PLAYTEST: DRAFT 2

Characters

**Fildric**, human, F-4, AC 4, Hp 21, Move 9. Chain, Shield, +1 sword, dagger

**Fredegund**, human, F-4, AC 3, Hp 23, Move 6, Plate, pollaxe, +1 dagger

**Sargon,** human, S-4, AC 7, Hp 17, Move 12, Leather, Longbow, sword, shuttered lantern, 3 oil

**Elvis**, elf, F/MU-2, AC 9, Hp 13, Move 12, longbow, sword, dagger, silver arrows: Magic Missile, Charm, Shield

**Cormac,** human, CM-4, AC 2, Hp 20, Move 6, plate, shield, mace, CLWx2, Pro from Evil, Hold Person

**Mumford**, human, MU-4, AC 9, Hp 10, dagger, 12 darts, torches, tinder box, Sleep, Charm, Shield, Magic Missile, Light, Invisibility, Web

**Men-at-Arms x2** (Mike, Mark), AC 5, Move 9, Hp 5,4; chain, helmet, halberd, dagger

**ENCOUNTER 1: GARGOYLE**

The party climbs down the stairs and reaches a door blocking their progress. Fighters in the first rank, Cormac and Sargon in the second, Elvis and Mumford in the third and Men-at-Arms in rear.

 Sargon and Fredegund switch places. Sargon listens at the door, needing 5-6, he rolls 5 and hears a monster (gargoyle) shifting around in there. Deciding to try to open the door silently, Sargon uses one of his 3 oil flasks to grease up the door and gets to work with his tool kit. He needs a 5-6, rolls a 4 and fails. He’s wasted a turn and 1 flask of oil. He moves back to the second rank. The two fighters attempt to bash open the door. Frededgund needs a 4-6, rolls a 5 and it is pushed open.

SURPRISE ROUND:

The party heard the monster ahead of time, so can’t be surprised. The gargoyle rolls a “2” and is surprised. Fredegund and Fildric can only move out of the way, since they had been bashing the door. Mumford casts his magic missile, doing 7 points of damage to the gargoyle, which begins with 13 h.p., so is down to 6. Cormac, Elvis, Sargon and the Men-at-Arms do not have magic weapons, so stay where they are. The noise of bashing the door does prompt a wandering monster check: but there is no monster.

ROUND 1

Initiative: die is 4, party chooses to move first.

Move Phase: Fredegund draws his +1 dagger and steps into contact with the gargolye. Fildric with his +1 sword steps into contact as well.

Counter Move Phase: gargoyle in locked in melee, cannot take a move.

Missile Phase: gargoyle locked in melee, can’t be targeted with missiles. Mumford could use his web spell, but as an area of effect, it would just as likely target his fighter friends, so he doesn’t.

Melee Phase: The gargoyle has length “0”, a medium-monster with natural weapons, so Fredgund’s dagger and Fildric’s sword attack first. Sword vs AC 5 is 14, Fildric gets +2 for being a 4th level fighting-man and +1 for the magic sword13+3=16, a hit. He rolls 8, plus 1 for magic sword, total 9 damage, gargoyle is slain. No sweat.

POST COMBAT

Party gets 175xp for killing a gargoyle. They spend the rest of the turn cleaning up. This is the 2nd turn, so a wandering monster check is rolled (6+): No wandering monster.

**ENCOUNTER 2: JELLY AND GNOLLS**

There are two doors out of the gargoyle room, the party decides to take the left. Elvis listens at the door, since, as a high-intelligence elf, he has the best chance 4-6. He rolls a 4 and hears nothing. It’s perfectly safe. Not wanting to waste oil on an obviously safe door, they have the Fighters attempt to bash the door, which they do. It leads to an 20’ long empty corridor. The noise does not attract a wandering monster. They shuffle down the corridor and Elvis listens here too, but again hears nothing. Wandering monster check for time: no monster. Getting prepared, the fighters are again in the front, but this time Elvis and Sargon are in the second rank, in order to get missile shots off if needed. Mumford and Cormac are in the third row and men-at-arms at the back. Fredgund and Fildric bash the door. They both fail, which alerts the enemies beyond and attacts a wandering monster. An ochre jelly appears behind them, but does not surprise them (good guys there Mark).

ROUND 1

Initiative: Good Guys win, choose to go first.

Move: Mark and Mike cautiously move near the jelly but not into melee. Mumford moves behind Mark and Mike. Fildric and Fredegund close with the jelly. Sargon moves next to Mumford. Elvis keeps his eye on the rear door.

Counter-Move: the jelly is locked in melee.

