

Roads & Ruins

shadowdark combat prep pack

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version 1.0 June 2025

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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.

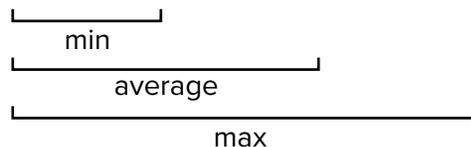
In the Stat Blocks, a creature's HP is shown as a number followed by a range. While many GMs just use given HP, **depending on the strength of the party**, you may want to **pick an appropriate HP in the recommended range**.

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	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(2) Bandits	13	+1	near	Shortsword Shortbow	+3	near far	1d6	1	□□□□□ □□□□□ □□□□□ □□□□□
							1d4	2	□□□□□ □□□□□ □□□□□ □□□□□

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

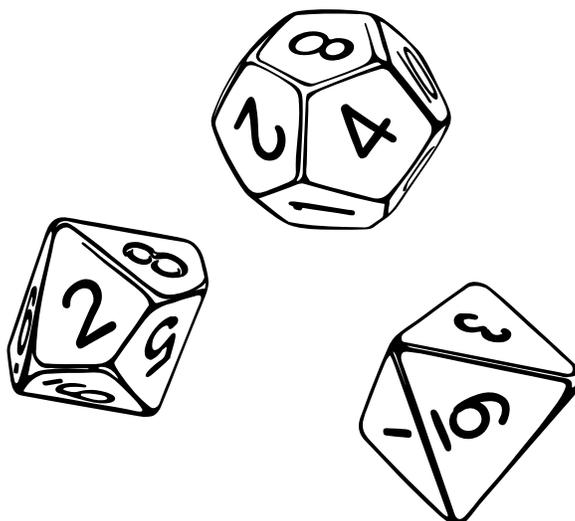
HP 12
(6-18)



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!**





shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Doral	12	-1	near	Crossbow	-1	far	1d6		□□□□ □□□
Sillryn	14	+3	near	(3x) Longsword	+5	close	1d8		□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
(3) Archer	14	+2	near	(2x) Longbow	+4	far	1d8	1	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
								2	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
								3	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
(3) Swordsman	14	+2	near	(2x) Longsword	+4	close	1d8	1	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
								2	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
								3	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□
Gorilla	14	+2	near	(2x) Rend or Rock	+6 +2	close near	2d6 1d4		□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□

shadowdark stat blocks

doral

AC 12	HP 5	MV near	AL N
Chain	(3-8)		LV 1
STR	10		<i>Note:</i> He often has his finger on the trigger. He'll accidentally pull it in the funniest or most inappropriate situation. He's afraid of combat and must succeed CHA DC 11 to use attack action.
DEX	9	-1	
CON	12	+1	
INT	10		
WIS	8	-1	
CHA	8	-1	
ATTACK			
Crossbow Ranged	-1	close	1d6

archer

AC 13	HP 16	MV near	AL N
leather	(8-24)		LV 3
STR	11		<i>Note:</i> All Archers focus on one target until it falls. 1st target is the carriage driver. 2nd targets are healers and focused casters.
DEX	15	+2	
CON	12	+1	
INT	11		
WIS	13	+1	
CHA	11		
ATTACK (2 Longbow)			
Longbow Ranged	+4	close	1d8

gorilla

AC 14	HP 25	MV near	AL N
Fur	(12-37)	(climb)	LV 5
STR	22	+6	<i>Mighty jungle-dwelling ape.</i> <i>Note:</i> It obeys Sillryn's simple commands, but is easily distracted by food. It will <i>Hangry Rage</i> if it sees food that it can't
DEX	15	+2	
CON	19	+4	
INT	5	-3	
WIS	11		
CHA	8	-1	
ATTACK (2 Rend or 1 Rock)			
Rend	+6	close	2d6
Rock	+2	near	1d4

sillryn

AC 14	HP 35	MV near	AL N
leather	(18-52)		LV 7
STR	15	+2	<i>Note:</i> Stays on carriage, giving orders and fending off attacks. Saves <i>Healing & Invis</i> potions for fleeing.
DEX	16	+3	
CON	14	+2	
INT	14	+2	
WIS	11		
CHA	14	+2	
ATTACK (4 Longsword)			
Longsword	+5	close	1d8
TALENT			
Parry: Trade 2 longsword attacks next round to deflect a melee attack that would hit.			

