

QUARTERSHOTS
BOOK I

Roads & Ruins

5E 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.

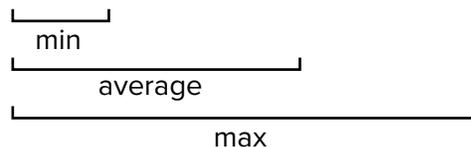
In the Stat Blocks, a creature's HP is shown as the average followed by the dice formula. While many GMs just use average HP, or roll for random, **for combat balance** you'll probably want to **pick an appropriate HP between the min and max possible**.

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**.

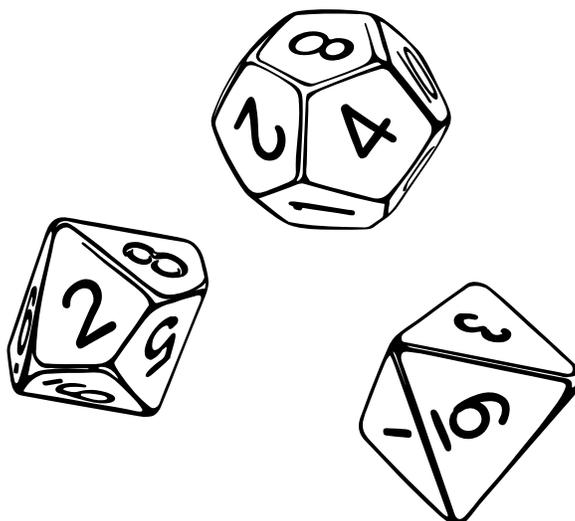
HP 11
(2d8+2)



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

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

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.

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

REACTION

***Parry** +2 AC against a melee attack

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



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Scout	13	+2	30	Dagger	+4	5 20/60	4 (1d4+2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(11) Thieves	12	+2	30	(2x) Shortsword Hand Crossbow	+5	5 30/120	4 (1d6+1) 5 (1d6+2)	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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5e stat blocks

scout

AC 12 none	HP 16 (3d8+3)	SPD 30	Humanoid 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: Uses Disengage & Dash to avoid combat.			
Note: ADV on Percept checks relying on hearing/sight			
ACTIONS			
Dagger Melee	+4	5	4 (1d4+2) pierce
Dagger Ranged	+4	20/60	4 (1d4+2) pierce
BONUS ACTIONS			
Cunning Action	Can take Dash, Disengage, or Hide action		

thieves

AC 13 leather	HP 27 (6d8)	SPD 30	Humanoid Medium
STR 13 +1	DEX 15 +2	CON 10	INT 12 +1
WIS 14 +2	CHA 16 +3	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			
Note: Darkvision 60ft			
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
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	□□□□□ □□□□□ □□□□□ □□□□□
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								3	□□□□□ □□□□□ □□□□□ □□□□□

5e stat blocks

aerdin

AC 9 none	HP 1 (1d4-1)	SPD 25 ft	Humanoid Small
STR 6 -2	DEX 9 -1	Skills/Saves: Stealth +2	
CON 9 -1	INT 9 -1	Note: Runs from all combat	
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	DEX 12 +1	Skills/Saves: Intimidation +2	
CON 16 +3	INT 7 -2	Note: They pretend to put up a fight, but then quickly surrender.	
WIS 11	CHA 10	Darkvision 60ft	
ACTIONS			
Kludge Melee	+5	5 ft	4 (1d6+1) slash
BONUS ACTIONS			
Aggressive	Full move toward enemy		

ORC leader

AC 15 s. leather (6d8+12)	HP 36 (4d8+12)	SPD 30 ft	Humanoid Medium
STR 16 +3	DEX 14 +2	Skills/Saves: Acrobat +5, Decept +3, Percep +3, Stealth +8, Dex +5, Int +4	
CON 16 +3	INT 13 +1	Note: Crossbow attack from hiding. Moves & Hides. Stays 100' away.	
WIS 11	CHA 14 +2	Will not engage in melee.	
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 s. leather (4d8+8)	HP 24 (4d8+8)	SPD 30 ft	Humanoid Medium
STR 16 +3	DEX 14 +2	Skills/Saves: Acrobat +5, Decept +3, Percep +3, Stealth +8, Dex +5, Int +3	
CON 16 +3	INT 10	Note: Crossbow attack from hiding. Moves & Hides. Stays 100' away.	
WIS 11	CHA 10	Will not engage in melee.	
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□□□□
Krukkan	13	+1	60*/15	Greatspear	+6	10	9 (1d10+4)		□□□□□ □□□□□ □□□□□ □□□□□
Krukkan'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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								3	□□□□□ □□□□□ □□□□□ □□□□□
(24) Orc Hunters	13	+1	30	Greataxe Javelin	+5	5 30/120	9 (1d12+3) 6 (1d6+3)	1	□□□□□ □□□□□ □□□□□ □□□□□
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5e stat blocks

