

Actions

Action	Type	AoO ¹
5-foot step	No Action	No
Delay	No Action	No
Cease concentration on a spell	Free	No
Drop an item	Free	No
Drop to the floor	Free	No
Prepare spell components to cast a spell ⁵	Free	No
Speak	Free	No
Cast a quickened spell	Swift	No
Cast <i>feather fall</i>	Immediate	No
Move	Move	Yes
Control a frightened mount	Move	Yes
Direct or redirect an active spell	Move	No
Draw a weapon ³	Move	No
Load a hand crossbow or light crossbow	Move	Yes
Open or close a door	Move	No
Mount/dismount a steed	Move	No
Move a heavy object	Move	Yes
Pick up an item	Move	Yes
Sheathe a weapon	Move	Yes
Stand up from prone	Move	Yes
Ready or drop a shield ³	Move	No
Retrieve a stored item	Move	Yes
Attack (melee)	Standard	No
Attack (ranged)	Standard	Yes
Attack (unarmed)	Standard	Yes
Activate magic item other than a potion or oil	Standard	No
Aid another	Standard	Maybe ²
Cast a spell (1 standard action casting time)	Standard	Yes
Channel energy	Standard	No
Concentrate to maintain an active spell	Standard	No
Dismiss a spell	Standard	No
Draw a hidden weapon (see Sleight of Hand)	Standard	No
Drink a potion or apply an oil	Standard	Yes
Escape a grapple	Standard	No
Feint	Standard	No
Light a torch with a tindertwig	Standard	Yes
Lower spell resistance	Standard	No
Read a scroll	Standard	Yes
Ready (triggers a standard action)	Standard	No
Stabilize a dying friend (see Heal skill)	Standard	Yes
Total defense	Standard	No
Use extraordinary ability	Standard	No
Use skill that takes 1 action	Standard	Usually
Use spell-like ability	Standard	Yes
Use supernatural ability	Standard	No
Full attack	Full-Round	No
Charge ⁴	Full-Round	No
Deliver coup de grace	Full-Round	Yes
Escape from a net	Full-Round	Yes
Extinguish flames	Full-Round	No
Light a torch	Full-Round	Yes
Load a heavy or repeating crossbow	Full-Round	Yes
Lock or unlock weapon in locked gauntlet	Full-Round	Yes
Prepare to throw splash weapon	Full-Round	Yes
Run	Full-Round	Yes
Use skill that takes 1 round	Full-Round	Usually
Use a touch spell on up to six friends	Full-Round	Yes
Withdraw ⁴	Full-Round	No
Perform a combat maneuver ⁶	Varies	Yes
Use feat ⁷	Varies	Varies

- 1** Regardless of the action, if you move out of a threatened square, you usually provoke an attack of opportunity. This column indicates whether the action itself, not moving, provokes an attack of opportunity.
- 2** If you aid someone performing an action that would normally provoke an attack of opportunity, then the act of aiding another provokes an attack of opportunity as well.
- 3** If you have a base attack bonus of +1 or higher, you can combine one of these actions with a regular move. If you have the Two-Weapon Fighting feat, you can draw two light or one-handed weapons in the time it would normally take you to draw one.
- 4** May be taken as a standard action if you are limited to taking only a single action in a round.
- 5** Unless the component is an extremely large or awkward item.
- 6** Some combat maneuvers substitute for a melee attack, not an action. As melee attacks, they can be used once in an attack or charge action, one or more times in a full-attack action, or even as an attack of opportunity. Others are used as a separate action.
- 7** The description of a feat defines its effect.

Special Abilities

	Extraordinary	Spell-like	Supernatural
Dispel	No	Yes	No
Spell Resistance	No	Yes	No
Antimagic field	No	Yes	Yes
AoO	No	Yes	No

Dispel: Can *dispel magic* and similar spells dispel the effects of abilities of that type?
Spell Resistance: Does spell resistance protect a creature from these abilities?
Antimagic Field: Does an *antimagic field* or similar magic suppress the ability?
AoO: Does using the ability provoke AoO's the way that casting a spell does?

Grapple

Steps	Action
1. AoO	Provoke AoO from target ¹ , any damage taken adds to the DC.
2. Grapple	Make CMB attack against target's CMD + damage from AoO. If successful, you both gain the Grappled condition.
3. Maintain	Maintain grapple with CMB checks, if successful, you gain +5 circumstance bonus in subsequent rounds.
4. Escape	CMB/Escape Artist check against attacker's CMD

1 If you do not have the Improved Grapple feat.

Attack Roll Modifier

Attacker is...	Melee	Ranged
Dazzled	−1	−1
Entangled	−2 ¹	−2 ¹
Flanking defender	+2	—
Invisible	+2 ²	+2 ²
On higher ground	+1	+0
Prone	−4	−3
Shaken or frightened	−2	−2
Squeezing through a space	−4	−4

- 1** Entangled characters also take a −4 penalty to Dex, which may affect attack rolls.
2 The defender loses any Dex bonus to AC. This doesn't apply if the target is blinded.
3 Most ranged weapons can't be used while the attacker is prone, but you can use a crossbow or shuriken while prone at no penalty.