swordsman

AC 14	HP 16	MV near	AL N
leather	(8-24)		LV 3
STR	14	+2	<i>Note:</i> They stay near PCs carriage, until can take control and drive away. ADV on hearing and vision checks.
DEX	14	+2	
CON	12	+1	
INT	11		
WIS	10		
CHA	11		
ATTACK (2 Longsword)			
Longsword Melee	+4	close	1d8

TALENT

Hangry Rage	+1d6 Damage. Adv to STR checks. Lasts until it gets food.
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shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Supervisor	10	+0	near	Fist	+0	5	1		□□□□□
(12) Kobold Worker	13	+2	near	Tool Rock	+0	close near	1d4	1	□□□ □□□□□ 7 □□□□
								2	□□□ □□□□□ 8 □□□□
								3	□□□ □□□□□ 9 □□□□
								4	□□□ □□□□□ 10 □□□□
								5	□□□ □□□□□ 11 □□□□
								6	□□□ □□□□□ 12 □□□□
(3) Ogre	9	-1	near	Greatclub Javelin	+6	close far	2d6 1d4	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□
(2) Troll	12	+2	near	(1x) Bite & (2x) Claw	+4	close	1d6 1d10	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□

shadowdark stat blocks

KOBOLD WORKER

AC 13 leather **HP** 1 (1-3) **MV** near **AL C** LV 0

STR 7 -2 **DEX** 15 +2 **CON** 10 **INT** 8 -1 **WIS** 10 **CHA** 8 -1

Note: If a PC falls, they take any weapons before targeting another PC.

One Kobold runs around extinguishing lights.

ATTACK

Tool Melee	+0	close	1d4
Rock Ranged	+0	near	1d4

TALENT

Dodge: 1/day, an attack that would hit misses instead.

OGRE

AC 9 none **HP** 30 (20-40) **MV** near **AL C** LV 6

STR 19 +4 **DEX** 8 -1 **CON** 16 +3 **INT** 7 -2 **WIS** 7 -2 **CHA** 7 -2

Note: At Near, throws Spear at PCs with worst armor. Next round advances to melee attack same PCs.

Will help Kobolds only as long as it looks like a winnable battle.

ATTACK

Greatclub Melee	+6	close	2d6
Javelin Ranged	+6	far	1d4

troll

AC 12 none **HP** 24 (12-36) **MV** near **AL C** LV 5

STR 17 +3 **DEX** 14 +2 **CON** 15 +2 **INT** 8 -1 **WIS** 10 **CHA** 9 -1

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 Regenerate.

ATTACK (1 Bite & 2 Claw)

Bite Melee	+4	close	1d6
Claw Melee	+4	close	1d10

TALENT

Regenerate: Regains 2d6 HP on its turn unless its wounds are cauterized with fire or acid.



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Aerdin	9	-1	near	Fist	-2	close	1d4		□□□
(2) Orc Farmer	11		near	Kludge	+2	close	1d4	1 2	□□□□□□ □□□□□□
Orc Leader	13	+2	near	Crossbow	+5	far	1d6		□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□
(3) Orc Archer	13	+2	near	Crossbow	+5	far	1d6	1 2 3	□□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□ □□□□□□

shadowdark stat blocks

aerdin

AC 9 none	HP 2 (1-3)	MV near	AL N LV 0
STR 6	-2	<i>Note:</i> Runs from all combat	
DEX 9	-1		
CON 9	-1		
INT 9	-1		
WIS 8	-1		
CHA 10			
ATTACK			
Fist Melee	-2	close	1d4

ORC "farmer"

AC 11	HP 4 (2-6)	MV near	AL C LV 1
STR 14	+2	<i>Note:</i> They pretend to put up a fight, but then quickly surrender.	
DEX 10			
CON 11			
INT 8	-1		
WIS 10			
CHA 8	-1		
ATTACK			
Kludge Melee	+2	close	1d4
TALENT			
Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).			

ORC leader

AC 13 leather	HP 19 (10-28)	MV near	AL C LV 4
STR 16	+3	<i>Note:</i> Crossbow Ambush attack from hiding. Moves & hides, staying far away.	
DEX 14	+2		
CON 13	+1		
INT 12	+1		
WIS 11		Will not engage in melee.	
CHA 12	+1		
ATTACK (2 Crossbow)			
Crossbow Ranged	+5	far	1d6
TALENT			
Ambush: Deal +1d6 when undetected.			
Stealthy: ADV on checks to sneak and hide.			

