

Roads & Ruins

combat prep pack

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how to use

QuarterShots adventures are designed to run with little to no prep. To make that easier, this file has **combat preps sheet for most of the adventures**. At the top of each page is a Quick Reference table containing the most important stats, followed by Stat Blocks containing more details, including **notes for combat strategy** or flavor.

Like the adventures, **everything here is meant to be modified** as needed. Nothing should be considered sacrosanct. Change whatever you like to fit your game.

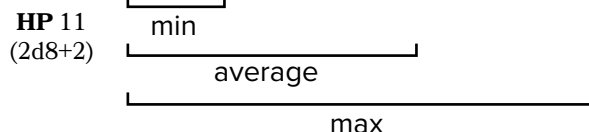
At a minimum, you'll want to modify these encounters to approximate the difficulty level you are providing for your players. **Increasing/decreasing the number** of creatures, **modifying bonuses** and **adjusting hit points (HP)** are quick ways to do this.

In the Stat Blocks, a creature's HP is shown as the average followed by the dice formula. While many GMs just use average HP, or roll for random, **for combat balance** you'll probably want to **pick an appropriate HP between the min and max possible**.

In the Quick Reference tables, **HP is represented as tickboxes** so you can *mathlessly* check off damage taken. They are presented in groups of 5 HP, with up to 20 HP per line.

Name	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
(2) Bandits	13	+1	30	Scimitar Shortbow	+3	5 80/320	4 (1d6+1)	1	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
							5 (1d8+1)	2	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

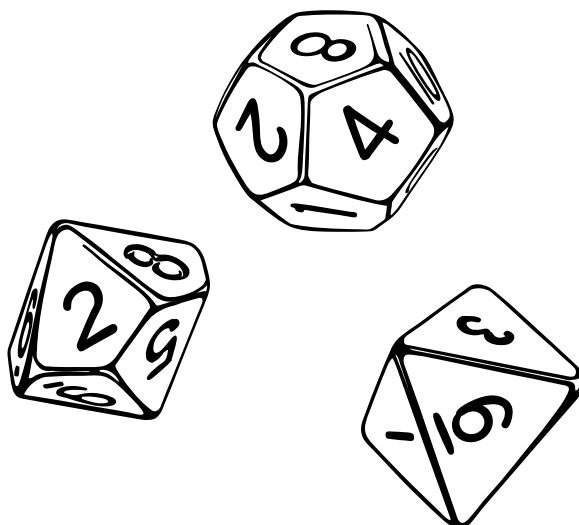
The darkest tickboxes represent the **minimum possible HP**.



The darkest and medium together represent the **average HP**.

If all the tickboxes are used, you'll get the **maximum possible HP**.

If you're a novice GM, getting combat right can be stressful. Just take your time, and don't worry if you get something wrong. Most of the time you'll be the only one who notices anyway. Really, the only important thing is that **you and your players have fun!**





5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Doral	12	-1	30	Light Crossbow	-1	80/320	3 (1d8-1)		□□□□ □□□□
Sillryn	15*	+3	30	(3x) Longsword	+5	5	7 (1d10+2)		□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
(3) Archer	14	+3	30	(2x) Long Bow	+4	150/600	7 (1d8+3)	1 2 3	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
(3) Swordsman	13	+2	30	(2x) Longsword	+4	5	7 (1d10+2)	1 2 3	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
Gorilla	15	+2	30/30	(2x) Fist Thrown Rock	+4	5 25/50	9 (1d6+6)		□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□

5e stat blocks

doral

AC 12	HP 5	SPD 30	Humanoid
Chain	(1d8+1)		Medium
STR	10		
DEX	9	-1	
CON	12	+1	
INT	10		
WIS	8	-1	
CHA	8	-1	

Note: He often has his finger on the trigger. He'll accidentally pull it in the funniest or most inappropriate situation.

He's afraid of combat and must succeed CHA DC 11 to use attack action.

ACTIONS

L. Crossbow Ranged	-1	80/320	3 (1d8-1) pierce
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archer

AC 14	HP 16	SPD 30	Humanoid
leather	(3d8+3)		Medium
STR	11		
DEX	15	+3	
CON	12	+1	
INT	11		
WIS	13	+1	
CHA	11		

Skills/Saves: Percept +5, Stealth +6 DEX +4

Note: All Archers focus on one target until it falls. 1st is the carriage driver. 2nd are healers and concentrating casters.

ACTIONS (Multiattack: 2x Longbow)

Longbow Ranged	+4	150/600	7 (1d8+3) pierce
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gorilla

AC 15	HP 35	SPD 30	Beast
Fur	(4d8+16)	climb 30	Medium
STR	22	+6	
DEX	15	+2	
CON	19	+4	
INT	5	-3	
WIS	11		
CHA	8	-1	

Skills: Athletics +6 Perception +3

Note: It obeys Sillryn's simple commands, but is easily distracted by food.

It will Rage if it sees food that it can't have.

