

Begegnungen

Kjadd - Doppelganger Rogue 4

CR 7; Male medium monstrous humanoid (Shapechanger)
 HD 4d8+8 plus 4d6+8; HP 51;
 Init +6 (+2 Dex);
 Spd 30 ft.;
 AC 17 (+3 Dex, +4 Natural) (Touch 13, flat-footed 14);
 Atk slam +10 (1d6+3) (full attack) slam +10 / +5 (1d6+3);
 SA Detect thoughts, sneak attack +2d6;
 SQ Change shape, immunity to sleep and charm effects, evasion, trapsense +1, uncanny dodge;
 AL neutral evil;
 SV Fort +6, Ref +11, Will +6
 Str 16, Dex 17, Con 14, Int 13, Wis 12, Cha 14
 Skills (SP -): Bluff +15*, Diplomacy +8, Disguise +14* (+16 acting), Intimidate +8, Knowledge (Local) +5, Listen +5, Move Silently +8, Open Locks +8, Sense Motive +5, Spot +9;
 Languages: Common, language of target of assassination (depending on your campaign);
 Feats - Dodge, Great Fortitude, Improved Initiative;

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 13 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks.

*When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Gear (GP):
 Ring of mind shielding, 56 GM.

Tactics:

Kjadd will try to keep up his disguise as long as possible. He will use his change shape ability to get away, using guests or employees as disguise. He will fight only if no other options are available.

Badehausbesitzerin Howia Gaspunta - Wizard 7

CR 7; Female medium-size humanoid (Human);
 HD 7d4+3+7; HP 32;
 Init +2 (+2 Dex);
 Spd 30 ft.;
 AC 12 (+2 Dex) (Touch 12, flat-footed 10);
 Atk +3 (full) +2 melee (Dagger, 1d4-1/19-20/x2) or +5 ranged (Dagger, 1d+4 /19-20/x2);
 SA spells; summon familiar.
 AL lawful neutral;
 SV Fort +2, Ref +2, Will +5
 Str 8, Dex 14, Con 13, Int 16, Wis 10, Cha 12
 Skills (SP -): Concentration +9, Diplomacy +4, Gather Information +4, Knowledge (Arcana) +11, Knowledge (Local) +8, Knowledge (Nobility & Royalty) +8, Spellcraft +15;
 Languages: Common, (regional language of your campaign), aquan, draconic, aural
 Feats - Empower Spell, Eschew Materials, Scribe Scroll, Still Spell, Widen Spell;
 Familiar: Toad (+3TP)

Arcane Spells (usual array): (4 / 5 / 4 / 3 / 1); base DC = 1 + spell level:
 0 - Arcane Mark, Mending, Message, Prestidigitation;

1st Alarm, Charm Person, Silent Image, Sleep, Summon Monster I;

2nd Continual Flame, Detect Thoughts, Hideous Laughter, Minor Image;

3rd Summon Monster III, Tongues, Water Breathing;

4th Charm Monster.

Gear (GP):
 dagger, Periapt of Health

spellbook, contains the following spells (in addition to memorized spells):
 0 - all level 0 spells;

1st Hypnotism, Shield, Unseen Servant, Ventriloquism;

2nd Arcane Lock, Invisibility, Levitate, Locate Object, Summon Monster II;

3rd Clairaudience/Clairvoyance, Dispel Magic, Suggestion;

4th Fire Trap.

Tactics:

Howia is in the first place owner of the bath house and will avoid being engaged in battle if she can. She will call for the watch in case of problems. She memorizes spells which are helpful for the daily routine in her job, not for battle. She will try to support Beldor with charms or summon monster spells and retreat if the situation escalates.

Bademeister Beldor Kwoss- Fighter 4

CR 4; Medium-size Humanoid (Human)
HD 4d10+8; HP 33;
Init +1 (+1 Dex);
Spd 30 ft.;
AC 13 (+1 Dex) (Touch 11, flat-footed 10);
Atk (full) +7 melee (club 1d6+3/20/2x);
AL neutral;
SV Fort +6, Ref +2, Will +4
Str 16, Dex 13, Con 14, Int 8, Wis 12, Cha 10
Skills: Intimidate +3, Swim +7;
Languages: Common
Feats - Cleave, Combat Reflexes, Dodge, Iron Will,
Mobility, Power Attack;

Gear (GP):

Ring of Protection +2

Tactics:

In case of an disturbance Beldor will react fast and effective. He will first try to intimidate people who cause problems. If that doesn't work he will use his club. He knows that other employees will keep an eye on the situation and will call for the watch if Beldor fails to solve the situation with intimidation.

Anpassungen an Eberron

In Eberron wird die Pumpe nicht mit einem Tretantrieb angetrieben, sondern mit einer elementargebundenen Pumpe, die das Wasser auch erwärmen kann.

Bei der Abenteueridee mit dem entkommenen Feuerelementar muss die Anlage wohl mutwillig zerstört worden sein, um das Elementar freizusetzen.

Der Doppelgänger aus der Abenteueridee, eine Person im Badehaus zu ersetzen, kann im Eberron-Setting zu den Tyrants gehören. Dazu muss sich das Badehaus nicht zwingend in Sharn befinden; die Tyrants könnten der Meinung sein, dass eine bestimmte Zielperson auf einer Reise fernab von Sharn ein leichteres Ziel ist, oder dass sie ihr Einflussgebiet erweitern wollen.