kindryl/refugees

AC	10	HP	2	SPD	30 ft	Humanoid
hide	none	(1d4)				Medium
STR	12	+1	<i>Note:</i> 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	HP	12	SPD	30 ft	Humanoid
hide		(2d8+4)				Medium
STR	16	+3	<i>Note:</i> If PCs range attack Krukkan, Orcs will Dash to engage them, risking opportunity attacks.			
DEX	12	+1				
CON	15	+2	Will fight to death while Krukkan appears strong, knowing Shaman will bring them back with Prayer of Healing.			
INT	7	-2				
WIS	11					
CHA	10					
ACTIONS						
Greataxe Melee	+5	5 ft	9 (1d12+3)	slash		
Javelin Ranged	+5	30/120ft	6 (1d6+3)	pierce		

krukkan

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

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 Krukkan's helm, other in Shaman carriage. Crystal is immune to pierce, slash, and magic damage. Destroyed by 1hp bludge.

krukkan'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	<i>Note:</i> 2x Thaumaturgy & Resistance on Krukkan's entrance, to cause awe.			
DEX	12	+1				
CON	14	+2	3x Sacred Flame & Sanctuary each turn, right after Krukkan'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																																																																																
Leader	15	+3	30	Scimitar Dagger (Melee) Dagger (Ranged)	+5	5 5 80/320	6 (1d6+3) 5 (1d4+3) 5 (1d4+3)		<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																														
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(8) Bandits	13	+1	30	Scimitar Shortbow	+3	5 80/320	4 (1d6+1) 5 (1d8+1)	1-8	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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Cleric	11	+0	25	Mace	+2	5	2 (1d6-1)		<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																																								
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5e stat blocks

leader

AC 15 HP 65 SPD 30 ft 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 +5, Wis +2

Note: Avoids combat, if possible. Otherwise, will distract PCs until wagon is gone.

ACTIONS (Multiattack 2 Scimitar & 1 Dagger)

Scimitar Melee	+5	5ft	6 (1d6+3) slash
Dagger Melee	+5	5ft	5 (1d4+3) pierce
Dagger Ranged	+5	80/ 320 ft	5 (1d4+3) pierce

REACTION

Parry +2 AC against a melee attack

bandits

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

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

Note: If attacked, half will defend, half can flee with the wagon.

ACTIONS

Scimitar Melee	+3	5ft	4 (1d6+1) slash
L. Crossbow Ranged	+3	80/ 320 ft	5 (1d8+1) pierce

cleric

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

STR	9	-1
DEX	10	
CON	12	+1
INT	13	+1
WIS	16	+3
CHA	10	

Skills: Medicine +7,
Persuasion +3,
Religion +4

Note: If PCs open door, casts *Guiding Bolt* and re-locks door.

Won't get off the carriage bench.

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 5 80/320	6 (1d6+3) 5 (1d4+3) 5 (1d4+3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(6) Bandits	15	+2	30	Longsword L. Crossbow	+3	5 80/320	5 (1d10) 5 (1d8+1)	1 2 3 4 5 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(6) Commoners	10	+0	25	Fist	+0	5	1	1 2 3 4 5 6	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

5e stat blocks

deedee

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

STR 13 +1 **Skills/Saves:**
Perform +8, Stealth +8,
Slight of Hand +8

DEX 16 +3

CON 12 +1 **Note:** Longbow has no
penalty for close range.

INT 13 +1 She uses it like melee.

