Roads & Ruins

dcc 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** and 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 hit points are shown as a hit dice formula. While many Judges will roll the hit points for each encounter randomly, you might want to adjust those hit points to provide the right challenge for your players.

In the Quick Reference tables, **hit points are 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	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(2) Bandits	13	+1	30'	Shortsword Crossbow	+3	80/160/240	1d6	1 2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

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

HD
2d8+2

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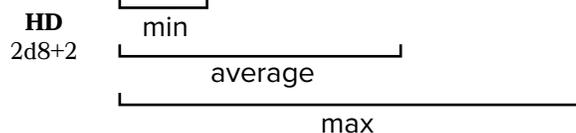
The darkest and medium together represent the **average HP**.

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

If you're a novice judge, 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!**
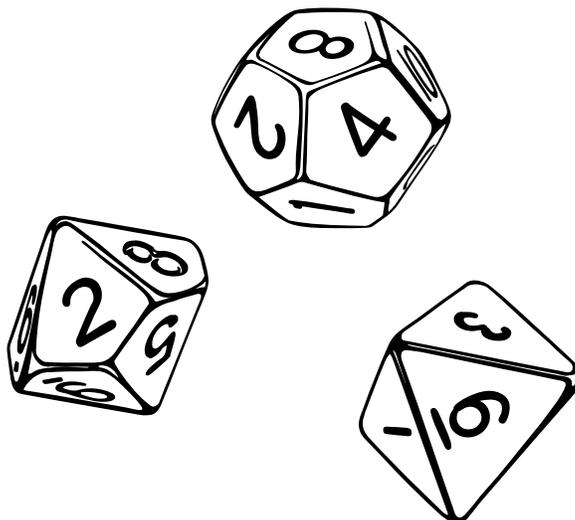
dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Doral	15	+1	25'	Crossbow	+2	80/160/240	1d6		☐☐☐☐☐ ☐☐☐☐☐ ☐☐
Sillryn	15	+2	30'	Longsword	+4		1d8+1		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
(3) Archer	13	+2	30'	Longbow	+3	70/140/210	1d6	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
(3) Swordsman	13	+2	30'	Longsword	+2		1d8+1	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Gorilla	13	+2	30'	Fist / Stone	+4	30	1d6+5 / 1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

dcc stat blocks

doral

Doral: Init +1; Atk crossbow +2 missile fire (1d6); Crit III/d6; AC 15 (chainmail); HD 1d12; MV 25'; Act 1d20; SP clumsy, cowardly; SV Fort +1, Ref +1, Will -1; AL L.

Cowardly: Doral is afraid of combat and must succeed on a Morale check to make any sort of attack.

Doral often has his finger on his crossbow's trigger, and he'll accidentally pull it in the funniest or most inappropriate situation

sillryn

Sillryn: Init +2; Atk longbow +3 missile fire (1d6); Crit II/d20; AC 15 (studded leather); HD 5d6+5; MV 30'; Act 2d20; SP parry, potion of healing (1d6+1), potion of invisibility (1d4+1 hours, see DCC RPG pg. 224); SV Fort +3, Ref +5, Will +2; AL C.

Parry: Once per round, Sillryn may attempt to negate an incoming attack by parrying with a successful contested attack roll.

Sillryn remains on the carriage, giving orders and fending off any attackers. He saves his potions in case he needs to escape.

archer

Archer (3): Init +2; Atk longbow +3 missile fire (1d6); Crit III/d8; AC 13 (leather); HD 3d8; MV 30'; Act 2d20; SV Fort +2, Ref +1, Will +1; AL C.

The archers will concentrate their fire on a single target, beginning with the carriage driver before shifting their focus to spellcasters.

swordsman

Swordsman (3): Init +2; Atk longsword +2 melee (1d8+1); Crit III/d8; AC 13 (leather); HD 3d8; MV 30'; Act 2d20; SP +1d on checks related to sight and hearing; SV Fort +2, Ref +1, Will +1; AL C.

The swordsmen remain near the carriage, until they can seize control of it and flee.

gorilla

Gorilla: Init +2; Atk fist +4 melee (1d6+5) or thrown stone +3 missile fire (1d4); Crit M/d8; AC 13; HD 3d8+9; MV 30' or climb 30'; Act 2d20; SP +10 to hide checks in jungle terrain, distractable, rage; SV Fort +6, Ref +3, Will +1; AL L.

Rage: If confronted with food that it is not allowed to have, the gorilla enters a state of bserk rage. When enraged, the gorilla gains +4 to damage rolls, +2d to Str checks, and takes half damage from non-magical attacks. The rage lasts for 1 turn, or until an initiative round ends without the gorilla taking damage and having been given food.

The gorilla obeys Sillryn's simple commands but is easily distracted by its desire for food.

the black carriage

QuarterShots
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	HP
Ikvikov	18	+4	30'	Fist	+8		1d8+2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Visivilia	14	+1	60'	2 Hooves	+4		2d6+4	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Aran	10	+0	30'	Fist	+0		1d3	☐☐☐☐

dcc stat blocks

Ikvikov

Ikvikov (Type II Demon): Init +4; Atk fist +8 melee (1d8+2); Crit 19/20 DN/d6; AC 18; HD 5d12+10; MV 30' or fly 30'; Act 3d20; SP demon traits, magic resistance (+2d to all saves versus magic), spellcasting (+8 spell check): Spells (1st) cantrip, darkness (2nd) invisibility, scorching ray (3rd) dispel magic; SV Fort +6, Ref +8, Will +6; AL C.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, so long as not bound or otherwise summoned, infravision 120', half damage from non-magical weapons, poison, fire, acid, cold, electricity, and gas.