ACTIONS (Multiattack: 2x Fist)

Fist Melee	+4	5	9 (1d6+6) bludge
Rock Ranged	+4	25/50	9 (1d6+6) bludge

BONUS ACTIONS

Rage	+4 Damage, ADV to STR checks & saves, resistance to bludge, pierce & slash. Lasts 1 min or until turn ends without taking damage and with food.
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sillryn

AC 15	HP 65	SPD 30	Humanoid
s leather	(10d8+20)		Medium
STR	15	+2	
DEX	16	+3	
CON	14	+2	
INT	14	+2	
WIS	11		
CHA	14	+2	

Skills/Saves: Athletics +4, Decept +4 STR +4, DEX +4, WIS +2

Note: Stays on carriage, giving orders and fending off attacks.

Saves Healing & Invis potions for fleeing.

ACTIONS (Multiattack: 3x Longsword)

Longsword Melee	+5	5	7 (1d10+2) slash
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REACTION

*Parry	+2 AC against a melee attack
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swordsman

AC 13	HP 16	SPD 30	Humanoid
leather	(3d8+3)		Medium
STR	14	+2	
DEX	14	+2	
CON	12	+1	
INT	11		
WIS	10		
CHA	11		

Skills/Saves: Percept +4, Stealth +6 DEX +4

Note: They stay near PCs carriage, until can take control and drive away.

ADV on Percept checks relying on hearing/sight.

ACTIONS (Multiattack: 2x Longsword)

Longsword Melee	+4	5	7 (1d10+2) slash
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Fist Melee	+0	5 ft	1 bludge
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NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Scout	13	+2	30	Dagger	+4	5 20/60	4 (1d4+2)		
(11) Thieves	12	+2	30	(2x) Shortsword Hand Crossbow	+5	5 30/120	4 (1d6+1) 5 (1d6+2)	1	
			7					2	
			8					3	
			9					4	
			10					5	
			11					6	

AC 13	HP 27	SPD 30	Humanoid			
leather (6d8)			Medium			
STR	13	+1	Skills: Decept +5, Insight +4, Invest +5, Percept +6, Persuasion +5, Sleight of Hand +4, Stealth +4 Note: Extinguish lights, if there are human PCs Darkvision 60ft			
DEX	15	+2				
CON	10					
INT	12	+1				
WIS	14	+2				
CHA	16	+3				
ACTIONS (Multiattack: 2x Shortsword)						
Shortsword Melee	+5	5ft	4 (1d6+1) pierce			
Hand Crossbow Ranged	+5	30/ 120ft	5 (1d6+2) pierce			
BONUS ACTIONS						
Cunning Action	Can take Dash, Disengage, or Hide action					
SPECIAL						
Sneak Attack (1/Turn): Deal +7 (2d6) damage when hitting a target with ADV, or when target is within 5 feet of ally.						



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Supervisor	10	+0	30	Fist	+0	5	1		□□□□□
(12) Kobold Worker	12	+2	30	Tool Rock	+4	5 10/30	4 (1d4+2)	1 2 3 4 5 6	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 7 □□□□□ 8 □□□□□ 9 □□□□□ 10 □□□□□ 11 □□□□□ 12 □□□□□
(3) Ogre	11	-1	40	Greatclub Javelin	+6	10 30/120	13 (2d8+4) 11 (2d6+4)	1 2 3	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
(2) Troll	15	+1	30	(1x) Bite & (2x) Claw	+7	5	7 (1d6+4) 11 (2d6+4)	1 2	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

5e stat blocks

kobold worker

AC 12 none	HP 5 (2d6-2)	SPD 30 ft	Humanoid Small
STR	7	-2	Note: Surround weakest PC, using Pack Tactics.
DEX	15	+2	
CON	9	-1	If a PC falls, they take any weapons before targetting another PC.
INT	8	-1	
WIS	7	-2	One Kobold runs around extinguishing lights.
CHA	8	-1	
ACTIONS			Darkvision 60ft
Tool Melee	+4	5 ft	4 (1d4+2) bludgeoning
Rock Ranged	+4	10/30 ft	4 (1d4+2) bludgeoning
SPECIAL			
Pack Tactics: ADV on attack if ally kobold is with 5 feet of target			

ogre

AC 11 hide	HP 59 (7d10+21)	SPD 40 ft	Giant Large
STR	19	+4	Note: At 50-60 foot distance throws Javelin at PCs with worst armor. Next round advances to melee attack same PCs. Will help Kobolds only as long as it looks like a winnable battle.
DEX	8	-1	
CON	16	+3	
INT	5	-3	
WIS	7	-2	
CHA	7	-2	
Darkvision 60ft			
ACTIONS			
Greatclub Melee	+6	10ft	13 (2d8+4) bludge
Javelin Ranged	+6	30/ 120 ft	11 (2d6+4) pierce

troll

AC 15 none	HP 84 (8d10+40)	SPD 30 ft	Giant Large
STR	18	+4	<i>Note:</i> If fire is used by PCs, Troll yells at a Kobold to get water. He returns with a bucket, and waits to throw on Troll next time burned, to enable regeneration.
DEX	13	+1	
CON	20	+5	
INT	7	-2	
WIS	9	-1	
CHA	7	-2	
Darkvision 60ft			
ACTIONS (Multiattack: 1 Bite & 2 Claw)			
Bite Melee	+7	5ft	7 (1d6+4) pierce
Claw Melee	+7	5ft	11 (2d6+4) slash
SPECIAL			
Regen- eration	Regains 10 hp at start of turn, unless damaged by acid or fire. Dies only if can't regen at 0hp.		



