapon			15/10	1d8+3	20 x2	
MAGIC ITEMS WORN							
NECK	Amulet, brooch, medallion, periapt, scarab				WIS +2		
SHOULDERS	Cloak, cape, mantle				Cloak of resistance +1		
RING 1					Protection +1		
HANDS	Gloves, gauntlets				Gauntlets of ogre power (STR +2)		
BODY	Robe, suit of armor				Chain shirt +3		
RACIAL TRAITS & POWERS / FEATS & CLASS FEATURES							
Greataxe and longbow proficiency			Light sensitivity			Scent	
Orc blood							
1) Blooded			3) Headlong rush (+2 attack / -2 AC / double damage)				
6) Power attack (max +9)			9) Reckless offensive (-4 AC / +2 attack)				
Rage (2 per day – 9 rounds)			Uncanny dodge			Trap sense +1	
			Fast movement			Illiteracy	
			Rebuke undead			Spontaneous casting “inflict spells”	
Equipment							
Chain shirt +3			Amulet WIS +2			Greataxe +1 berserker	
Mighty (+4) composite longbow +1			40 arrows			Gauntlets of ogre power (STR +2)	
Ring of protection +1			Cloak of resistance +1			Potion “Cure serious wounds” x5	
Potion “Lesser restoration” x3			1200 GP				
Skills			TOT	Ability	Ranks	Bonus	Source

Climb	B	10 (+2)	STR	5	5		(+2)
Concentration	C	8 (+2)	CON	4	4 (6)		(+2)
Heal	C	11	WIS	6	5		
Intimidate	B	4	CHA	-1	5		
Jump	B	10 (+2)	STR	5	5		(+2)
Profession sailor	C	11	WIS	6	5		
Spellcraft	C	4	INT	0	4 (6)		
Spot		8	WIS	6	0	2 (feat)	
Swim	B	10 (+2)	STR	5	5		(+2)
SPELLCASTING				Base Save DC:		16	
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	6		16	3	2+1	1	19
1	4+1	2	17	4	1+1	1	20
2	3+1	2	18				
DOMAINS & DOMAIN SPELLS							
ORC = smite attack once per day (+ 7 DMG / +4 attack vs elf or dwarf)				TRICKERY = bluff, disguise and hide are class skills for the cleric			
Cause fear			17	Disguise self			*
Produce flame			15	Invisibility			*
Prayer			*	Nondetection			*
Divine power			*	Confusion			20
SPELLS PREPARED							
LEVEL 0 (6)		DC		LEVEL 1 (6+1)		DC	
Create water		*		Cause fear		17	
Cure minor wounds		*		Cure light wounds		*	
Guidance		*		Faith healing		*	
Detect magic		*		Divine favour		*	
Detect poison		*		Doom		17	
Guidance		*		Nightshield		*	
				Vigor lesser		*	
LEVEL 2 (5+1)		DC		LEVEL 3 (3+1)		DC	
Invisibility		*		Prayer		*	
Spiritual weapon		*		Cure serious wounds		*	
Deific vengeance		18		Energy vortex		19	
Curse of ill fortune		18		Grace		*	
Cure moderate wounds		*					
Silence		18					
LEVEL 4 (2+1)		DC					

Divine power	*		
Cure critical wounds	*		
Death ward	*		

Arrivo a Luskan.

Solo una volta sconfitti i PNG si potrà raggiungere la città. In città dovranno ottenere un'udienza col sovrano, magari interpellando qualche chiesa locale che possa fornire loro aiuti.

Superati gli ostacoli non resta che raggiungere Luskan, la seconda città.

E qui sta il secondo problema. I PG sono semplicemente un gruppo di avventurieri / eroi ... come faranno ad ottenere un'udienza col Re o con qualcuno di fiducia? Una possibilità sarebbe rivolgersi ad uno dei templi buoni in città ... ma che templi ci saranno? E i nostri eroi a che divinità si appoggiano?

