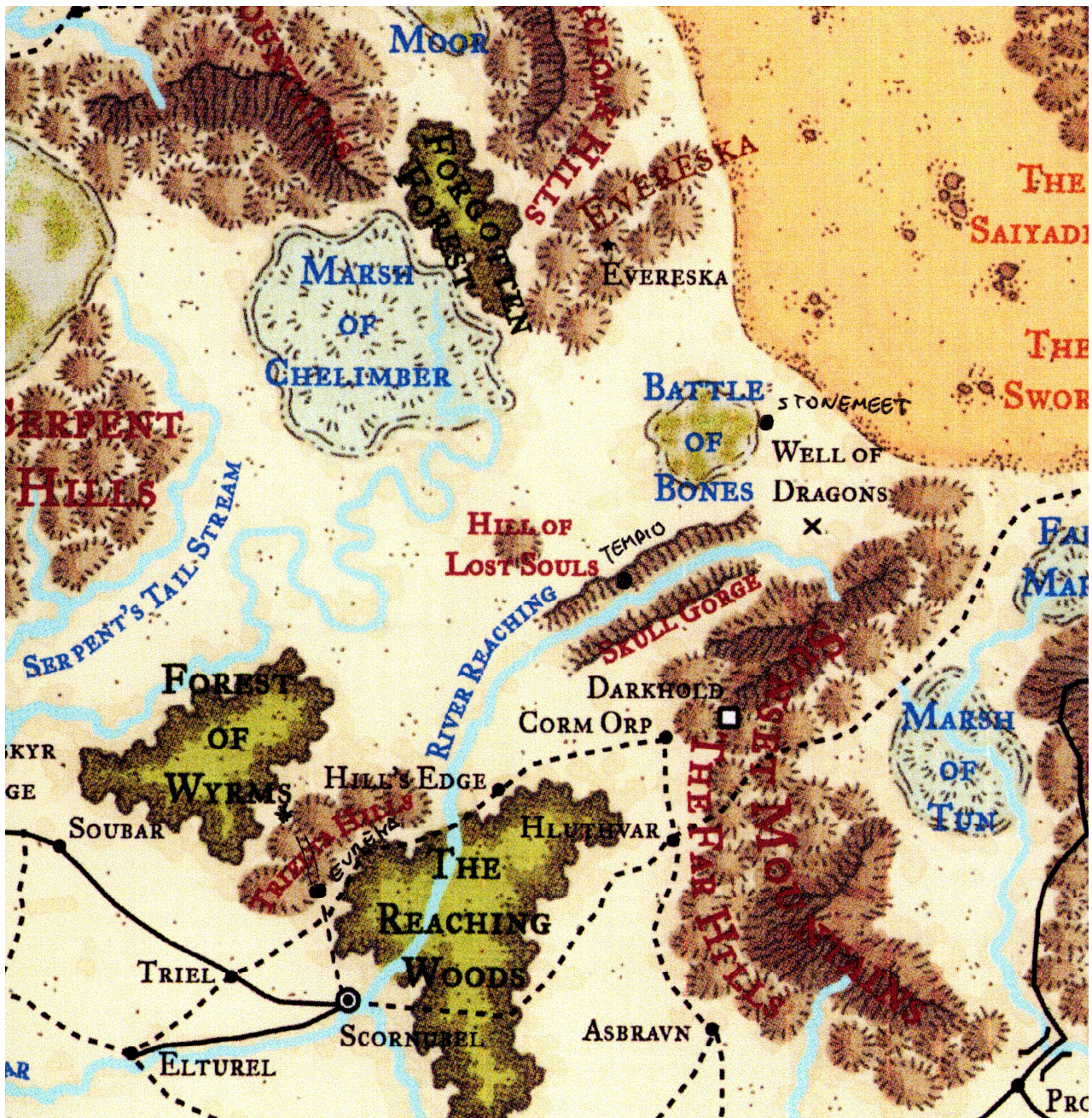


# SHADOWLORDS

Avventura per 4 – 5 personaggi di 1° livello.

## PREMESSA

Siamo nelle WESTERN HEARTLANDS. È l'inizio di settembre.



In questa mappa sono messi in evidenza tutti i luoghi di Faerun dove si svolge la vicenda: Scornubel, Eureka (poco più a nord), il campo di battaglia vicino alla Forest of Wyrms, Hill's Edge (lungo il corso del fiume Reaching), Skull Gorge (la gola del teschio) con il tempio di Orrik e Stonemeet (al margine est della Battle of Bones).

# Western Heartlands

**Capital:** None

**Population:** 1,641,600 (humans 78%, elves 7%, half-elves 4%, half-lings 4%, half-orcs 3%, gnomes 2%, dwarves 1%)

**Government:** City-states, each with a different government

**Religions:** All

**Imports:** Ale, fish, herbs, iron, rugs

**Exports:** Gold, pottery, silver, wool

**Alignment:** All

The Western Heartlands cover a vast area between the Storm Horns of Cormyr and the Sword Coast south of Waterdeep, from the Lizard Marsh in the northwest to the Lonely Moor on the fringes of Anauroch in the northeast, down to Beregost and Green Fields in the southwest and Easting on the border of the Dragon Coast in the southeast.

To the caravan drivers of Amn and Sembia, the Western Heartlands are known as “miles and miles of miles and miles”—windswept, grassy flats skirting impassable bogs, badlands, rolling hills, high moors, and lonely forests, all of which are filled with monsters. The farmers, frontier folk, walled-city dwellers, and other hardy souls who live here are strong and independent enough to carve successful lives out on the frontier where skill and intelligence count for more than one’s bloodline. The Western Heartlands are home to dozens of separate walled cities, racial enclaves, farm towns, monasteries, fortified strongholds, and armed domains.

The Western Heartlands welcome ambitious adventurers. A dozen crumbled empires have sought to conquer or dominate the region, leaving behind fortifications built upon by waves of subsequent would-be monarchs. Others left behind treasure troves, high and perilous magic, or both. Unlike the densely packed regions in the Heartlands and the North, the Western Heartlands require long stretches of overland travel between destinations—but at least no one freezes en route.

## CAPITOLO 1: SCORNUBEL ED IL MONASTERO.

Siamo a Scornubel nella regione nota come Western Heartlands (patria dei Red Shields); i PG partono dal monastero (una specie di lazzaretto dedicato alla triede Illamter – Tyr – Torm, che intrattiene rapporti stretti con i Red shields) di questa città dove la badessa (**madre Leilia**) a capo del tempio, chiede ai PG di consegnare una lettera importante al Capitano Perth impegnato nella difesa della città (con i suoi red shields) presso la forest of wyrms contro gli attacchi degli zentharim.

**Scornubel (Large City, 14,574):** Scornubel, the Caravan City, is a sprawling buzz of mercantile activity along the north shore where the River Chionthar meets the River Reaching. It is ruled by a group of elderly or middle-aged adventurers and caravan masters, some of whom favor hiring adventurers to solve the city's problems and others who prefer that adventurers move along promptly. In all things, the ruling council chooses efficiency and profit over ideals.

Caravans of all nations, organizations, and trading costers are welcome in Scornubel. Similarly, shrines to nearly all Faerûnian deities can be found somewhere in the town's low buildings. The Red Shield merchant company runs both its military and trading caravan operations out of Scornubel. The Red Shields also serve as Scornubel's official army and police force. As an army, they're efficient. As a police force, they concentrate on relaxing, enjoying themselves, and looking after the Red Shield company's interests.

Per raggiungere il campo di battaglia e consegnare il messaggio ai PG verranno pagati 150 GP a testa ed un oggetto dono personale della badessa (un oggetto per tutti... e che possa essere utile a tutti). In ogni caso per raggiungere il capitano Perth servirà l'aiuto di Thistle Hill (un halfling ladro) che si trova alla locanda "Thundering Beast" in città. Quando i PG arrivano alla locanda "Thundering Beast", trovano l'halfling impegnato in una discussione litigiosa con due nobilotti dall'accento straniero (dell'est).

<b>Campaign / Adventure</b>		<b>Shadowlords</b>				
<b>Character's name:</b>		<b>Thistle Hill (ladro gentiluomo)</b>				
<b>Class and levels</b>		<b>Rogue 4°</b>				
<b>Race</b>	<b>Lightfoot halfling</b>					
<b>Size</b>	<b>Small</b>	<b>Gender</b>	<b>Male</b>			
<b>Face / Reach</b>	<b>5Ft / 5 Ft</b>					
<b>Homeland</b>	<b>Scornubel</b>			<b>Languages: common, halfling, dwarven, gnome, goblin.</b>		
<b>Religion</b>	<b>Brandobaris</b>					
<b>Alignment</b>	<b>CG</b>					
	<b>Standard</b>		<b>Temporary</b>			
<b>STR*</b>	16	3			<b>SPEED</b>	20 Ft.
<b>DEX</b>	20	5			<b>INITIATIVE</b>	5
<b>CON</b>	15	2			<b>Arcane spell failure</b>	
<b>INT</b>	16	3			<b>HP</b>	<b>6+3d6+8 =</b>