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Aerdin	9	-1	25	Fist	-2	5	1		□□□
(2) Orc Farmer	13	+1	30	Kludge	+5	5	4 (1d6+1)	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
Orc Leader	15	+2	30	L. Crossbow	+5	80/320	6 (1d8+2)		□□□□□ □□□□□ □□□□□ □□□□□
									□□□□□ □□□□□ □□□□□ □□□□□
(3) Orc Archer	15	+2	30	L. Crossbow	+5	80/320	6 (1d8+2)	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□

5e stat blocks

aerdin

AC 9 none	HP 1 (1d4-1)	SPD 25 ft	Humanoid Small
STR	6	-2	Skills/Saves: Stealth +2 Note: Runs from all combat
DEX	9	-1	
CON	9	-1	
INT	9	-1	
WIS	8	-1	
CHA	10		
ACTIONS			
Fist Melee	-2	5 ft	1 bludge

orc "farmer"

AC 13 hide	HP 15 (2d8+6)	SPD 30 ft	Humanoid Medium
STR 16	+3	Skills/Saves: Intimidation +2 Note: They pretend to put up a fight, but then quickly surrender. Darkvision 60ft	
DEX 12	+1		
CON 16	+3		
INT 7	-2		
WIS 11			
CHA 10			
ACTIONS			
Kludge Melee	+5	5 ft	4 (1d6+1) slash
BONUS ACTIONS			
Aggressive	Full move toward enemy		

orc leader

AC 15	HP 36	SPD 30 ft	Humanoid
s. leather (6d8+12)			Medium
STR	16	+3	Skills/Saves: Acrobat +5, Decept +3, Percep +3, Stealth +8 Dex +5, Int +4 Note: Crossbow attack from hiding. Moves & Hides. Stays 100' away. Will not engage in melee.
DEX	14	+2	
CON	16	+3	
INT	13	+1	
WIS	11		
CHA	14	+2	
ACTIONS			
L. Crossbow Ranged	+5	80/ 320 ft	6 (1d8+2) pierce
SPECIAL			
Ambush	ADV on surprise attack rolls. Any surprise hit is a critical hit.		
Sneak Attack	1/ turn, +12 (3d8) damage when attacking with ADV.		

orc archer

AC 15	HP 24	SPD 30 ft	Humanoid
s. leather (4d8+8)			Medium
STR	16	+3	Skills/Saves: Acrobat +5, Decept +3, Percep +3, Stealth +8 Dex +5, Int +3 Note: Crossbow attack from hiding. Moves & Hides. Stays 100' away. Will not engage in melee.
DEX	14	+2	
CON	16	+3	
INT	10		
WIS	11		
CHA	10		
ACTIONS			
L. Crossbow Ranged	+5	80/ 320 ft	6 (1d8+2) pierce
SPECIAL			
Ambush	ADV on surprise attack rolls. Any surprise hit is a critical hit.		
Sneak Attack	1/ turn, +8 (2d8) damage when attacking with ADV.		



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kindryl & (11) Refugees	10	+0	30	Fist	+1	5	2	1	□□□□ 4□□□□ 7□□□□ 10□□□□
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								3	□□□□ 6□□□□ 9□□□□ 12□□□□
Krukan	13	+1	60*/15	Greatspear	+6	10	9 (1d10+4)		□□□□□ □□□□□ □□□□□ □□□□□
Krukan's Mount	11	+1	60	Hooves	+6	5	11 (2d6+4)		□□□□□ □□□□□ □□□□□ □□□□□
(3) Orc Shaman	13	+1	30	Mace	+5	80/320	5 (1d6+2)	1	□□□□□ □□□□□ □□□□□ □□□□□
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(24) Orc Hunters	13	+1	30	Greataxe Javelin	+5	5 30/120	9 (1d12+3) 6 (1d6+3)	1	□□□□□ □□□□□ □□□□□ □□□□□
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								12	□□□□□ □□□□□ □□□□□ □□□□□
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5e stat blocks

kindryl/refugees

AC 10	HP 2	SPD 30 ft	Humanoid
none	(1d4)		Medium
STR	12 +1	Note: If targeted, will Dodge or Disengage. Won't provoke Orcs.	
DEX	10		
CON	13 +1	They focus on giving PCs ADV by using Help action creatively.	
INT	12 +1		
WIS	10	They use Healing Kits (1d6+4hp) on fallen PCs.	
CHA	10		