Ikvikov does not intend to kill PCs, only trick them

Visivilia

Visivilia (unicorn): Init +1; Atk hoof +5 melee (2d6+4); Crit M/d12; AC 14; HD 6d8+6; MV 60'; Act 2d20; SP heal self (2d8+2), healing touch, magic resistance (+2d to all saves versus magic), protection, immune to poison, charm, paralysis, SV Fort +6, Ref +4, Will +2; AL N.

Healing touch (3/day): As an action, the unicorn horn heals 2 HD and cures all poisons and diseases.

Protection: The unicorn forms a shimmering shield around themselves and one other target within 10', granting a +4 to AC for 1 round.

The unicorn avoids combat, unless attacked or a PC has freed her and healed horn. If so, uses Protection & Healing Touch to protect them

Aran

Aran: Init +0; Atk fist +0 melee (1d3); Crit III/d4; AC 10; HD 1d4; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL N.

Aran flees from combat, while begging for their life. After combat he begs (or bribes) to be taken to the nearest town.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Scout	11	+1	30'	Dagger (melee) Dagger (range)	+1 +4	 10/20/30	1d4+1 1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐
(11) Thieves	13	+1	30'	Shortsword Crossbow	+2 +3	 80/160/240	1d6	1 2 3 4 5 6 7 8 9 10 11	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

dcc stat blocks

scout

Scout: Init +1; Atk dagger +1 melee (1d4+1) or dagger +2 missile fire (1d4); Crit II/d12; AC 11 (leather); HD 2d6; MV 30'; Act 1d20; SP cunning, hide in shadows +4, infravision 60', sneak silently +6; SV Fort +2, Ref +1, Will +1; AL C.

The scout uses hide in shadows to avoid combat.

thieves

Thief (11): Init +1; Atk short sword (x2) +2 melee (1d6) or crossbow +3 missile fire (1d6); Crit II/d14; AC 13 (leather); HD 3d6; MV 30'; Act 2d20; SP backstab +7 bonus, cunning, hide in shadows +5, infravision 60', sneak silently +7; SV Fort +2, Ref +1, Will +1; AL C.

Cunning: When 3+ thieves are attacking a single target, they coordinate their attack allowing one of them to always be able to backstab.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Supervisor	10	+0	30'	Fist	+0	5	1d3		☐☐☐☐☐
(12) Kobold Worker	11	+1	20'	Tool / Rock	-2 / +1	10/20/30	1d4-1 / 1d4	1 2 3 4 5 6	☐☐☐☐ (7–12) ☐☐☐☐
(3) Ogre	16	+2	20'	Great club / Javelin	+5 / +2	30/60/90	1d8+6 / 1d6	1 2 3	☐☐☐☐☐ ☐☐☐☐☐ ...
(2) Troll	19	+6	40'	Bite / Claw	+10 / +8		2d8+6 / 2d6	1 2	☐☐☐☐☐ ☐☐☐☐☐ ...

dcc stat blocks

kobold worker

Supervisor: Init +0; Atk fist +0 melee (1d3); Crit III/d4; AC 10; HD 1d5; MV 30'; Act 1d20; SV Fort +0, Ref +0, Will +0; AL C.

kobold worker

Kobold worker (12): Init +1; Atk tool -2 melee (1d4-1) or rock +1 missile fire (1d4); Crit III/d4; AC 11; HD 1d4; MV 20'; Act 1d20; SP infravision 100', pack tactics; SV Fort -2, Ref +0, Will -2; AL N.

Pack tactics: +1d bonus on attack rolls if 2+ kobolds are in melee with the same target.

ogre

Ogre (3): Init +2; Atk great club +5 melee (1d8+6); Crit G/d4; AC 16; HD 4d8+4; MV 20'; Act 1d20; SP bear hug; SV Fort +4, Ref +2, Will +1; AL C.

At 50'-60' the ogres throw javelins at PCs with the worst armor. Next round they advance to melee the same PCs. Will help Kobolds only as long as it looks like a winnable battle.

troll

Troll (2): Init +6; Atk bite +10 melee (2d8+6) or claw +8 melee (2d6); AC 19; HD 8d8+6; MV 40'; Act 3d20; SP stench, regeneration, immune to critical hits, immune to mind-affecting spells, vulnerable to fire; SV Fort +10, Ref +5, Will +8 (see below); AL C. Non-sentient: Troll are immune to mind affecting spells, such as hypnosis or charm, due to their lack of sentience.

Regeneration: Trolls heal at a prodigious rate, regenerating 1d8 points of damage at the end of each round, including the round it is killed. It can only be truly put down by taking its hit points negative such that its final regenerative burst does not raise its total above 0. A troll's severed head or limbs will even crawl back and re-attach. The troll's only vulnerability is to fire, from which it does not regenerate.

Stench: A troll stinks so badly that men within 20' must make a DC 12 Fort save each round or succumb to a fit of retching (-2 to all rolls while retching).

If fire is used by PCs, a Kobold runs to get water. He returns with a bucket and waits to throw it on any troll who is set ablaze.

DCC COMBAT QUICK REFERENCE TABLE

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Aerdin	9	-2	25'	Fist	-1		1d3-1		☐☐☐
(2) Orc Farmer	13	+1	30'	Pitchfork	+1	10	1d6	1 2	☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Orc Leader	14	+2	30'	Crossbow	+5	80/160/240	1d6		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
(3) Orc Archer	14	+2	30'	Crossbow	+3	80/160/240	1d6	1 2 3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

DCC STAT BLOCKS

AERDIN

Aerdin: Init -2; Atk fist -1 melee (1d3-1); Crit III/d4; AC 9; HD 1d4-1; MV 25'; Act 1d20; SV Fort -1, Ref -1, Will -1; AL N.

Aerdin flees from combat.

ORC "FARMER"

Orc "farmers": Init +1; Atk pitchfork +1 melee (1d6); Crit III/d6; AC 13 (hide); HD 1d8+1; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will -1; AL C.

They pretend to put up a fight, but then quickly surrender.

