

Assault on Absalom Player Handouts

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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This document and the companion document (Assault on Absalom Handout Cards) are a series of player handouts meant to supplement the handouts provided in the scenario. Here are a listing of what handouts are available and what they are used for:

Preparations – This is for Part 1 so that the players have a physical copy of the descriptions of the tasks that they can look at while the table is getting settled. I've included two copies in this packet, one with the skills written on it, and one without, since that's a matter of taste if you want to tell the PCs what skills are involved with which before they go on the mission.

Welcome to the Abyss! – This is for the Silver Crusade mission during Part 2. The Ivory Labyrinth is in the Abyss, which means that the planar traits for the Abyss apply. These are a copy of the traits from the Gamemastery Guide for both your reference and the players' reference.

Hippocampus Stat Blocks & Tokens – This is for the Silent Tide mission in Part 3. Players will be controlling the hippocampi, so them having access to the statblocks makes sense. The tokens are there to be flat tokens the same size as a large creature so that the players have an easy mount mini on the board.

Cards – These include a card for each of the pieces of information that the PCs can find out during Part 1. These can also serve as a reminder for the rewards that the PCs can earn as a part of this encounter, both the group-wide award and individual cards for the personal rewards that the PCs can earn. This also includes a card for each of the faction mission rewards, and item cards for the free items the PCs can get from the beginning of encounter H.

Preparations

Each of these tasks are things that you can identify to do that will help with the war effort.

Catching a Spy

The PCs chase a spy across the rooftops of Absalom, hoping to gain some useful information about the coming attack.

Defensive Wards

The PCs help spellcasters set up defensive wards.

Evacuation Notice

The PCs must persuade stubborn people to abandon their homes and retreat behind the city walls. This involves traveling into the neighborhoods of Copperwood, Dawnfoot, Shoreline, and Westerhold outside of Absalom.

Reconnaissance

The PCs perform a short scouting mission to spy on the army mustering in the Cairnlands.

Strange Things

The PCs investigate strange occurrences that have been reported all over Absalom.

Urgent Repairs

The PCs help repair a wagon that tipped over while carrying alchemical goods and other alchemical supplies.

Useful Gossip

The PCs gather information on recent event.

Preparations

Each of these tasks are things that you can identify to do that will help with the war effort.

Catching a Spy

The PCs chase a spy across the rooftops of Absalom, hoping to gain some useful information about the coming attack.

(Acrobatics for jumping, Climb)

Defensive Wards

The PCs help spellcasters set up defensive wards.

(Knowledge (arcana or religion), Spellcraft, or Use Magic Device)

Evacuation Notice

The PCs must persuade stubborn people to abandon their homes and retreat behind the city walls. This involves traveling into the neighborhoods of Copperwood, Dawnfoot, Shoreline, and Westerhold outside of Absalom.

(Diplomacy, Intimidate, or combat maneuver check)

Reconnaissance

The PCs perform a short scouting mission to spy on the army mustering in the Cairnlands.

(Acrobatics, Perception or Stealth)

Strange Things

The PCs investigate strange occurrences that have been reported all over Absalom.

(Perception or Survival, apply any Survival modifiers to track)

Urgent Repairs

The PCs help repair a wagon that tipped over while carrying alchemical goods and other alchemical supplies.

(Craft (any relevant craft skill), Disable Device, Knowledge (engineering), Profession (teamster), or combat maneuver check))

Useful Gossip

The PCs gather information on recent event.

(Diplomacy (gather information), Knowledge (local))

Welcome to the Abyss!

Strongly Chaos-Aligned and Strongly Evil-Aligned

Strongly Aligned: On planes that are strongly aligned, a –2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks made by all creatures not of the plane's alignment. The penalties for the moral and ethical components of the alignment trait stack.

Enhanced Magic: Spells and spell-like abilities with the chaotic or evil descriptor are enhanced.

Enhanced Magic: Particular spells and spell-like abilities are easier to use or more powerful in effect on planes with this trait than they are on the Material Plane. Natives of a plane with the enhanced magic trait are aware of which spells and spell-like abilities are enhanced, but planar travelers may have to discover this on their own. If a spell is enhanced, it functions as if its caster level was 2 higher than normal.

Impeded Magic: Spells and spell-like abilities with the lawful or good descriptor are impeded.

Impeded Magic: Particular spells and spell-like abilities are more difficult to cast on planes with this trait, often because the nature of the plane interferes with the spell. To cast an impeded spell, the caster must make a concentration check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

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HIPPOCAMPUS**CR 1**

N Large magical beast (aquatic)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +6**DEFENSE****AC** 12, touch 8, flat-footed 12 (-1 Dex, +4 natural, -1 size)**hp** 15 (2d10+4)**Fort** +5, **Ref** +2, **Will** +1**OFFENSE****Speed** 5 ft., swim 60 ft.**Melee** bite +4 (1d4+3), tail slap -1 (1d4+1)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 16, **Dex** 9, **Con** 15, **Int** 2, **Wis** 12, **Cha** 11**Base Atk** +2; **CMB** +6; **CMD** 15**Feats** Endurance**Skills** Perception +6, Swim +11**SQ** water dependency**SPECIAL ABILITIES****Water Dependency (Ex)** A hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a hippocampus runs the risk of suffocation, as if it were drowning.**HIPPOCAMPUS****CR 1**

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Hippocampus Tokens

