

All Villagers - AC 10 / To Hit +0

Phandalin Battle Chart

Toblen	Hark	Elder	Vaz	Kurgan	Prim	Wheez	Lem	Guth	Froma	Balth	Vox	Gunter	Surth	Bob	Kovar
Dmg 2	1	1	1	2	1	1	1	1	1	1	1	1	1	1	2
HP 8	4	3	3	6	3	3	3	4	4	4	4	3	3	3	5

Goblin	AC 10	HP 1	To Hit +0	Dmg 1 (4)	(hide)
Hobgoblin	AC 10	HP 2	To Hit +0	Dmg 1 (5)	(martial adv Dmg 2 (10))
Goblin Boss	AC 13	HP 3	To Hit +2	Dmg 1 (5)	(hide, redirect)
Hob Elite	AC 14	HP 4	To Hit +2	Dmg 2 (8)	(martial adv Dmg 3 (12))
Bugbear	AC 13	HP 5	To Hit +2	Dmg 3 (13)	

Battle 1 Festival - Elsa runs in, yells Goblins, dies, 4 arrows in back; 30 goblins enter, fire, stop by Wind Wall (Edoith)
 Daran holds out his hand toward his home, a sword appears in his hand, says "Dur-goth" sword ignites
 PCs, Daran (3), Sildar (2), Winneth (2 bow), Toblen (1), Edoith (entangle/trans. Bear 2), Garaele (bless/hold)

GB	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G
G	G	G	G	G	G	G	G	G	G	G	G	G	G	G	G

1700XP

Battle 2 Sleeping Giant Inn - Group forcing a dozen villagers into the flaming buildings, surprise first round
 Kovar (15 year old) enters after 2 rounds, kills 2 goblins. He broke from his group to join the real action

GB	G	G	G	G	G	G	G	G	G	G	Hob	Hob	Hob	Hob	Hob
Elite	Bugbear		Bugbear		Bugbear		Bugbear								

2000XP

After Battle - building explodes in fireball, kills Bob, party DEX save or 1d10 dmg, see catapults on hills

Battle 3 Siege Hill - 2 catapults on hills, 5 goblins archers on each hill; 5 load, 5 Hobgoblins winch (won't fight til attacked)

GB	G	G	G	G	G	G Arc	G Arc	G Arc	G Arc	G Arc	Hob	Hob	Hob	Hob	Hob
GB	G	G	G	G	G	G Arc	G Arc	G Arc	G Arc	G Arc	Hob	Hob	Hob	Hob	Hob
Elite	Elite		Captain												

3500XP

Battle 4 Lower Manor - Road leading up hill, also 5 goblin archers at top of hill, 150' away; only watching road from town.

GB	G	G	G	G	G	G	G	G	G	G	Hob	Hob	Hob	Hob	Hob
Elite	Bugbear		Bugbear		Bugbear		Bugbear								

2000XP

Battle 5 Upper Manor - The Ogres will not join fight unless attacked, Chieftain and Elites join after captain is killed

GB	G	G	G	G	G	G Arc	G Arc	G Arc	G Arc	G Arc	Hob	Hob	Hob	Hob	Hob
Shaman	Bugbear		Bugbear		Ogre		Ogre								
Elite	Elite		Elite		Elite		Captain		General						

5500XP

Takes 10 rounds for troops from lower manor to climb hill. If drums stop, reinforcements arrive in time to help PCs

Goblin	AC 10	HP 1	To Hit +0	Dmg 1 (4)	(hide)
Hobgoblin	AC 10	HP 2	To Hit +0	Dmg 1 (5)	(martial adv Dmg 2 (10))
Goblin Boss	AC 13	HP 3	To Hit +2	Dmg 1 (5)	(hide, redirect)
Hob Elite	AC 14	HP 4	To Hit +2	Dmg 2 (8)	(martial adv Dmg 3 (12))
Bugbear	AC 13	HP 5	To Hit +2	Dmg 3 (13)	
Hob Captain	AC 15	HP 8	To Hit +2	Dmg 2 (10)	(martial adv Dmg 3 (15))
Hob General	AC 17	HP 15	To Hit +3	Dmg 3 (14) x2	(parry)
Ogre	AC 8	HP 12	To Hit +4	Dmg 4 (20)	
Hob Shaman	AC 11	HP 3	Spell +2	Dmg 1 (3)	(spells DC12)

*acid splash - 5' DEX or 1d6 2 targets; chill touch - 1d8 hit; grease - 10' DEX or prone; mage armor - AC13
 magic missile - 1d4+1 3 targets, acid arrow - 4d4 hit + 2d4 next turn, ray emfeeblement - CON or 1/2 DMG*

80 Goblins	(1/4) 50	4000	1 Shamans	(1) 200	200	+100 <5 villagers dead
25 Hobgoblin	(1/2) 100	2500	2 Ogres	(2) 450	900	+100 stop seige in 10r
6 Goblin Boss	(1) 200	1200	2 Captains	(3) 700	1400	+100 no frontal assault
8 Bugbears	(1) 200	1600	1 General	(4) 1100	1100	+100 destroy drum 1st
8 Elite	(1) 200	1600			14500 (1800 XP per PC)	