AC Modifier

Defender is...	Melee	Ranged
Behind cover	+4	+4
Blinded	−2 ¹	−2 ¹
Concealed or invisible	— See Concealment —	—
Cowering	−2 ¹	−2 ¹
Entangled	+0 ²	+0 ²
Flat-footed (such as surprised, balancing, climbing)	+0 ¹	+0 ¹
Grappling (but attacker is not)	0	0
Helpless (such as paralyzed, sleeping, or bound)	−4 ³	+0 ³
Kneeling or sitting	−2	+2
Pinned	−4 ³	+0 ³
Prone	−4	+4
Squeezing through a space	−4	−4
Stunned	−2 ¹	−2 ¹

- 1** The defender loses any Dexterity bonus to AC.
2 An entangled character takes a −4 penalty to Dexterity.
3 The defender is flat-footed and cannot add his Dexterity bonus to his Armor Class.

Detect Magic

--- Aura Power ---				
Spell or Object	Faint	Moderate	Strong	Overw.
Functioning spell (spell level)	3rd or lower	4th-6th	7th-9th	10th+
Magic item (caster level)	5th or lower	6th-11th	12th-20th	21st+

Detect Chaos/Evil/Good/Law

	--- Aura Power ---				
Creature/Object	None	Faint	Moderate	Strong	Overw.
Aligned creature ¹ (HD)	5 >	5–10	11–25	26–50	51<
Aligned undead (HD)	–	2 >	3–8	9–20	21<
Aligned outsider (HD)	–	1 >	2–4	5–10	11<
Cleric/paladin of aligned deity ²	–	1	2–4	5–10	11<
(class levels)					
Aligned magic item or spell (caster level)	5th >	6th–10th	11th–15th	16th–20th	21st

- 1** Except for undead and outsiders, which have their own entries on the table.
2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Treasure and Experience Points

Level	Wealth	Treasure/Encounter			CR	Total XP	Individual XP		
		Slow	Medium	Fast			1–3	4–5	6+
1	by class	170	260	400	1	400	135	100	65
2	1000	350	550	800	2	600	200	150	100
3	3000	550	800	1200	3	800	265	200	135
4	6000	750	1150	1700	4	1200	400	300	200
5	10500	1000	1550	2300	5	1600	535	400	265
6	16000	1350	2000	3000	6	2400	800	600	400
7	23500	1750	2600	3900	7	3200	1070	800	535
8	33000	2200	3350	5000	8	4800	1600	1200	800
9	46000	2850	4250	6400	9	6400	2130	1600	1070
10	62000	3650	5450	8200	10	9600	3200	2400	1600
11	82000	4650	7000	10500	11	12800	4270	3200	2130
12	108000	6000	9000	13500	12	19200	6400	4800	3200
13	140000	7750	11600	17500	13	25600	8530	6400	4270
14	185000	10000	15000	22000	14	38400	12800	9600	6400
15	240000	13000	19500	29000	15	51200	17100	12800	8530
16	315000	16500	25000	38000	16	76800	25600	19200	12800
17	410000	22000	32000	48000	17	102400	34100	25600	17100
18	530000	28000	41000	62000	18	153600	51200	38400	25600
19	685000	35000	53000	79000	19	204800	68300	51200	38400
20	880000	44000	67000	100000	20	307200	102000	76800	51200

Stealth

Movement	Stealth Modifier
Move at half speed	—
Move more than half speed	−5
Move at full speed	+10
Action	Stealth Modifier
Sniping (10 ft. distance, hidden)	−20
Create a Diversion (successful Bluff check)	
Size	Stealth Modifier
Tiny	+8
Small	+4
Medium	0
Large	−4
Huge	−8

You can move up to half your normal speed and use Stealth at no penalty. When moving at a speed greater than half but less than your normal speed, you take a −5 penalty. It's impossible to use Stealth while attacking, running, or charging.

Invisibility

Invisible creature is...	Perception DC
In combat or speaking	−20
Moving at half speed	−5
Moving at full speed	−10
Running or charging	−20
Not moving	−40
Using Stealth	Stealth check +20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

Grope about to find invisible creature. Make touch attack with hands or weapon into two adjacent 5-foot squares as standard action. If invisible target is there, 50% miss chance. If successful, no damage but successfully pinpointed invisible creature's current location.