Missile Phase: no missile action

Melee Phase: Mumford uses his torch to light a second torch. The fighters attempt to attack the jelly. Fredegund’s pollaxe goes first, pollaxe vs AC 8 is 11+, he gets +2 for being level 4. He hits, but it just splits the jelly in two. Fildric checks his sword stroke in time. The two smaller jellies attack. Jelly 1 against Fildric needs a 13, rolls a 9 and misses. Jelly 2 against Fredegund needs a 14, rolls an 11 and misses.

ROUND 2

Initiative: Good guys go first.

Move Phase: No moves are made.

Counter Move: Jellies do not move. Door at far end of hall flies open and a band of 10 gnolls appear. Three of them manage to swarm around Elvis, who attempts a “Refuse Melee” maneuver. He needs a 12 or less on a d20, rolls a 9 and moves back about 10 feet next to Cormac.

Missile Phase: Elvis can’t cast a spell, since he moved, but can make 1 shot with his bow. He needs a 13+, rolls 12 and misses. Sargon shoots 2 arrows down the hall. He hits once for 4 points, but the gnoll had 12 so is still standing. Mumford drops his torches and casts a sleep spell at the gnolls, putting 4 of them to sleep. [NEED TO CHANGE THE MELEE LOCK TO 5’ INSTEAD OF 10?] [DROPPING THINGS CAN HAPPEN ANY PHASE]

Melee Phase: The two jellies attack Fildric and Fredegund, who PARRY, inflicting a -3 to hit on the jellies. Against Fildric, needs a 13, rolls 19-3=16, hit for 5 points. Against Fredegund, needs a 14, rolls an 18 minus 3 =15, hit for 1 point. Since F+F are level 4 fighting men and the half jellies are HD 2 each of the fighting men is allowed 2 attacks, they each use 1 to parry (fat lot of good) but use the other to Escape Melee. Fildric needs 9 or less on d20, fails. Fredegund needs a 6 or less on d20, rolls a 7 and fails. Never mind. Mark and Mike pick up the two torches that Mumford had dropped on the ground right behind them.

ROUND 3

Initiative: Good guys win again! They choose to move first.

Move Phase: Mike and Mark move into contact with the jellies. Cormac moves in front of Elvis to protect him. Sargon executes a Split Move and shoots at a gnoll but misses, he also gets out an oil flask.

Counter-Move: The gnolls move down the hallway. Elvis executes a Pass Through shot but misses. Cormac’s position sees him locked by 2 gnolls, but they can’t get around him to Elvis and the rest.

Missile Phase: Elvis can’t take his second shot because his enemies are either in the 2nd rank or are locked in melee with Cormac. Sargon can’t throw oil until next round.

Melee Phase: Mike and Mark, entering melee with the jellies, have length advantage, and so attack first: torch vs AC8 is an 11+. They both miss. The jellies attempt to attack F+F again, who once again Parry. Both jellies miss. F+F attempt to Escape Melee: Fildric escapes and joins Cormac vs the gnolls. Fredegund remains in place. One gnoll attacking Cormac has a halberd, once has a sword, both go before Cormac. Halberd vs AC 2, is 17, +2 for 2HD monster, hits with 17+9=19. Cormac takes 1 point of damage. Sword needs a 19, rolls 11+2=13, missed. Cormac swings mace against halberd guy, needing a 14, but rolls an 8, miss.

ROUND 4

Initiative: Good Guys Again!

Move: Mumford moves to set up a spell next round.

Counter Move: None

Missile Phase: Sargon throws a flask of oil at the rear jelly, needing a 12, it misses, landing between the front jelly and Elvis.

Melee Phase; 1 jelly attacks Fredegund, who attempts a parry, 1 attacks Mark. Fred is missed, Mark is hit for 1 point of damage. Mark and Mike each attack the same Jelly, both roll 17’s and hit. They score 3 points of damage, leaving the jelly with 9. Cormac’s mace can strike twice against the halberd guy, but misses both. Both gnolls miss Cormac. Fildric enters the fray against the gnolls, but the two in the front rank have already attacked Cormac. Fild gets 2 attacks (lvl-4 F vs 2HD). He misses both.

ROUND 4

Initiative: Bad Guys

Move: All bad guys locked in melee or blocked.

Counter Move: None

Missile Phase: Mumford throws a Web Spell and tangles up 4 of the gnolls who are trapped through Round 7, the last two are beyond the web. Sargon uses his last flask of oil to throw at the jellies and hits, dousing both jellies, both men-at-arms and Fredegund. Since both men-at-arms are holding lit torches, the oil ignites. Mark takes 3 and dies horribly. Mike also takes three, but is still standing. Fred takes 3 but is fine. Each of the jellies takes 3. One is down to 6, the other is down to 2.

Melee Phase: Mike decides to give up his attack and put out the fire. Fred shifts around and picks up Mark’s torch. The jellies miss Mike and Fred. Cormac and Fildric decide not to risk getting their weapons tangled in the web.