orc hunters

AC 13 hide	HP 12 (2d8+4)	SPD 30 ft	Humanoid Medium
STR	16 +3	Note: If PCs range attack Krukan, Orcs will <i>Dash</i> to engage them, risking opportunity attacks.	
DEX	12 +1		
CON	16 +2		
INT	7 -2	Will fight to death while Krukan appears strong, knowing Shaman will bring them back with <i>Prayer of Healing</i> .	
WIS	11		
CHA	10		
ACTIONS			
Greataxe Melee	+5	5 ft	9 (1d12+3) slash
Javelin Ranged	+5	30/ 120ft	6 (1d6+3) pierce

krukan

AC 13	HP 38	SPD 60 ft*	Humanoid
hide	(5d8+15)	15ft off horse	Medium
STR	18 +4	Note: Enters battlefield roaring as Shaman buff him. Points spear and charges strongest PC.	
DEX	12 +1		
CON	16 +3		
INT	10	Hidden Shaman cast 3 spells/turn through him.	
WIS	11		
CHA	14 +2	PCs may target Conduit Crystal in helm at DIS.	

ACTIONS (Multiattack 2x Greatspear)

Greatspear Melee	+6	10 ft	9 (1d10+4) pierce
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SPECIAL

Conduit Crystals: Spells/senses transfer through people touching gems. One is in Krukan's helm, other in Shaman carriage. Crystal is immune to pierce, slash, and magic damage. Destroyed by 1hp bludge.

krukan's mount

AC 11	HP 19	SPD 60 ft	Beast
	(3d10+3)		Large
STAT BLOCK			
Warhorse	Monster Manual 2014 p340 5e SRD v5.1 p392		

orc shaman

AC 13	HP 22	SPD 30 ft	Humanoid
hide	(4d8+8)		Medium
STR	14 +2	Note: 2x Thaumaturgy & Resistance on Krukan's entrance, to cause awe.	
DEX	12 +1		
CON	11 +2	3x Sacred Flame & Sanctuary each turn, right after Krukan's attack.	
INT	10 0		
WIS	14 +2	Bane, Blindness, Hold Person & Inflict Wounds on strong melee targets.	
CHA	10	After 6 Orcs fall, Prayer of Healing brings them back.	

ACTIONS

Mace Melee	+5	5 ft	5 (1d6+2) bludge
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SPELLCASTING (Wis, DC 14, +5)

Cantrips	Resistance (c)
	Sacred Flame (Dex save)
	Thaumaturgy
1st	Bane (c, Cha save)
□□□	Cure Wounds (9 or 1d8+5)
□□□	Inflict Wounds (melee, 3d10hp)
□□□	Sanctuary (bonus, 1min)
2nd	Blindness (Con save)
□□	Hold Person (c, Wis save)
□□	Lesser Restoration
□□	Prayer of Healing (14 or 2d8+5)



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kravar	8	-2	30	Dagger	+0	5	1 (1d4-2)		□□□□□ □□□□□ □□□□□ □□□
(16) Goblin/Archer	15	+2	30	Scimitar Shortbow	+4	5 80/320	5 (1d6+2)	1	□□□□□ □□□□□ □□
								2	□□□□□ □□□□□ □□
								3	□□□□□ □□□□□ □□
								4	□□□□□ □□□□□ □□
								5	□□□□□ □□□□□ □□
								6	□□□□□ □□□□□ □□
								7	□□□□□ □□□□□ □□
								8	□□□□□ □□□□□ □□
								9	□□□□□ □□□□□ □□
								10	□□□□□ □□□□□ □□
								11	□□□□□ □□□□□ □□
								12	□□□□□ □□□□□ □□
								13	□□□□□ □□□□□ □□
								14	□□□□□ □□□□□ □□
								15	□□□□□ □□□□□ □□
								16	□□□□□ □□□□□ □□

5e stat blocks

kravar

AC 8 none	HP 7 (6d6-18)	SPD 30 ft	Humanoid Medium
STR	9	-1	Skills/Saves: Arcana +7, Stealth +2 Int +7, Wis +5 Note: He's already used most of his spells. Stays invisible, uses illusions to appear to flee. Shatter Goblins think of him as their current leader.
DEX	7	-2	
CON	5	-3	
INT	17	+3	
WIS	12	+1	
CHA	11		
ACTIONS			
Dagger Melee	+0	5 ft	1 (1d4-2) pierce
SPELLCASTING (Int, DC 14, +5)			
Cantrips	Light (1hr) Mage Hand (1min) Minor Illusion (1min)		
1st ☐☐☐☐	Alarm (8hr) Disguise Self (1hr) Unseen Servant (1hr)		
2nd ☐☐☐	Darkness (c, 15ft rad, 10min) Invisibility (c, 1hr) Locate Object (c, 10min) Shatter (Con save, 3d8)		
3rd ☐☐	Major Image (c, 10min)		

goblin/archer

AC 15 leather	HP 7 (2d6)	SPD 30 ft	Humanoid Small
STR	8	-1	Skills/Saves: Stealth +6 Note: They try to lure PCs into oil filled pits, then throw lit torches in. Can be bribed with a few gold coins.
DEX	14	+2	
CON	10		
INT	10		
WIS	8	-1	
CHA	8	-1	
ACTIONS			
Scimitar Melee	+4	5ft	5 (1d6+2) slash
Shortbow Ranged	+4	80/ 320 ft	5 (1d6+2) pierce
BONUS ACTION			
Nimble Escape	Disengage or Hide		