Movement and Distance

Speed				
One Round (Tactical)	15 ft.	20 ft.	30 ft.	40 ft.
Walk ¹	15 ft.	20 ft.	30 ft.	40 ft.
Hustle ²	30 ft.	40 ft.	60 ft.	80 ft.
Run (x3)	45 ft.	60 ft.	90 ft.	120 ft.
Run (x4)	60 ft.	80 ft.	120 ft.	160 ft.
One Minute (Local)	15 ft.	20 ft.	30 ft.	40 ft.
Walk ¹	150 ft.	200 ft.	300 ft.	400 ft.
Hustle ²	300 ft.	400 ft.	600 ft.	800 ft.
Run (x3)	450 ft.	600 ft.	900 ft.	1,200 ft.
Run (x4)	600 ft.	800 ft.	1,200 ft.	1,600 ft.
One Hour (Overland)	15 ft.	20 ft.	30 ft.	40 ft.
Walk ¹	1-1/2 miles	2 miles	3 miles	4 miles
Hustle	3 miles	4 miles	6 miles	8 miles
One Day (Overland)	15 ft.	20 ft.	30 ft.	40 ft.
Walk ¹	12 miles	16 miles	24 miles	32 miles

- 1** A character can walk 8 hours in a day of travel without problem.
- 2** A character can hustle for 1 hour. Hustling for a second hour in between sleep cycles deals 1 point nonlethal damage, each additional hour deals twice damage taken during the previous hour. Taking any nonlethal damage lets you become fatigued.

Light Sources and Illumination

Object	--- Bright ---	--- Shadowy ---	--- Duration ---
Candle	n/a ¹	5 ft.	1 hr.
Everburning Torch	20 ft.	40 ft.	Permanent
Lamp, common	15 ft.	30 ft.	6 hr./pint
Lantern, bullseye	60-ft. cone	120-ft. cone	6 hr./pint
Lantern, hooded	30 ft.	60 ft.	6 hr./pint
Sunrod	30 ft.	60 ft.	6 hr.
Torch	20 ft.	40 ft.	1 hr.
Spell	--- Bright ---	--- Shadowy ---	--- Duration ---
<i>Continual flame</i>	20 ft.	40 ft.	Permanent
<i>Dancing lights (torches)</i>	20 ft. (each)	40 ft. (each)	1 min.
<i>Daylight</i>	60 ft.	120 ft.	10 min./CL
<i>Light</i>	20 ft.	40 ft.	10 min./CL

1 A candle does provide only shadowy illumination.

Timeline

Day	Event
Day 1	PC encounter marauders near Drellin's Ferry.
Day 7	Horde marches from Cinder Hill.
Day 8	Horde reaches Skull Gorge bridge. <i>Delayed 3 days if bridge is destroyed.</i>
Day 11	Horde reaches Vraath Keep. <i>Delayed 1 day if Wyrmlord Koth is killed.</i> <i>Delayed 2 days if forest giants intervene.</i>
Day 12	Horde attacks Drellin's Ferry.
Day 19	Horde conquers Terrelton.
Day 26	Red Hand takes Nimon's Gap.
Day 32	Red Hand takes Talar.
Day 40	Red Hand reaches Brindol and encamps.
Day 42	Red Hand attacks Brindol.
Day 45	Azarr Kul begins creating the portal.
Day 55	Azarr Kul summons infernal reinforcements.
Day 65	Red Hand horde destroys Brindol. If Brindol has already fallen, they overrun Dennovar instead.

Victory Points

Task	Points
Skull Gorge Bridge Destroyed	2 VP
Twistusk Aid	1 VP
Evacuating Drellin's Ferry	3 VP
Busting a Road Blockade (each)	1 VP
Delivering the Gold	4 VP
Tiri Kitor Alliance	5 VP
Disrupting the Hatchery	2 VP
Disrupting Ghost Lord Alliance	5 VP
Exposing Miha Serani	2 VP

Audience with Defense Council	
<i>Impress with DC 20 Diplomacy check</i>	1 VP
<i>Convince to place troops behind city walls</i>	3 VP
<i>Discuss a strategy if walls are breached</i>	1 VP
<i>Station clerics in the Cathedral of Pelor</i>	2 VP
<i>3rd telepathic bond to Ulverth/ Starsinger</i>	1 VP

The Battle of Brindol	
<i>Disrupting Giant Hill Battery</i>	2 VP
<i>Putting out Fires</i>	2 VP
<i>Holding the Dawn Way</i>	4 VP
<i>Cathing the Sniper</i>	2 VP

Killing Commanders	
<i>Wyrmlord Kharn</i>	8 VP
<i>Wyrmlord Stormcaller</i>	6 VP
<i>Wyrmlord Saarvith</i>	4 VP
<i>Wyrmlord Koth</i>	2 VP
<i>Abithriax</i>	4 VP
<i>Varanthian</i>	3 VP
<i>Regiarix</i>	2 VP
<i>Ozzyrandion</i>	1 VP