ROUND 5

Initiative: no bad guys are moving, so no roll

Move: Mumford, Sargon and Elvis shift around a bit. Cormac and Fildric step back from the web.

Missile Phase: Fred and the Jellies all take 3 points for the second round of oil, killing one of the jellies. The oil burns out.

Melee Phase: the last jelly attacks Mike, hits him for 4, killing him. Fred swings his torch twice, hitting once for 2 points (4 left).

[DEFINITELY SWITCH TO FEET INSTEAD OF INCHES, IF I’M GOING TO USE RULES CYLO, MAKE THINGS ACROSS BOARD EASIER—CLEAR UP NOTIONAL VS TABLE TOP INCHES TOO]

[LOCKED IN MELEE, 5’ ZONE OF CONTROL, MAYBE 10’ FOR LARGE]

ROUND 6

Initiative: Good Guys

Move: Sargon picks up Mike’s torch

Counter Move, None

Missile: Sargon throws torch at jelly, misses.

Melee: jelly attacks Fred, 9, miss. Fred attacks jelly twice with torch, 2 hits. 4 points, kills jelly.

Jellies are done.

ROUND 7
Initiative: last round for web on front 4 gnolls

Move: Fred, Fild and Cormac rearrange to front rank, Elvis, Mumford and Sargon in second rank to prepare for gnolls.

ROUND 8

Initiative: Good guys win, but let Gnolls move first.

Move: 2 gnolls rush forward, Elvis, Sargon and Mumford use Pass Through shots. Mumford hits one gnoll with a dart for 3, it had 9, down to 6.

Counter Move: none

Missile: None

Melee: Gnoll with halberd attacks Fildric, missed. Fred attacks gnoll with sword twice, both miss. Gnoll with sword attacks Fred, missed. Fildric attacks halberd gnoll twice hits once for 4 (still has 2). Cormac attacks sword gnoll, missed.

ROUND 9

Initiative: doesn’t matter

Move: none

Counter Move: none

Missile: none

Melee: Cormac/Gnoll Sword/Fildric x3/ Gnoll halberd/Fred x2: Cormac missed. Gnoll sword hits Cormac for 5. Fildric hits 3 times: first blow kills halberd gnoll, second blow kills sword gnoll, third blow kills wounded gnoll in second rank. Fred steps forward and hits another halberd gnoll twice killing it. With only 2 gnolls left, its Morale Check time. They need an 7+ on 2d6[SHOULD THERE BE A CASUALTY PENALTY?] and get a +1 for 2HD, they roll 10+1=11, they keep fighting.

ROUND 10

Initiative: Good Guys, take Move

Move: Elvis and Sargon take split move shots. Sargon hits leaving the sword gnoll with 1 point.

Counter Move: Gnolls close with Fred and Fildric.

Missile Fire: all targets in melee. Mumford tries a Charm Person Spell, but gnoll makes save.

Melee: Gnoll Halberd, Fred x2, Gnoll Sword, Fild x2. Gnoll halberd hits Fildric for 5. Fred missed twice. Gnoll sword missed. Fildric hits halberd, killing it. Hits gnoll sword for 5 (10 left). Last gnoll rolls Morale Check, makes it.

ROUND 11 Fildric finished last gnoll.

POST COMBAT:

Bandage Time: Mumford bandages Fildric, Sargon bandages Cormac. Elvis bandages Fred, for 4 each, and each takes a drink for 1 more. They check on Mark and Mike. Mark is completely dead. Mike was just overcome with fumes and awakens with 1 hit point. They spend a turn trying to bandage him and he is back on his feet. However, between the door bashes, fighting and bandaging, they’ve spent 4 turns. So 2 wandering monster checks, but no new trouble.

XP: Gnolls: 200; Jelly: 300.

**ENCOUNTER 3: Ghouls**

They travel through the gnoll room to a corridor that leads to a door. They have no oil to try a stealthy door open, so Fred and Fildric bash away (F+F first row, E+S second, Mu+C third, Mike in rear). Fred bashes in the door easily. There are 10 ghouls beyond, who are not surprised. The party is also not surprised.

ROUND 1

Initiative: Good Guys

Move: (F+F have a full turn, since this wasn’t them bashing and getting surprise). Nobody moves.

Counter-Move: Ghouls rush the 2 fighters. Elvis and Sargon try Pass Through Shots, but both roll 2’s.

Missile Fire: all shots are blocked, but Cormac attempts to turn undead. Cormac needs a 3+ on a d12 to succeed, and just manages to do so, the 5 ghouls at the back of the pack are turned for 7 rounds.