AC 11	HP 27	SPD 25 ft	Humanoid
padding	(5d8+3)		Medium

STR	9	-1	Skills: Medicine +7, Persuasion +3, Religion +4 Note: If PCs open door, casts <i>Guiding Bolt</i> and re-locks door. Won't get off the carriage bench.
DEX	10		
CON	12	+1	
INT	13	+1	
WIS	16	+3	
CHA	10		

ACTIONS

Mace Melee	+2	5 ft	2 (1d6-1) bludge
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SPELLCASTING (Wis, DC 13, +5)

Cantrips	Light (1hr)
	Sacred Flame (Dex save, 2d8)
	Thaumaturgy
1st ☑☐☐☐	Cure Wounds (1d8+5) Guiding Bolt (ranged, 4d6) Sanctuary (bonus, 1min)
2nd ☐☐☐	Lesser Restoration Prayer of Healing (2d8+5) Spiritual Weapon (c)
3rd ☐☐	Dispel Magic Spirit Guardians (c, Wis Save)



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Deedee	15	+3	30		+5	5 80/320	6 (1d6+3) 5 (1d4+3) 5 (1d4+3)		☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
(6) Bandits	15	+2	30	Longsword L. Crossbow	+3	5 80/320	5 (1d10) 5 (1d8+1)	1 2 3 4 5 6	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
(6) Commoners	10	+0	25	Fist	+0	5	1	1 2 3 4 5 6	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

5e stat blocks

deedee

AC 15 chain HP 28 (5d8+5) SPD 30 ft Humanoid Medium

STR 13 +1 **Skills/Saves:** Perform +8, Stealth +8, Slight of Hand +8
DEX 16 +3
CON 12 +1
INT 13 +1 *Note:* Longbow has no penalty for close range.
WIS 12 +1 She uses it like melee.
CHA 16 +3 Darkvision 60'

ACTIONS Multiattack 2x Longbow

Longbow Ranged +6 150/600 ft 7 (1d8-3) bludge

BONUS ACTION

Bardic Inspiration: One ally gets d8 added to one check

SPECIAL

Song of Rest: Allies gain +1d6 hp on a short rest

SPELLCASTING (Cha, DC 13, +3)

Cantrips	Light (40ft radius, 1hr) Prestidigitiation Vicious Mockery (Wis save, 2d4)
1st ☐ ☐ ☐ ☐	Animal Friendship (Wis save) Cure Wounds (1d8+3) Thunderwave (Con save, 2d8)
2nd ☐ ☐ ☐	Invisibility (c, 1hr) Knock Suggestion (c, Wis save)
3rd ☐ ☐ ☐	Hypnotic Pattern (c, Wis save) Tongues (1hr)

bandits

AC 12 leather HP 11 (2d8+2) SPD 30 ft Humanoid Medium

STR 11 **Skills:** Stealth +3
DEX 12 +1 *Note:* They hide until old man throws *Dust of Sneezing & Choking* (DMG p166/255, SRD p219)
CON 12 +1 30ft radius, DC 15 Con save per round or incapacitated.
INT 10
WIS 10
CHA 10

ACTIONS They flee if an ally drops.

Longsword Melee +3 5ft 4 (1d10) slash
L. Crossbow Ranged +3 80/320 ft 5 (1d8+1) pierce

commoners

AC 10 none HP 2 (1d4) SPD 30 ft Humanoid Medium

STR 10 *Note:*
DEX 10
CON 10
INT 10
WIS 10
CHA 10

ACTIONS

Fist Melee +0 5 ft 1 bludge

[illegible]

6th □□	Chain Lighting (Dex save, 10d8) Globe of Invulnerability (c, 1min) Mass Suggestion (Wis save, 24hr)
7th □□	Force Cage (1hr) Plane Shift (Cha save) Teleport (c, 10min)
8th ◻□	Mind Blank (24hr) Power Word Stun (Con save/rnd)
9th □	Time Stop (1d4+1 turns)

AC 19

HP 207

SPD 40ft

Dragon

scales

(18d12+90)

fly 80ft

Huge

STR

23

+6

DEX

12

+1

CON

21

+5

INT

18

+4

WIS

15

+2

CHA

17

+3

Skills/Saves:

Percept +12

Dex +6, Con +10, Wis +7, Cha +8

Note:

Surprise

Breath attack

then flies into low clouds.