ORC ARCHER

AC 13 leather	HP 19 (10-28)	MV near	AL C LV 4
STR 16	+3	<i>Note:</i> Crossbow attack from hiding. Moves & hides, staying far away.	
DEX 14	+2		
CON 13	+1		
INT 10			
WIS 11		Will not engage in melee.	
CHA 9	-1		
ATTACK (2 Crossbow)			
Crossbow Ranged	+5	far	1d6
TALENT			
Ambush: Deal +1d6 when undetected.			
Stealthy: ADV on checks to sneak and hide.			



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Kindryl & (11) Refugees	10	+0	near	Fist	+1	close	1d4	1	□□□□ 4 □□□□ 7 □□□□ 10 □□□□
								2	□□□□ 5 □□□□ 8 □□□□ 11 □□□□
								3	□□□□ 6 □□□□ 9 □□□□ 12 □□□□
Krukkan	14	+1	dbl near*/close	Greatspear	+6	close	2d6		□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
Krukkan's Mount	11	+1	dbl near	Hooves	+3	close	1d6		□□□□□ □□□□□ □□□□□ □
(3) Orc Shaman	10	+1	near	Mace	+5	close	1d6	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□
(24) Orc Hunters	13	+1	near	Greataxe	+5	close	1d10	1	□□□□□ □ 13 □□□□□ □
								2	□□□□□ □ 14 □□□□□ □
								3	□□□□□ □ 15 □□□□□ □
								4	□□□□□ □ 16 □□□□□ □
								5	□□□□□ □ 17 □□□□□ □
								6	□□□□□ □ 18 □□□□□ □
								7	□□□□□ □ 19 □□□□□ □
								8	□□□□□ □ 20 □□□□□ □
								9	□□□□□ □ 21 □□□□□ □
								10	□□□□□ □ 22 □□□□□ □
								11	□□□□□ □ 23 □□□□□ □
								12	□□□□□ □ 24 □□□□□ □

shadowdark stat blocks

kindryl/refugees

AC 10 none	HP 2 (1-3)	MV near	AL N LV 1
STR 12	+1	<i>Note:</i> If targeted, will run away. Won't provoke Orcs.	
DEX 10			
CON 13	+1	They focus on giving PCs ADV by using helping them creatively.	
INT 12	+1		
WIS 10			
CHA 10		They stabilize fallen PCs.	

orc hunters

AC 13 chain	HP 4 (2-6)	MV near	AL C LV 1
STR 13	+2	<i>Note:</i> If PCs range attack Krukkan, Orcs will rush to overpower them.	
DEX 10			
CON 11		Immune to Morale checks while Kurkan appears strong, knowing Shaman will bring them back with <i>Healing Chant</i> .	
INT 8	-1		
WIS 10			
CHA 8	-1		
ATTACK			
Greataxe Melee	+2	close	1d10
TALENT			
Rage: 1/day, immune to morale checks, +1d4 damage (3 rounds).			

krukkan

AC 14 chain	HP 30 (15-45)	MV dbl near*/close	AL N LV 6
STR 18	+4	<i>Note:</i> Enters battlefield roaring as Shaman buff him. Points spear and charges strongest PC.	
DEX 12	+1		
CON 16	+3	Hidden Shaman cast 3 spells/turn through him.	
INT 10			
WIS 11		PCs may target Conduit Crystal in helm at DIS.	
CHA 14	+2		

ATTACK (2 Greatspear)

Greatspear Melee	+6	close	2d6
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TALENT

Conduit Crystals: Spells/senses transfer through people touching gems. One is in Krukkan's helm, other in Shaman carriage. Crystal is immune to most damage, but is destroyed by 1 HP from crushing weapon.

krukkan's mount

AC 11	HP 11 (5-16)	MV dbl near	AL N LV 2
STAT BLOCK			
Horse	ShadowDark p227		

orc shaman

AC 10	HP 22 (11-33)	MV near	AL N LV 5
STR 13	+1	<i>Note:</i> <i>Holy Flame</i> & <i>Portend</i> as Krukkan rides into combat.	
DEX 10			
CON 11		<i>Portent and Unmake</i> on strong melee targets.	
INT 10	0		
WIS 14	+2	When Orcs within Near reach 0 HP, <i>Healing Chant</i> can bring them back.	
CHA 10			

ATTACK

Mace Melee	+5	close	1d6
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SPELL (WIS +5)

Healing Touch: DC 11. Heal one creature within close for 2d4 HP.