ORC LEADER

Orc leader: Init +2; Atk crossbow +5 missile fire (1d6); Crit III/d10; AC 14 (studded leather); HD 4d8+8; MV 30'; Act 1d20; SP conduit crystals; SV Fort +3, Ref +0, Will +0; AL C.

The orcs attack from hiding, moving and hiding after each shot. They stay 100' away and will not engage in melee.

ORC ARCHER

Orc archer (3): Init +2 (surprise); Atk crossbow +3 missile fire (1d6); Crit III/d8; AC 14 (studded leather); HD 2d8+4; MV 30'; Act 1d20; SP backstab +4, stealth +6; SV Fort +3, Ref +1, Will -1; AL C.

The orcs attack from hiding, moving and hiding after each shot. They stay 100' away and will not engage in melee.

QUARTERSHOTS
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kindryl & (11) Refugees	10	+1	30'					1 2 3 / 4 5 6 / 7 8 9 / 10 11 12	☐☐☐☐ (tracks for 1–12)
Krukan	13	+1	15'	Greatspear	+7		1d12+3		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Krukan's Mount	14	+1	60'	Hoof	+5	10'	1d6+3		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
(3) Orc Shaman	13	+1	30'	Mace	+1		1d6	1 2 3	☐☐☐☐☐ (track per shaman)
(24) Orc Hunters	14	+1	30'	Battleaxe / Javelin	+1 / +2	30/60/90	1d10 / 1d5	1–24	☐☐☐☐☐ (track per hunter, 1–24)

dcc stat blocks

kindryl/refugees

Kindryl/Refugees (1/11): Init +1; Atk N/a; Crit N/a; AC 10; HD 1d4; MV 25'; Act 1d20; SV Fort +1, Ref +0, Will +0; AL N.

If targeted, the refugees will seek to avoid combat, not provoking the orcs. They use healing herbs (1d4) on fallen PCs

orc hunters

Orc hunters: Init +1; Atk battleaxe +1 melee (1d10) or javelin +2 missile fire (1d6); Crit III/d6; AC 14 (hide); HD 1d8+1; MV 30'; Act 1d20; SP aggressive; SV Fort +2, Ref +0, Will -1; AL C.

Aggressive: May double move and attack in the same round.

If PCs range attack Krukan, Orcs will charge (+2 to hit, -2 to AC) to engage them. Will fight to death while Kurkan appears strong, knowing the shaman will heal them with lay on hands.

krukan

Krukan: Init +1; Atk greatspear (polearm) +7 melee (1d12+3); Crit III/d10; AC 13 (hide); HD 4d8+8; MV 15'; Act 1d20; SP conduit crystals; SV Fort +3, Ref +0, Will +0; AL C.

Conduit crystals: Spells/senses transfer through people touching gems. One is in Krukan's helm, other in Shaman carriage. The crystals may be targeted with a -1d penalty or by successful Mighty Deed. The crystals are only vulnerable to bludgeoning damage and is destroyed by a single point of damage.

Enters battlefield roaring as the shamans buff him. Points spear and charges largest PC. Hidden shamans cast 3 spells/round through him.

krukan's mount

Krukan's mount: Init +1; Atk hoof +5 melee (1d6+3); Crit M/d10; AC 14; HD 4d8; MV 60'; Act 1d20; SV Fort +6, Ref +4, Will +2; AL N.

orc shaman

Orc Shaman (3): Init +1; Atk mace +1 melee (1d6); Crit III/d8; AC 13 (hide); HD 2d8+2; MV 30'; SP lay on hands, spell caster (+3 spell check); Spells (1st) *blessing, holy sanctuary, paralysis, resist cold or heat* (2nd) *curse, restore vitality*; Act 1d20; SV Fort +2, Ref +0, Will +0; AL C.

Round 1 - *blessing, resist cold, resist heat* on Krukan's entrance, to protect him.
Round 2+ - *holy sanctuary*, right after Krukan's attack.
The shaman will use *lay on hands* to revive the first 6 orcs to fall.

DCC Combat Quick Reference Table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kravar	9	-1	30'	Dagger	+1		1d4		☐☐☐☐☐ ☐
(16) Goblin/ Archer	12	-1	20'	Scimitar Short bow	-1 +1	50/100/150	1d7-1 1d6	1	☐☐☐☐☐
								2	☐☐☐☐☐
								3	☐☐☐☐☐
								4	☐☐☐☐☐
								5	☐☐☐☐☐
								6	☐☐☐☐☐
								7	☐☐☐☐☐
								8	☐☐☐☐☐
								9	☐☐☐☐☐
								10	☐☐☐☐☐
								11	☐☐☐☐☐
								12	☐☐☐☐☐
								13	☐☐☐☐☐
								14	☐☐☐☐☐
								15	☐☐☐☐☐
								16	☐☐☐☐☐

DCC Stat Blocks

KRAVAR

Kravar: Init -1; Atk dagger +1 melee (1d4); Crit I/d8; AC 9; HD 3d4-6; MV 30'; Act 1d20; SP spell caster (+5 spell check); Spells (1st) *cantrip, darkness* (2nd) *invisibility, invisible companion, phantasm* SV Fort +1, Ref +1, Will -1; AL L.

