

QUARTERSHOTS

Roads & Ruins

5E combat prep pack

WRITING AND DESIGN: MARCUS PASCALL

“Alerchae” created by Hugo Forss “Cairon Quillhorn” created by Taylor Norris
“Drashyerie” created by Stephanie Bordelon “Gweeldore” created by Nick Mullaney
“Ingot Boulderbraid” created by Alex Cosio “Kain Blackbow” created by William Ip
“Lee Chen” created by Brandon Jardine “Naldryn Rumnaheim” created by Joseph Strunk
“Ramsey” created by Theo Mamalis “Xavius Munglebum” created by Shane Zuspan
“Hendrix Vlostok” created by Jonathan Heyerdahl

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P.O. Box 15004
San Diego, CA 92175
DeckandDiceGames.com

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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.

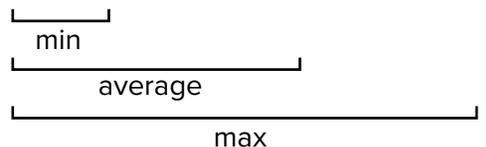
In the Stat Blocks, a creature's HP is shown as the average followed by the dice formula. While many GMs just use average HP, or roll for random, **for combat balance** you'll probably want to **pick an appropriate HP between the min and max possible**.

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**.

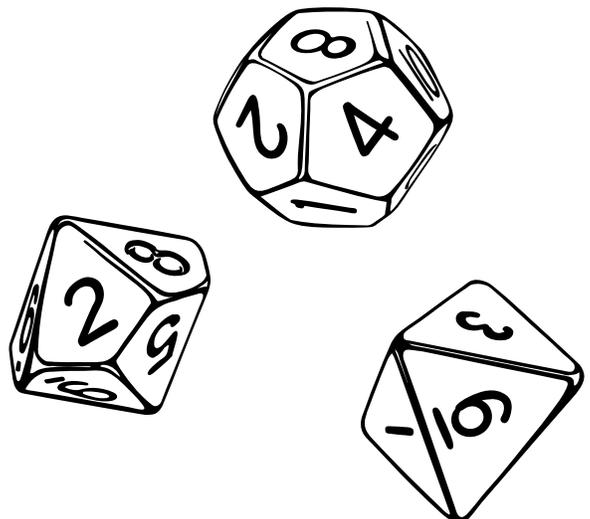
HP 11
(2d8+2)



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!**



decoy escort

QUARTERSHOTS
Roads & Ruins



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		Note: He often has his <i>finger on the trigger.</i>	
DEX 9	-1	He'll <i>accidentally pull it</i>	
CON 12	+1	in the funniest or most	
INT 10		inappropriate situation.	
WIS 8	-1	He's afraid of combat and	
CHA 8	-1	<i>must succeed</i> CHA DC	
		11 <i>to use attack action.</i>	
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		Skills/Saves:	
DEX 15	+3	Percept +5, Stealth +6	
CON 12	+1	DEX +4	
INT 11		Note: All Archers <i>focus</i>	
WIS 13	+1	<i>on one target</i> until it falls.	
CHA 11		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	Skills:	
DEX 15	+2	Athletics +6	
CON 19	+4	Perception +3	
INT 5	-3	Note: It obeys <i>Sillryn's</i>	
WIS 11		simple commands, but is	
CHA 8	-1	easily distracted by food.	
		It will <i>Rage</i> 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			
		+4 Damage, ADV to STR	
		checks & saves, resistance to	
Rage		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	Skills/Saves:	
DEX 16	+3	Athletics +4, Decept +4	
CON 14	+2	STR +4, DEX +4, WIS +2	
INT 14	+2	Note: Stays on carriage,	
WIS 11		giving orders and fending	
CHA 14	+2	off attacks.	
		Saves <i>Healing & Invis</i>	
		<i>potions</i> 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	Skills/Saves:	
DEX 14	+2	Percept +4, Stealth +6	
CON 12	+1	DEX +4	
INT 11		Note: They stay near PCs	
WIS 10		carriage, until can take	
CHA 11		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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			11					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"/>