Portent: DC 12. Focus. A Near target has ADV or DIS on all attack rolls and checks.

Holy Flame: DC 13. Weapon ignites and deals +1d6 damage for 5 rounds.

Unmake: DC 12. One target in far takes 2d8 damage.

Healing Chant: DC 13. All Near allies are healed 1d4 HP.



shadowdark combat quick reference table

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

shadowdark stat blocks

KRAVAR

AC 8 none	HP 7 (4-12)	MV near	AL C LV 3
STR 9 -1	DEX 7 -2	CON 5 -3	INT 17 +3
WIS 12 +1	CHA 11	Note: He's already exhausted most of his spells. Stays invisible, uses illusions to appear to flee.	
ATTACK			
Dagger Melee	+0	close	1d4
SPELLS (INT +3)			
Illusion: DC 11. Create a convincing visual and/or auditory illusion within near. Lasts until dismissed.			
Vanish: DC 12. Become invisible for 2d4 rounds.			

GOBLIN/ARCHER

AC 11	HP 5 (2-8)	MV near	AL C LV 1
STR 10	DEX 12 +1	CON 13 +1	INT 9 -1
WIS 8 -1	CHA 6 -2	Note: They try to lure PCs into oil filled pits, then throw lit torches in.	
ATTACK			
Scimitar Melee	+0	close	1d6
Shortbow Ranged	+1	far	1d4
TALENT			
Keen Senses: Can't be surprised.			



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP																																																																																																																																																																
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shadowdark stat blocks

leader

AC 14 leather	HP 32 (16-48)	MV near	AL C LV 6
STR 15 +2	DEX 16 +3	CON 14 +2	INT 14 +2
WIS 11	CHA 14 +2	<i>Note:</i> Avoids combat, if possible. Otherwise, will distract PCs until wagon is gone.	
ATTACK (2 Scimitar & 1 Dagger)			
Scimitar Melee	+4	close	1d6
Dagger Melee	+4	close	1d4
Dagger Ranged	+5	near	1d4
TALENT			
Parry: Trade 2 scimitar attacks next round to deflect a melee attack that would hit.			

bandits

AC 12 leather	HP 10 (5-15)	MV near	AL C LV 2
STR 11	DEX 12 +1	CON 12 +1	INT 10
WIS 10	CHA 10	<i>Note:</i> If attacked, half will defend, so the other half can flee with the wagon.	
ATTACK			
Scimitar Melee	+2	close	1d6
Crossbow Ranged	+3	far	1d6

cleric

AC 11 leather	HP 22 (11-33)	MV near	AL L LV 4
STR 9 -1	DEX 10	CON 12 +1	INT 13 +1
WIS 16 +3	CHA 10	<i>Note:</i> Cleric casts <i>Rebuke</i> as soon as they realize PCs are there.	
ATTACK			
Mace Melee	+2	close	1d6
SPELL (WIS +3)			
Healing Touch: DC 11. Heal one creature within close for 2d4 HP.			
Omens: DC 12. ADV on all actions for 1d4 rounds.			
Rebuke: DC 13. Chaotic creatures cannot attack priest or come within near range while Focused.			
Unmake: DC 13. One target in far takes 3d8 damage.			

shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Deedee	15	+3	near	Longbow	+5	far	1d8		<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <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	near	Longsword Crossbow	+2 +3	close far	1d8 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"/>
(6) Commoners	10	+0	near	Fist	+0	close	1d4	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"/>

shadowdark stat blocks

deedee

AC 14 leather **HP** 24 (12-36) **MV** near **AL** L **LV** 5

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

Note: Longbow has no penalty for close range. She uses it like melee.

ATTACK (2 Longbow)

Longbow Ranged	+5	far	1d8
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SPELL (CHA +3)

Healing Touch: DC 11. Heal one creature within close for 1d4 HP.

Fade: DC 13. Become invisible for 1d4 rounds.

Hypnotize: DC 13. One target in near range who can see caster is helplessly stupefied for duration.

Translate: DC 12. Can speak the language of all within near for 2d4 rounds.

bandits

AC 12 leather **HP** 10 (5-15) **MV** near **AL** C **LV** 2

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

Note: They hide until old man throws *Dust of Sneezing & Choking* (DMG p166/255, SRD p219) 30ft radius, DC 15 Con save per round or incapacitated. They flee if an ally drops.