Kravar has lost most of his spells for the day. He stays *invisible* and uses *phantasm* to appear to flee. The goblins think of him as their current leader

GOBLIN/ARCHER

Goblin/Archer (16): Init -1; Atk scimitar -1 melee (1d7-1) or short bow +1 missile fire (1d6); Crit III/d4; AC 12 (leather); HD 1d6-1; MV 20'; Act 1d20; SP infravision 60'; SV Fort -2, Ref +1, Will -2; AL L

The goblins attempt to lure PCs into oil-filled pits, then throw lit torches in. They may be bribed with a few coins.

stranded cleric

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Leader	15	+1	25'	Scimitar Dagger (melee) Dagger (range)	+6 +6 +7	 10/20/30	1d7+3 1d4 1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
(8) Bandits	12	+2	30'	Scimitar Crossbow	+2 +3	50/100/150	1d7+1 1d6	1 2 3 4 5 6 7 8	☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐
Cleric	11	+0	30'	Mace	+2		1d6		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

dcc stat blocks

leader

Leader: Init +5; Atk scimitar (x2) +6 melee (1d7+3) and dagger +6 melee (1d4+3), or dagger +7 missile fire (1d4); Crit III/d8; AC 17 (chainmail); HD 3d8; MV 20'; Act 3d20; SV Fort +4, Ref +4, Will +2; AL C.

The leader avoids combat, if possible. If not, they will attempt to distract PCs until the wagon is gone.

bandits

Bandit (8): Init +2; Atk scimitar +2 melee (1d7+1) or shortbow +3 missile fire (1d6); Crit III/d6; AC 12 (leather); HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C

If attacked, half the bandits will defend, so the other half can flee with the wagon.

cleric

Cleric: Init +0; Atk mace +2 melee (1d6) or harmful spell special (2d8, range 50'; DC 15 Will save for half damage); Crit III/d10; AC 11 (padded); HD 3d8; MV 30'; Act 1d20; SP cleric traits (*lay on hands, turn unholy*), spell caster (+3 spell check); Spells (1st) *cantrip, dispel magic, holy sanctuary* (2nd) *restore vitality* (3rd) *spiritual weapon*; SV Fort +2, Ref +1, Will +2; AL N.

If PCs open door, the cleric uses harmful spell to ward away the intruder and re-locks the door. He will not get off of the carriage bench.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Deedee	17	+1	25'	Longbow	+2	70/140/210	1d6		□□□□□ □□□□□ □□□□□ □□□□□ □□□□
(6) Bandits	15	+2	30'	Longsword Crossbow	+2 +3	80/160/240	1d8+1 1d6	1 2 3 4 5 6	□□□□□ □□□ □□□□□ □□□ □□□□□ □□□ □□□□□ □□□ □□□□□ □□□ □□□□□ □□□
(6) Commoners	9	-2	30'	Fist	-1		1d3-1	1 2 3 4 5 6	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□

dcc stat blocks

deedee

Deedee: Init +1; Atk longbow +2 missile fire (1d6); Crit III/d8; AC 17 (chainmail); HD 3d8; MV 25'; Act 2d20; SP infravision 60', inspire, lay on hands, pick pocket +4, sneak silently +6, spell caster (+5 spell check); Spells (1st) *animal summoning, cantrip, charm person, comprehend languages* (2nd) *invisibility, knock*; SV Fort +1, Ref +3, Will +5; AL N.

Inspire: Each round, 1 chosen ally within 30' of Deedee gains a +1d bonus to their action or saving throw.

Deedee is able to use her longbow in melee range with no penalty.

bandits

Bandit (6): Init +2; Atk longsword +2 melee (1d8+1) or crossbow +3 missile fire (1d6); Crit III/d6; AC 13 (hide); HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +2, Will +0; AL C

The bandits hide until the old man throws *dust of sneezing & choking*. The cloud of dust has a 30' radius and inflicts a -2 penalty to all rolls (attacks, damage, skills, and saves). Successful DC 13 Fort negates. They flee if one of their allies drops.

commoners

Commoner (peasant) (6): Init -2; Atk fist -1 melee (1d3-1); Crit III/d4; AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

QuarterShots
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Gweeldore	11	+1	30'	Staff	+4		1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
Lee Chen	13	+1	30'	Short sword / Crossbow	+2 / +3	80/160/240	1d6 / 1d6		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
(2) Bounty Hunter	15	+2	30'	Longsword / Crossbow	+4 / +6	80/160/240	1d6 / 1d6	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐
Braff	17	+1	15'	Longsword / Shield Bash	+6		1d8+3 / 1d3+3		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

dcc stat blocks

Gweeldore

Gweeldore: Init +1; Atk staff +4 (1d4); Crit I/d14; AC 11; HD 9d4; MV 30'; Act 2d20; SP spell caster (+13 spell check); Spells (1st) *cantrip, charm person, chill touch, detect magic, force manipulation, magic missile, magic shield*, (2nd) E*SP, fire resistance, forget, invisibility* (3rd) *binding, fly, lightning bolt, make potion, planar step* (4th) *control fire, wizard sense* (5th) *magic bulwark*, mind purge; SV Fort +3, Ref +4, Will +7; AL N.

Uses charm person to calm any aggressors.

Lee Chen

Lee Chen: Init +1; Atk short sword +2 melee (1d6) or crossbow +3 missile fire (1d6); Crit II/d14; AC 13 (leather); HD 3d6; MV 30'; Act 1d20+1d14; SP backstab +2, hide in shadows +6, sneak silently +8; SV Fort +1, Ref +3, Will +1; AL N.

Braff

Braff (dwarf): Init +1; Atk longsword (x2) +6 melee (1d8+3) and shield bash (x2) +6 melee (1d3+3; d14 attack die); Crit IV/d16; AC 17 (chainmail & shield); HD 4d10+4; MV 15'; Act 2d20; SP shield bash, 60' infravision; SV Fort +3, Ref +3, Will +1; AL L.