Long wait and then returns

to take horse or attack largest

PC, then flies back to clouds.

This repeats until PC is down.

Takes them back to lair.

ACTIONS

(Multiattack Frightful Presence

& 1 Bite & 2 Claw)

Bite

Melee

+11

5ft

17 (2d10+6)

pierce

Claw

Melee

+11

5ft

13 (2d6+6)

slash

Tail

Melee

+11

15ft

15 (2d8+6)

bludge

Frightful Presence

Creatures 120ft Wis save

DC16 or frightened 1 min

Breath

Area

Dex

DC18

60ft

cone

56 (16d6)

poison

LEGENDARY ACTIONS

(3/rnd)

□□□

Detect:

Make Perception check

Tail Attack

Wing Attack (Costs 2):

Creatures within

10ft must Dex save DC19 or 13 (2d6+6)

bludge & prone. Dragon may fly up 20ft.



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
(16) Carny	11	+1	30	Scimitar	+5	5	3 (1d4+1)	1	9
								2	10
								3	11
								4	12
								5	13
								6	14
								7	15
								8	16
Hedge-born	10		30	Scimitar	+4	5	3 (1d4+1)		
(3) Pickpockets	12	+2	30	Dagger	+2	5	5 (1d6+2)	1	
								2	
								3	
Skeleton	13	+2	30	Fist	+4	5	2		
Dragon	17		30/60	Bite	+6	5	9 (1d10+4) + 3 (1d6)		
Boxer	13	+2	30	Fist	+4	5	4		

5e stat blocks

carny

AC 11	HP 4	SPD 30 ft	Humanoid
none	(1d4+2)		Medium
STR	13 +1	<i>Note:</i> When sober, they avoid fighting. It's bad for business. While they never attack first, after some drinking, if PCs haven't gained their respect, several Carnies get roudy and try to get the PCs to start a fight.	
DEX	12 +1		
CON	14 +2		
INT	10		
WIS	10		
CHA	10		

ACTIONS

Club Melee	+1	5 ft	3 (1d4+1) bludge
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hedge-born

AC 10	HP 5	SPD 30 ft	Humanoid
none	(1d4+3)		Medium
STR	12 +1	<i>Skills/Saves:</i> Con +5 <i>Note:</i> Takes short break between PCs attempts to "Knock Down the Hedge-born" and heals 1-2hp. Won't defend or dodge unless a weapon is used.	
DEX	10		
CON	16 +3		
INT	8 -1		
WIS	7 -2		
CHA	10		

ACTIONS

Club Melee	+1	5 ft	3 (1d4+1) bludge
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pickpockets

AC 12	HP 5	SPD 30 ft	Humanoid
none	(1d8)		Medium
STR	10	<i>Skills/Saves:</i> Slight of Hand +4 Stealth +4 Dex +4, Cha +2 <i>Note:</i> If takes damage, Carnies try to break up the fight. They will join combat, if necessary.	
DEX	14 +2		
CON	10		
INT	12 +1		
WIS	10		
CHA	10		

ACTIONS

Dagger Melee	+2	5 ft	5 (1d6+2) pierce
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skelton

AC 13	HP 13	SPD 30 ft	Undead
scraps	(2d8+4)		Medium
STR	10	<i>Note:</i> Tips it's hat every time it hits. Vulnerable: Bludgeoning Immune: Poison & Exhaustion Darkvision 60ft	
DEX	14 +2		
CON	15 +2		
INT	6 -2		
WIS	8 -1		
CHA	5 -3		

ACTIONS

Claw Melee	+4	5ft	5 (1d6+2) slash
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red dragon wyrmling

AC 17	HP 75	SPD 30ft	Dragon
scales	(10d8+30)	fly 60ft	Medium
STR	19 +4	<i>Skills/Saves:</i> Percept +4, Stealth +2 Dex +2, Con +5, Wis +2, Cha +4 <i>Note:</i> Blindsight 10ft Darkvision 60ft	
DEX	10		
CON	17 +3		
INT	12 +1		
WIS	11		
CHA	15 +2		

ACTIONS

Bite Melee	+6	5ft	9 (1d10+4) pierce 3 (1d6) fire
Breath Area	Dex DC13	15ft cone	24 (7d6) fire

BOXER

AC 13	HP 13	SPD 30 ft	Humanoid
none	(2d8+4)		Medium
STR	15 +2	<i>Skills/Saves:</i> Str +4, Dex +5 <i>Note:</i> Until Boxer takes damage, they take the Dodge action instead of attacking, trying to cause a miss so they can keep Counterpunching.	
DEX	16 +3		
CON	14 +2		
INT	8 -1		
WIS	10		
CHA	9 -1		

ACTIONS

Fist Melee	+4	5 ft	4 bludge
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REACTION

