

# #1-13 Devil at the Crossroads

## GM Cheat Sheet

By Zach Armstrong (Feb 12, 2020)

### Treasure Bundles:

A (Textiles)		B5	Poltergeist(s)			B7	B9		B11

### Treasure table:

Level	Treasure Bundle Value
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

### Maps:

- Flip-Mat: Ambush Sites Multipack
- Flip-Mat: Blank (for custom maps – also might want to use a blank area to represent the rest of the Hellscape area)
- Map Pack: Hellscares

### Minis:

- Both Tiers:
  - Male Human Ranger (Kellvan)
  - (optional) Horse
  - Female Human Noble (Annavinia)
  - Female Human Medium/Fortune Teller (Dehliana)
  - Human Male (large/strong) (Nordvick)
  - Human Male Scout/Ranger (Selik)
  - Imp
  - 1 x Poltergeist
  - 1 x ball python
  - 7-foot-tall infernal monster with black, feathery wings, gnarled horns, and cloven hooves (boss)
- Low Tier:
  - 3 x Boar
  - 2-4 x additional Ball Python
  - 2 x animated broom
  - 2 x animated armor
  - 5 x plague zombie
  - House Keeper (dead body – B3)

- High Tier:
  - 3 x Daeodon
  - 1-3 x giant viper
  - 2-3 x additional Poltergeist
  - 2 x Animated statue
  - 6 x zombie brute

### Rules Quick Reference:

#### Elite Adjustment:

- Increase the creature's AC, attack modifiers, DCs, saving throws, Perception, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's Breath Weapon), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level. Boar & Daeodon: +15hp

#### Invisible:

- While invisible, you can't be seen. You're undetected to everyone. Creatures can Seek to attempt to detect you; if a creature succeeds at its Perception check against your Stealth DC, you become hidden to that creature until you Sneak to become undetected again. If you become invisible while someone can already see you, you start out hidden to the observer (instead of undetected) until you successfully Sneak. You can't become observed while invisible except via special abilities or magic.

#### Hidden:

- While you're hidden from a creature, that creature knows the space you're in but can't tell precisely where you are. You typically become hidden by using Stealth to Hide. When Seeking a creature using only imprecise senses, it remains hidden, rather than observed. A creature you're hidden from is flat-footed to you, and it must succeed at a DC 11 flat check when targeting you with an attack, spell, or other effect or it fails affect you. Area effects aren't subject to this flat check.
- A creature might be able to use the Seek action to try to observe you.

#### Undetected:

- When you are undetected by a creature, that creature cannot see you at all, has no idea what space you occupy, and can't target you, though you still can be affected by abilities that target an area. When you're undetected by a creature, that creature is flat-footed to you.
- A creature you're undetected by can guess which square you're in to try targeting you. It must pick a square and attempt an attack. This works like targeting a hidden creature (requiring a DC 11 flat check), but the flat check and attack roll are rolled in secret by the GM, who doesn't reveal whether the attack missed due to failing the flat check, failing the attack roll, or choosing the wrong square.
- A creature can use the Seek action to try to find you.