5e stat blocks

scout

AC 12	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	
Actions: 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	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: Deceit +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
Supervisor	10	+0	30	Fist	+0	5	1		□□□□□
(12) Kobold Worker	12	+2	30	Tool Rock	+4	5 10/30	4 (1d4+2)	1-6	1 □□□□□ □□□□□ 7 □□□□□ □□□□□ 2 □□□□□ □□□□□ 8 □□□□□ □□□□□ 3 □□□□□ □□□□□ 9 □□□□□ □□□□□ 4 □□□□□ □□□□□ 10 □□□□□ □□□□□ 5 □□□□□ □□□□□ 11 □□□□□ □□□□□ 6 □□□□□ □□□□□ 12 □□□□□ □□□□□
(3) Ogre	11	-1	40	Greatclub Javelin	+6	10 30/120	13 (2d8+4) 11 (2d6+4)	1-3	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 1 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 2 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 3 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
(2) Troll	15	+1	30	(1x) Bite & (2x) Claw	+7	5	7 (1d6+4) 11 (2d6+4)	1-2	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 1 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ 2 □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□

5e stat blocks

KOBOLD WORKER

AC 12 **HP** 5 **SPD** 30 ft Humanoid Small
none (2d6-2)

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 targeting 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 **HP** 59 **SPD** 40 ft Giant Large
hide (7d10+21)

STR 19 +4 **Note:** At 50-60 foot distance throws Javelin at PCs with worst armor. Next round advances to melee attack same PCs.
DEX 8 -1
CON 16 +3
INT 5 -3
WIS 7 -2 Will help Kobolds only as long as it looks like a winnable battle.
CHA 7 -2

ACTIONS Darkvision 60ft

Greatclub Melee +6 10ft 13 (2d8+4) bludge
Javelin Ranged +6 30/120 ft 11 (2d6+4) pierce

TROLL

AC 15 **HP** 84 **SPD** 30 ft Giant Large
none (8d10+40)

STR 18 +4 **Note:** 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
Regeneration 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
Kindryl & (11) Refugees	10	+0	30	Fist	+1	5	2	1	□□□□ 4□□□□ 7□□□□ 10□□□□
								2	□□□□ 5□□□□ 8□□□□ 11□□□□
								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 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		
INT 7	-2	Will fight to death while Krukkan appears strong, knowing Shaman will bring them back with Prayer of Healing.	
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		
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 +6 10 ft 9 (1d10+4) Melee pierce

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 +5 5 ft 5 (1d6+2) Melee bludge

SPELLCASTING (Wis, DC 14, +5)

Resistance (c)
Cantrips Sacred Flame (Dex save)
Thaumaturgy

1st
 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
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"/>
(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"/>
(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 chain	HP 28 (5d8+5)	SPD 30 ft	Humanoid Medium
STR 13 +1	DEX 16 +3	CON 12 +1	INT 13 +1
WIS 12 +1	CHA 16 +3	Skills/Saves: Perform +8, Stealth +8, Slight of Hand +8	
Note: Longbow has no penalty for close range. She uses it like melee.			
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)			
Light (40ft radius, 1hr)			
Cantrips Prestidigitation			
Vicious Mockery (Wis save, 2d4)			
Animal Friendship (Wis save)			
1st	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Cure Wounds (1d8+3)	
Thunderwave (Con save, 2d8)			
Invisibility (c, 1hr)			
2nd	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>	Knock	
Suggestion (c, Wis save)			
Hypnotic Pattern (c, Wis save)			
3rd	<input type="checkbox"/> <input type="checkbox"/>	Tongues (1hr)	

bandits

AC 12 leather	HP 11 (2d8+2)	SPD 30 ft	Humanoid Medium
STR 11	DEX 12 +1	CON 12 +1	INT 10
WIS 10	CHA 10	Skills: Stealth +3	
Note: They hide until old man throws <i>Dust of Sneezing & Choking</i> (DMG p166/255, SRD p219) 30ft radius, DC 15 Con save per round or incapacitated.			
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	DEX 10	CON 10	INT 10
WIS 10	CHA 10	Note:	
ACTIONS			
Fist Melee	+0	5 ft	1 bludge



