

QUARTERSHOTS

Roads & Ruins

dcc combat prep pack

WRITING: BOB BRINKMAN

EDIT & 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 Vlastok” created by Jonathan Heyerdahl

The QuarterShots: Roads & Ruins DCC Combat Prep Pack is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.

version 1.0 July 2025

QuarterShots: Roads & Ruins is Copyright ©2024 Deck and Dice Games LLC. All rights reserved.
QuarterShots, Deck and Dice Games and their respective logos are trademarks of
Deck and Dice Games LLC
P.O. Box 15004
San Diego, CA 92175
DeckandDiceGames.com

table of contents

How To Use	3
-------------------------	---

Combat Preps

Decoy Escort.....	4
The Black Carriage.....	5
Ghost Tower.....	n/a
Camp Burglar.....	6
Bad Boss.....	7
Orchard Ambush.....	8
Standing Stones.....	9
Illusion Bridge.....	10
Stranded Cleric.....	11
Fortune Teller's Ploy.....	n/a
Traveling Bard.....	12
Magic Shop Portal.....	13
Orphaned Mutt.....	14
Home Invasion.....	15
Wandering Carnival.....	16
Wrecked Carriage.....	17
Kidnapping.....	18
Potion Shop.....	19
Ruined Outpost.....	20
Possession Trick.....	21
False Accusations.....	22
Treasure Hunt.....	23

Legal	24
--------------------	----



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.

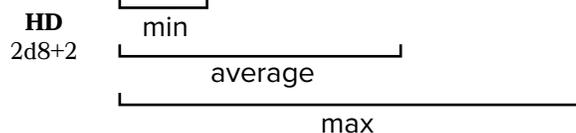
At a minimum, you'll want to modify these encounters to approximate the difficulty level you are providing for your players. **Increasing/decreasing the number of creatures, modifying bonuses and adjusting hit points (HP)** are quick ways to do this.

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	<input type="checkbox"/>

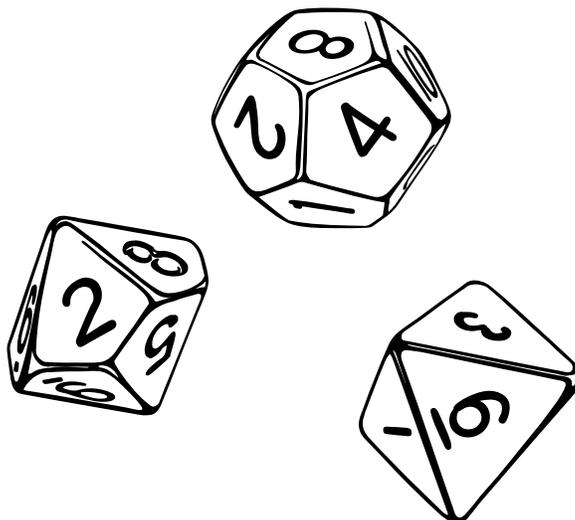
The darkest tickboxes represent the **minimum possible HP**.



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

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

If you're a novice 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 berserk 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.



dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	HP
Ikvikov	18	+4	30'	Fist	+8		1d8+2	<input type="checkbox"/>
Visivilia	14	+1	60'	2 Hooves	+4		2d6+4	<input type="checkbox"/>
Aran	10	+0	30'	Fist	+0		1d3	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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	<table border="1"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		
□□□□	□□□□	□□□□	□□□□																																																		

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 □□□□ 8 □□□□ 9 □□□□ 10 □□□□ 11 □□□□ 12 □□□□																				
(3) Ogre	16	+2	20'	Great club Javelin	+5 +2	30/60/90	1d8+6 1d6	1 2 3	<table border="0"> <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>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□								
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										
(2) Troll	19	+6	40'	Bite Claw	+10 +8		2d8+6 2d6	1 2	<table border="0"> <tr> <td>□□□□□</td> <td>□□□□□</td> <td>□□□□□</td> <td>□□□□□</td> </tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										
□□□□□	□□□□□	□□□□□	□□□□□																										

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.