WIS 12 +1

CHA 16 +3 Darkvision 60'

ACTIONS Multiattack 2x Longbow

Longbow	+6	150/ 600 ft	7 (1d8-3) bludge
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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) Prestidigitation Vicious Mockery (Wis save, 2d4)
1st <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Animal Friendship (Wis save) Cure Wounds (1d8+3) Thunderwave (Con save, 2d8)
2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Invisibility (c, 1hr) Knock Suggestion (c, Wis save)
3rd <input type="checkbox"/> <input type="checkbox"/>	Hypnotic Pattern (c, Wis save) Tongues (1hr)

bandits

AC 12 **HP** 11 **SPD** 30 ft Humanoid
leather (2d8+2) 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	+3	5ft	4 (1d10) slash
L. Crossbow	+3	80/ 320 ft	5 (1d8+1) pierce

commoners

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

STR 10 **Note:**

DEX 10

CON 10

INT 10

WIS 10

CHA 10

ACTIONS

Fist	+0	5 ft	1 bludge
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5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP																								
Bonnie	15	+3	30	Longsword	+6	5	5 (1d8+1)		<table border="1"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□								
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Dagger (Melee)	+8	5	5 (1d4+3)																														
Dagger (Ranged)	+8	20/60	5 (1d4+3)																														
Invaders	13	+1	30	Scimitar	+6	5	5 (1d6+2)		<table border="1"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Light Crossbow	+5	80/320	5 (1d8+1)																														
Mother Son Daughter	10	+0	30	Fist	+0	5	1		<table border="1"> <tr><td>□□□□</td></tr> <tr><td>□□□□</td></tr> <tr><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□																					
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5e stat blocks

BONNIE

AC 15 HP 65 SPD 30 ft Humanoid
s. leather (10d8+20) Medium

STR	12	+1	Skills/Saves: Athletics +4, Decept +4 Str +4, Dex +6, Wis +3
DEX	16	+3	
CON	14	+2	
INT	14	+2	Note: If attacked, orders Mother killed. Threatens to kill Son if PCs don't stand down.
WIS	11		
CHA	16	+3	

ACTIONS (Multiattack 2 Scimitar & 1 Dagger)

Longsword Melee	+6	5ft	5 (1d8+1) slash
Dagger Melee	+8	5ft	5 (1d4+3) pierce
Dagger Ranged	+8	80/ 320 ft	5 (1d4+3) pierce

REACTION

Parry	+2 AC against a melee attack
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invaders

AC 13 HP 27 SPD 30 ft Humanoid
s. leather (4d8+8) Medium

STR	13	+2	Note: Dangerous & dim. They're easy to catch off guard and jumpy during combat. More likely to shoot the ceiling or one another than a PC.
DEX	12	+1	
CON	12	+2	
INT	9	-1	Bonnie's orders are often misunderstood or misheard.
WIS	9	-1	
CHA	8	-1	

ACTIONS

Scimitar Melee	+6	5ft	5 (1d6+2) slash
L. Crossbow Ranged	+5	80/ 320 ft	5 (1d8+1) pierce

mother, son, daughter

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

STR	8	-1	Note: Mother is waiting to be left alone in the Coat Room, hoping to send her Son through trap door.
DEX	10		
CON	10		
INT	13	+1	ADV to Stealth while within the home.
WIS	12	+1	
CHA	14	+2	

ACTIONS

Fist Melee	+0	5 ft	1 bludge
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5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
(16) Carny	11	+1	30	Club	+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	Club	+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 *Note:* 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 rowdy and try to get the PCs to start a fight.

DEX 12 +1

CON 14 +2

INT 10

WIS 10

CHA 10

ACTIONS

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

hedge-born

AC 10 **HP** 5 **SPD** 30 ft Humanoid
none (1d4+3) Medium

STR 12 +1 *Skills/Saves:*
DEX 10 Con +5

CON 16 +3 *Note:* Takes short break between PCs attempts to "Knock Down the Hedge-born" and heals 1-2hp.

INT 8 -1

WIS 7 -2

CHA 10 Won't defend or dodge unless a weapon is used.

ACTIONS

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

PICKPOCKETS

AC 12 **HP** 5 **SPD** 30 ft Humanoid
none (1d8) Medium

STR 10 *Skills/Saves:*
DEX 14 +2 Slight of Hand +4
Stealth +4

CON 10 Dex +4, Cha +2

INT 12 +1 *Note:* If takes damage, Carnies try to break up the fight. They will join combat, if necessary.

WIS 10

CHA 10

ACTIONS

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

skeleton

AC 13 **HP** 13 **SPD** 30 ft Undead
scraps (2d8+4) Medium

STR 10 *Note:* Tips it's hat every time it hits.

