**PLAYTEST: DRAFT 3**

**Characters**

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

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

**Sargon,** human, S-4, AC 7, Hp 17, Move 12, Leather, Longbow, 20 silver arrows, sword, shuttered lantern, 10 wax candles, 4 oil flasks, tinderbox, toolkit

**Elvis**, elf, F/MU-2, AC 9, Hp 13, Move 12, longbow, sword, dagger, silver arrows, 1 devil grease; Spells: Magic Missile, Charm, Shield

**Cormac,** human, CM-4, AC 2, Hp 20, Move 6, plate, shield, mace, bandages, holy symbol, 2 holy water, Spells: CLWx2, Pro from Evil, Hold Person

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

**Men-at-Arms x4** (Max, Milt, Myron, Mingus), AC 5, Move 9, Hp 5,4; chain, halberd, dagger, 6 torches

The party recruits 4 more men-at-arms, bringing their strength to 10. If they had added another member, they would have reduced their ability to surprise enemies to 1 in 6.

**ENCOUNTER 1: Ogres**

Using his shuttered lantern, Sargon creeps down the stairway and listens around the corner. He needs 4+ as a 4th level Mannish scout and rolls a 2 and hears nothing. He peers around the corner and spots 5 ogres congregating around a 4 way intersection 40 feet down the corridor. As a 4th level scout, he surprises on a 1-4, but they ogres rolls a 6 and are not surprised. Sargon also rolls a 6 and is not surprised.

**Round 1**

Initiative: The Ogres win initiative and decide on the Move first.

Move Phase: Two ogres move to melee engagement, and the other three crowd behind. Sargon would have been able to make a pass-through shot at one, except that he had a shuttered lantern in his left hand and needed both hands to shoot. MUST REMEMBER/EMPHASIZE THAT REFUSE MELEE OPTION TAKES PLACE AT THE BEGINNING OF MELEE PHASE, NOT DURING MOVE/COUNTER MOVE.

Counter Move Phase: On the surface, at the top of the stairs, the party arranges itself to receive an ogre charge next turn. Sargon, screaming in terror, is locked in melee and cannot move. NEED TO CLARIFY OR ELIMINATE THE 10’ ZONE OF CONTROL FOR LARGE CREATURES.

Missile Phase: Mumford throws a Sleep Spell at the Ogres. All of them are within the area of effect. He rolls 15 hit dice of targets, dropping 3 of the Ogres with no save. Sargon is free, but moving time is over. Since more than half of the ogres have fallen to the spell, the last 2 need to make a morale check (7+ on 2d6, +2 since they are 4HD), they roll 5+2=7, and they decide to fight.

Melee Phase: Sargon is no longer locked in melee. THIS IS A PUZZLEMENT. CAN HE ATTEMPT TO “FLEE” or “ESCAPE MELEE” SINCE HE LOST HIS MOVE DUE TO MELEE LOCK? IF HE WERE STILL LOCKED IN MELEE HE COULD, BUT SINCE MUMFORD CLEARED HIS CONTACT, CAN HE STILL DO SO? OR DOES HE NEED TO WAIT FOR MOVE PHASE? I AM GOING TO RULE FOR NOW THAT HE CAN, BUT IT WILL TAKE SOME RULE CLARIFICATIONS. Sargon attempts to “Escape Melee”. As a Scout he takes his Move divided by 10 (120’/10=12) and adds his Scout level (12+4), so needs a 16 or less on d20 to escape, he rolls a 20 and stays put.

**Round 2**

Initiative: Roll is a 6, the party chooses to move first.

Move Phase: Since they would have to turn a corner, the party members can’t charge. So they advance down the stairs. Sargon moves into the hall and the fighters and one of the men-at-arms form a rank in front of him. Cormac and Elvis fill in the second rank. Mumford puts himself in a third rank, while the remaining men-at-arms stand on the stairs. Both Sargon and Elvis are able to make a Split-Move and Shoot action and they do so. Longbows need 11+ to hit the Ogre AC 6, they each get a +1 to hit for short range, but neither Sargon nor Elvis get a level bonus to hit yet nor a DEX bonus. 11+1 and 12+1, both hits. One ogre is hit for 8 points. He had 16, so 8 are left.

Counter-Move: Despite the short distance, the Ogres charge the first rank of the party. SHOULD THERE BE A MINIMUM CHARGE DISTANCE? SHOULD I PUT IN THE RULE ABOUT NOT CHARGING 2 ROUNDS IN A ROW?