5e combat quick reference table

NAME	AC	INIT	SPD	ATTACK	HIT	RANGE	DAMAGE	#	HP
Bonnie	15	+3	30	Longsword	+6	5	5 (1d8+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"/>
				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)		1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 4 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 5 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 6 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
				Light Crossbow	+5	80/320	5 (1d8+1)		
Mother Son Daughter	10	+0	30	Fist	+0	5	1		1 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 2 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 3 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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 +6 5ft 5 (1d8+1)
Melee slash

Dagger +8 5ft 5 (1d4+3)
Melee pierce

Dagger +8 80/
Ranged 320 ft 5 (1d4+3)
pierce

REACTION

Parry +2 AC against a melee attack

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

WIS 9 -1 Bonnie's orders are
often misunderstood or
misheard.

CHA 8 -1

ACTIONS

Scimitar +6 5ft 5 (1d6+2)
Melee slash

L. Crossbow +5 80/
Ranged 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

WIS 12 +1 ADV to Stealth while
within the home.

CHA 14 +2

ACTIONS

Fist +0 5ft 1
Melee bludge



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:**
Con +5

DEX 10

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:**
Slight of Hand +4
Stealth +4

DEX 14 +2
Dex +4, Cha +2

CON 10

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:**
Percept +4, Stealth +2
Dex +2, Con +5,
Wis +2, Cha +4

DEX 10

CON 17 +3

INT 12 +1 **Note:**
Blindsight 10ft

WIS 11

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:**
Str +4, Dex +5

DEX 16 +3

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"/>
(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"/>
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"/>

5e stat blocks

leader

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

STR 15 +2 **Skills/Saves:**
DEX 16 +3 Athletics +4, Decept +4
CON 14 +2 Str +4, Dex +5, Wis +2
INT 9 -1 **Note:** Is startled when
WIS 11 spells or magic effects are
CHA 14 +2 used, losing *Reaction*.

ACTIONS (Multiattack 2 Scimitar & 1 Dagger)

Scimitar +5 5ft 6 (1d6+3)
Melee slash
Dagger +5 5ft 5 (1d4+3)
Melee pierce
Dagger +5 80/
Ranged 320 ft 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 **Note:** Two guard Xavius.
DEX 12 +1 When a PC casts a spell,
CON 13 +2 they yell "Wizard!" and
INT 8 -1 focus attacks on that PC.
WIS 10 If PCs try to free Xavius,
CHA 10 all attacks focus on them.

ACTIONS

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

xavius

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

STR 9 -1 **Skills/Saves:**
DEX 14 +2 Arcana +6, History +6
CON 11 Int +6, Wis +4
INT 17 +3 **Note:** While both hands
WIS 12 +1 are bound, *Message*
CHA 11 is the only cast-able
spell. He uses it to give
PCs ADVantageous
suggestions in combat.

ACTIONS

Dagger +5 5 ft 4 (1d4+2)
Melee pierce

SPELLCASTING (Int, DC 14, +6)

Fire Bolt (ranged, 2d10)
Light (40ft radius, 1hr)
Message (1 round, 120ft)
Prestidigitation
Detect Magic (c, 10min, 30ft)
1st
Mage Armor (AC 15, 8hr)
Magic Missile (1d4+1)
Shield (react, +5 AC, 1rnd)
2nd
Detect Thoughts (c, 1min)
Suggestion (c, 8hr, Wis save)
Counterspell
3rd
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)



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	<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"/>
								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"/>
								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"/>
Cairon	13	+2	30	Quarterstaff	+6	5	5 (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"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