DEX 14 +2

CON 15 +2 Vulnerable: Bludgeoning

INT 6 -2 Immune: Poison & Exhaustion

WIS 8 -1

CHA 5 -3 Darkvision 60ft

ACTIONS

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

red dragon wyrmling

AC 17 **HP** 75 **SPD** 30ft Dragon
scales (10d8+30) fly 60ft Medium

STR 19 +4 *Skills/Saves:*
DEX 10 Percept +4, Stealth +2
Dex +2, Con +5,

CON 17 +3 Wis +2, Cha +4

INT 12 +1 *Note:*
WIS 11 Blindsight 10ft
CHA 15 +2 Darkvision 60ft

ACTIONS

Bite +6 5ft 9 (1d10+4)
Melee pierce
3 (1d6)
fire

Breath Dex 15ft 24 (7d6)
Area DC13 cone fire

BOXER

AC 13 **HP** 13 **SPD** 30 ft Humanoid
none (2d8+4) Medium

STR 15 +2 *Skills/Saves:*
DEX 16 +3 Str +4, Dex +5

CON 14 +2 *Note:* Until Boxer takes damage, they take the Dodge action instead of attacking, trying to cause a miss so they can keep Counterpunching.

INT 8 -1

WIS 10

CHA 9 -1

ACTIONS

Fist +4 5 ft 4
Melee bludge

REACTION

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



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Leader	15	+3	30	Scimitar Dagger (Melee) Dagger (Ranged)	+5	5 5 20/60	6 (1d6+3) 5 (1d4+3) 5 (1d4+3)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(12) Kidnapper	12	+2	30	Scimitar Light Crossbow	+4	5 80/320	4 (1d6+1) 5 (1d8+1)	1 2 3 4 5 6 7 8 9 10 11 12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Xavius	12	+2	30	Dagger	+2	5	4 (1d6+2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

5e stat blocks

leader

AC 15 **HP** 65 **SPD** 30 ft Humanoid
s. leather (10d8+20) Medium

STR	15	+2
DEX	16	+3
CON	14	+2
INT	9	-1
WIS	11	
CHA	14	+2

Skills/Saves:

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

Note: Is startled when spells or magic effects are used, losing *Reaction*.

ACTIONS (Multiattack 2 Scimitar & 1 Dagger)

Scimitar Melee	+5	5ft	6 (1d6+3) slash
Dagger Melee	+5	5ft	5 (1d4+3) pierce
Dagger Ranged	+5	80/ 320 ft	5 (1d4+3) pierce

REACTION

Parry +2 AC against a melee attack

kidnapper

AC 12 **HP** 13 **SPD** 30 ft Humanoid
leather (2d8+4) Small

STR	13	+1
DEX	12	+1
CON	13	+2
INT	8	-1
WIS	10	
CHA	10	

Note: Two guard Xavius.

When a PC casts a spell, they yell "Wizard!" and focus attacks on that PC.

If PCs try to free Xavius, all attacks focus on them.

ACTIONS

Scimitar Melee	+3	5ft	4 (1d6+2) slash
L. Crossbow Ranged	+3	80/ 320 ft	5 (1d8+2) pierce

xavius

AC 12 **HP** 40 **SPD** 30 ft Humanoid
none (9d8) Medium

STR	9	-1
DEX	14	+2
CON	11	
INT	17	+3
WIS	12	+1
CHA	11	

Skills/Saves:

Arcana +6, History +6
Int +6, Wis +4

Note: While both hands are bound, *Message* is the only cast-able spell. He uses it to give PCs ADVantageous suggestions in combat.

ACTIONS

Dagger Melee	+5	5 ft	4 (1d4+2) pierce
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SPELLCASTING (Int, DC 14, +6)

Cantrips	Fire Bolt (ranged, 2d10) Light (40ft radius, 1hr) Message (1 round, 120ft) Prestidigitation
1st <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Detect Magic (c, 10min, 30ft) Mage Armor (AC 15, 8hr) Magic Missile (1d4+1) Shield (react, +5 AC, 1rnd)
2nd <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/>	Detect Thoughts (c, 1min) Suggestion (c, 8hr, Wis save)
3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Counterspell Fireball (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)
4th <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Polymorph (c, 1hr, Wis save) Ice Storm (Dex save, 2d8+4d6)
5th <input type="checkbox"/>	Cone of Cold (Con save, 8d8)



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Rider	14	+2	30	Longsword Light Crossbow	+5 +6	5 80/320	5 (1d8+1) 6 (1d8+2)		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Kid	0	+2	30	Fist	+0	5	1		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(9) Thief	12	+2	30	Shortsword Hand Crossbow	+3 +5	5 30/120	3 (1d6) 5 (1d6+2)	1 2 3 4 5 6 7 8 9	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

5e stat blocks

rider

AC 14 leather	HP 40 (7d8+7)	SPD 30	Humanoid Medium
STR 13 +1	DEX 15 +2	CON 12 +1	INT 12 +1
WIS 14 +2	CHA 16 +3	Skills: Decept +5, Insight +4, Invest +5, Percept +6, Persuasion +5, Stealth +4	
Note: Avoids combat until he reaches the hideout.			