ATTACK

Longsword Melee	+2	close	1d8
Crossbow Ranged	+3	far	1d6

commoners

AC 10 none **HP** 2 (1d4) **MV** near **AL** N **LV** 1

STR	10	
DEX	10	
CON	10	
INT	10	
WIS	10	
CHA	10	

Note:

ATTACK

Fist Melee	+0	close	1d4
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shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP																																
☞weeldore	12	+2	near	Staff	+6	close	1d4		<table style="width: 100%; border-collapse: collapse;"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□																				
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(2) Bounty Hunter	15	+3	near	Longsword Crossbow	+6 +5	close far	1d8 1d6	1 2	<table style="width: 100%; border-collapse: collapse;"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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Braff	17	+1	near	Longsword	+6	close	1d8		<table style="width: 100%; border-collapse: collapse;"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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shadowdark stat blocks

gweeldore

AC 12 none	HP 40 (20-60)	MV near	AL N LV 10
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STR 10 **DEX** 14 +2 **CON** 12 +1 **INT** 20 +5 **WIS** 15 +2 **CHA** 16 +3

Note: Mind Blank is cast. Uses Mass Suggestion to calm aggression. Keeps a slot open at each level for Counterspell.

ATTACK

Staff Melee	+6	close	1d4
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SPELLS (INT +9)

Arcane Armor: DC 12. AC 16 for 2d4 rounds.

Banish: DC 14. All extradimensional creatures within near DC 15 CHA or sent back to their home planes

Bind: DC 12. One humanoid in far paralyzed 1d4 rounds.

Death Bolt: DC 15. One target of LV 9 or less within near DC 15 CON or go to 0 HP.

Gate: DC 14. Open a portal at a point within near to another location on any plane. 1d6 rounds or until dismissed.

Invisibility: DC 13. Become invisible for 2d4 rounds.

Magic Bolt: DC 13. 2d4 damage to up to three targets within far.

Time Stop: DC 15. Time freezes for everyone except the caster for 1d4 rounds. Everything that occurs during the time freeze happens simultaneously when the spell ends.

lee chen

AC 13 leather	HP 13 (7-20)	MV near	AL N LV 3
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STR 11 **DEX** 14 +2 **CON** 10 **INT** 13 +1 **WIS** 12 +1 **CHA** 16 +3

Note:

ATTACK (2 Longsword)

Shortsword Melee	+0	close	1d6
Dagger Ranged	+2	near	1d4

TALENT

Stealthy: ADV on DEX checks to sneak and hide.

Backstab: Deal x2 damage against surprised creatures.

bounty hunter

AC 15 leather	HP 38 (19-57)	MV near (climb)	AL C LV 8
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STR 14 +2 **DEX** 18 +4 **CON** 15 +2 **INT** 14 +2 **WIS** 16 +3 **CHA** 16 +3

Note:

ATTACK (2 Longsword)

Longsword Melee	+6	close	1d8
Crossbow Ranged	+5	near	1d6

TALENT

Track: ADV to WIS perception rolls when searching for hidden or fleeing creatures.

braff

AC 17 scale	HP 48 (24-72)	MV near	AL N LV 10
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STR 18 +4 **DEX** 13 +1 **CON** 14 +2 **INT** 10 **WIS** 11 **CHA** 10

Note: Warns "You sure?" before combat. He drags anyone grappled or dropped to 0 hp to Gweeldore, who Gates them away.

ATTACK (2 Longsword)

Longsword Melee	+6	close	1d8
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shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Dog	12	+3	near	Scimitar	+5	close	1d6		☐☐☐
(4) Ambusher	10	-1	near	Shortsword	+0	close	1d6	1 2 3 4	☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
(4) Guard	16	+1	near	Spear Crossbow	+1	close far	1d6 1d6	1 2 3 4	☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐
Dragon	16	+3	dbl near (fly)	Rend	+8	close	2d8		☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐ ☐☐☐☐☐☐

shadowdark stat blocks

dog

AC 12	HP 2 (1-3)	MV near	AL L LV 0
STR	8 -1	<i>Note:</i> Avoids combat, except against Dragon. If a PC has befriended it, it annoys the Dragon and draws its full attention.	
DEX	14 +2		
CON	12 +1		
INT	6 -2		
WIS	12 +1		
CHA	7 -2		

TALENT

Elusive: Attacks which target the dog are unsuccessful, unless it takes attack action.