WIS	10	0			AC	10+1+5+1+3+1 = 21			
CHA	12	1				Size + DEX + luck + armor + ring			
					Touch	18	Flat-footed	16	Armor check: -1
FORT	2+1+1+1+1			6	Conditional modifiers: +2 ST vs fear spells and effects				
REFL	5+4+1+1+1			12 + evasion					
WILL	0+1+1+1+1			4					
					Carrying capacity:				
BASE ATTACK	3		MALEE	7	Light load				
	+1 size		RANGED	9	Medium load				
GRAPPLE	+3				Heavy load				
Attacks	Small rapier MW				8	1d4+3		18-20 x2	
	Small mighty (+2) composite shortbow +1				10 (70 Ft)	1d4+3		20 x3	
<b>MAGIC ITEMS WORN</b>									
SHOULDERS	Cloak, cape, mantle				Cloak of resistance +1				
RING 1					Ring of protection +1				
BODY	Robe, suit of armor				Small studded leather armor MW				
<b>RACIAL TRAITS &amp; POWERS</b>									
Small	+2 climb, jump and move silently					+2 listen			
+2 morale bonus ST vs fear spells and effects					+1 attack with thrown weapons or slings				
+1 all ST									
<b>FEATS &amp; CLASS FEATURES</b>									
Luck of heroes	Investigator			Sneak attack (+2d6)		Trapfinding			
Evasion	Trap sense +1			Uncanny dodge					
<b>Equipment</b>									
Healer's kit (10 charges)			Climber's kit			Thieve's tools MW			
Small studded leather armor MW			Small rapier MW			Cloak of resistance +1			
Small mighty (+2) composite shorbow +1 and 50 arrows						Bedroll and backpack			
10 torches + flint & steel			Potion "Cure light wounds" x4			Ring of protection +1			
Potion "Cat's grace"			Potion "Lesser restoration"			45 GP			
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>		
Balance		7	DEX	5	0	2			
Bluff		4	CHA	1	3				
Climb		6 (+2)	STR	3	1	2 race (+2)			
Diplomacy		6	CHA	1	3	2			
Disable device		12	INT	3	7	2 tools			
Disguise		2	CHA	1	1				
Forgery		7	INT	3	4				
Gather information		10	CHA	1	7	2			
Heal		1 (+2)	WIS	0	1 (2)	(+2)			

Hide		<b>9</b>	<b>DEX</b>	5	0	4	
Intimidate		<b>2</b>	<b>CHA</b>	1	1		
Jump		<b>7</b>	<b>STR</b>	3	0	2 race +2	
Kn. Local “Western heartlands”		<b>6</b>	<b>INT</b>	3	3		
Listen		<b>4</b>	<b>WIS</b>	0	2	2 race	
Move silently		<b>9</b>	<b>DEX</b>	5	2	2 race	
Open lock		<b>14</b>	<b>DEX</b>	5	7	2 tools	
Search		<b>12</b>	<b>INT</b>	3	7	2	
Sense motive		<b>7</b>	<b>WIS</b>	0	7		
Sleight of hand		<b>7</b>	<b>DEX</b>	5	2		
Spot		<b>4</b>	<b>WIS</b>	0	4		
Survival		<b>0 (+2)</b>	<b>WIS</b>	0	0	+2 tracking	
Tumble		<b>12</b>	<b>DEX</b>	5	7		
Use magic device		<b>10</b>	<b>CHA</b>	3	7		

Piccole e grandi missioni da svolgere In città:

- Un erborista ha venduto una pozione d’amore sbagliata ad una cliente; si rischia il morto; i PG potrebbero aiutarlo e recuperare tale pozione (si trova in una sorta di “clinica di bellezza dove possono entrare solo le donne) → **questa magari la si evita che è meglio!**
- Un bambina ha perso un amuleto di sua nonna; le è stato rubato da un ladro ma lei non lo sa; i PG potrebbero recuperarlo (anche questo si trova al mercato nero)
- Alla locanda “Thundering Beast”, la cantina è infestata da scarafaggi (allevati da un venditore di sformati di carne – andrebbe incastrato e denunciato alla legge); i PG potrebbero liberare la cantina dall’infestazione. → questa è la prova a cui Thistle Hill sottoporrà i PG prima di mettersi al lavoro con loro: se i PG riusciranno nell’impresa l’oste pagherà loro l’incasso della giornata (circa 80 GP) ed una light crossbow MW di grande pregio artistico (valore attorno alle 800 GP).
- Alla locanda “Thundering Beast” Thistle Hill è accusato da una coppia di nobili di aver sottratto loro un anello; I PG devono recuperarlo, presso il locale mercato nero, per ottenere la liberazione dell’halfling e di conseguenza il suo aiuto.
- In città agisce da un po’ una banda di ladri molto attiva e pericolosa; i PG potrebbero abbatterli.. il loro simbolo è una maschera da ladro bianca su fondo nero (un po’ il contrario del simbolo di Mask) generalment inciso/dipinto su una piccola pietra rotonda.

<b>Player’s name:</b>	<b>Ladro generico 1° livello (x 10)</b>	
<b>Campaign / Adventure</b>	<b>Shadowlords</b>	
<b>Class and levels</b>	<b>Rogue 1°</b>	
<b>Face / Reach</b>	<b>5 x 5 Ft</b>	
<b>Homeland</b>	Scornubel	<b>Languages: common, orc, halfling.</b>
<b>Religion</b>	Mask	

<b>Alignement</b>	<b>CN</b>									
	<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>	14	2			<b>HP</b>	6+1 = 7				
<b>WIS</b>	8	-1			<b>AC</b>	10+3+4 = 17				
<b>CHA</b>	10	0				DEX + armor				
					<b>Touch</b>	13	<b>Flat-footed</b>	14	<b>Armor check:</b>	-2
<b>FORT</b>	1+0+0		1		<b>Conditional modifiers: +2 FORT ST vs poison.</b>					
<b>REFL</b>	3+2+2		7							
<b>WILL</b>	-1+0+2		1							
<b>BASE ATTACK</b>	0		<b>MALEE</b>	+2						
			<b>RANGED</b>	+3						
<b>GRAPPLE</b>	+2									
<b>Attacks</b>	Rapier		+2	1d6+2		18-20 x2				
	Shortbow		+3 (60 Ft)	1d6		20 x3				
<b>EQUIPMENT &amp; MAGIC ITEMS WORN</b>										
<b>BODY</b>	Robe, suit of armor				Darkened chainshirt					
<b>TORSO</b>	Vest, vestment, shirt				Dark clothes					
<b>FEATS &amp; CLASS FEATURES</b>										
<b>Snake blood</b>		<b>Iron will</b>			<b>Sneak attack +1d6</b>			<b>Trapfinding</b>		
<b>Equipment</b>										
Shortbow			20 arrows				Rapier			
Thieve's tools			30 ft rope + grapplig hook				Chain shirt			
5 GP										
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>			
Balance		7	DEX	3	4					
Bluff		4	CHA	0	4					
Disable device		6	INT	2	4					
Escape artist		7	DEX	3	4					
Hide		7	DEX	3	4					
Listen		1	WIS	-1	2					
Move silently		7	DEX	3	4					
Open lock		7	DEX	3	4					
Search		6	INT	2	4					
Sleight of hand		7	DEX	3	4					
Spot		1	WIS	-1	2					

Tumble		7	DEX	3	4		
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<b>Player's name:</b>		Ladro generico di 2° livello (x3)				HD: 6/6, 6/6.				
<b>Campaign / Adventure</b>		Shadowlords								
<b>Class and levels</b>		Rogue 2°								
<b>Face / Reach</b>	5 x 5 Ft									
<b>Homeland</b>	Scornubel				Languages: common, goblin, orc.					
<b>Religion</b>	Mask									
<b>Alignement</b>	CN									
		<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>	13	1								
<b>INT</b>	16	3			<b>HP</b>	6 + 1d6 +2 = 14				
<b>WIS</b>	12	1			<b>AC</b>	10+3+4 = 17 + dodge				
<b>CHA</b>	10	0			DEX + armor					
					<b>Touch</b>	13	<b>Flat-footed</b>	14	<b>Armor check:</b>	-1
<b>FORT</b>	1+0+0		1		Conditional modifiers: cannot be shaken.					
<b>REFL</b>	3+3+0		6 + evasion							
<b>WILL</b>	1+0+2		3							
<b>BASE ATTACK</b>		+1		<b>MALEE</b>	+3					
				<b>RANGED</b>	+4					
<b>GRAPPLE</b>	+3									
<b>Attacks</b>	Shortbow MW		+5 (60 Ft)		1d6		20 x3			
	Rapier MW		+4		1d6+2		18-20 x2			
<b>MAGIC ITEMS WORN</b>										
<b>BODY</b>	Robe, suit of armor				Chainshirt MW					
<b>TORSO</b>	Vest, vestment, shirt				Dark clothes					
<b>FEATS &amp; CLASS FEATURES</b>										
<b>Sneak attack +1d6</b>		<b>Trapfinding</b>		<b>Evasion</b>		<b>Bullheaded</b>		<b>Dodge</b>		
<b>Equipment</b>										
Potion "Cure light wounds"			Shortbow MW			30 arrows				
Rapier MW			Dark chainshirt MW			Healer's kit (5 charges)				
3 torches			Flint & steel			50 Ft silk rope + grappling hook				
Thieve's tools			10 GP							
<b>Skills</b>		<b>TOT</b>		<b>Ability</b>		<b>Ranks</b>		<b>Bonus</b>		<b>Source</b>
Balance		6		DEX		3				
Bluff		3		CHA		0				

Disable device		8	INT	3	5		
Gather information		3	CHA	0	3		
Heal		2 (+2)	WIS	1	1 (2)	(+2)	
Hide		8	DEX	3	5		
Listen		6	WIS	1	5		
Move silently		8	DEX	3	5		
Open lock		8	DEX	3	5		
Search		8	INT	3	5		
Sense motive		4	WIS	1	3		
Sleight of hand		6	DEX	3	3		
Spot		6	WIS	1	5		
Tumble		8	DEX	3	5		
Use rope		6	DEX	3	3		