Counterpunch: Make a Fist attack when opponent fails an unarmed strike attempt

AC 12 none	HP 40 (9d8)	SPD 30 ft	Humanoid Medium
STR	9	-1	Skills/Saves: Arcana +6, History +6 Int +6, Wis +4 Note: While both hands are bound, <i>Message</i> is the only castable spell. He uses it to give PCs ADVantageous suggestions in combat.
DEX	14	+2	
CON	11		
INT	17	+3	
WIS	12	+1	
CHA	11		
ACTIONS			
Dagger Melee	+5	5 ft	4 (1d4+2) pierce
SPELLCASTING (Int, DC 14, +6)			
Cantrips	Fire Bolt (ranged, 2d10) Light (40ft radius, 1hr) Message (1 round, 120ft) Prestidigitation		
1st ☑☐☐☐	Detect Magic (c, 10min, 30ft) Mage Armor (AC 15, 8hr) Magic Missile (1d4+1) Shield (react, +5 AC, 1rnd)		
2nd ☑☑☐	Detect Thoughts (c, 1min) Suggestion (c, 8hr, Wis save)		
3rd ☐☐☐	Counterspell Fireball (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)		
4th ☐☐☐	Polymorph (c, 1hr, Wis save) Ice Storm (Dex save, 2d8+4d6)		
5th ☐	Cone of Cold (Con save, 8d8)		

5€ stat blocks

Sneak Attack (1/Turn): Deal +7 (2d6) damage when hitting a target with ADV, or when target is within 5 feet of ally.



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Isthet Brimlindi Orevia	12	+2	30	Dagger	+5	5	4 (1d4+2)	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□
Cairon	13	+2	30	Quarterstaff	+6	5	5 (1d6+2)		□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

5e stat blocks

Isthet, Brimlindi & Orevia

AC 12 none	HP 40 (9d8)	SPD 30 ft	Humanoid Medium
STR	9	-1	Skills/Saves: Arcana +6, Medicine +6 Int +6, Wis +4 Note: They Banish/Sleep/ Polymorph aggressors and demand the rest leave, saving Cone of Col and Fireball for those who refuse
DEX	14	+2	
CON	11		
INT	17	+3	
WIS	12	+1	
CHA	11		
ACTIONS			
Dagger Melee	+5	5 ft	4 (1d4+2) pierce
SPELLCASTING (Int, DC 14, +6)			
Cantrips		Light (40ft radius, 1hr) Mage Hand (1min) Prestidigitation Ray of Frost (ranged 2d8)	
1st	☑ ☐ ☐ ☐ ☑ ☐ ☐ ☐ ☑ ☐ ☐ ☐	Detect Magic (c, 10min, 30ft) Disguise Self (1hr) Shield (react, +5 AC, 1rnd) Sleep (5d8, 1min)	
2nd	☐☐☐ ☐☐☐ ☐☐☐	Arcane Lock Misty Step (30ft) Suggestion (c, 8hr, Wis save)	
3rd	☐☐☐ ☐☐☐ ☐☐☐	Counterspell Fireball (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)	
4th	☐☐ ☐☐ ☐☐	Banishment (c, Cha save) Greater Invisibility (c, 1min) Polymorph (c, 1hr, Wis save)	
5th	☐ ☐ ☐	Cone of Cold (Con save, 8d8) Hold Monster (c, Wis save 1hr)	

CAIRON

AC 13	HP 60	SPD 30 ft	Humanoid
leather	(11d8+11)		Medium
STR	12	+1	Skills/Saves: Arcana +6, History +6 Int +6, Wis +4 Note: Avoids combat except to defend Sisters. Casts Greater Invisibility on self before returning, then all attack spells.
DEX	14	+2	
CON	13	+1	
INT	17	+3	
WIS	12	+1	
CHA	12	+1	
ACTIONS			
QuarterStaff Melee	+6	5 ft	5 (1d6+2) bludge
SPELLCASTING (Int, DC 14, +6)			
Cantrips	Fire Bolt (ranged, 3d10) Light (40ft radius, 1hr) Mage Hand (1min) Prestidigitation		
1st □□□□	Detect Magic (c, 10min, 30ft) Mage Armor (AC 15, 8hr) Magic Missile (1d4+1) Shield (react, +5 AC, 1rnd)		
2nd □□□	Misty Step (30ft) Suggestion (c, 8hr, Wis save)		
3rd □□□	Counterspell Lightning Bolt (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)		
4th □□□	Greater Invisibility (c, 1min) Ice Storm (Dex save, 2d8+4d6)		
5th □	Cone of Cold (Con save, 8d8)		