Missile Phase: Sargon and Elvis, having moved and split-shot, cannot shoot again. Mumford could not throw darts, since the ogres are locked in melee. Mumford has moved this round, so cannot cast a spell either.

Melee Phase: Ogres are using battle axes, length 5 plus 3 for Ogre-sized for 8 OGRE/MINOTAUR/GIANT LENGTH BONUS LISTED ON SHOPPING LIST BUT NOT ON THE ATTACK MATRIX!. Fildric’s sword is length 4, Fredgund’s and Mingus have length 8. Since the Ogres are the attackers, they win the tie, so the striking order will be Ogres, Mingus and Fredegund, and then Fildric, who will strike twice since his weapon is 4 length lower than the ogres. Neither side gets HD/Level based multiple attacks. Ogre +1 swings at Fildric, battle-ax vs AC 4 needs a 14, he gets +1 for the charge and +5 for his HD level. Ogre rolls 8+6 for 14, just what he needed. He rolls 1d8+3 damage (ogre bonus +2, charge +1) for 6 points to Fildric. The second ogre attacks Mingus. He will need 13 (+6), 9+6=15 another hit. Mingus only has 2 hp and is dead. Fredegund attacks next. Pollax vs AC 6 is a 12, +2 for 4th level fighting-man; rolls a 3+2 for a miss. Fildric attacks last (twice), sword vs AC 6 is 13, +2 for 4th level fighting-man, +1 for magic sword: he rolls a 5 and 1, both misses. The 1 is a fumble, he needs 16 to save, with +2 because he’s a fighting-man. He rolls a 16 and does not drop the sword.

**Round 3:**

Initiative: Since everyone is locked in melee or has no place nor inclination to move anywhere, skip directly to Missile Phase.

Missile Phase: Mumford considers throwing a spell, but thinks that the fighters surely can handle this. Cormac considers casting CLW on Fildric who is right in front of him, but Fildric doesn’t seem to be in imminent danger of death and forebears. SHOULD SCOUT PRECISE SHOT ALLOW SHOOTING INTO MELEE? NO, PROBABLY NOT, THAT’S TOO MUCH OF A HUGE DEAL, TIRED OF PUSSIES HIDING IN THE BACK ALL THE TIME.

Melee Phase: this round, the order will be Fildric, still twice, then the Ogres (tied with Fredegund, but they went first last round), then Fredegund. Fildric attacks, needs 13; rolls 15+3 and 12+3, two hits. He rolls 1d8+1 damage for 7, reducing the wounded 1 to membership in that famous club, and finishes him with the second hit. The last Ogre, now needs to make another Morale Check 2d6+2 (HD), -2 (25% of force left. It rolls 9, so it keeps fighting. The ogre swings at Fredegund needing 16 (+5 for hit dice), rolls a 17 and hits, rolling 1d8+2 damage for 6 total. Fredegund takes his counter blow needing 12 (+2); he rolls 16+8=18, hit. Rolls 3 points +1 for strength for 4 total. The ogre starts with 16 hp, falls to 12.

**Round 4**

Melee Phase: Order with be Fildric twice, Ogre, Fredegund. Fildric hits once, fumbles second. Ogre takes 9, down to 3 hp. Fildric drops his magic sword. Ogre swings at Fredegund needing a 16, rolls 10+5, so missed. Fredegund swings at Ogre rolls a 4 and misses.

**Round 5**

Initiative: Party wins and takes the Counter Move

Move: Ogre locked and can’t move

Counter-Move: Sargon slips into the first rank

Missile Phase: None

Melee Phase: Order will be Fildric, Ogre, Sargon (since the dagger he plans to use is way shorter and this is his first round in the combat), Fredegund. Fildric draws his dagger and makes 2 attacks needs 13 with a +2, misses them both. The Ogre swings at Fildric, rolling 13+5 for a hit, scoring 4 points. Sargon makes a “Dagger Surprise!” needing 13, +4 for back stab. He rolls 4 and misses. He takes his second hit rolls a 19 for a hit. He does 3 which is what the ogre had left and it dies. DO YOU GET MULTIPLE BACK STAB ATTEMPTS IF YOU HAVE MULTIPLE ATTACKS? HMMMM.