<b>Campaign / Adventure</b>		<b>Shadowlords</b>								
<b>Character's name:</b>		<b>Capo del mercato nero di Scornubel</b>								
<b>Class and levels</b>		<b>Fighter 2° rogue 2°</b>								
<b>Race</b>	Human									
<b>Size</b>	Medium	<b>Gender</b>	Male							
<b>Face / Reach</b>	5 x 5 Ft									
<b>Homeland</b>	Scornubel			<b>Languages:</b>						
<b>Religion</b>	Mask									
<b>Alignement</b>	NE									
	<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>Arcane spell failure</b>					
<b>INT</b>	14	2			<b>HP</b>	6+1d6+2d10=				
<b>WIS</b>	10	0			<b>AC</b>	10+3+3+1+1 = 18 + expertise				
<b>CHA</b>	12	1				DEX + armor + natural + shield				
					<b>Touch</b>	13	<b>Flat-footed</b>	15	<b>Armor check:</b>	-1
<b>FORT</b>	1+0+3+0+1		5		<b>Conditional modifiers:</b>					
<b>REFL</b>	3+3+0+0+1		7 + evasion		Cannot be shaken.					
<b>WILL</b>	0+0+0+2+1		3							
					<b>Carrying capacity:</b>					
<b>BASE ATTACK</b>	(1+2) 3		<b>MALEE</b>	5	<b>Light load</b>					
			<b>RANGED</b>	6	<b>Medium load</b>					
<b>GRAPPLE</b>	+5				<b>Heavy load</b>					
<b>Attacks</b>	Rapier MW			7	1d6 +2			18-20 x2		



	Light crossbow MW	7 (80 Ft)	1d8	19-20 x2		
	Light crossbow MW (poison)	7 (80 Ft)	1d8 + poison (1 CON / 1 CON – DC 14)	19-20 x2		
<b>MAGIC ITEMS WORN</b>						
<b>NECK</b>	<b>Amulet, brooch, medallion, periapt, scarab</b>		Amulet of natural AC +1			
<b>SHOULDERS</b>	<b>Cloak, cape, mantle</b>		Cloak of resistance +1			
<b>SHIELD</b>			Buckler MW			
<b>BODY</b>	<b>Robe, suit of armor</b>		Studded leather armor MW			
<b>FEATS &amp; CLASS FEATURES</b>						
<b>BH) Bullheaded</b>	<b>BF) Weapon finesse</b>	<b>BF) Combat expertise</b>	<b>Sneak attack +1d6</b>			
<b>Trapfinding</b>	<b>Evasion</b>	<b>Stealthy</b>	<b>Nimble fingers</b>			
<b>Equipment</b>						
Healer's kit (5 charges)		Climber's kit		Good manacles		
Thieves' tools		Studded leather armor MW		Buckler MW		
Rapier MW		Light crossbow MW		25 bolts		
10 poisoned bolts (1 CON / 1 CON – DC 14)				Cloak of resistance +1		
Amulet of natural AC +1		Potino "Cure light wounds" x3		73 GP		
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>	<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Appraise	R	3	INT	2	1	
Bluff	R	4	CHA	1	3	
Climb	X	5 (+2)	STR	2	3	(+2)
Decipher script	R	5	INT	2	3	
Diplomacy	R	4	CHA	1	3	
Disable device	R	7	INT	2	3	2
Disguise	R	4	CHA	1	3	
Escape artist	R	6	DEX	3	3	
Forgery	R	5	INT	2	3	
Gather information	R	4	CHA	1	3	
Heal		1 (+2)	WIS	0	1 (2)	(+2)
Hide	R	8	DEX	3	3	2
Intimidate	X	4	CHA	1	3	
Listen	R	3	WIS	0	3	
Move silently	R	8	DEX	3	3	2
Open lock	R	8	DEX	3	3	2
Search	R	5	INT	2	3	
Sense motive	R	3	WIS	0	3	
Sleight of hand	R	6	DEX	3	3	
Spot	R	3	WIS	0	3	
Tumble	R	6	DEX	3	3	
Use magic device	R	4	CHA	1	3	

Use rope	R	4	DEX	3	1 (2)		
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Una volta recuperato l'anello ed ottenuto l'aiuto di Thistle Hill il gruppo si muove a piedi verso il villaggio minerario di Eureka per poi, da lì, muovere sempre a piedi verso il campo di battaglia nei pressi della Forest of Wyrms.

L'halfling accompagnerà i PG solo fino al paese (ora in rovina); dopodichè sarà lo stesso halfling a dire ai PG che la strada diretta è bloccata dai banditi e tornerà a Scornubel lasciando ai PG l'iniziativa.

**Qui i PG dovrebbero già essere di 2° livello.**

## CAPITOLO 2: EUREKA, LE MINIERE ED IL CAMPO DI BATTAGLIA.

Giunti presso le rovine del villaggio i PG dovrebbero venire a sapere che la strada che loro intendono seguire verso la forest of wyrms è in realtà controllata da dei non meglio identificati banditi (forse zenth ma non è certo) che uccidono chiunque tenti di passare di là. Per raggiungere il Capitano Perth i PG dovranno trovare una nuova strada. **E se dovessero seguire la strada vecchia? Serve un PNG bandito standard (da usare al limite in gruppi molto numerosi) → RGR / ROG 4°.**

Il locandiere (un uomo di mezza età di nome Gerth - apparentemente l'unico sopravvissuto in città) offrirà una scorciatoia se i PG libereranno dai non morti che li infestano gli altri 3 o 4 edifici ancora in piedi nel piccolo paese. → tali edifici sono infestati da semplici non-morti (avversari abbastanza standard: scheletri e zombie, con qualche ghoul-ghast o simile). Qui potrebbe essere interessante per i PG scoprire chi o cosa abbia risvegliato i non-morti, e soprattutto perché.

In realtà nel vecchio magazzino non ci sono più non-morti ma solo un gruppo di banditi in cerca di cibo; i PG dovranno eliminarli: non otterranno comunque nessun indizio su chi stia controllando la strada ed uccidendo chiunque vi passi dato che gli stessi sembrano essere stati vittime di chi controlla la strada (sono ciò che resta di una banda più grande).

<b>Campaign / Adventure</b>		<b>Shadowlords</b>				<b>Languages: common, goblin, orc.</b>		
<b>Character's name:</b>		<b>Orc bandit</b>						
<b>Class and levels</b>		<b>Fighter 3</b>						
<b>Race</b>	Gray orc	<b>ECL</b>	+1	<b>HD: 10/10,</b>				
<b>Size</b>	Medium	<b>Gender</b>	Male					
<b>Face / Reach</b>	5 x 5 Ft.							
<b>Religion</b>	Gruumsh							
<b>Alignment</b>	CN							
	<b>Standard</b>		<b>Temporary</b>					
<b>STR</b>	20	5			<b>SPEED</b>	40 Ft.		
<b>DEX</b>	16	3			<b>INITIATIVE</b>	2		
<b>CON</b>	18	4						
<b>INT</b>	12	1			<b>HP</b>	<b>10+2d10+12 =</b>		

WIS	14	2			AC	10+3+5+1 = 19				
CHA	12	1				DEX + armor + ring				
					Touch	14	Flat-footed	16	Armor check: -3	
FORT	4+3+1			8	Conditional modifiers:					
REFL	3+1+1			5						
WILL	2+1+1			4						
					BASE ATTACK	3	MALEE	8		
							RANGED	5		
GRAPPLE	+5									
Attacks	Orc double axe +1 (primary)			8	1d8+6			20 x3		
	Orc double axe +1 (off-hand)			8	1d8+3			20 x3		
	Mighty (+2) composite longbow MW			6 (110 ft)	1d8+2			20 x3		
<b>MAGIC ITEMS WORN</b>										
SHOULDERS	Cloak, cape, mantle				Cloak of resitence +1					
RING 1					Ring of protection +1					
BODY	Robe, suit of armor				Breastplate MW					
<b>RACIAL TRAITS &amp; POWERS</b>										
Weapon proficiency "Greataxe" e "Longbow"					Light sensitivity			Scent		
Orc blood										
<b>FEATS &amp; CLASS FEATURES</b>										
Daylight adaptation		Weapon proficiency "orc double axe"					BF) Two-weapon fighting			
BF) Weapon focus "orc double axe"										
<b>Equipment</b>										
Breastplate MW			Orc double axe +1			Mighty (+2) composite longbow MW				
30 arrows			Ring of protection +1			Cloak of resitence +1				
35 GP.										
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>			
Diplomacy		3	CHA	1	2 (4)					
Gather information		3	CHA	1	2 (4)					
Intimidate		2	CHA	1	1					
Sense motive		4	WIS	2	2 (4)					
Tumble		4	DEX	3	1 (2)					

<b>Campaign / Adventure</b>		Shadowlords							
<b>Character's name:</b>		Orc bandit							
<b>Class and levels</b>		Cleric 3°							
<b>Race</b>	Gray orc	<b>ECL</b>	+1	<b>HD: 8/8,</b>					
<b>Size</b>	Medium	<b>Gender</b>	Female						

Face / Reach	5 x 5 Ft									
Religion	Gruumsh									
Alignement	NE									
	Standard		Temporary							
STR	18	4			SPEED	(40 Ft) 30 Ft				
DEX	13	1			INITIATIVE	+1				
CON	16	3								
INT	10	0			HP	8+2d8+9 =				
WIS	20	5			AC	10+1+8 = 19				
CHA	10	0			DEX + armor					
					Touch	11	Flat-footed	18	Armor check:	-5
FORT	3+3+1		7		Conditional modifiers:					
REFL	1+1+1		3							
WILL	5+3+1		9							
BASE ATTACK	2		MALEE	6						
			RANGED	3						
GRAPPLE	+6									
Attacks	Greataxe +1			7	1d12+7		20 x3			
	Mighty (+1) composite longbow MW			4 (110) Ft	1d8+1		20 x3			
	Ray			3	Spell		20 x2			
	Touch			6	Spell		20 x2			
<b>MAGIC ITEMS WORN</b>										
NECK	Amulet, brooch, medallion, periapt, scarab				Holy symbol of Gruumsh					
SHOULDERS	Cloak, cape, mantle				Cloak of resitence +1					
BODY	Robe, suit of armor				Full plate					
<b>RACIAL TRAITS &amp; POWERS</b>										
Weapon proficiency "Greataxe" e "Longbow"				Light sensitivity			Scent			
Orc blood										
<b>FEATS &amp; CLASS FEATURES</b>										
Rebuke / Command undead				Spontaneous casting "inflict wounds" spell.						
Magical aptitude		Skill focus "concentration"								
<b>Equipment</b>										
Full plate			Greataxe +1			Mighty (+1) composite longbow MW				
27 arrows			Cloak of resitence +1			30 GP				
Holy symbol of Gruumsh										
Skills			TOT	Ability		Ranks	Bonus	Source		
Concentration		C	10	CON	3	4	3			
Knowledge religion		C	2	INT	0	2				