Al colloquio col re la situazione sarà leggermente più tranquilla: alla lettura della missiva si tenderà a non credergli, ma la firma del veggente avrà il suo peso e quindi il Re dovrà decidere il da farsi. Di chi fidarsi? I nostri eroi appariranno come la soluzione più semplice. Dovranno quindi impegnarsi per trovare il colpevole e "consegnarlo alla giustizia", se non altro come ammenda per aver sbaragliato la postazione di confine; in aggiunta ci sarà per loro una piccola ricompensa: 3000 GP ed alcuni oggetti magici del tesoro reale: un oggetto da massimo 5000 GP a testa).

L'assassino è lo scomparso apprendista del veggente, che si è finto stalliere per poter avvicinare il re alla successiva battuta di caccia (28 giorni dopo la partenza dalla casa del saggio).

Mago-assassino ed i suoi minions.

		<p>BUFFONI ARROGANTI CHRISTMAS REUNION 2015</p>				
Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri				
Character's name:		Mago-assassino				
Class and levels		Rogue 2°, Wizard 8°, Assassin 6°				
Race	Human	Gender				Hit Dices:
Size	Medium					
Face / Reach	5 Ft / 5 Ft	Languages:				
Homeland	Luskan					
Religion	Velsharoon					

Alignment	NE					
	Standard		Temporary			
STR	(14) 18	(2) 4			SPEED	30 Ft
DEX	(18) 20	(4) 5			INITIATIVE	(5+4) +9
CON	14	2				
INT****	(22) 26	(6) 8			HP	6+1d6+8d4+6d6+40 =
WIS	10	0			AC	10+5+1+4+2+3 = 25 + expertise
CHA	8	-1				DEX + insight + armor + natural + ring
					Touch	19 Flat-footed 20
FORT	2+0+2+2+2		8		Conditional modifiers:	
REFL	5+3+2+5+0		15 + evasion		+3 vs poison	
WILL	0+0+6+2+0		8			
BASE ATTACK	(1+4+4) 9/4		MELEE	+11/+6		
			RANGED	+13/+8		
GRAPPLE	'+11					
Attacks	Rapier +2			+13/+8	1d6+6	18-20 x2
	Mighty (+2) composite shortbow +1			+14/+9 (90 Ft)	1d6+3	20 x3
	Ray			+13/+8	Spell	20 x2
	Touch			+11/+6	Spell	20 x2
MAGIC ITEMS WORN						
HEAD	Headband, hat, helmet, phylactery, circlet			Headband of intellect +4		
NECK	Amulet, brooch, medallion, periapt, scarab			Amulet of natural AC +2		
RING 1				Ring of protection +3		
HANDS	Gloves, gauntlets			Gloves of DEX +2		
ARMS / WRISTS	Bracers, bracelets			Bracers of armor +4		
WAIST	Belt, girdle			Belt of STR +4		
FEATS & CLASS FEATURES						
BH) Mind over body		1) Improved initiative		3) Combat expertise		
6) Stealthy		9) Skill focus "concentration"		12) Great fortitude		
15) Leadership		Sneak-attack +1d6		Trapfinding		
Evasion		Summon familiar		Spell themathics "flying daggers"		
Scribe scroll		BW5) Extend spell		Sneak attack + 4d6		
Death attack (FORT DC 22)		Poison use		Saves vs poison +3		
Uncanny dodge		Improved uncanny dodge				
Equipment						
Amulet of natural AC +2		Rapier +2		Headband of intellect +4		
Ring of protection +3		Mighty (+2) composite shortbow +1		Belt of STR +4		
Gloves of DEX +2		20 arrows		Bracers of armor +4		
3200 GP						
Skills		TOT	Ability	Ranks	Bonus	Source