**After Action:**

The team runs over to Mingus. Poor Mingus was totally over-killed. His head was driven right down into the middle of his chest and cloven in twain. After Fildric collects his dropped sword, and the men-at-arms chop up the sleeping ogres, they take 1 turn to bandage Fredegund and Fildric. Mumford and Sargon are successful and each fighter recovers 4 hit points. Fredegund has 21/23 and Fildric has 15/21. They decide to hold off on CLW until later. Since the fight took 1 turn and the bandaging a second, there’s a wandering monster check. No monster.

XP: 625 (125x5)

**ENCOUNTER 2: GARGOYLES**

Sargon creeps to the intersection. He spots a door down the right passage so decides to sneak down the left passage as the crew assembles just behind the intersection. Sargon sneaks 30 feet down the corridor and spots an opening to the left near the end. He stops and listens carefully. He hears some creatures moving in the room to the left. He decides to peer around the corner. There are 3 gargoyles lurking there. The gargoyles are surprised, but so is Sargon, so he can’t make a clean break.

**Round 1:**

Initiative: 2 gargoyles win, chose first move.

Move: 2 gargoyles close with Sargon, with the third close behind.

Counter Move: Fildric charges one gargoyle, Fredegund drops his pollax and draws his magic dagger and takes position on the left wall of the corridor, with Cormac taking the right wall, with the center portion left open for Sargon to retreat. Mumford stands behind Fredegund and Elvis behind Cormac. The three men-at-arms stand at the back.

Missile Phase: Mumford and Elvis cannot cast spells since they moved. All enemies are either in melee or in second rank.

Melee Phase: Sargon attempts a Refuse Melee, needing 16- on 1d20 (Move 120/10 plus level 4 scout), he rolls a 12 and retreats to the 2nd rank of the party. Fildric is in melee with 2 gargoyles. His sword gives him reach over the gargoyles and he strikes first. Sword vs AC 5 is 14 (+2 for F-4, +1 for magic sword). He rolls a 4 and misses. The gargoyles need 11 to hit AC 4, getting 4 attacks each. The first hits with 2 claws for 6 points, but fumbles both the horn and bite. It fails one of the saves and falls prone. The second gargoyle hits with 1 claw for 3 points. Fildric is in trouble, with 6 points left.

**Round 2:**

Initiative: party wins, takes first movement.

Move: None

Counter Move: None

Missile Phase: Mumford casts a Web Spell at the gargoyles. Since they are in a 10x10’ area they are all caught in the spell. There doesn’t seem to be a saving throw. Since it’s an area of effect spell and Fildric is in melee with them, he’s caught too.

Melee Phase: None

**Post Action:**

Fildric and the gargoyles should be trapped for 2-8 turns (20-80 minutes). The party doesn’t want to set the web on fire, or they’ll be back to fighting the gargoyles. Elvis, however, has a flask of Devil Grease, which they carefully apply the webs holding Fildric, freeing him from the web. They then retreat around the corner. They only have 1 magic sword, 1 magic dagger and 2 magic missile spells that can affect the monsters and, judging how they almost tore Fildric apart, they figure it isn’t worth the risk. They try to bandage Fildric and Mumford comes through. Cormac uses a CLW spell and heals Fildric up to 17/21. The time expended calls for wandering monster check, but no monster.

**ENCOUNTER 3: BUGBEARS**

They wheel around and go to the door down the right passage of the 4 way intersection. They line up with Fildric, Sargon and Fredegund in the first rank, Mumford, Elvis and Sargon in the second, and the men-at-arms in the third. Sargon listens at the door, but hears nothing. He then attempts to open the door silently, using a flask of oil, but fails. That’s 2 turns, time for a monster check, but no monster. Sargon moves to the second rank (thanks for nothing) and Cormac moves to the front. Fredegund, Cormac and Fildric try to bash the door and all fail. This noise raises a monster check, no monster. They try bashing again. This time they easily bash the door. While the enemy can’t be surprised, what with all the bashing, this time the party isn’t surprised either. BASHING ONLY SPOILS SURPRISE ACTIONS FOR BASHERS, NOT A NORMAL TURN, NEED TO BE MORE CLEAR IN THE RULES. The room contains 7 bugbears.

**Round 1:**

Initiative: Good guys win, choose Move.

Move Phase: Fildric and Fredegund charge two bugbears. Cormac charges another, standing in the doorway to prevent any from reaching the second rank. Sargon moves behind Cormac and takes a split-shot. The men-at-arms move through the hole made in the second rank by Sargon and make a new first rank in front of Elvis and Mumford. Elvis and Mumford don’t move. Sargon needs a 13 to hit the bugbear’s AC 5, rolls a 17 and hits. The bugbear has 14 hp, and takes 3.

