

GEMME MALEDETTE

CONVERSIONE DATI PATHFINDER

EFFETTI PARTICOLARI DEL MODULO

Freddo Pungente: sia in superficie che nel sottosuolo Tor'Harn è un luogo freddissimo ed inospitale. Chiunque non sia ben coperto e resti in movimento, ha -2 sui tiri per colpire e sui tiri di abilità di Acrobazia e Scalare, che perdura fino a quando non riesce a riscaldarsi (secondo round di combattimento). Questo aspetto è da tenere in considerazione, nel caso in cui ci fosse un appostamento per fare un'imboscata.

Condizioni Atmosferiche: all'esterno, in superficie, per tutto il tempo in cui il Modulo verrà giocato grandinerà in maniera costante e fitta. Qualsiasi check di Percezione avviene quindi con un malus di -2, il terreno è da considerarsi difficoltoso e la velocità di movimento è dimezzata.

Atto I, il Thane Forlak: i giocatori potranno rendersi conto che il capo dei nani non sta dicendo tutta la verità con check di Intuito con CD 16; potranno invece cercare di ottenere una ricompensa maggiore con qualche solida argomentazione e un check di Diplomazia con CD 14.

Atto II, percorso deserto: il gruppo può accorgersi che le postazioni di guardia dei nani lungo il percorso che collega le miniere alla città sono deserte con un check di Percezione con CD 14; sulla via del ritorno, invece, i nani della scorta si accorgeranno di questa stranezza automaticamente, essendo loro stessi a volte deputati al compito di sentinella.

Atto II, postazione di guardia vuota: i giocatori potranno accorgersi della presenza di una torre di guardia nella piana esterna vicina ai camini vulcanici, con un check di Percezione con CD 16.

Atto II, la tana del Goliaths: il gruppo può riuscire a trovare la tana del Goliaths con un check di Percezione con CD 13.

FANTERIA CORAZZATA NANICA (SOLDATO)

Nano guerriero di 20° livello; GS 2, Umanoide medio

Dadi Vita: 2d10 + 6 (25)

Iniziativa: + 4

Velocità: 6m

Classe Armatura: 18 (cotta di maglia, scudo)

Attacco: +4 in mischia (Ascia da battaglia nanica, 1d10 +2, critico 19-20 x 2; tagliente); oppure Balestra Pesante, attacco a distanza +2 (Balestra Pesante, 1d10, critico 19-20 x 2); Al LN

Tiri Salvezza: Tempra +5, Riflessi +0, Volontà +2

Statistiche: For 14; Des 10; Cos 16; Int 10;

Sag 11; Car 9

Attacco base: +2; BMC +4; DMC 14

Abilità: Osservare +3, Ascoltare +3

Linguaggi: comune, nanico

Talenti: Iniziativa Migliorata, Attacco Poderoso, Volontà di Ferro, Spavalderia +1

ROT'UA

Kur'Ua, Necromante di 6° livello; Umanoide medio;

Dadi Vita: 6D8+12 (40)

Iniziativa: +6;

Velocità: 9 m (zoppo)

Classe Armatura: 14 (Armatira di Pelle, Des)

Attacco: +5 in mischia (1D6+1, lancia, critico 20 x 2)

Attacco Speciale: Incantesimi; AL NM

Tiri Salvezza: Tempra +7, Riflessi +4, Volontà +9

Statistiche: For 12; Des 14; Cos 14; Int 12;

Sag 19; Car 9

Attacco base: +4; BMC +5; DMC 17

Abilità e talenti: Percezione +6;

Conoscenza (Arcane) +10;

Conoscenza (Religioni) +10

Iniziativa migliorata, Incantare in Combattimento, Scuola Focalizzata (Necromanzia)

INCANTESIMI DOMINIO DELLA MORTE

(5, 3+1, 3+1, 2+1):

0- Creare Acqua, Individuazione del Magico, Luce, Resistenza, Lettura del Magico

1- Incuti paura, Anatema, Devastazione, Favore Divino

2- Rintocco di Morte, Blocca Persona, Oscurità, Dis-sacrare

3- Animare i morti, Cecità/sordità, Scagliare Maledizione

Abilità speciali: Dimezza i danni da gelo, tocco sanguinante.

GOLIATHS

Bestia magica

Dadi Vita: 5D10+15 (49)

Iniziativa: +2

Velocità: 15, Scalare 12

Classe Armatura: 21 (-1 Taglia, +2 Des, +10 Naturale), contatto 11, colto alla sprovvisista 19

Attacco: Artiglio +10 (2D6+5)

Attacco completo: 2 Artigli +10 (2D6+5), Morso +8 (2D8+7)

Spazio portata: 3 m./3 m.

Attacchi speciali: -

Qualità speciali: RD 5/magia; Rigenerazione 1; Immune al Gelo

Tiri Salvezza: Tempra +9; Riflessi +7; Volontà +5

Statistiche: For 20; Des 14; Cos 16; Int 5; Sag 10; Car 10

Attacco base +5: BMC +12 ; DMC 24

Abilità: Furtività +8 Percezione +6

Talenti: Allerta; Afferrare Migliorato; Multiattacco

Ambiente: Artico

Organizzazione: Solitario

Grado di Sfida: 6

Allineamento: Neutrale Malvagio

KAL-RUATH

Non Morto medio

Dadi Vita: 6D12 (41)

Iniziativa: +0

Velocità: 6

Classe Armatura: 17 (+3 corazza di pelle; +4 naturale), contatto 10, colto alla sprovvisista 17

Attacco: arma, o pugno +12 (arma +6, 1D4+6)

Attacco completo: arma, o pugno +12/+7 (arma +6, 1D4+6)

Spazio portata: 1,5 m./1,5 m.

Attacchi speciali: Tocco Gelido, Creare Progenie

Qualità speciali: RD 15/magico, Vulnerabilità al Fuoco, Scurovisione, Tratti dei Non-Morti, Immuni al Gelo

Tiri Salvezza: Tempra +5; Riflessi +2; Volontà +2

Statistiche: For 22; Des 10; Cos -; Int -; Sag 10; Car 6

Attacco base +6: BMC +12; DMC 22

Abilità: Scalare +9

Talenti: Attacco Poderoso, Incalzare, Tempra Possente, Spezzare Migliorato

Ambiente: Tor'Harn

Organizzazione: Solitario o Piccoli gruppi

Grado di Sfida: 6

Allineamento: Malvagio

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