ACTIONS (Multiattack: 2x Melee or Ranged)

Shortsword Melee	+5	5ft	5 (1d8+1) pierce
Light Crossbow Ranged	+6	80/ 320ft	6 (1d8+2) pierce

BONUS ACTIONS

Cunning Action	Dash, Disengage, or Hide
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SPECIAL

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

kid as a commoner

AC 10 none	HP 2 (1d4)	SPD 30 ft	Humanoid Medium
STR 7 -2	DEX 10	CON 10	INT 10
WIS 10	CHA 10	Note: Flees combat	

ACTIONS

Fist Melee	+0	5 ft	1 bludge
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thief

AC 12 none	HP 22 (5d8)	SPD 30 climb 30	Humanoid Medium
STR 10	DEX 15 +2	CON 10	INT 12 +1
WIS 12 +1	CHA 16 +3	Skills: Decept +4, Percept +4, Sleight of Hand +4, Stealth +4	
Note: Speaks in Thieves Cant and uses <i>Cunning Action</i> to coordinate <i>Sneak Attack</i> positioning.			

ACTIONS (Multiattack: 2x Shortsword)

Shortsword Melee	+3	5ft	3 (1d6) pierce
Hand Crossbow Ranged	+5	30/ 120ft	5 (1d6+2) pierce

BONUS ACTIONS

Cunning Action	Can Dash, Disengage, or Hide
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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																																								
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5e stat blocks

Isthet, BRIMLINDI & OREVIA

AC 12	HP 40 (9d8)	SPD 30 ft	Humanoid Medium
STR 9 -1	DEX 14 +2	CON 11	Skills/Saves: Arcana +6, Medicine +6 Int +6, Wis +4
INT 17 +3	WIS 12 +1	CHA 11	Note: They Banish/Sleep/ Polymorph aggressors and demand the rest leave, saving Cone of Col and Fireball for those who refuse
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 <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Detect Magic (c, 10min, 30ft) Disguise Self (1hr) Shield (react, +5 AC, 1rnd) Sleep (5d8, 1min)		
2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Arcane Lock Misty Step (30ft) Suggestion (c, 8hr, Wis save)		
3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Counterspell Fireball (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)		
4th <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Banishment (c, Cha save) Greater Invisibility (c, 1min) Polymorph (c, 1hr, Wis save)		
5th <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cone of Cold (Con save, 8d8) Hold Monster (c, Wis save 1hr)		

CAIRON

AC 13	HP 60 (11d8+11)	SPD 30 ft	Humanoid leather Medium
STR 12 +1	DEX 14 +2	CON 13 +1	Skills/Saves: Arcana +6, History +6 Int +6, Wis +4
INT 17 +3	WIS 12 +1	CHA 12 +1	Note: Avoids combat except to defend Sisters. Casts Greater Invisibility on self before returning, then all attack spells.
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 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Detect Magic (c, 10min, 30ft) Mage Armor (AC 15, 8hr) Magic Missile (1d4+1) Shield (react, +5 AC, 1rnd)		
2nd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Misty Step (30ft) Suggestion (c, 8hr, Wis save)		
3rd <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Counterspell Lightning Bolt (Dex save, 8d6) Fly (c, 10mins, 60ft/rnd)		
4th <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Greater Invisibility (c, 1min) Ice Storm (Dex save, 2d8+4d6)		
5th <input type="checkbox"/>	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	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
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(2) Bodyguards	18	+1	30	Longsword	+5	5	7 (1d8+3)	1	<input type="checkbox"/>
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Queen Andrae	10	+0	30	Fist	+0	5	1	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	

5e stat blocks

soldiers

AC 17 HP 11 SPD 30 ft Humanoid
sprint (2d8+2) 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 HP 58 SPD 30 Humanoid
plate (9d8+18) 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
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SPECIAL

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

queen andrae

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



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP																																																																																																				
Ɖavon	14	+4	30	Slam	+6	5	7 (1d6+4)		<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																																																												
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(10) Guards	16	+2	30	Longsword	+4	5	6 (1d10+2)	1-10	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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5e stat blocks

davon

AC 14 **HP** 52 **SPD** 30 ft **Monstrosity** none (8d8+16) **Medium**

STR 11 **DEX** 18 **CON** 14 **INT** 11 **WIS** 12 **CHA** 14

Skills/Saves: Decept +6, Insight +3

Note: Will tackle weakest PC, create confusion by shapeshifting into them.