Spellcraft	C	6	INT	0	4	2	
Use magic device		3	CHA	0	1 (2)	2	
<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>
0	4		15	2	1+1	1	17
1	2+1	2	16				
<b>DOMAINS &amp; DOMAIN SPELLS</b>							
<b>ORC</b> = smite attack (+3 damage) once per day				<b>HATRED</b> = choose one opponent; you gain +2 profane bonus to attack rolls, saves and AC for 1 minute (free action – once per day).			
Cause fear			16	Doom			16
Produce flame			*	Scare			17
<b>SPELLS PREPARED</b>							
<b>LEVEL 0</b>		<b>DC</b>		<b>LEVEL 1</b>		<b>DC</b>	
Detect magic		*		Faith healing		*	
Read magic		*		Divine favour		*	
Guidance		*		Shield of faith		*	
Detect poison		*		Faith healing		*	
<b>LEVEL 2</b>		<b>DC</b>					
Hold person		17					
Sound burst		17					

<b>Campaign / Adventure</b>		<b>Shadowlords</b>				<b>Labguages: common, goblin, orc.</b>				
<b>Character's name:</b>		<b>Hobgoblin bandit</b>								
<b>Class and levels</b>		<b>Barbarian 3</b>								
<b>Race</b>	Hobgoblin	<b>ECL</b>	+1	<b>HD: 12/12,</b>						
<b>Size</b>	Medium	<b>Gender</b>	Male							
<b>Face / Reach</b>	5 x 5 Ft.									
<b>Religion</b>	Maglubiyet									
<b>Alignment</b>	CN									
	<b>Standard</b>		<b>Temporary</b>							
<b>STR</b>	18	4	22	6	<b>SPEED</b>	40 Ft				
<b>DEX</b>	16	3			<b>INITIATIVE</b>	+3				
<b>CON</b>	20	5	24	7						
<b>INT</b>	12	1			<b>HP</b>	12+2d12+15 = (+6)				
<b>WIS</b>	14	2			<b>AC</b>	10+3+5+1+1 = 20 (-2)				
<b>CHA</b>	11	0			DEX + armor + ring + natural					
					<b>Touch</b>	14	<b>Flat-footed</b>	17	<b>Armor check:</b>	-3
<b>FORT</b>	5+3+0		8 (+2)		<b>Conditional modifiers:</b>					

<b>REFL</b>	3+1+0	4	Cannot be shaken.				
<b>WILL</b>	2+1+2	5 (+2)					
<b>BASE ATTACK</b>	3	<b>MALEE</b>	7 (+2)				
		<b>RANGED</b>	6				
<b>GRAPPLE</b>	+7 (+2)						
<b>Attacks</b>	Greatsword +1	8	2d6+7		19-20 x2		
	Greatclub	7	1d10+6		20 x2		
	Greatsword +1 (rage)	10	2d6+10		19-20 x2		
	Greatclub (rage)	9	1d10+9		20 x2		
	Light crossbow MW	7 (80 Ft)	1d8		19-20 x2		
<b>MAGIC ITEMS WORN</b>							
<b>NECK</b>	Amulet, brooch, medallion, periapt, scarab		Amulet of natural AC +1				
<b>RING 1</b>			Ring of protection +1				
<b>BODY</b>	Robe, suit of armor		Breastplate MW				
<b>RACIAL TRAITS &amp; POWERS</b>							
<b>Darkvision 60 Ft</b>	+4 move silently checks						
<b>FEATS &amp; CLASS FEATURES</b>							
<b>Fast movement</b>	<b>Illiteracy</b>		<b>Rage (10 rounds) once per day</b>				
<b>Uncanny dodge</b>	<b>Trap sense +1</b>		<b>Power attack (max +3)</b>		<b>Bullheaded</b>		
<b>Equipment</b>							
Breastplate MW		Light crossbow MW		Greatsword +1			
Greatclub		Potion "Lesser restoration"		Potion "Cure serious wounds"			
Ring of protection +1		Amulet of natural AC +1		30 GP			
26 bolts							
<b>Skills</b>							
		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Handle animal	B	2	CHA	0	2		
Hide		6	DEX	3	3 (6)		
Intimidate	B	2	CHA	0	2		
Listen	B	5	WIS	2	3		
Move silently		8	DEX	3	1 (2)	+4	
Spot		5	WIS	2	3 (6)		
Survival	B	5	WIS	2	3		
Tumble		6	DEX	3	3 (6)		

<b>Campaign / Adventure</b>		Shadowlords			<b>Labguages:</b> common, goblin, orc.	
<b>Character's name:</b>		Hobgoblin bandit				
<b>Class and levels</b>		Cleric 3				
<b>Race</b>	Hobgoblin	<b>ECL</b>	+1	<b>HD:</b> 8/8,		

Size	Medium	Gender	Male			
Face / Reach	5 x 5 Ft.					
Religion	Maglubiyet					
Alignment	CN					
	Standard		Temporary			
STR	14	2			SPEED 30 Ft	
DEX	15	2			INITIATIVE (2+2) 4	
CON	16	3				
INT	10	0			HP 8+2d8+9 =	
WIS	18	4			AC 10+2+5+1 = 18	
CHA	10	0			DEX + armor + ring	
			Touch	13	Flat-footed 16 Armor check: -3	
FORT	3+3		6		Conditional modifiers:	
REFL	2+1		3			
WILL	4+3		7			
BASE ATTACK	2		MALEE	4		
			RANGED	4		
GRAPPLE	+4					
Attacks	War scythe +1 spell storing	5	2d4+4	20 x4		
Stored spell: "Inflict moderate wounds"	Light crossbow MW	5 (80 Ft)	1d8	19-20 x2		
	Ray	4	Spell	20 x2		
	Touch	4	Spell	20 x2		
<b>MAGIC ITEMS WORN</b>						
NECK	Amulet, brooch, medallion, periapt, scarab		Holy symbol of Maglubiyet			
RING 1			Ring of protection +1			
BODY	Robe, suit of armor		Breastplate MW			
<b>RACIAL TRAITS &amp; POWERS</b>						
Darkvision 60 Ft	+4 move silently checks					
<b>FEATS &amp; CLASS FEATURES</b>						
Rubuke / Command undead			Spontaneous casting "Inflict wounds" spalls			
Thug	Weapon proficiency "War scythe"					
<b>Equipment</b>						
Healer's kit (12 charges)	Holy symbol of Maglubiyet		Breastplate MW			
War scythe +1 spell storing	Light crossbow MW		30 bolts			
Ring of protection +1	35 GP		Potion "Lesser restoration"			
Skills		TOT	Ability	Ranks	Bonus	Source
Appraise		3	INT 0	1 (2)	+2	
Concentration	C	5	CON 3	2		

Heal	C	6 (+2)	WIS	4	2	(+2)	
Hide	D	4	DEX	2	2		
Move silently		7	DEX	2	1 (2)	+4	
Spellcraft	C	2	INT	0	2		
<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>
0	4		14	2	1+1	1	16
1	2+1	1	15				
<b>DOMAINS &amp; DOMAIN SPELLS</b>							
<b>DESTRUCTION</b> = smite attack (+4 to hit / +3 damage) once per day.				<b>TRICKERY</b> = bluff disguise and hide are class skills.			
Inflict light wounds			15	Disguise self			*
Shatter			16	Invisibility			*
<b>SPELLS PREPARED</b>							
<b>LEVEL 0</b>		<b>DC</b>		<b>LEVEL 1</b>		<b>DC</b>	
Detect magic		*		Faith healing		*	
Guidance		*		Divine favour		*	
Guidance		*		Bane		15	
Detect poison		*					
<b>LEVEL 2</b>		<b>DC</b>					
Sound burst		16					
Silence		16					

<b>Campaign / Adventure</b>		<b>Shadowlords</b>				<b>Cold resistance 5.</b>	
<b>Character's name:</b>		<b>Thiefling bandit</b>				<b>Electricity resistance 5.</b>	
<b>Class and levels</b>		<b>Evoker 3°</b>				<b>Fire resistance 5.</b>	
<b>Race</b>	Thiefling	<b>ECL</b>	+1	<b>HD: 4/4,</b>		<b>Darkvision 60 Ft.</b>	
<b>Size</b>	Medium	<b>Gender</b>	Male				
<b>Face / Reach</b>	5 x 5 Ft.						
<b>Homeland</b>	Waterdeep			<b>Languages:</b> common, draconic, infernal, goblin, orc, ignan, elven.			
<b>Religion</b>	Azuth						
<b>Alignment</b>	NE						
	<b>Standard</b>		<b>Temporary</b>				
<b>STR</b>	13	1			<b>SPEED</b>	30 Ft	
<b>DEX</b>	18	4			<b>INITIATIVE</b>	4	
<b>CON</b>	13	1			<b>Arcane spell failure</b>		
<b>INT</b>	20	5			<b>HP</b>	4+2d4+8 =	
<b>WIS</b>	11	0			<b>AC</b>	10+4+1+1 = 16	
<b>CHA</b>	10	0				DEX + feats + ring	