Warns "*You sure?*" before combat. He drags anyone grappled or dropped to 0 hp to Gweeldore, who uses *planar step* to attempt to send them away

Bounty Hunter

Bounty hunter (2): Init +2; Atk short sword +4 melee (1d6) or crossbow +6 missile fire (1d6); Crit II/d24; AC 15 (studded leather); HD 6d6+6; MV 30'; Act 1d20+1d14; SP backstab (+11), handle poison +11, hide in shadows +11, sneak silently +13; SV Fort +4, Ref +4, Will +1; AL C.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Dog	12	+1	40'	Bite	+0		1d3-1		□□□□
(4) Ambusher	11	+0	20'	Short sword	+0		1d6	1 2 3 4	□□□□□ □□□ □□□□□ □□□ □□□□□ □□□ □□□□□ □□□
(4) Guard	15	+0	25'	Spear Crossbow	+2 +1	80/160/240	1d6+1 1d6	1 2 3 4	□□□□□ □□□ □□□□□ □□□ □□□□□ □□□ □□□□□ □□□
Dragon	27	+12	50' 100'	Claw (x2) Bite Tail slap	+15		1d8 1d12 1d20		□□□□□ □□□□

dcc stat blocks

dog

Dog: Init +1; Atk bite +0 melee (1d3-1); Crit M/d4; AC 12; HD 1d4; MV 40'; Act 1d20; SP +1d on checks related to sight and hearing; SV Fort +1, Ref +1, Will -1; AL L.

The dog avoids combat, except against the dragon. If a PC has befriended it, it annoys the dragon and draws its full attention.

ambusher

Ambusher (4): Init +0; Atk short sword +2 melee (1d6+1); AC 11 (leather); Crit III/d6; HD 1d8; MV 20'; Act 1d20; SV Fort +2, Ref +1, Will +0; AL C.

The ambushers run as soon as one is injured. This is their third attempt at a robbery. The second was successful only because the lone granny felt bad because they were "*sooo skinny.*" She gave them a copper each and advised them to spend it on "*a warm bowl of sweetbreads*".

guard

Guard (4): Init +0; Atk spear +2 melee (1d6+1) or crossbow +1 missile fire (1d6); Crit III/d6; AC 15 (chainmail); HD 1d8; MV 25'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL L.

The guards fire from the carriage and the caravan flees if they are not winning combat by the end of 2nd round.

green dragon

Dragon (average, old): Init +12 (surprise); Atk claw (x2 plus snatch attack) +15 melee (1d8), bite +15 melee (1d12) and tail slap +15 melee (1d20), or breath weapon (special); Crit DR/2d14; AC 27; HD 12d12; MV 50' or fly 100'; Act 4d20; SP breath weapon (poison gas, 2/day), dice bomb attack, infravision 100', frightful presence, snatch attack; SV Fort +12, Ref +12, Will +12; AL C.

Breath weapon (poison gas, 2/day): The dragon breathes a 30' radius cloud of poisonous gas, aimed up to 90' away. Victims failing a DC 22 Fortitude save are slain.

Dive bomb attack: When fighting from the air, the dragon's first round of claw and bite attacks receive an additional +4 attack bonus and +d8 damage.

Frightful presence: The dragon's visage and sheer mass are absolutely terrifying. All who look upon it must make a DC 22 Will save or flee in terror (duration 1d4 turns or until reaching a safe distance).

Snatch attack: On a successful claw attack, the dragon snatches a target. The dragon can snatch up to one target per claw attack and cannot make the corresponding claw attack while a creature is snatched. A snatched creature takes 1d6 crushing damage each round. The dragon can fly with snatched creatures and can drop the grabbed target from any height, causing 1d6 damage per 10' fallen. Snatched creatures can attempt to escape with a Strength check (DC 22).

The dragon attacks with surprise, using its breath weapon, then flees into the low clouds. After 1d3+1 rounds it returns to take a horse or attack the largest PC, before returning to the clouds. This repeats until a PC is down, when it will take them back to its lair.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Bonnie	15	+2	30'	Scimitar Dagger (melee) Dagger (range)	+5 +6 +7	 10/20/30	1d7 1d4 1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Invaders	13	+1	30'	Scimitar Crossbow	+3 +2	 80/60/240	1d7+1 1d6	1 2 3 4 5 6	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
Mother Son Daughter	9	-2	25'	Fist	-3		1d3-1	1 2 3	☐☐☐☐ ☐☐☐☐ ☐☐☐☐

dcc stat blocks

bonnie

Bonnie: Init +2; Atk scimitar (x2) +5 melee (1d7) and dagger +5 melee (1d4) or dagger +7 missile fire (1d4); Crit III/d10; AC 15 (studded leather); HD 5d8+5; MV 30'; Act 3d20; SP parry; SV Fort +3, Ref +4, Will +4; AL C.

Parry: Once per round, Bonnie may attempt to negate an incoming attack by parrying with a successful contested attack roll.

If attacked, Bonnie orders the mother killed and threatens to kill the son if the PCs don't stand down.

invaders

Invaders (6): Init +1; Atk scimitar +3 melee (1d7+1) or crossbow +2 missile fire (1d6); Crit III/d6; AC 13 (studded leather); HD 2d8+2; MV 30'; Act 1d20; SV Fort +1, Ref +1, Will +0; AL C.

Bonnie's henchmen are dangerous and dim. They're easy to catch off guard and jumpy during combat. They are more likely to shoot the ceiling or one another than a PC. Bonnie's orders are often misunderstood or misheard.

mother, son, daughter

Mother/Son/Daughter (3): Init -2; Atk fist -3 melee (1d3-1); Crit III/d4; AC 9; HD 1d4; MV 25'; Act 1d20; SV Fort -1, Ref -2, Will +0; AL N.