5e stat blocks

Isthet, BRIMLINDI & OREVIA

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

STR 9 -1 **Skills/Saves:**
DEX 14 +2 Arcana +6, Medicine +6
CON 11 Int +6, Wis +4
INT 17 +3 **Note:** They Banish/Sleep/
WIS 12 +1 Polymorph aggressors
CHA 11 and demand the rest
leave, saving Cone of Col
and Fireball for those
who refuse

ACTIONS

Dagger +5 5 ft 4 (1d4+2)
Melee 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:**
DEX 14 +2 Arcana +6, History +6
CON 13 +1 Int +6, Wis +4
INT 17 +3 **Note:** Avoids combat
WIS 12 +1 except to defend Sisters.
CHA 12 +1 Casts Greater Invisibility
on self before returning,
then all attack spells.

ACTIONS

QuarterStaff +6 5 ft 5 (1d6+2)
Melee bludge

SPELLCASTING (Int, DC 14, +6)

Cantrips
Fire Bolt (ranged, 3d10)
Light (40ft radius, 1hr)
Mage Hand (1min)
Prestidigitation
Detect Magic (c, 10min, 30ft)
1st

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	□□□□ □□□□ □□□□ □□□□
Queen Andrae	10	+0	30	Fist	+0	5	1	□□□□	

5e stat blocks

soldiers

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

STR 13 +1 **Skills/Saves:**
DEX 12 +1 Athletics +4, Percept +4
CON 12 +1 Str +4, Dex +5, Wis +2

INT 10 **Note:** Attacks anyone not
WIS 11 wearing their colors.
CHA 10 Fights to death.

ACTIONS

Spear +3 5ft 4 (1d6+1)
Melee pierce

Spear +3 20/ 4 (1d6+1)
Ranged 60ft 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 **Skills:**
DEX 13 +1 Athletics +5, Percept +6

CON 14 +2 **Note:** Attack on-sight,
INT 10 fights to death unless
WIS 11 called off by Queen
CHA 10 Andrae.

ACTIONS (Multiattack: 2x Longsword)

Longsword +5 5ft 7 (1d8+3)
Melee 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 **HP** 2 **SPD** 30 ft Humanoid
none (1d4) Medium

STR 10 **Skills/Saves:**
DEX 10 History +6, Percept +6,
CON 10 Persuasion +6

INT 15 +2 **Note:** Will not engage
WIS 16 +3 in combat, even to save
CHA 14 +2 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)		<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"/>
(10) Guards	16	+2	30	Longsword	+4	5	6 (1d10+2)	1-10	<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"/>
Ɖngot Boulderbraid	13	+0	25	Mace	+2	5	2 (1d6-1)		<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"/>

5e stat blocks

davon

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

STR 11 **Skills/Saves:**
DEX 18 +4 Decept +6, Insight +3
CON 14 +2 **Note:** Will tackle weakest
INT 11 PC, create confusion by
WIS 12 +1 shapeshifting into them.
CHA 14 +2 Darkvision 120ft

ACTIONS (Multiattack 2 Melee)

Slam +6 5ft 7 (1d6+4)
Melee bludge

Read Read surface thoughts one
Thoughts 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 +2 **Skills/Saves:**
DEX 14 +2 Percept +4, Stealth +6
CON 12 +1 DEX +4
INT 11 **Note:** Will flee if 1/2
WIS 10 Guards defeated
CHA 11 ADV on Percept checks
relying on hearing/sight

ACTIONS (Multiattack: 2x Longsword)

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

ingot

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

STR 9 -1 **Skills/Saves:**
DEX 10 Medicine +7
CON 12 +1 Persuasion +3
INT 13 +1 Religion +4
WIS 16 +3 **Note:** 1st Spirit Guardian,
CHA 10 2nd Spirit Weapon, 3rd
Guiding Bolt.
Heals only when asked.

ACTIONS

Mace +2 5 ft 2 (1d6-1)
Melee bludge

SPELLCASTING (Wis, DC 13, +5)

Cantrips Light (40ft radius, 1hr)
Sacred Flame (Dex save, 2d8)
Thaumaturgy
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)

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