Balance	RA	6	DEX	4	0	+2 syn	
Bluff	RA	4	CHA	-1	5		
Concentration	W	21	CON	2	16 (21)	+3 feat	
Diplomacy	RA	6	CHA	-1	5	+2 syn	
Disable device	RA	13	INT	6	7		
Disguise	RA	4	CHA	-1	5		
Hide	RA	21	DEX	4	15 (20)	+2 feat	
Intimidate	RA	1	CHA	-1	0	+2 syn	
Jump	RA	4	STR	2	0	+2 syn	
Knowledge arcana	W	11	INT	6	5		
Knowledge dungeoneering	W	11	INT	6	5		
Knowledge nature	W	11	INT	6	5		
Knowledge religion	W	11	INT	6	5		
Knowledge the planes	W	11	INT	6	5		
Kn. local (Icewind dale)	RW	11	INT	6	5		
Listen	RA	15	WIS	0	15		
Move silently	RA	21	DEX	4	15 (20)	+2 feat	
Open lock	RA	11	DEX	4	7		
Search	RA	21	INT	6	15		
Sleight of hand	RA	11	DEX	4	5	+2 syn	
Spellcraft	W	22	INT	6	16 (21)	+2 syn	
Spot	RA	15	WIS	0	15		
Tumble	RA	19	DEX	4	15		

Spellcasting: WIZARD				Spellcasting: ASSASSIN							
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC				
0	4		16	1	3	2	17				
1	4	2	17	2	3	2	18				
2	3	2	18	3	1	1	19				
3	3	1	19								
4	2	1	20								

WIZARD SPELLS KNOWN & PREPARED

LEVEL 0 (prepared)	DC		LEVEL 1 (16)	DC	
Detect magic	*		Mage armor	*	
Read magic	*		Shield	*	
Detect poison	*		Magic weapon	*	
Touch of fatigue	16		Magic missile	*	
			Grease	17	
			Shocking grasp	17	
			Blades of fire	*	

			Buzzing bee	17	
			Critical strike	*	
			Ice dagger	17	
			Ray of enfeeblement	17	
			Backbiter	17	
			Cheat	17	
			Fist of stone	*	
			Expeditious retreat	*	
LEVEL 2 (10)	DC		LEVEL 3 (8)	DC	
Invisibility	*		Vampiric touch	*	
Mirror image	*		Fireball	19	
Combust	15		Dispel magic	*	
Death armor	*		Heroism	*	
Knock	*		Unluck	19	
Ray of stupidity	18		Claws of darkness	19	
Battering ram	18		Dragonskin	*	
Wracking touch	18		Weapon of energy	*	
See invisibility	*				
Bull's strength	*				
LEVEL 4 (6)	DC				
Improved invisibility	*				
Burning blood	20				
Vortex of teeth	20				
Phantasmal killer	20				
Wall of fire	20				
Dimension door	*				
ASSASSIN SPELLS KNOWN					
LEVEL 1 (4)	DC		LEVEL 2 (4)	DC	
True strike	*		Darkness	*	
Feather fall	*		Undetectable alignment	*	
Obscuring mist	*		Alter self	*	
Disguise self	*		Cat's grace	*	
LEVEL 3 (3)	DC				
False life	*				