ambusher

AC 10 leather	HP 4 (2-6)	MV near	AL N LV 1
STR	11	<i>Note:</i> They run as soon as one takes damage.	
DEX	8 -1	This is their third attempt at a robbery. The second was successful only because the lone granny felt bad because they were "sooo skinny."	
CON	11	She gave them a copper each and advised them to spend it on "a warm bowl of sweetbreads."	
INT	9 -1		
WIS	7 -2		
CHA	10		

ATTACK

Shortsword Melee	+0	close	1d6
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guard

AC 14 chain	HP 11 (6-16)	MV near	AL C LV 2
STR	13 +1	<i>Note:</i> They Crossbow attack from carriage and caravan flees if they are not winning combat by end of 2nd round.	
DEX	12 +1		
CON	12 +1		
INT	10		
WIS	11		
CHA	10		

ATTACK

Spear Melee	+1	close	1d6
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Crossbow Ranged	+1	far	1d6
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green dragon

AC 16 scales	HP 58 (29-87)	MV dbl near (fly)	AL N LV 12
STR	19 +4	<i>Note:</i> Surprise <i>Breath attack</i> , then flies into low clouds.	
DEX	17 +3	Long wait and then returns to take horse or attack largest PC, then flies back to clouds.	
CON	18 +4	This repeats until PC is down. Takes them back to lair.	
INT	16 +3		
WIS	16 +3		
CHA	19 +4		

ATTACK (3 Rend or 1 Poison Breath)

Rend Melee	+8	close	2d8
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TALENT

Animate Plants: 1/day, in place of attacks. Vines grab at all enemies within Double Near of dragon. DC 15 DEX or unable to move 1d4 rounds.

Poison Breath: Fills a near-sized cube extending from dragon. DC 15 CON or 3d8 damage.



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(16) Carny	11	+1	near	Club	+1	close	1d4	1	□□□□□ □ 9□□□□□ □
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								3	□□□□□ □ 11□□□□□ □
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								5	□□□□□ □ 13□□□□□ □
								6	□□□□□ □ 14□□□□□ □
								7	□□□□□ □ 15□□□□□ □
								8	□□□□□ □ 16□□□□□ □
Hedge-born	10		near	Club	+4	close	1d4	□□□□□ □□	
(3) Pickpockets	12	+2	near	Dagger	+2	close	1d4	1	□□□□□ □□□
								2	□□□□□ □□□
								3	□□□□□ □□□
Skeleton	10	+2	near	Fist	+1	close	1d4	□□□□□ □□□□□ □□□□□ □□□□□	
Dragon	16		near (fly dbl near)	Rend	+6	close	2d8	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□	
Boxer	13	+2	near	Fist	+4	close	2d4	□□□□□ □□□□□ □□□□□ □□□□□	

shadowdark stat blocks

carny

AC 11 none	HP 4 (2-6)	MV near	AL N LV 1
STR 13 +1	DEX 12 +1	CON 14 +2	INT 10
WIS 10	CHA 10	<i>Note:</i> When sober, they avoid fighting. It's bad for business. While they never attack first, after some drinking, if PCs haven't gained their respect, several Carnies get rowdy and try to get the PCs to start a fight.	
ATTACK			
Club Melee	+1	close	1d4

hedge-born

AC 10 none	HP 5 (3-7)	MV near	AL N LV 1
STR 12 +1	DEX 10	CON 16 +3	INT 8 -1
WIS 7 -2	CHA 10	<i>Note:</i> Takes short break between PCs attempts to "Knock Down the Hedge-born" and heals 1-2hp. Won't defend themselves unless a weapon is used.	
ATTACK			
Club Melee	+1	5 ft	1d4

pickpockets

AC 12 none	HP 5 (3-7)	MV near	AL C LV 1
STR 10	DEX 14 +2	CON 10	INT 12 +1
WIS 10	CHA 10	<i>Note:</i> If a pickpocket takes damage, other Carnies try to break up the fight. They will join combat, only if they can't stop the fight.	
ATTACK			
Dagger Melee	+2	5 ft	1d4

skeleton

AC 10 none	HP 11 (6-16)	MV near	AL C LV 2
STR 12 +1	DEX 10	CON 15 +2	INT 6 -2
WIS 9 0	CHA 8 -1	<i>Note:</i> Tips it's hat every time it hits.	
ATTACK (2 Claw)			
Claw Melee	+1	close	1d6
TALENT			
Undead: Immune to morale checks.			

red dragon calf

AC 16 scales	HP 58 (29-87)	MV near (fly dbl near)	AL C LV 12
STR 19 +4	DEX 14 +2	CON 17 +3	INT 12 +1
WIS 12 +1	CHA 15 +2	<i>Note:</i> If the dragon still has its muzzle on, its breath weapon affects only one target that is Close.	
ATTACK (2 Rend or 1 Fire Breath)			
Rend Melee	+6	close	2d8
TALENT			
Fireblood: Fire immune.			
Fire Breath: Double near-sized cube from dragon. DC 13 DEX or 4d10 damage.			