Mother is waiting to be left alone in the coat room, hoping to send her son through the trap door

WANDERING CARNIVAL

QuarterShots
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(16) Carny	10	+0	30'	Club	+1		1d4+1	1–16	1 ☐☐☐☐☐ ☐ 9 ☐☐☐☐☐ ☐ 2 ☐☐☐☐☐ ☐ 10 ☐☐☐☐☐ ☐ 3 ☐☐☐☐☐ ☐ 11 ☐☐☐☐☐ ☐ 4 ☐☐☐☐☐ ☐ 12 ☐☐☐☐☐ ☐ 5 ☐☐☐☐☐ ☐ 13 ☐☐☐☐☐ ☐ 6 ☐☐☐☐☐ ☐ 14 ☐☐☐☐☐ ☐ 7 ☐☐☐☐☐ ☐ 15 ☐☐☐☐☐ ☐ 8 ☐☐☐☐☐ ☐ 16 ☐☐☐☐☐ ☐
Hedge-born	10	+0	30'	Club	+0		1d4		☐☐☐☐☐ ☐☐
(3) Pickpockets	11	+1	30'	Dagger (melee) Dagger (range)	+0 +1	10/20/30	1d4	1 2 3	☐☐☐☐☐ ☐ ☐☐☐☐☐ ☐ ☐☐☐☐☐ ☐
Skeleton	9	+0	30'	Claw	+0		1d3		☐☐☐☐☐ ☐
Dragon	20	+8	40'	Claw Bite	+10		1d8 1d12		☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
Boxer	12	+2	30'	Fist	+3		1d3+1		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

dcc stat blocks

carny

Carny (16): Init +0; Atk club +1 melee (1d4+1); Crit III/d4; AC 10; HD 1d5+1; MV 30'; Act 1d20; SV Fort +2, Ref +1, Will +1; AL N.

When sober, the carnies 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.

hedge-born

Hedge-born: Init +0; Atk club +0 melee (1d4); Crit III/d4; AC 10; HD 1d5+2; MV 30'; Act 1d20; SV Fort +3, Ref +1, Will +1; AL N.

Takes short break between PCs attempts to "Knock Down the Hedgeborn" and uses a salve to heal 1d2. Won't defend or dodge unless a weapon is used.

pickpockets

Pickpocket (3): Init +1; Atk dagger +0 melee (1d4); Crit II/d10; AC 11; HD 1d6; MV 30'; Act 1d20; SP hide in shadows +2, pick pocket +4, sneak silently +4; SV Fort +1, Ref +2, Will +0; AL N.

If attacked, carnies try to break up the fight. The pickpockets will fight if they cannot escape.

skeleton

Skeleton: Init +0; Atk claw +0 melee (1d3); Crit U/d4; AC 9; HD 1d6; MV 30'; Act 1d20; SP un-dead traits, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Un-dead traits: Skeletons are un-dead and can be turned by clerics. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep, charm, and paralysis* spells, as well as other mental effects and cold damage.

In combat, the skeleton politely tips its hat every time it hits an opponent.

red dragon calf

Dragon (small, sub-adult): Init +8; Atk claw +10 melee (1d8) and bite +10 melee (1d12) or breath weapon (special); Crit DR/d20; AC 20; HD 8d12; MV 40'; Act 3d20; SP breath weapon (fire, 2/day), infravision 100', fast reflexes (+4 Reflex); SV Fort +8, Ref +12, Will +8; AL C.

Breath weapon (fire, 2/day): The dragon breathes a line of fire 60' long by 10' wide, inflicting half the dragon's hit points in damage (DC 18 Ref save for half damage).

boxer

Boxer: Init +1; Atk fist +3 melee (1d3+1); Crit III/d6; AC 12; HD 2d12+2; MV 30'; Act 1d20; SP counterpunch, dodge; SV Fort +1, Ref +2, Will +0; AL N.

Counterpunch: Any time an opponent misses with a punch, the boxer makes a free counterpunch attack.

Dodge: Instead of striking, the boxer may make a contested attack roll against their attacker. Should they roll higher than the incoming attack, their attacker misses.

Until they take damage, the boxer dodges rather than attacking, allowing them to keep counterpunching.

QuarterShots
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Leader	15	+2	30'	Scimitar Dagger (melee) Dagger (range)	+2 +2 +3	10/20/30	1d7+1 1d4+1 1d4+1		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
(12) Kidnapper	12	+0	30'	Scimitar Crossbow	+1 +1	80/160/240	1d7+1 1d6	1 2 3 4 5 6 7 8 9 10 11 12	☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Xavius	11	+12	30'	Dagger (melee) Dagger (range)	+1 +2	10/20/30	1d4+1 1d4+1		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

dcc stat blocks

leader

Leader: Init +0; Atk scimitar (x2) +2 melee (1d7+1) and dagger +2 melee (1d4+1) or dagger +3 missile fire (1d4); Crit III/d6; AC 15 (studded leather); HD 5d8+5; MV 30'; Act 3d20; SP parry; SV Fort +2, Ref +0, Will +1; AL C.

Parry: Once per round, may attempt to negate an incoming attack by parrying with a successful contested attack roll. The first time a spell is cast or other obvious magic is used, the leader is startled and loses his ability to parry in that round.

kidnapper

Kidnapper (12): Init +0; Atk scimitar +1 melee (1d7+1) or crossbow +1 missile fire (1d6); Crit III/d6; AC 12 (leather); HD 1d8+1; MV 30'; Act 1d20; SV Fort +2, Ref +0, Will +1; AL C.

Two kidnappers guard Xavius at all times. If a PC casts a spell, they yell "Wizard!" and the kidnappers focus attacks on that PC. Should a PC attempt to free Xavius, the kidnappers focus all attacks on them.

xavius

Xavius: Init +1; Atk dagger +1 melee (1d4) or dagger +2 missile fire (1d4); Crit I/d8; AC 11; HD 4d4; MV 30'; Act 1d20; SP ring of fireball (2/day, spell check result 20), wand of polymorph (1/day, spell check result 23) SP spell caster (+6 spell check); Spells (1st) *cantrip, charm person, detect magic, magic missile, magic shield, sleep* (2nd) *ESP, scorching ray*; SV Fort +3, Ref +3, Will +4; AL C.