dcc combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kindryl & (11) Refugees	10	+1	30'					1	□□□□ 4 □□□□ 7 □□□□ 10 □□□□
								2	□□□□ 5 □□□□ 8 □□□□ 11 □□□□
								3	□□□□ 6 □□□□ 9 □□□□ 12 □□□□
Krukkan	13	+1	15'	Greatspear	+7		1d12+3		□□□□□ □□□□□ □□□□□ □□□□□
Krukkan's Mount	14	+1	60'	Hoof	+5	10'	1d6+3		□□□□□ □□□□□ □□□□□ □□□□□
(3) Orc Shaman	13	+1	30'	Mace	+1		1d6	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□
(24) Orc Hunters	14	+1	30'	Battleaxe Javelin	+1 +2	30/60/90	1d10 1d5	1	□□□□□ □□□□□ 13 □□□□□ □□□□□
								2	□□□□□ □□□□□ 14 □□□□□ □□□□□
								3	□□□□□ □□□□□ 15 □□□□□ □□□□□
								4	□□□□□ □□□□□ 16 □□□□□ □□□□□
								5	□□□□□ □□□□□ 17 □□□□□ □□□□□
								6	□□□□□ □□□□□ 18 □□□□□ □□□□□
								7	□□□□□ □□□□□ 19 □□□□□ □□□□□
								8	□□□□□ □□□□□ 20 □□□□□ □□□□□
								9	□□□□□ □□□□□ 21 □□□□□ □□□□□
								10	□□□□□ □□□□□ 22 □□□□□ □□□□□
								11	□□□□□ □□□□□ 23 □□□□□ □□□□□
								12	□□□□□ □□□□□ 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 Krukkan, 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.

krukkan

Krukkan: 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 Krukkan'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.

krukkan's mount

Krukkan'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 Krukkan's entrance, to protect him.
Round 2+ - *holy sanctuary*, right after Krukkan'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
Leader	15	+1	25'	Scimitar Dagger (melee) Dagger (range)	+6 +6 +7	10/20/30	1d7+3 1d4 1d4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
(8) Bandits	12	+2	30'	Scimitar Crossbow	+2 +3	50/100/150	1d7+1 1d6	1-8	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Cleric	11	+0	30'	Mace	+2		1d6		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

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
Bonnie	15	+2	30'	Scimitar Dagger (melee) Dagger (range)	+5 +6 +7	10/20/30	1d7 1d4 1d4		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Invaders	13	+1	30'	Scimitar Crossbow	+3 +2	80/60/240	1d7+1 1d6	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"/>
Mother Son Daughter	9	-2	25'	Fist	-3		1d3-1	1 2 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"/>

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



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		<input type="checkbox"/>
(12) Kidnapper	12	+0	30'	Scimitar Crossbow	+1 +1	80/160/240	1d7+1 1d6	12	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"/> 7 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 8 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 10 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 11 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 12 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Xavius	11	+12	30'	Dagger (melee) Dagger (range)	+1 +2	10/20/30	1d4+1 1d4+1		<input type="checkbox"/>

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	RANGE	DAMAGE	#	HP								
Isthet Brimlindi Orevia	11	+1	30'	Dagger (melee)	10/20/30	1d4	1	<table border="0"> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
				□□□□□			□□□□□	□□□□□	□□□□□							
				□□□□□			□□□□□	□□□□□	□□□□□							
2	<table border="0"> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□							
□□□□□	□□□□□	□□□□□	□□□□□													
□□□□□	□□□□□	□□□□□	□□□□□													
3	<table border="0"> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□							
□□□□□	□□□□□	□□□□□	□□□□□													
□□□□□	□□□□□	□□□□□	□□□□□													
Cairon	13	+1	30'	+2 Staff		1d4+2		<table border="0"> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□
□□□□□	□□□□□	□□□□□	□□□□□													
□□□□□	□□□□□	□□□□□	□□□□□													

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
Alerchae	11	+2	30'	Dagger (melee) Dagger (range)	+2 +3	10/20/30	1d4		<input type="checkbox"/>
Demons	18	+4	30'	Claw Bite	+8 +10		1d8+2 1d12	1	<input type="checkbox"/>
								2	<input type="checkbox"/>
								3	<input type="checkbox"/>
								4	<input type="checkbox"/>

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		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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	+1	25'	Longsword	+4	1d8+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"/>
Ingot Boulderbraid	15	+0	15'	Mace Harmful Spell	+2 n/a	1d6 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"/>

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.

For digital versions of the maps and handouts,
or to sign up to our mailing list:



DeckandDiceGames.com

This book is a work of fiction. Any references to historical events, real people, or real places are used fictitiously. Other names, characters, places and events are either used by permission or are products of the author's imagination, and any resemblance to actual events or places or persons, living or dead is entirely coincidental.

The QuarterShots: Roads & Ruins DCC Combat Prep Pack is based on the Dungeon Crawl Classics Role Playing Game, published by Goodman Games. This product is published under license. Dungeon Crawl Classics and DCC RPG are trademarks of Goodman Games. All rights reserved. For additional information, visit www.goodman-games.com or contact info@goodman-games.com.”