Nondetection	*		
Deeper darkness	*		



BUFFONI ARROGANTI CHRISTMAS REUNION 2015

Campaign / Adventure		Buffoni Arroganti Christmas Reunion 2015 - Messaggeri							
Character's name:		Minion Melee							
Class and levels		Barbarian 4°, Fighter 4°, Warrior of Darkness 2° (CR 11)							
Race	Gray orc	ECL	'+1	Hit Dices:					
Size	Medium	Gender	Male						
Face / Reach	5 Ft / 5 Ft								
Homeland	Underdark			Languages:					
Religion	Gruumsh								
Alignment	CE								
		Standard		Temporary					
STR	18	4	22	6	SPEED	(50 ft) 40 Ft			
DEX	14	2			INITIATIVE	2			
CON**	20	5	24	7					
INT	10	0			HP	12+3d12+6d10			
WIS	12	1			AC	10+2+1+8+2 = 23 (-2)			
CHA	8	-1			DEX + luck + armar + ring				
		Touch	15	Flat-footed	21	Armor check:	-3		
FORT	5+4+4+3+1+1		18 (+2)		Conditional modifiers:				
REFL	2+1+1+0+1+1		6						
WILL	1+1+1+3+3+1		10 (+2)						
BASE ATTACK	(4+4+2) +10/+5		MELEE	+14/+9 (+2)					
GRAPPLE	'+14		RANGED	+12/+7					
Attacks	Greataxe +2 shock			+17/+12	1d12+10 +1d6 electric		19-20 x3		
	Greataxe +2 shock (power attack)			+7/+2	1d12+30 +1d6 electric		19-20 x3		
	Greataxe +2 shock (rage)			+19/+14	1d12+13+1d6 electric		19-20 x3		
	Greataxe +2 shock (rage – power attack)			+9/+4	1d12+33+1d6 electric		19-20 x3		
MAGIC ITEMS WORN									
SHOULDERS	Cloak, cape, mantle				Cloak of resistance +1				
RING 1					Ring of protection +2				

BODY	Robe, suit of armor	Brestplate +3				
RACIAL TRAITS & POWERS						
Darkvision 60 Ft	Light sensitivity	Orc blood				
Scent						
FEATS & CLASS FEATURES						
1) Luck of heroes	3) Iron will	6) Headlong rush (races 164)				
9) Improved critical "greataxe"	BF1) Weapon focus "greataxe"	BF2) Power attack (max +10)				
BF4) Weapon specialization "greataxe"		Fast movement				
Illitteracy	Rage (8 rounds – 2 x day)					
Uncanny dodge	Trap sense +1	Black magic oil: "Blind fight"				
Darkling weapon						
Equipment						
Greataxe +2	Brestplate +3	Ring of protection +2				
Cloak of resistance +1	110 GP					
Skills	TOT	Ability	Ranks	Bonus	Source	
Bluff	W	4	CHA	-1	5	
Craft alchemy	X	5	INT	0	5	
Diplomacy		1	CHA	-1	0	+2 syn
Intimidate	BF	7	CHA	-1	6	+2 syn
Knowledge arcana	W	3	INT	0	3 (6)	
Listen	B	3	WIS	1	2 (4)	
Sleight of hand		4	DEX	2	0	+2 syn
Spellcraft	W	1	INT	0	1 (2)	
Spot		3	WIS	1	2 (4)	
Survival	B	5	WIS	1	4	
Tumble		4	DEX	2	2 (4)	
Speak abyssal	*	2	***	*	2 (4)	

	BUFFONI ARROGANTI CHRISTMAS REUNION 2015	
Campaign / Adventure	Buffoni Arroganti Christmas Reunion 2015 - Messaggeri	Light fortification (25%)
Character's name:	Minion Spellcaster	
Class and levels	Sorcerer 10° (CR 11)	