Melee: Since Fred and Fildric have longer weapons they strike first. Fred: pollaxe vs AC6 is 12+, he adds 2 for level bonus: Scores 2 hits. The first does 10 points, leaving the ghoul with 1, so he uses the second hit to finish it. Fild: sword vs AC 6 is 13, he gets +1 for magic sword and +2 for level: both miss. 2 Ghouls attack Fildric, needing 13, 1 attacks Fred, needing 14. Ghouls get 3 attacks each. Fildric is hit 4 times for 12 points of damage and must make a paralysis save (16+, +2 fighter bonus): he makes the save, but is in serious trouble with only 4 hp left. Fred is hit 3 times for 7 points and fails his paralysis save, freezing up with unholy terror.

ROUND 2:

Initiative: Good Guys

Move: Elvis takes a Split Move Shot hitting for 3 points on an 8 point ghoul. Sargon also shoots at it but missed.

Counter Move, the ghouls cannot pass through Fildric’s zone of control, so gang up on him,

Missile Phase: Cormac again tries to turn undead. He rolls a 1 and fails, that was really bad.

Melee Phase: three ghouls swarm Fildric, he is hit twice for 1 point each (2 left!) and he makes his saving throw. He misses both counter blows.

ROUND 3:

Initiative: Good Guys

Move: Cormac moves next to Fildric and Fred. Elvis moves onto the line next to Fildric

Counter Move: none

Missile Phase: Mumford casts invisibility onto Fildric.

Melee Phase: 2 ghouls attack Elvis, hit him 3 times for 4 points of damage, he is immune to ghoul paralysis.

ROUND 4:

Initiative: doesn’t matter

Move: None

Counter Move: None

Missile Phase: Cormac uses Cure Light Wounds to remove the paralysis from Fred.

Melee: Ghouls attack Elvis, doing 3 more points (2 left). Elvis tries to Escape Melee, needing 12- on 1d20 and rolling exactly 12. Fredegund joins the melee making 2 attacks with his pollaxe. He hits one , killing 1 ghoul.

ROUND 5

Initiative: Bad guys

Move: 1 ghoul moves around to face Fred

Counter Move: Sargon moves behind Fred to attack one stymied by Fildric’s invisibility.

Missile Fire: Cormac uses CLW to heal Fildric for 7 points (back to 11). Mumford and Elvis each use a Shield Spell.

Melee: Two ghouls attack Fred, hitting him twice for 2 points. He fails his save again. Fildric makes 2 Rear Attacks from invisibility, missing them both.

ROUND 6

Initiative: Good Guys

Move: Elvis and Sargon try Split Move shots, doing only 2 points of damage. Mike and Sargon charge into melee.

Counter Move: None

Missiles: None

Melee: Mike finishes the ghoul wounded by arrows. Fildric attacks twice hitting twice, killing 2 ghouls.

ROUND 7:

The remaining ghouls are still turned for this round. Cormac tries to turn them again. And does so. The crew takes a few rounds to wipe them out.

POST BATTLE

They need to wait 5 turns for Fred to unparalyze. Meanwhile, they bandage Fred, Fildric and Elvis.

XP: 250

**ENCOUNTER 4: Displacer Beast**

While waiting for Fred to recover, a displacer beast wanders into view.

SURPRISE ROUND

The beast surprised Sargon who was on watch down the hall from the party.

Move: the beast leaps at Sargon.

Melee: The beast hits Sargon once for 6 points.

ROUND 1

Initiative: Bad Guys

Move: Beast is locked

Counter-Move: Sargon, Fildric and Mike charge.

Missiles: None

Melee: The beast strikes Sargon, hitting him once for 8 points. Sargon attempts Escape Melee, needing 16- on d20, but failing with an 18. Cormac hits for 5, Mike misses, Fildric hits (20!) for 12 points.

ROUND 2

Initiative: doesn’t matter

Melee: Cormac, Sargon, Fildric, Beast, Mike. Cormac misses, Sargon Escapes, Fildric misses, Beast hits Mike for 2.

ROUND 3

Initiative: doesn’t matter

Melee: Cormac, Fildric, Beast, Mike. Cormac misses, Fildric hits for 4, Beast kills Mike.

ROUND 4

Initiative: doesn’t matter

Melee: Cormac, Fildric, Beast. Cormac misses, Fildric misses, Beast misses Fildric.

ROUND 5

Initiative: doesn’t matter

Melee: Cormac, Fildric, Beast, Cormac misses, Fildric kills the beast.

POST COMBAT:

This time, Mike is truly dead. XP: 500.

ENCOUNTER 5: TREASURE LYING AROUND IN BOXES

They find the treasure they were looking for in the room beyond the ghouls and carry it off.

1650ep. 300pp. 1700Ep (4000 gp total value)

TAKE:

Each character; 666 gp. 237 monster XP