				Touch		Flat-footed		Armor check:	
FORT	1+1+1	3	Conditional modifiers:						
REFL	4+1+1	6							
WILL	0+3+1	4							
BASE ATTACK	1	MALEE	2						
		RANGED	5						
GRAPPLE	+2								
Attacks	Quarterstaff MW	3	1d6+1	20 x2					
	Light crossbow MW	6 (80 Ft)	1d8	19-20 x2					
	Ray	5	Spell	20 x2					
	Touch	2	Spell	20 x2					
<b>MAGIC ITEMS WORN</b>									
SHOULDERS	Cloak, cape, mantle			Cloak of resistance +1					
RING 1				Ring of protection +1					
<b>RACIAL TRAITS &amp; POWERS</b>									
Darkvision 60 Ft.	+2 bluff and hide			"Darkness" once per day (CL 3)					
Resist cold, electricity and fire = 5									
<b>FEATS &amp; CLASS FEATURES</b>									
Prohibited schools: illusion, enchantment.			Enregy affinity "cold" (+1 caster level)						
Scribe scroll	Mind over body			Spell focus "evocation"					
<b>Equipment</b>									
Ring of protection +1		Cloak of resistance +1			Quarterstaff MW				
Light crossbow MW		30 bolts			35 GP				
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>		
Bluff		3	CHA	0	1 (2)	2			
Concentration	W	7	CON	1	6				
Hide		9	DEX	4	3 (6)	2			
Knowledge arcana	W	7	INT	5	2				
Knowledge dungeoneering	W	7	INT	5	2				
Knowledge nature	W	7	INT	5	2				
Knowledge religion	W	7	INT	5	2				
Knowledge the planes	W	7	INT	5	2				
Move silently		7	DEX	4	3 (6)				
Spellcraft	W	11	INT	5	6				
Tumble		7	DEX	4	3 (6)				
<b>SPELLCASTING</b>				<b>Base Save DC:</b>					
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC		
0	4+1		15	2	1+1	1	17		

1	2+1	2	16		
<b>SPELLS KNOWN</b>					
LEVEL 0		DC		LEVEL 1	DC
Resistence		*		Ice dagger (4d4)	17
Acid splash		*		Sonic blast (2d4)	17
Detect poison		*		Grease	16
Detect magic		*		Ray of enfeeblement (1d6+2 SR pen)	*
Read magic		*		Magic missile (2d4+2)	*
Dancing lights		*		Shocking grasp (3d6)	17
Flare		16		Burning hands (3d4)	17
Light		*		Mage armor	*
Ray of frost		*		Shield	*
Disrupt undead		*		Chill touch (1d6 damage +1 STR / 3 r)	16
Touch of fatigue		15		Blades of fire	*
Mage hand		*		Orb of cold (2d8)	*
Mending		*		True strike	*
Message		*		Feather fall	*
Open / Close		*		LEVEL 2	DC
Arcane mark		*		Frost breath (2d4)	18
Prestidigitation		*		Ray of ice (2d6)	*
Caltrops		*		Snowball swarm (3d6 – 10 Ft rad)	18
Electric jolt		*		Ice knife (2d8 + 2 DEX damage)	17
Sonic snap		16			
Amanuensis		*			
Launch bolt		*			
Launch item		*			
Repair minor damage		*			
Stick		*			

Il locandiere inoltre dirà ai PG che è passato da poco un messaggero inviato da Scornubel: un uomo vestito di scuro ma dallo sguardo infido alla ricerca, come loro, del Capitano Perth.

Una volta sconfitti i non morti di Eureka i PG otterranno il permesso di attraversare le miniere e le chiavi per i cancelli (vecchi ed arrugginiti) che chiudono l'ingresso alle miniere.

Miniere: sono una lunga serie di gallerie che culmina in una specie di labirinto molto semplice (**che comunque è da fare come un piccolo dungeon o qualcosa di simile**) costituito da soli 3 livelli:

- Al primo livello vive un nano minatore pazzo che si è circondato di lupi feroci per tenere lontani tutti gli “invasori” (PG compresi); i PG dovranno sconfiggere lui ed i lupi (non è detto che debba morire).

Campaign / Adventure		Shadowlords									
Character's name:		Nano minatore pazzo "Scavafossi".									
Class and levels		Expert 4° - Fighter 2°									
Race	Dwarf										
Size	Medium	Gender	Male								
Face / Reach	5 Ft / 5 FT.										
Homeland	Eureka				Languages: common, dwarven, orc, goblin.						
Religion	Dumathoin ( ? )										
Alignement	CN										
		Standard		Temporary							
STR	16	3			SPEED	20 Ft.					
DEX	14	2			INITIATIVE	+2					
CON	18	4			Arcane spell failure						
INT	14	2			HP	6+3d6+2d10+24 =					
WIS	12	1			AC	10+2+6+2= 20+dodge					
CHA	10	0				DEX + armor + shield					
					Touch	12	Flat-footed	18	Armor check:	-3	
FORT	4+1+3+0+1			9	Conditional modifiers:						
REFL	2+1+0+0+1			4	+2 vs poison, spells and spel-like effects.						
WILL	1+4+0+2+1			8							
					Carrying capacity:						
BASE ATTACK	(3+2) 5			MALEE	8	Light load					
				RANGED	7	Medium load					
GRAPPLE	+8					Heavy load					
Attacks	Dwarven waraxe +1 (one hand)				9	1d10+4			20 x3		
	Dwarven waraxe +1 (two hands)				9	1d10+5			20 x3		
	Light crossbow MW				8 (80 Ft)	1d8			19-20 x2		
	Dwarven waraxe +1 (one hand – vs orc)				10	1d10+6			20 x3		
	Dwarven waraxe +1 (two hands – vs orc)				10	1d10+7			20 x3		
	Light crossbow MW (vs orc)				9 (80 Ft)	1d8+2			19-20 x2		
<b>MAGIC ITEMS WORN</b>											
SHOULDERS	Cloak, cape, mantle				Cloak of resistance +1						
SHIELD					Buckler +1						
BODY	Robe, suit of armor				Breastplate +1						
TORSO	Vest, vestment, shirt				Miner's vestments						
<b>RACIAL TRAITS &amp; POWERS</b>											
Darkvision 60 Ft	Weapon familiarity "dwarven waraxe" and "dwarven urgrosh"										
Stonecunning	Stability				+1 attack vs orcs and goblinoids						
+4 dodge AC bonus vs giants											

FEATS & CLASS FEATURES						
BF) Dodge	BF) Weapon focus “dwarven waraxe”				Power attack (max +5)	
Foe hunter “orc”	Iron will					
Equipment						
Breastplate +1		Buckler +1		Dwarven waraxe +1		
Light crossbow MW		30 bolts		Cloak of resistance +1		
Potion “Cure light wounds” x5		Miner’s tools		12.48 GP		
Skills		TOT	Ability		Ranks	Bonus
Appraise	E	4 (+2)	INT	2	2	+2 metal e mineral
Bluff		0 (+2)	CHA	0	0	+2 vs orcs
Climb	F	5	STR	3	2	
Craft stoneworking	X	12	INT	2	8	2
Craft metalworking	X	12	INT	2	8	2
Craft alchemy	X	12	INT	2	8	2
Handle animal	F	1	CHA	0	1	
Knowledge dungeoneering	E	9	INT	2	7	
Knowledge nature	E	9	INT	2	7	
Listen		1 (+2)	WIS	1	0	+2 vs orcs
Profession miner	E	8	WIS	1	7	
Search	E	9	INT	2	7	
Sense motive		1 (+2)	WIS	1	0	+2 vs orcs
Spot		1 (+2)	WIS	1	0	+2 vs orcs
Survival	E	2 (+2)	WIS	1	1	+2 vs orcs
Swim	F	5	STR	3	2	
Use rope	E	4	DEX	2	2	


- Al secondo livello vive invece uno gnomo dalla barba tinta di blu: Silverfinger Sapplefles (anche lui non è del tutto a posto con la testa; in realtà però è semplicemente in fuga “da qualcosa”, per tanto evita di parlare del suo passato e si finge “scemo” pur di evitare domande alle quali non vuole rispondere); è un buon combattente con un po’ di abilità arcane. Ormai vive da oltre 2 anni nelle miniere presso il fiume sotterraneo e con la sua barca può traghettare i PG al terzo livello (dietro compenso ovviamente); il viaggio avverrà lungo un fiume sotterraneo abbastanza insidioso ma ben conosciuto dallo gnomo → **il fiume sotterraneo potrebbe offrire spunti interessanti.**
- Al terzo livello, dal quale alla fine si esce presso la forest of wyrms, si trovano:
  - Nelle prime sale vive una tribù di orchi guidati da uno sciamano .

Campaign / Adventure		Shadowlords		
Character’s name:		Orco sciamano		
Class and levels		Cleric 4° (CR 5)		
Race	Gray orc	ECL	+1	

Size	Medium	Gender	Female		
Face / Reach	5 Ft / 5 Ft				
Homeland	Eureka (mines and woods)			Languages: common,	
Religion	Gruumsh			orc,	
Alignment	CN				
	Standard		Temporary		
STR	18	4		SPEED	(40 Ft) 30 Ft.
DEX	12	1		INITIATIVE	(1+2) 3
CON	16	3		Arcane spell failure	
INT	10	0		HP	8 + 3d8 + 12 =
WIS*	21	5		AC	10+1+8 = 19
CHA	8	-1			DEX + armor
			Touch	11	Flat-footed 18 Armor check: -6
FORT	3+4+1		8	Conditional modifiers:	
REFL	1+1+1		3	Cannot be shaken.	
WILL	5+4+1		10		
				Carrying capacity:	
BASE ATTACK	3	MALEE	7	Light load	
		RANGED	4	Medium load	
GRAPPLE	+7			Heavy load	
Attacks	Greataxe +1	8	1d12+7		20 x3
	Light crossbow MW	5 (80 Ft)	1d8		19-20 x2
	Ray	4	Spell		20 x2
	Touch	7	Spell		20 x2
	Spèiritual weapon	8	1d8+1		20 x3
<b>MAGIC ITEMS WORN</b>					
NECK	Amulet, brooch, medallion, periapt, scarab		Silver holy symbol of Gruumsh		
SHOULDERS	Cloak, cape, mantle		Cloak of resistance +1		
BODY	Robe, suit of armor		Full plate		
<b>RACIAL TRAITS &amp; POWERS</b>					
Proficient with greataxe and longbow			Light sensitivity	Scent	
Orc blood					
<b>FEATS &amp; CLASS FEATURES</b>					
Skill focus "concentratiuon"			Blooded	Rebuke/command undead	
Spontaneous casting "inflict wounds" spells					
<b>Equipment</b>					
Healer's kit (15 charges)		Full plate		Ritual greataxe +1	
Silver holy symbol of Gruumsh		Light crossbow MW		28 bolts	
Cloak of resistance +1 (fur)		Potion "Lesser restoration" x2		Pearl of power I	