Race	Fire genasi	ECL	'+1	Hit Dices:		
Size	Medium	Gender	Male			
Face / Reach	5 Ft / 5 Ft					
Homeland	Calimshan		Languages:			
Religion	Kossuth					
Alignment	CN					
	Standard		Temporary			
STR	14	2			SPEED	30 Ft
DEX	(16) 18	(3) 4			INITIATIVE	'+4
CON	14	2				
INT	12	1			HP	4+9d4+20 =
WIS	14	2			AC	10+4+3+2+1 = 20
CHA**	(18) 20	(4) 5				DEX + armor + ring + natural
			Touch	16	Flat-footed	16
FORT	2+3				Conditional modifiers:	
REFL	4+3				+7 vs fire spells and effects	
WILL	2+7				+4 vs poison, sleep and paralysis effects	
BASE ATTACK	'+5		MELEE	'+7		
GRAPPLE	'+7		RANGED	'+9		
Attacks	Dagger Mw		8	1d4+2		19-20 x2
	Light crossbow MW		10	1d8		19-20 x2
	Ray		9	Spell		20 x2
	Touch		7	Spell		20 x2
MAGIC ITEMS WORN						
NECK	Amulet, brooch, medallion, periapt, scarab		Amulet of natural AC +1			
SHOULDERS	Cloak, cape, mantle		Cloak of CHA +2			
RING 1			Ring of protection +2			
HANDS	Gloves, gauntlets		Gloves of DEX +2			
ARMS / WRISTS	Bracers, bracelets		Bracers of armor +3			
RACIAL TRAITS & POWERS						
Darkvision 60 Ft		"Control Flame" (SP)				
FEATS & CLASS FEATURES						
1) Bloodline of fire		3) Calishite elemental (fire)		6) Elemental Bloodline		
9) Spellcasting prodigy		Summon Familiar		Spell Thematics		
Equipment						
Bracers of armor +3		Ring of protection +2		Dagger MW		
Light crossbow MW		10 bolts		Cloak of CHA +2		
Amulet of natural AC +1		Gloves of DEX +2		110 GP		
Skills		TOT	Ability	Ranks	Bonus	Source
Concentration	S	15	CON	2	13	
Listen		4	WIS	2	2 (4)	
Spellcraft	S	13	INT	1	12	

Spot		4	WIS	2	2 (4)		
Tumble		7	DEX	4	3 (6)		
SPELLCASTING				Base Save DC:		15	
Level	Per day	Bonus	DC				
0	6		15				
1	6	2	16				
2	6	1	17				
3	6	1	18				
4	5	1	19				
5	3	1	20				
SPELLS KNOWN & PREPARED (+2 caster level on fire (F) spells)							
LEVEL 0 (9)		DC		LEVEL 1 (5)		DC	
Flare (F)		15		Burning hands (F)		16	
Detect magic		*		Blades of fire (F)		*	
Read magic		*		Orb of fire lesser (F)		16	
Caltrops		*		Ray of flame (F)		*	
Detect poison		*		Shield		*	
Daze		15		Magic missile		*	
Disrupt undead		*					
Touch of fatigue		15					
Ray of frost		*					
Message		*					
LEVEL 2 (4)		DC		LEVEL 3 (3)		DC	
Pyrotechnics (F)		17		Fireball (F)		18	
Scorching ray (F)		*		Chain missile		*	
Combust (F)		15		Dragonskin		*	
Fireburst (F)		17		Vampiric touch		*	
Flame dagger (F)		*					
LEVEL 4 (2)		DC		LEVEL 5 (1)		DC	
Wall of fire (F)		*		Dismissal		19	
Blast of flame (F)		18		Firebrand (F)		19	
Dragon breath		18					

Fine?

Una volta sconfitto il mago-assassino (vivo o morto che sia) i nostri eroi saranno liberi di fare ciò che vogliono ... Luskan è una città piena di opportunità e problemi, vedremo cosa riserverà loro il futuro. In ogni caso resta in ballo il ritorno a Neverwinter per riscattare il giusto compenso dal veggente.

LICENZE DI USO:

D&D, Dungeons & Dragons e Forgotten Realms sono marchi di proprietà della Wizards of the coast inc. Con questa pubblicazione non si intende infrangere alcun diritto d'autore. La citazione di nomi, marchi o estratti non intende infrangere nessun diritto dei detentori. Questa è una pubblicazione a carattere amatoriale a scopo puramente di intrattenimento. Ogni riferimento o somiglianza a fatti, cose, organizzazioni, persone, luoghi o eventi realmente esistenti è puramente casuale.

Questa opera, scritta da Zuri Marco, viene rilasciata sotto licenza:

“[Creative Commons Attribuzione – Non commerciale - Condividi allo stesso modo 2.5 Italia License](#).”

Ulteriori informazioni e la versione “legale” della licenza sono reperibili sul sito:

<http://www.creativecommons.it/Licenze>.

Per contattare l'autore dell'opera scrivete a:

zuri.marco@gmail.com