CHA 14 +2 **Darkvision** 120ft

ACTIONS (Multiattack 2 Melee)

Slam Melee	+6	5ft	7 (1d6+4) bludge
Read Thoughts	Read surface thoughts one creature within 60ft. ADV on Insight, Decept, Intimidation & Persuasion against target.		

SPECIAL

- Shapechanger:** Polymorph into Small or Medium humanoid it has seen
- Ambusher:** In 1st round of combat, has ADV on attack rolls against any surprised
- Surprise Attack:** +10 (3d6) damage if hit surprised target

guards

AC 16 **HP** 16 **SPD** 30 **Humanoid** chain (3d8+3) **Medium**

STR 14 **DEX** 14 **CON** 12 **INT** 11 **WIS** 10 **CHA** 11

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

Note: Will flee if 1/2 Guards defeated

ADV on Percept checks relying on hearing/sight

ACTIONS (Multiattack: 2x Longsword)

Longsword Melee	+4	5	6 (1d10+2) slash
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ingot

AC 13 **HP** 28 **SPD** 25 ft **Humanoid** chain (5d8+3) **Medium**

STR 9 **DEX** 10 **CON** 12 **INT** 13 **WIS** 16 **CHA** 10

Skills/Saves: Medicine +7, Persuasion +3, Religion +4

Note: 1st Spirit Guardian, 2nd Spirit Weapon, 3rd Guiding Bolt.

Heals only when asked.

ACTIONS

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

Cantrips	Light (40ft radius, 1hr) Sacred Flame (Dex save, 2d8) Thaumaturgy
1st □□□□	Sacred Flame (Dex save, 2d8) Guiding Bolt (ranged, 4d6) Protection from Evil (c, 10min)
2nd □□□	Lesser Restoration Spiritual Weapon (1d8+5, 1min)
3rd □□	Dispel Magic Spirit Guardians (c, 10min)



5e combat quick reference table

Name	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	HP																																																																																																				
Ƨendrix Vlastok	14	+4	30	Longsword	+7	5	7 (1d8+3)	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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Ƨaldryn Rumnaheim	16	+1	25	Mace	+2	5	4 (1d6+1)	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																																								
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Ƨain Blackbow	13	+2	30	Longsword	+4	5	6 (1d10+2)	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																																																												
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5e stat blocks

hendrix vlastok

AC 14 **HP** 58 **SPD** 30 Humanoid
none (9d8+18) Medium

STR 20 +5 **Skills:**
DEX 18 +4 Athletics +5, Percept +6
CON 14 +2 Dex +8, Cha +7
INT 15 +2 **Note:** Tries to lead when
WIS 11 fighting alongside PCs.
CHA 16 +3 Always fights with honor.

ACTIONS (Multiattack: 4x Longsword)

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

AC 13 **HP** 16 **SPD** 30 Humanoid
leather (3d8+3) Medium

STR 14 +2 **Skills/Saves:**
DEX 14 +2 Percept +4, Stealth +6
CON 12 +1 DEX +4
INT 11 **Note:** If not fighting
WIS 10 bugbears, 25% chance
CHA 11 each round to flee.
ADV on Percept checks
relying on hearing/sight

ACTIONS

Longsword Melee	+4	5	6 (1d10+2) slash
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ramsey

AC 11 **HP** 2 **SPD** 30 ft Humanoid
none (1d4) Medium

STR 10 **Skills/Saves:**
DEX 12 +1
CON 10
INT 13 +1 **Note:** Only fights in self
WIS 11 defense, using carving
CHA 10 knife.

ACTIONS

Knife Melee	+1	5 ft	2 (1d4) slash
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naldryn rumnaheim

AC 16 **HP** 28 **SPD** 25 ft Humanoid
chain (5d8+5) Medium

STR 13 +1 **Skills/Saves:**
DEX 12 +1 Medicine +7
CON 12 +1 Persuasion +3
INT 13 +1 Religion +4
WIS 16 +3 **Note:** If allies are injured
CHA 10 Sanctuary & healing,
then Spiritual Weapon
and Sacred Flame

ACTIONS

Mace Melee	+2	5 ft	4 (1d6+1) bludge
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SPELLCASTING (Wis, DC 13, +5)

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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