54.7 GP.							
Skills		TOT	Ability		Ranks	Bonus	Source
Concentration		11	CON	3	5	3	
Diplomacy		0	CHA	-1	1		
Heal		7 (+2)	WIS	5	2	(+2)	
Knowledge religion		1	INT	0	1		
Listen		5	WIS	5	0		
Spellcraft		5	INT	0	5		
Spot		7	WIS	5	0	2	
SPELLCASTING				Base Save DC:			
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0			15	2		1	17
1		2	16				
DOMAINS & DOMAIN SPELLS							
ORC = smite attack obnce per day (+4 Damage)				HATRED = choose one opponnet. Against that opponnet you gain +2 profane bonus on attacks saves and AC for 1 minute. This ability is a free action usable once per day.			
Cause fear			16	Doom			16
Produce flame			*	Scare			17
SPELLS PREPARED							
LEVEL 0		DC		LEVEL 1		DC	
Cure minor wounds		*		Faith healing		*	
Detect magic		*		Divine favour		*	
Detect poison		*		Bane		16	
Guidance		*		Vigor lesser		*	
Cure minor wounds		*		Shield of faith		*	
LEVEL 2		DC					
Spiritual weapon		*					
Cure moderate wounds		*					
Curse of ill fortune		18					

- In uno stretto passaggio ha trovato rifugio un guerriero umano al servizio del Capitano Perth; costui potrebbe allearsi coi PG per uscire dalle caverne per poi ricongiungersi al Capitano ed ai suoi Scudi Rossi (Red Shields) guidando i PG verso l'accampamento e garantendo per loro. È in una posizione delicata stretto tra gli orchi da un alto ed i goblin dall'altro; tuttavia ha scoperto qualcosa su entrambi i gruppi "mostruosi".

Campaign / Adventure		Shadowlords								
Character's name:		Soldato esploratore disperse: Jack Setter.								
Class and levels		Fighter 2°								
Race	Human									
Size	Medium	Gender	Male							
Face / Reach	5 Ft / 5 Ft									
Homeland	Scornubel				Languages: common, halfling, goblin.					
Religion	Tyr									
Alignement	NG									
		Standard		Temporary						
STR	16	3			SPEED	30 Ft				
DEX	14	2			INITIATIVE	2				
CON	14	2			Arcane spell failure					
INT	14	2			HP	10 + 1d10 + 4 =				
WIS	12	1			AC	10+2+5+2 = 19 + expertise				
CHA	12	1				DEX + armor + shield				
					Touch	12	Flat-footed	17	Armor check:	-5
FORT	2+3+0		5		Conditional modifiers: Cannot be shaken.					
REFL	2+0+0		2							
WILL	1+0+2		5							
					Carrying capacity:					
BASE ATTACK	2		MALEE	5	Light load					
			RANGED	4	Medium load					
GRAPPLE	+5				Heavy load					
Attacks	Longsword MW		6	1d8+3			19-20 x2			
	Small shortsword +1		4	1d4+4			19-20 x2			
	Light crossbow MW		5 (80 Ft)	1d8			19-20 x2			
<b>MAGIC ITEMS WORN</b>										
SHOULDERS	Cloak, cape, mantle				Dark cloak (hide +2)					
SHIELD					Heavy wooden shield MW					
BODY	Robe, suit of armor				Darkened chainmail MW					
FEET	Boots, shoes, slippers				Soft boots (move silently +2)					
<b>FEATS &amp; CLASS FEATURES</b>										
BF) Combat expertise		BF) Weapon focus "longsword"				BH) Bullheaded				
Self sufficient										
<b>Equipment</b>										
Potion "Lesser restoration"			Healer's kit (6 charges)			Darkened chainmail MW				
Longsword MW			Light crossbow MW			33 bolts				
Heavy wooden shield MW			Soft boots			Dark cloak				

Studded leather armor (used when “sneaking” = -2 AC -3 check penalty)					Small shorsword +1 “continual flame”		
7 torches + flint & steel		24,63 GP					
Skills	TOT	Ability	Ranks	Bonus	Source		
Heal	5 (+2)	WIS	1	2 (+2)			
Hide	6	DEX	2	2 (4)	2		
Listen	3	WIS	1	2 (4)			
Move silently	6	DEX	2	2 (4)	2		
Ride	3	DEX	2	1			
Spot	3	WIS	1	2 (4)			
Survival	5	WIS	1	2 (4)	2		

- Un gruppo di goblin occupa l’ultima parte delle caverne dove ha anche messo in piedi un piccolo tempio malvagio (**dedicato a quale divinità?**); i goblin sono guidati da un capo e due sciamani. Il piccolo tempio eretto dai mostriciattoli verdi sfrutta una sorgente magica preesistente (**ma cosa? Un Earth node?**).

Campaign / Adventure		Shadowlords					
Character’s name:		Capo dei goblin					
Class and levels		Barbarian 6°					
Race	Goblin						
Size	Small	Gender	Male				
Face / Reach	5 Ft / 5 Ft						
Homeland	Eureka mines / forest of wyrms			Languages: goblin, common,			
Religion							
Alignment	CN						
		Standard		Temporary			
STR	16	3	20	5	SPEED	40 Ft	
DEX	16	3			INITIATIVE	3	
CON	16	3	20	5	Arcane spell failure		
INT	12	1			HP	12+5d12+18= (+12)	
WIS	14	2			AC	10+1+3+1+6+1+1 = 23 (-2)	
CHA*	14	2			Size+DEX+luck+armor+ring+natural		
		Touch	16	Flat-footed	20	Armor check:	-4
FORT	3+5+1+1		10 (+2)		Conditional modifiers:		
REFL	3+2+1+1		7				
WILL	2+2+1+1		6 (+2)				
					Carrying capacity:		
BASE	(6 +1 size) 7/2		MALEE	10/5 (+2)		Light load	
ATTACK			RANGED	10/5		Medium load	



<b>GRAPPLE</b>	+6 (+2)		<b>Heavy load</b>	
<b>Attacks</b>	Small falchion +1 berserker	11/6	1d6+5	18-20 x2
	<b>Small falchion +1 berserker (rage)</b>	<b>15/10</b>	<b>1d6+10</b>	<b>18-20 x2</b>
	Small mighty (+2) composite shortbow MW	11/6 (70 Ft)	1d4+2	20 x3

**MAGIC ITEMS WORN**

<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

**RACIAL TRAITS & POWERS**

Darkvision 60 Ft	+4 ride and move silently	Small	
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**FEATS & CLASS FEATURES**

<b>Rage (8 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>Luck of heroes</b>	<b>Leadership (+8)</b>
<b>Power attack (max+6)</b>			

**Equipment**

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	Potion "Lesser restoration"	Potion "Cure serious wounds" x3
32, 7 GP		

Skills		TOT	Ability		Ranks	Bonus	Source
Bluff		4	CHA	2	2 (4)		
Climb	B	8	STR	3	5		
Diplomacy		4	CHA	2	2 (4)		
Gather information		4	CHA	2	2 (4)		
Hide		7	DEX	3	0	+4 size	
Intimidate	B	7	CHA	2	5		
Listen	B	4	WIS	2	2		
Move silently		7	DEX	3	0	+4 racial	
Ride	B	7	DEX	3	0	+4 racial	
Sense motive		5	WIS	2	3 (6)		
Spot		4	WIS	2	2 (4)		
Survival	B	7	WIS	2	5		
Tumble		6	DEX	3	3 (6)		

<b>Campaign / Adventure</b>	Shadowlords	
<b>Character's name:</b>	Scimano goblin (x2)	
<b>Class and levels</b>	Cleric 3°	
<b>Race</b>	Goblin	

Size	Small	Gender	Male		
Face / Reach	5 Ft / 5 Ft				
Homeland	Eureka mines / forest of wyrms		Languages: common, goblin,		
Religion	Maglubiyet				
Alignment	CN				
	Standard		Temporary		
STR	12	1		SPEED	30 Ft
DEX	16	3		INITIATIVE	+3
CON	12	1		Arcane spell failure	
INT	10	0		HP	8+2d8+3 =
WIS	18	4		AC	10+1+3+5+1 = 20
CHA	6	-2		Size+DEX+armor+shield	
			Touch	14	Flat-footed 17
				Armor check:	-3
FORT	1+3+1+2		7	Conditional modifiers:	
REFL	3+1+1+0		5		
WILL	4+3+1+0		8		
				Carrying capacity:	
BASE ATTACK	(2 + 1 size) 3	MALEE	4	Light load	
		RANGED	6	Medium load	
GRAPPLE	+0			Heavy load	
Attacks	Small heavy mace +1	5	1d6+2	20 x2	
	Small light crossbow MW	7 (80 Ft)	1d6	19-20 x2	
	Ray	6	Spell	20 x2	
	touch	4	Spell	20 x2	
	Spiritual weapon	7	1d8+1		
<b>MAGIC ITEMS WORN</b>					
NECK	Amulet, brooch, medallion, periapt, scarab		Holy symbol		
SHOULDERS	Cloak, cape, mantle		Cloak of resistance +1		
SHIELD			Small buckler MW		
BODY	Robe, suit of armor		Small breastplate MW		
<b>RACIAL TRAITS &amp; POWERS</b>					
Darkvision 60 Ft	+4 ride and move silently		Small		
<b>FEATS &amp; CLASS FEATURES</b>					
Great fortitude	Skill focus "concentration"		Rebuke/command undead		
Spontaneous casting "inflict wounds" spells					
<b>Equipment</b>					
Small heavy mace +1		Small buckler MW		Small light crossbow MW	
Small breastplate MW		Healer's kit (13 charges)		24 bolts	
17.5 GP		Holy symbol			