BOXER

AC 13 none	HP 11 (6-16)	MV near	AL C LV 2
STR 15 +2	DEX 16 +3	CON 14 +2	INT 8 -1
WIS 10	CHA 9 -1	<i>Note:</i> Until Boxer takes damage, they bob and weave, Dodge. They are showing off, trying to set up a Counterpunch.	
ATTACK			
Fist Melee	+4	close	2d4
TALENT			
Dodge: +2 AC instead of taking an attack.			
Counterpunch: Whenever an opponent fails an attack, Boxer gets a Fist attack.			



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP																																													
Rider	13	+2	near	Longsword Crossbow	+6 +7	close far	1d8 1d6		<table border="1"> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□	□□□□□																																	
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(9) Thief	12	+2	near	Shortsword Hand Crossbow	+3 +5	close near	1d6	1-9	<table border="1"> <tr><td>1</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>2</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>3</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>4</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>5</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>6</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>7</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>8</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> <tr><td>9</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td><td>□□□□□</td></tr> </table>	1	□□□□□	□□□□□	□□□□□	□□□□□	2	□□□□□	□□□□□	□□□□□	□□□□□	3	□□□□□	□□□□□	□□□□□	□□□□□	4	□□□□□	□□□□□	□□□□□	□□□□□	5	□□□□□	□□□□□	□□□□□	□□□□□	6	□□□□□	□□□□□	□□□□□	□□□□□	7	□□□□□	□□□□□	□□□□□	□□□□□	8	□□□□□	□□□□□	□□□□□	□□□□□	9	□□□□□	□□□□□	□□□□□	□□□□□
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shadowdark stat blocks

rider

AC 13 **HP** 36 **MV** near **AL** N
leather (18-54) **LV** 7

STR 13 +1
DEX 15 +2
CON 12 +1
INT 12 +1
WIS 14 +2
CHA 16 +3

Note: Avoids combat until he reaches the hideout.

ATTACK (2 Melee or 1 Ranged)

Longsword Melee	+6	close	1d8
Light Crossbow Ranged	+7	far	1d6

TALENT

Scramble: Once per turn do one of the following: move within near, hide with ADV, or gain +2 to AC.

Sneaky Attack: Deal +1d6 damage when hitting an unaware or distracted target.

kid as a commoner

AC 10 **HP** 2 **MV** near **AL** N
none (1-3) **LV** 1

STR 7 -2
DEX 10
CON 10
INT 10
WIS 10
CHA 10

Note: Flees combat

ATTACK

Fist Melee	+0	close	1d4
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thief

AC 12 **HP** 16 **MV** near **AL** C
none (8-24) (climb) **LV** 4

STR 10
DEX 15 +2
CON 10
INT 12 +1
WIS 12 +1
CHA 16 +3

Note: Speaks in code, and uses *Scramble* to coordinate *Sneaky Attack* positioning.

ATTACK (2 Shortsword)

Shortsword Melee	+3	close	1d6
Crossbow Ranged	+5	near	1d6

TALENT

Scramble: Once per turn do one of the following: move within near, hide with ADV, or gain +2 to AC.

Sneaky Attack: Deal +1d6 damage when hitting an unaware or distracted target.



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Isthet Brimlindi Orevia	12	+2	near	Dagger	+3	close	1d4	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
								3	□□□□□ □□□□□ □□□□□ □□□□□
Ɔairon	13	+2	near	Staff	+5	close	1d4	□□□□□ □□□□□ □□□□□ □□□□□	

shadowdark stat blocks

Isthet, BRIMLINDI & OREVIA

AC 12 **HP** 26 **MV** near **AL** N
none (12-38) **LV** 5

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

Note: They *Slumber* aggressors and demand the rest leave, saving *Fireblast* for those who refuse

ATTACK (1 Dagger or 1 Spell)

Dagger			
Melee	+3	close	1d4

SPELLS (INT +4)

Arcane Armor: DC 12. AC 16 for 2d4 rounds.