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
(20) Soldiers	17	+1	30	Spear	+3	5 20/60	4 (1d6+1)	1	☐ ☐ ☐ ☐ ☐
								2	☐ ☐ ☐ ☐ ☐
								3	☐ ☐ ☐ ☐ ☐
								4	☐ ☐ ☐ ☐ ☐
								5	☐ ☐ ☐ ☐ ☐
								6	☐ ☐ ☐ ☐ ☐
								7	☐ ☐ ☐ ☐ ☐
								8	☐ ☐ ☐ ☐ ☐
								9	☐ ☐ ☐ ☐ ☐
								10	☐ ☐ ☐ ☐ ☐
								11	☐ ☐ ☐ ☐ ☐
								12	☐ ☐ ☐ ☐ ☐
								13	☐ ☐ ☐ ☐ ☐
								14	☐ ☐ ☐ ☐ ☐
								15	☐ ☐ ☐ ☐ ☐
								16	☐ ☐ ☐ ☐ ☐
								17	☐ ☐ ☐ ☐ ☐
								18	☐ ☐ ☐ ☐ ☐
								19	☐ ☐ ☐ ☐ ☐
								20	☐ ☐ ☐ ☐ ☐
(2) Bodyguards	18	+1	30	Longsword	+5	5	7 (1d8+3)	1	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								2	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								3	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								4	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								5	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								6	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								7	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								8	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								9	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
								10	☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
Queen Andrae	10	+0	30	Fist	+0	5	1		☐ ☐ ☐ ☐

5e stat blocks

soldiers

AC 17
splint
HP 11
(2d8+2)
SPD 30 ft
Humanoid
Medium

STR	13	+1
DEX	12	+1
CON	12	+1
INT	10	
WIS	11	
CHA	10	

Skills/Saves:

Athletics +4, Percept +4
Str +4, Dex +5, Wis +2

Note: Attacks anyone not wearing their colors.
Fights to death.

ACTIONS

Spear Melee	+3	5ft	4 (1d6+1) pierce
Spear Ranged	+3	20/ 60ft	4 (1d6+1) pierce

SPECIAL

Ghostly: Translucent. Disappears at 0 HP, then "resets" 3 mins later, with full HP and without newly gained memories.

bodyguards

AC 18
plate
HP 58
(9d8+18)
SPD 30
Humanoid
Medium

STR	16	+3
DEX	13	+1
CON	14	+2
INT	10	
WIS	11	
CHA	10	

Skills:

Athletics +5, Percept +6

Note: Attack on-sight, fights to death unless called off by Queen Andrae

ACTIONS (Multiattack: 2x Longsword)

Longsword Melee	+5	5ft	7 (1d8+3) slash
---------------------------	----	-----	--------------------

SPECIAL

Ghostly: Translucent. Disappears at 0 HP, then "resets" 3 mins later, with full HP and without newly gained memories.

queen andrae

AC 10
none
HP 2
(1d4)
SPD 30 ft
Humanoid
Medium

STR	10	
DEX	10	
CON	10	
INT	15	+2
WIS	16	+3
CHA	14	+2

Skills/Saves:

History +6, Percept +6,
Persuasion +6

Note: Will not engage in combat, even to save herself. It is undignified.

SPECIAL

Ghostly: Translucent. Disappears at 0 HP, then "resets" 3 mins later, with full HP and without newly gained memories.

5€ stat blocks

AC 16	HP 136	SPD 30 ft	Demon
hide	(13d10+65)		Large

STR	19	+4	Skills/Saves: Str +7, Con +8, Wis +4 Note: Resist: Cold, Fire, Lightning & Non magic Immune: Poison Darkvision 120ft ADV on spell & magic effect saves
DEX	17	+3	
CON	20	+5	
INT	5	-3	
WIS	12	+1	
CHA	13	+1	

ACTIONS (Multiattack 1 Bite & 2 Claw)

Bite Melee	+7	5ft	15 (2d10+4) pierce
Claw Melee	+7	5ft	11 (2d6+4) slash

SPECIAL

Stench: Creatures starting turn within 10ft make Con save DC 14 or poisoned until next turn

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Ɖavon	14	+4	30	Slam	+6	5	7 (1d6+4)		
(10) Guards	16	+2	30	Longsword	+4	5	6 (1d10+2)	1	
								2	
								3	
								4	
								5	
								6	
								7	
								8	
								9	
								10	
Ingot Boulderbraid	13	+0	25	Mace	+2	5	2 (1d6-1)		

3rd □□	Dispel Magic Spirit Guardians (c, 10min)
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Name	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	HP
Hendrix Vlastok	14	+4	30	Longsword	+7	5	7 (1d8+3)	
Ramsey	11	+0	30	Knife	+1	5	2 (1d4)	
Naldryn Rumnaheim	16	+1	25	Mace	+2	5	4 (1d6+1)	
Kain Blackbow	13	+2	30	Longsword	+4	5	6 (1d10+2)	

Cantrips	Light (40ft radius, 1hr) Sacred Flame (Dex save, 2d8) Thaumaturgy
1st □□□□	Cure Wounds (1d8+5) Detect Magic (c, 10min, 30ft) Sanctuary (1min)
2nd ☑□□	Locate Object (c, 10min) Prayer of Healing (2d8+5) Spiritual Weapon (c)
3rd □□	Mass Healing Word (1d4+5) Speak with Dead (10min)

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