Skills		TOT	Ability		Ranks	Bonus	Source
Concentration		8	CON	1	4	3	
Heal		6 (+2)	WIS	4	2	(+2)	
Hide		7	DEX	3	0	4	
Knowledge arcana		2	INT	0	2		
Knowledge religion		2	INT	0	2		
Move silently		7	DEX	3	0	4	
Ride		7	DEX	3	0	4	
Spellcraft		2	INT	0	2		
<b>SPELLCASTING</b>				<b>Base Save DC:</b>			
Level	Per day	Bonus	DC	Level	Per day	Bonus	DC
0	4		14	2	1+1	1	16
1	2+1	1	15				
<b>DOMAINS &amp; DOMAIN SPELLS</b>							
PLANNING = "Extend spell" as a bonus feat.				TRICKERY = bluff, disguise and hide are class skills.			
Deathwatch			*	Disguise self			*
Augury			*	Invisibility			*
<b>SPELLS PREPARED</b>							
LEVEL 0		DC		LEVEL 1		DC	
Cure minor wounds		*		Faith healing		*	
Detect magic		*		Doom		15	
Guidance		*		Bane		15	
Read magic		*					
LEVEL 2		DC					
Spiritual weapon		*					
Bull's strength		*					

<b>Character's name:</b>		Goblin standard (x 20)				<b>Languages:</b> common, goblin, orc.	
<b>Campaign / Adventure</b>		shadowlords					
<b>Class and levels</b>		Barbarian 1°					
<b>Race</b>	Goblin	<b>Size</b>	Small	HD = 12/12.			
<b>Face / Reach</b>	5 x 5 Ft						
<b>Alignment</b>	CN						
	<b>Standard</b>		<b>Temporary</b>				
<b>STR</b>	14	2	18	4	<b>SPEED</b>	40 Ft.	
<b>DEX</b>	16	3			<b>INITIATIVE</b>	+3	
<b>CON</b>	14	2	18	4			
<b>INT</b>	12	1			<b>HP</b>	12+2 = 14 (+2)	
<b>WIS</b>	8	-1			<b>AC</b>	10+3+1+5 = 19 (-2)	

CHA	8	-1				DEX + size + armor	
				Touch		Flat-footed	Armor check:
FORT	2+2		4 (+2)		Conditional modifiers:		
REFL	3+0		3				
WILL	-1+0		-1 (+2)				
BASE ATTACK	1+1 (size)		MALEE	+4 (+2)			
			RANGED	+5			
GRAPPLE	-1 (+2)						
Attacks	Small greatsword		+4	1d10+3		19-20 x2	
	Small shortbow		+5 (60 Ft)	1d4		20 x3	
	Small greatsword (rage)		+6	1d10+6		19-20 x2	
MAGIC ITEMS WORN							
BODY	Robe, suit of armor			Small breastplate			
RACIAL TRAITS & POWERS							
Darkvision 60 Ft		+4 ride and move silently		Small			
FEATS & CLASS FEATURES							
Fast movement		Illiteracy		Rage (1x day – 7 rounds)		Power attack (max +1)	
Equipment							
Breastplate		Small shortbow + 20 arrows		Small greatsword		2.5 GP	
Skills		TOT	Ability		Ranks	Bonus	Source
Climb		4 (+2)	STR	2	2	(+2)	
Hide		8	DEX	3	1 (2)	+4 size	
Listen		1	WIS	-1	2		
Move silently		8	DEX	3	1 (2)	+4 race	
Ride		9	DEX	3	2	+4 race	
Spot		1	WIS	-1	2 (4)		
Survival		1	WIS	-1	2		
Tumble		5	DEX	3	2 (4)		

Qui i PG dovrebbero già essere di 4° livello.

Usciti all'aperto i PG si trovano in una radura al margine della terribile Forest of Wyrms; davanti a loro si stende un vasto campo di battaglia coperto di cadaveri di agenti zhentarim e di red shields. Data la loro missione (consegnare una lettera sigillata al capitano dei Red Shields: Perth) i PG dovrebbero cominciare a cercare l'accampamento dei soldati. **Il numero di cadaveri è poco credibile (è troppo guerra su grande scala per la situazione presentata in questa storia) e quindi andrebbe ridimensionata un po' la scena.**

Ovviamente se con i PG dovesse esserci anche l'esploratore scomparso sarà lui a guidarli direttamente verso il campo.

Sul campo di battaglia vagano due poveracci in cerca di armi ed armature in buono stato o comunque riparabili con lo scopo di rivenderle in città (*spot check DC 15 per notare da subito le due figure*); potranno dire ai PG di aver visto una figura vestita di nero aggirarsi tra i cadavere e portarne via qualcuno.

Nel dettaglio:

**Forest of Wyrms:** The great redwoods and thick pines of this wood shelter a multitude of green dragons, who think of themselves as masters of the forest. The wyrms correctly estimate their control of their territory. Dragon slayers come here to hunt, becoming heroes or dying in the attempt.

Harpers and other heroes used to journey to the forest to battle a lich who lived in a castle named Lyran's Hold, but two adventurers finally killed the lich and occupied the hold in its place. New reports indicate that the adventurers who displaced the lich have inherited its evil ways. Lyran's Hold has returned to the list of potential-adventuring sites shared over firelight or mugs of ale by seasoned heroes. If new adventurers manage to kill the hold's present occu-

pants, the newcomers would be well advised to keep moving—there's no need to stay for over a tenday in the hold, unless they wish to risk suffering the same fate as the previous occupants.

Una volta raggiunto il campo dei Red Shields, il capitano Perth dopo aver letto la lettera (e notando che contiene ordini opposti a quelli ricevuti fino a quel momento) chiederà ai PG di investigare presso il campo di battaglia in proposito di una eventuale spia che li continua a costringere a combattere. Il capitano chiederà inoltre ai PG di provare a contattare il capitano Zhent per sapere se anche loro hanno ricevuto ordini “dalla dubbia autenticità” alla luce di quanto venuto fuori fino ad ora.

Presso la radura si trovano:


- Un gruppo di agenti Zhent che attaccheranno i PG a vista:

<b>Player's name:</b>		<b>Agente Zhent standard (x5)</b>			
<b>Campaign / Adventure</b>		<b>shadowlords</b>			
<b>Class and levels</b>		<b>Fighter 1 / Rogue 2°</b>			
<b>Race</b>	<b>Human</b>	<b>Size</b>	<b>Medium</b>	<b>HD = 6/6, 5/6, 8/10.</b>	
<b>Face / Reach</b>	<b>5 x 5 Ft</b>				
<b>Homeland</b>	<b>Zhentil Keep</b>			<b>Languages:</b>	
<b>Religion</b>	<b>Bane</b>				
<b>Alignment</b>	<b>LE</b>				

	Standard		Temporary							
STR	14	2			SPEED	30 Ft				
DEX	14	2			INITIATIVE	+2				
CON	14	2								
INT	14	2			HP	<b>6+1d6+1d10+6 = 25</b>				
WIS	10	0			AC	10+2+4+2 = 18 + expertise				
CHA	10	0				DEX + Armor + Shield				
					Touch	12	Flat-footed	16	Armor check:	-2
FORT	2+0+2+0		4		Conditional modifiers: cannot be shaken.					
REFL	2+3+0+0		5 + evasion							
WILL	0+0+0+2		2							
BASE ATTACK	(1+1) 2		MALEE	+4						
			RANGED	+4						
GRAPPLE	+4									
Attacks	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>										
SHIELD					Large wooden shield MW					
BODY	Robe, suit of armor				Chainshirt MW					
<b>FEATS &amp; CLASS FEATURES</b>										
Deceitful	Bullheaded			Weapon focus "longsword"						
BF) Combat expertise	Sneak attack +1d6			Trapfinding			Evasion			
<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			15 GP							
Skills		TOT	Ability		Ranks	Bonus	Source			
Bluff		5	CHA	0	5					
Diplomacy		7	CHA	0	5	2				
Disguise		7	CHA	0	5	2				
Escape artist		7	DEX	2	5					
Forgery		9	INT	2	5	2				
Gather information		5	CHA	0	5					
Heal		1 (+2)	WIS	0	1 (2)	(+2)				
Hide		7	DEX	2	5					
Intimidate		5	CHA	0	5					
Listen		2	WIS	0	2					

Move silently		7	DEX	2	5		
Ride		3	DEX	2	1		
Search		3	INT	2	1		
Sense motive		5	WIS	0	5		
Spot		2	WIS	0	2		
Tumble		3	DEX	2	1 (2)		

- I due uomini saccheggiatori di cadaveri (**innocui ma possono dare qualche utile spunto ai PG; possono inoltre fare qualche piccolo commercio**).
- In una capanna ai margini della foresta si è stabilita la spia causa di tutto; si tratta di un thiefling chiamato Shrak che continua a mantenere tesi i rapporti tra Scornubel e gli zhentarim ed a portare via cadaveri dal grande campo di battaglia tra le due formazioni, il tutto per ordine di Quincel una chierica di Cyric. All'interno della capanna si trovano i documenti che incastrano Shrak e testimoniano gli interessi della chiesa di Cyric, in particolare di Quincel.