Counter-Move: 2 bugbears each line up on Fredegund, Fildric and Cormac.

Missile Phase: Elvis and Mumford each throw a Charm Person spell on a separate bugbear. Both bugebears fail their saving throws and go and sit in the corner for now.

Melee Phase: The bugbears have heavy axes, length 7. The melee order will be Fredegund, Bugbears, Fildric, Cormac (twice). No other multiple attacks. Fredegund needs 12, gets +2 for level. 17+2=hit he scores 7+1=8 points out of 16=8. Bugbear against Fredegund need 15, with +4, hit for 3+1=4. Bugbears vs Fildric need 14 (+4), roll 7+4, 8+4, both miss. The two bugbears closing on Cormac are too close to each other for their heavy axes and can’t attack. Fildric needs 14, rolls 11+3=14 hit for 9 points leaving the wounded one with 2 left. Cormac makes two attacks with his mace needing 14, missed both.

**Round 2:**

Initiative: Bad Guys, move first.

Move: no moves, all in melee or charmed.

Counter-Move: Sargon changes bow to sword and moves to flank of one bugbear on Sargon.

Missile Phase: None

Melee Phase: One bugbear attempts an Escape Melee to clear some axe space, but fails terribly. Melee order will be Cormac twice, Fildric, Sargon, Bugbears, Fredegund. Fildric attacks the wounded one, he rolls 19+3 and hits, killing the wounded one. He rolls a 3, miss, and natural 20, scoring 8 points, bringing the bugbear to 2. Sargon attacks this same one, getting a +1 for a flank attack, needing a 14, he rolls a 14, and hits for 2, finishing it. His partner next to Cormac would then have been able to attack, but he gave up his attacks to try to Escape Melee. Now with 2 killed and 2 charmed, the bugbears are below half and must make a Morale check (7+ on 2d6, +1 for HD), 11+1, keep fighting. One attacks Fredegund 11+4=hit. Fred takes 5 points. One attacks Fildric 6+4=miss.

**Round 3:**

Initiative: Bad Guys, move first

Move: no moves

Counter Move: Sargon is able to move into position for a back stab on the bugbear facing Fildric.

Missile Phase: None

Melee Phase: Order will be Cormac (twice), Fildric, Bugbears, Sargon, Fredegund. Cormac swings twice: mace vs AC 5=14. Both miss. Fildric, sword vs AC 5=14, +3, rolls a fumble, fails save and drops sword. Bugbear vs Fred14+4= hit, 9 points. Fred is starting to get woozy with only 3 points left. Bugbear vs Cormac 11+4 =15, needed 17, missed. Bugbear vs Fildric must roll morale since he was backstabbed 6+1= 7, passed, then rolls 17+4=21, hit 1+1=2. Sargon tries a backstab 5+4=9, miss. Fredegund 14+2=16 hit, 5 damage, bugbear down to 3.

**Round 4:**

Initiative: bad guys, but all locked in melee.

Move: none

Counter-Move: The men-at-arms, move through the wizards to join the fight, one joins Cormac, the other two join Fred.

Missile: None

Melee: Order will be men-at-arms, Cormac twice, Fildric, Sargon, Bugbears, Fredegund. The two men at arms attack the wounded bugbear attacking Fred. Needing a 12, they roll 7 and 19, 1 hit for 8, finishing it. The last man-at-arms attacks and hits with an 18. scoring 9 points of damage out of 15. Cormac attacks the same one twice, rolling a 17 and 3, 1 hit for 6, killing it. Fildric attacks the last bugbear, rolling 10+3, missing by 1. Sargon attacks the same one (flank, not rear) rolls 19+1=20, hit. For 2 points out of 8, leaving 6. It responds by hacking at Sargon rolling 4+4,misses even leather. Fredegund moves 10’ and uses his attack and hits for 4, leaving 2. The last bugbear must roll morale again 2d6+1(hd)-3 (10% left). 7-2=5, fails. It immediately flees, allowing Fred, Sargon and Fildric to all attack and they kill it.

**Post Action:**

They bandage Fredegund and Fildric. Elvis spookily senses a secret door might be near, and he finds it while the bandaging takes place. They find a treasure chest in a secret closet. Inside they find 400pp (2000gp). Seeing that they only have 1 more CLW and Fredegund is beaten up badly, they decide to take their loot home, with their new charmed bugbears.

XP: 350