While both hands are bound, *ESP* is the only spell Xavius can cast. He uses it to give PCs helpful suggestions in combat.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Rider	13	+1	30'	Short sword Crossbow	+3 +3	80/160/240	1d6+1 1d6		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Kid	9	-2	35'	Fist	-1		1d3-1		☐☐☐☐
(9) Thief	11	+1	30'	Short sword Crossbow	+2 +3	80/160/240	1d6	1 2 3 4 5 6 7 8 9	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐

dcc stat blocks

RIDER

Rider: Init +1; Atk short sword +3 melee (1d6+1) or crossbow +3 missile fire (1d6); Crit II/d14; AC 13 (leather); HD 4d6; MV 30'; Act 1d20; SP backstab +7, cunning, hide in shadows +8, sneak silently +7; SV Fort +2, Ref +1, Will +1; AL L.

The rider avoids combat until he reaches the hideout.

kid as a commoner

Kid (peasant): Init -2; Atk fist -1 melee (1d3-1); Crit 1/d4; AC 9; HD 1d4; MV 25'; Act 1d20; SP pick pocket +3; SV Fort -1, Ref -2, Will -1; AL N.

The kid flees at the earliest opportunity

thief

Thief (9): Init +1; Atk short sword +2 melee (1d6) or crossbow +3 missile fire (1d6); Crit II/d14; AC 11; HD 3d6; MV 30'; Act 1d20; SP backstab +7 bonus, cunning, hide in shadows +5, sneak silently +7; SV Fort +2, Ref +1, Will +1; AL C.

Cunning: When 3+ thieves are attacking a single target, they coordinate their attack allowing one of them to always be able to backstab.

potion shop

QuarterShots
Roads & Ruins

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK		RANGE	DAMAGE	#	HP
Isthet Brimlindi Orevia	11	+1	30'	Dagger (melee) Dagger (range)	+3 +4	10/20/30	1d4	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
								3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐
Cairon	13	+1	30'	+2 Staff	+4		1d4+2		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐

dcc stat blocks

Isthet, Brimlindi & Orevia

Isthet, Brimlindi, & Orevia: Init +1; Atk dagger +2 melee (1d4) or dagger +3 missile fire (1d4); Crit I/d12; AC 12; HD 7d4; MV 30'; Act 2d20; SP spell caster (+8 spell check); Spells (1st) *cantrip, charm person, detect magic, magic shield, sleep* (2nd) *invisibility, scorching ray* (3rd) *binding, make potion, paralysis* (4th) *polymorph*; SV Fort +2, Ref +4, Will +4; AL N.

The sisters will use *banishment/sleep/ polymorph* on anyone getting aggressive and will demand everyone leave. They will resort to *scorching ray* for those who refuse.

Cairon

Cairon: Init +2; Atk longbow +3 missile fire (1d6); Crit I/d10; AC 13 (leather); HD 6d4+6; MV 30'; Act 1d20+1d16; SP greater invisibility, spell caster (+8 spell check); Spells (1st) *cantrip, charm person, detect magic, magic missile, magic shield, sleep* (2nd) *invisibility, scorching ray* (3rd) *fly, lightning bolt* (4th) *control ice*; SV Fort +3, Ref +3, Will +4; AL C.

Greater invisibility (1/day): As an action Cairon turns invisible for 1 Turn (or until dispelled). Unlike other forms of invisibility, it is not broken by his taking hostile action. Those seeking to attack him suffer -5 on their to hit rolls.

Cairon avoids combat except to defend the sisters, using greater invisibility prior to casting other spells.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(20) Soldiers	17	+1	30'	Spear Shortbow	+1 +2	50/100/150	1d6+1	1–20	☐☐ ...
(2) Bodyguards	19	+1	30'		+5		1d8+1	1 2	☐☐☐☐☐ ☐☐☐☐☐ ...
Queen Andrae	10	+0	30'						☐☐ ...

dcc stat blocks

soldiers

Soldier (ghost) (10/10): Init +1; Atk spear +1 melee (1d6+1) or shortbow +2 missile fire (1d6); Crit U/d6; AC 17 (half-plate); HD 1d12+1; MV 30'; Act 1d20; SP un-dead traits, bound, rest condition (queen's surrender); SV Fort +2, Ref +4, Will +6; AL C.

Un-dead traits: Ghosts are un-dead. They do not eat, drink, or breathe, and are immune to critical hits, disease, and poison. As un-dead, they are immune to *sleep, charm, and paralysis spells*, as well as other mental effects and cold damage.

Bound: These ghosts are bound to this area and may not be turned. Despite being translucent, these ghosts may be struck by normal weapons. If reduced to 0 hit points, they fade away, "resetting" 3 minutes later, having no memory of the prior encounter.

The ghost soldiers will attack anyone not wearing their livery and are immune to morale checks.

bodyguards

Bodyguard (ghost) (2): Init +5; Atk longsword +5 melee (1d8+2); Crit U/d8; AC 19 (full-plate); HD 4d12+4; MV 30'; Act 2d20; SP un-dead traits, bound, rest condition (queen's surrender); SV Fort +2, Ref +4, Will +6; AL C.

The bodyguards attack foes on sight, fighting until "death" unless called off by their queen.

queen andrae

Queen Andrae (ghost): Init +0; Atk N/A; Crit N/A; AC 10; HD 2d8; MV 30'; Act 1d20; SP un-dead traits, bound, rally, rest condition (queen's surrender); SV Fort +2, Ref +4, Will +6; AL L.

No matter the provocation, her majesty will not engage in combat (even to save herself) Such a thing would be undignified.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Alerchae	11	+2	30'	Dagger (melee) Dagger (range)	+2 +3	10/20/30	1d4		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐
Demons	18	+4	30'	Claw Bite	+8 +10		1d8+2 1d12	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
								4	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

dcc stat blocks

alerchae

Alerchae: Init +1; Atk dagger +2 melee (1d4) or dagger +3 missile fire (1d4); Crit I/d10; AC 11; HD 5d4; MV 30'; Act 1d20; SP spell caster (+7 spell check); Spells (1st) *cantrip, detect magic, flaming hands, magic shield* (2nd) *invisibility* (3rd) *planar step*; SV Fort +1, Ref +3, Will +3; AL L (C).