<b>Campaign / Adventure</b>		<b>Shadowlords</b>									
<b>Character's name:</b>		<b>Shrak (CR 9)</b>									
<b>Class and levels</b>		<b>Rogue 2°, Fighter 4° Spur lord 2°</b>									
<b>Race</b>	Thiefling	<b>ECL</b>	+1								
<b>Size</b>	Medium	<b>Gender</b>	Male								
<b>Face / Reach</b>	5 x 5 FT.										
<b>Homeland</b>	Waterdeep			<b>Languages:</b> common,							
<b>Religion</b>	Cyric			infernal, orc, goblin,							
<b>Alignement</b>	NE			abyssal.							
		<b>Standard</b>		<b>Temporary</b>							
<b>STR**</b>	20	5			<b>SPEED</b>	30 Ft.					
<b>DEX</b>	20	5			<b>INITIATIVE</b>	5					
<b>CON</b>	14	2			<b>Arcane spell failure</b>						
<b>INT</b>	16	3			<b>HP</b>	6+1d6+4d10+2d10+16 =					
<b>WIS</b>	10	0			<b>AC</b>	10+5+4+3+2 = 24					
<b>CHA</b>	10	0				DEX + armor + shield + ring					
				<b>Touch</b>	17	<b>Flat-footed</b>	19	<b>Armor check:</b>	-4		
<b>FORT</b>	2+0+4+3+0+1			10	<b>Conditional modifiers:</b>						
<b>REFL</b>	5+3+1+0+2+1			12 + evasion							
<b>WILL</b>	0+0+1+0+2+1			4							
						<b>Carrying capacity:</b>					
<b>BASE ATTACK</b>	(1+4+2) 7/2			<b>MALEE</b>	12/7		<b>Light load</b>				
				<b>RANGED</b>	12/7		<b>Medium load</b>				
<b>GRAPPLE</b>	+12					<b>Heavy load</b>					

<b>Attacks</b>	Skullblade +1	14/9	1d8+8	19-20 x2			
	Skullblade +1 (vs good)	14/9	1d8+8+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			
<b>MAGIC ITEMS WORN</b>							
<b>SHOULDERS</b>	Cloak, cape, mantle		Cloak of resistance +1				
<b>RING 1</b>			Ring of protection +2				
<b>SHIELD</b>			Heavy steel shield +1				
<b>BODY</b>	Robe, suit of armor		Studded leather armor +1				
<b>RACIAL TRAITS &amp; POWERS</b>							
Darkvision 60 Ft		“Darkness” (CL 8) once per day					
Cold, electricity and fire resistance 5							
Ritual of dark flames (ranged touch – 8d6 negative energy damage – costs 2 WIS damage)							
<b>FEATS &amp; CLASS FEATURES</b>							
1) Iron will		3) Lightning reflexes		6) Leadership			
BF) Weapon focus “longsword”		BF) Weapon specialization “longsword”					
Sneak attack +1d6		Trapfinding		Evasion			
Secret blade				Dark bond			
<b>Equipment</b>							
Studded leather armor +1		Heavy steel shield +1		Skullblade +1 (unholy)			
Light crossbow MW		30 bolts		10 poisoned bolts			
Cloak of resistance +1		Ring of protection +2		Potion “cure critical wounds” x4			
Potion “lesser restoration” x2		Potion “invisibility” x2		80 GP			
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Bluff		5	CHA	0	3	2 racial	
Concentration		5	CON	2	3 (6)		
Decipher script		6	INT	3	3 (6)		
Diplomacy		4	CHA	0	4 (7)		
Disable device		4	INT	3	1 (2)		
Disguise		4	CHA	0	4 (7)		
Escape artist		5	DEX	5	0		
Forgery		4	INT	3	1 (2)		
Gather information		4	CHA	0	4 (5)		
Heal		2	WIS	0	2 (4)		
Hide		10	DEX	5	3	2 racial	
Intimidate		3	CHA	0	3		
Knowledge religion		6	INT	3	3 (6)		
Listen		3	WIS	0	3		
Move silently		10	DEX	5	5		



Open lock		<b>8</b>	DEX	5	3		
Ride		<b>7</b>	DEX	5	2		
Search		<b>6</b>	INT	3	3		
Sense motive		<b>3</b>	WIS	0	3		
Sleight of hand		<b>8</b>	DEX	5	3		
Spot		<b>3</b>	WIS	0	3		
Tumble		<b>10</b>	DEX	5	5		
Use magic device		<b>3</b>	CHA	0	3		
Use rope		<b>7</b>	DEX	5	2		

- In una piccola radura ai margini della forest of wyrms si è stabilita una giovane elfa druida col suo piccolo “emporio”; l’elfa si chiama Elowyn Be’For. **Cosa sa la druida di tutta la faccenda? E cosa potrebbe volere dai PG? Che sia solo una mercante è quantomeno improbabile.** → è legata in minima parte al BG di **Ecaterina**.
- Diametralmente opposto all’accampamento dei red shields, si trova l’accampamento degli zhent comandati dal Capitano Merjon. Se i PG si presentassero qui con le prove dei maneggi di Shrak verrebbero ascoltati ed accolti, altrimenti verrebbero attaccati.
- Un albero magico al margine occidentale della radura: è un santuario druidico legato in qualche modo ai “Fangshields”. → **l’idea è che fornisca ad un druido la possibilità di utilizzare la “rage barbarica” al posto del wildshape; al prezzo di non guarire più facendo wildshape.**
- Un bugbear saccheggia i cadaveri facendo concorrenza ai due umani, ma questo sarà maldisposto nei confronti di chiunque ed attaccherà eventualmente i PG.

<b>Player’s name:</b>		<b>Bugbear barbarian (CR 8°)</b>							
<b>Campaign / Adventure</b>		<b>Shadowlords</b>							
<b>Class and levels</b>		<b>Barbarian 4°</b>							
<b>Race</b>	Bugbear	<b>ECL</b>	+1	<b>HD = 8/8, 7/8, 5/8, 12/12, 12/12, 11/12, 7/12.</b>					
<b>Size</b>	Medium	<b>Gender</b>	Male						
<b>Face / Reach</b>	5 x 5 Ft								
<b>Homeland</b>	Battlefield near forest of wyrms				<b>Languages: common, goblin, orc.</b>				
<b>Religion</b>									
<b>Alignement</b>	<b>CE</b>								
		<b>Standard</b>		<b>Temporary</b>					
<b>STR</b>	20	5	<b>24</b>	<b>7</b>	<b>SPEED</b>	40 Ft			
<b>DEX</b>	16	3			<b>INITIATIVE</b>	+3			
<b>CON</b>	18	4	<b>22</b>	<b>6</b>					
<b>INT</b>	13	1			<b>HP</b>	<b>8+2d8+4d12+28 = 90 (+14)</b>			
<b>WIS</b>	14	2			<b>AC</b>	10+3+3+5+1 = 22 (-2)			
<b>CHA</b>	11	0			DEX + Natural + Armor + Ring				
		<b>Touch</b>	14	<b>Flat-footed</b>	19	<b>Armor check:</b>	<b>-3</b>		

<b>FORT</b>	4+1+4+0+1	10 (+2)	<b>Conditional modifiers:</b>				
<b>REFL</b>	3+3+1+0+1	8					
<b>WILL</b>	2+1+1+2+1	7 (+2)					
<b>BASE ATTACK</b>	(2+4) 6/1	<b>MALEE</b>	11/6 (+2)				
		<b>RANGED</b>	9/4				
<b>GRAPPLE</b>	+11 (+2)						
<b>Attacks</b>	Mighty (+2) composite longbow MW		10/5 (110 Ft)	1d8+2	20 x3		
	Greataxe +1		12/7	1d12+8	20 x3		
	Greataxe +1 (rage)		14/9	1d12+11	20 x3		
<b>MAGIC ITEMS WORN</b>							
<b>SHOULDERS</b>	Cloak, cape, mantle			Cloak of resistance +1			
<b>RING 1</b>				Ring of protection +1			
<b>BODY</b>	Robe, suit of armor			Breastplate +1			
<b>RACIAL TRAITS &amp; POWERS</b>							
<b>Darkvision 60 Ft</b>	<b>3d8 racial HD</b>		<b>Natural AC +3</b>		<b>Move silently +4</b>		
<b>FEATS &amp; CLASS FEATURES</b>							
<b>Power attack (max +6)</b>	<b>Improved sunder</b>		<b>Iron will</b>		<b>Fast movement</b>		
<b>Illiteracy</b>	<b>Rage (2 x day – 9 rounds)</b>		<b>Uncanny dodge</b>		<b>Trap sense +1</b>		
<b>Equipment</b>							
Breastplate +1		Greataxe +1		Might (+2) composite longbow MW			
30 arrows		Ring of protection +1		Cloak of resistance +1			
Potion "Cure moderate wounds" x2		55 GP					
<b>Skills</b>		<b>TOT</b>	<b>Ability</b>		<b>Ranks</b>	<b>Bonus</b>	<b>Source</b>
Climb		8 (+2)	STR	5	3	(+2)	
Craft trapmaking		5	INT	1	4		
Hide		6	DEX	3	3		
Intimidate		4	CHA	0	4		
Jump		9 (+2)	STR	5	4	(+2)	
Listen		5	WIS	2	3		
Move silently		10	DEX	3	3	4	
Search		4	INT	1	3		
Spot		5	WIS	2	3		
Survival		6	WIS	2	4		
Tumble		5	DEX	3	2 (4)		

Una volta risolto il mistero di Shrak e comunicata la scoperta al Capitano Perth, i PG verranno riaccompagnati a Scornubel presso il monastero. Inoltre, come già accennato, se i PG dovessero decidere di comunicare le loro scoperte anche agli Zhent potrebbero venire ricompensati.

**Nota: gli Zentharim.:**

The Zhentarim, also known as the Black Network, began as a group of merchants but has grown to include assassins, spies, an army, and the backing of the church of Bane. Now in control of half the area around the Moonsea, the Zhentarim has increased its influence across the continent and achieved footholds in the western and southern regions of Faerûn as well. Well armed and supplied, the Zhentarim is supported by powerful wizards and clerics and led by an archmage and the Chosen of Bane himself.

Feared by the common folk and bearing an evil reputation, the Zhentarim is not a foe that one should challenge without serious intent. As the organization and the church of Bane grow together, its influence is likely to spread even faster, for both groups seek complete domination of northern Faerûn. Now even a group of common merchants bearing the symbol of the Black Network is treated respectfully and kept at arm's length, for the merchants might be under the protection of a powerful wizard or carry magic far beyond the means of ordinary folk.