Bind: DC 12. One humanoid in far paralyzed 1d4 rounds.

Fireblast: DC 13. 3d6 damage to all within a near sized cube within far.

Slumber: DC 11. Enemy creatures within Near fall asleep if they are LV 2 or less.

CAIRON

AC 13 **HP** 40 **MV** near **AL** N
leather (20-60) **LV** 8

STR	12	+1
DEX	14	+2
CON	13	+1
INT	17	+3
WIS	12	+1
CHA	12	+1

Note: Avoids combat except to defend Sisters. *Vanish* on self before returning, then attack spells.

ATTACK (1 Staff or 2 Spells)

Staff			
Melee	+5	close	1d4

SPELLS (INT +7)

Cancel: DC 13. End one spell affecting a target within Near.

Levitate: DC12. Hover near for duration, vertical movement only.

Magic Bolt: DC 11. 1d4 damage to one target within far.

Shock: DC 13. Hits all creatures in straight line to Near. 3d6 damage.

Vanish: DC 14. Invisible while Focused. If attacks, must make another Focus check.



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
(20) Soldiers	14	+1	near	Spear	+3	close near	1d6	1	□□□□□ □□□□□ □□□□□ □□□□□
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(2) Bodyguards	15	+1	near	Longsword	+5	close	1d8	1	□□□□□ □□□□□ □□□□□ □□□□□
								2	□□□□□ □□□□□ □□□□□ □□□□□
Queen ◊ Andrae	10	+0	near	Fist	+0	close	1d4		□□□□

shadowdark stat blocks

soldiers

AC 14 chain **HP** 12 (6-18) **MV** near **AL** N **LV** 2

STR	13	+1
DEX	12	+1
CON	14	+2
INT	10	
WIS	11	
CHA	10	

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

ATTACK

Spear Melee	+3	close	1d6
Spear Ranged	+3	near	1d6

TALENT

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

bodyguards

AC 15 plate **HP** 36 (18-54) **MV** near **AL** L **LV** 7

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

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

ATTACK (2 Longsword)

Longsword Melee	+5	close	1d8
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TALENT

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

queen andrae

AC 10 none **HP** 3 (2-4) **MV** near **AL** L **LV** 1

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

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

TALENT

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



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAM-AGE	#	HP																																												
Ɖavon	12	+2	near	Dagger, Melee Dagger, Range	+2	close near	1d4		<table border="1"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□																																
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(10) Guards	15	+2	near	Longsword	+4	close	1d8	1-10	<table border="1"> <tr><td>□□□□</td><td>□□□□</td><td>□□□□</td><td>□□□□</td></tr> </table>	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□	□□□□
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shadowdark stat blocks

davon, doppelganger

AC 12 **HP** 20 **MV** near **AL** C
none (10-30) **LV** 4

STR	12	+1
DEX	14	+2
CON	14	+2
INT	12	+1
WIS	10	
CHA	18	+4

Note: If attacked, will tackle weakest PC, and Change Shape into them.

ATTACK (1 Dagger)

Dagger Melee	+2	close	1d4
Dagger Range	+2	near	1d4

TALENT

Change Shape: In place of attacks, transform into any similarly-sized humanoid.

Read Thoughts: Read surface thoughts one creature within Near.

Surprise Attack: +2d4 damage if hit surprised target

guards

AC 15 **HP** 16 **MV** near **AL** N
chain (8-24) **LV** 3

STR	14	+2
DEX	14	+2
CON	12	+1
INT	11	
WIS	10	
CHA	11	

Note: Automatically fails morale check if 1/2 Guards defeated

ATTACK (2 Longsword)

Longsword Melee	+4	close	1d8
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TALENT

On Alert: ADV to hearing and sight checks.

ingot

AC 13 **HP** 27 **MV** near **AL** N
chain (14-40) **LV** 5

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

Note: Heals only when asked.

ATTACK

Mace Melee	+1	close	1d6
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SPELL (WIS +3)

Healing Touch: DC 11. Heal one creature within close for 2d4 HP.

Omens: DC 12. Priest has ADV on all actions for 1d4 rounds.

Rebuke: DC 13. Chaotic creatures cannot attack priest or come within near range for duration.

Unmake: DC 13. One target in far takes 3d8 damage.

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