The demon possessing Alerchae pretends to be a fledgling wizard. If freed from her possession, Alerchae will cast *invisibility*, followed by *magic shield*, prior to using *planar step* in an attempt to escape while the stenchfiend formerly within her manifests and attacks.

demons

Stenchfiend (type II demon): Init +4; Atk claw +8 melee (1d8+2) or bite +10 melee (1d12); Crit 19/20 DN/d6; AC 18; HD 6d12+12; MV 30' or fly 30'; Act 3d20; SP demon traits, possession (DC 15 Will save negates), stench; SV Fort +6, Ref +8, Will +6; AL C.

Demon traits: Communication by speech or ESP, immune to non-magical weapons or natural attacks from creatures of 3 HD or less, can teleport back to native plane at will, so long as not bound or otherwise summoned, infravision 120', half damage from non-magical weapons, poison, fire, acid, cold, electricity, and gas, spellcasting (+8 spell check): Spells (1st) *darkness*.

Stench: Creatures beginning a round within 10' of the demon must succeed with a DC 15 Fortitude save or suffer a -1d penalty to all actions.

Judge's Note: See the *Powers & Compulsions* section for additional information on individual powers and compulsions.

dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK		RANGE	DAMAGE	#	HP
Davon	13	+1	30'	Slam	+5		1d3+5		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
(10) Guards	16	+1	25'	Longsword	+4		1d8+1	1	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								2	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								3	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								4	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								5	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								6	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								7	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								8	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								9	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
								10	☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐
Ingot Boulderbraid	15	+0	15'	Mace / Harmful Spell	+2 / n/a	50'	1d6 / 1d6+1		☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐

dcc stat blocks

davon, doppelganger

Davon: Init +1 (surprise); Atk slam +5 melee (1d3+5 plus grapple; contested Str check versus +3 to escape) or by weapon; AC 13; HD 4d8+4; MV 30'; Act 2d20; SP ambush, backstab (+8 bonus), infravision 60', read thoughts, shapeshift; SV Fort +5, Ref +3, Will +3; AL C.

Ambush: Unless their motives are somehow discovered, Davon gains surprise when attacking.

Read thoughts (1/round): Davon can scan the surface thoughts of a target within 60', gaining a +1d bonus to related Intelligence and Personality checks, as well as a +1 bonus to AC and attack rolls.

In combat, Davon seeks to create confusion by tackling the weakest looking PC, shapeshifting to match them.

guards

Guard (10): Init +1; Atk longsword +2 melee (1d8+1); AC 16 (chainmail); HD 2d8; MV 25'; Act 1d20; SV Fort +1, Ref +2, Will +0; AL L.

The guards will flee if half of their number are slain.

ingot

Ingot Boulderbraid (dwarf): Init +0; Atk mace +2 melee (1d6) or harmful spell *special* (1d6+1, range 50'; DC 12 Will save for half damage); Crit III/d10; AC 15 (chainmail); HD 3d8; MV 15'; Act 2d20; SP cleric traits (*lay on hands, turn unholy*), detect lie (DC 15 contested Will save), infravision 60', spell caster (+3 spell check); Spells (1st) *animal summoning, cantrip, dispel magic, protection from evil* (2nd) *restore vitality* (3rd) *spiritual weapon*; SV Fort +2, Ref +1, Will +1; AL L.

Ingot will only use their *lay on hands* ability if requested.

dcc combat quick reference table

Name	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	HP
Hendrix Vlastok	13	+7	30'	Longsword	+8		1d8+4	■■■■■ ■■■☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Ramsey	9	-2	30'	Knife	-1		1d4	■☐☐☐
Naldryn Rumnaheim	15	+0	25'	Mace / Harmful spell	+3 / n/a	50'	1d6+1 / 2d8	■■■☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐
Kain Blackbow	13	+2	30'	Longsword	+1		1d8+1	■■☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ ☐

dcc stat blocks

hendrix vlastok

Hendrix Vlastok: Init +7; Atk longsword +8 melee (1d8+4); Crit III/d6; AC 13; HD 4d10+4; MV 30'; Act 2d20; SV Fort +3, Ref +5, Will +3; AL L.

Hendrix fights honorably and will attempt to lead when fighting alongside the PCs.

kain blackbow

Kain Blackbow: Init +2; Atk longsword +1 melee (1d8+1); Crit III/d6; AC 13 (leather); HD 2d8; MV 30'; Act 1d20; SP +1d on checks related to sight and hearing; SV Fort +1, Ref +2, Will +1; AL N.

If not engaged in combat with bugbears, there is a 25% chance each round that Kain will flee.

ramsey

Ramsey (peasant): Init -2; Atk carving knife -1 melee (1d4); Crit I/d4; AC 9; HD 1d4; MV 30'; Act 1d20; SV Fort -1, Ref -2, Will -1; AL N.

Ramsey will only fight in self-defense.

naldryn rumnaheim

Naldryn Rumnaheim: Init +0; Atk mace +3 melee (1d6+1) or harmful spell special (2d8, range 50'; DC 15 Will save for half damage); Crit III/d10; AC 15 (chainmail); HD 3d8; MV 30'; Act 2d20; SP cleric traits (*lay on hands, turn unholy*), spell caster (+3 spell check); Spells (1st) *cantrip, dispel magic, holy sanctuary, second sight* (3rd) **speak with dead, spiritual weapon**; SV Fort +2, Ref +1, Will +1; AL N.

If their allies are injured, Naldryn will cast *holy sanctuary* and concentrate on healing. Otherwise they cast *spiritual weapon* and avoid melee using their *harmful spell ability*.

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