

QUARTERSHOTS

Roads & Ruins

shadowdark 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.

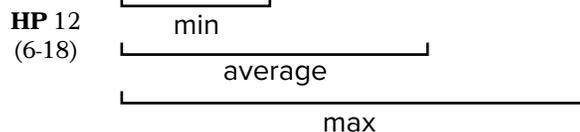
At a minimum, you'll want to modify these encounters to approximate the difficulty level you are providing for your players. **Increasing/decreasing the number** of creatures, **modifying bonuses** and **adjusting hit points (HP)** are quick ways to do this.

In the Stat Blocks, a creature's 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	□□□□□ □□□□□ □□□□□ □□□□□

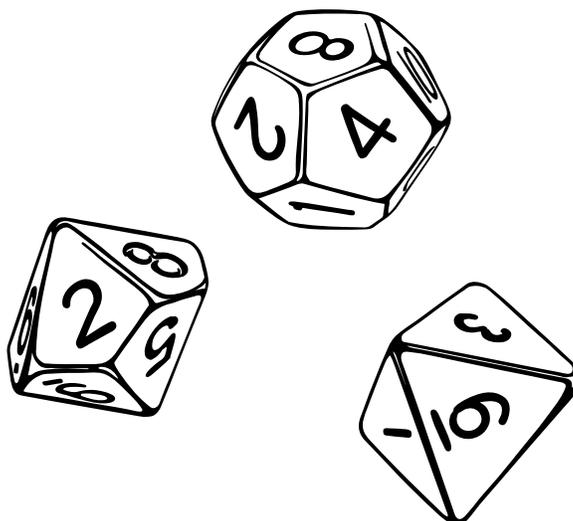
The darkest tickboxes represent the **minimum possible HP**.



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.	
DEX 9	-1		
CON 12	+1		
INT 10			
WIS 8	-1	He's afraid of combat and must succeed CHA DC 11 to use attack action.	
CHA 8	-1		
ATTACK			
Crossbow		-1	close 1d6
Ranged			

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.	
DEX 15	+2	1st target is the carriage driver.	
CON 12	+1		
INT 11			
WIS 13	+1	2nd targets are healers and focused casters.	
CHA 11			
ATTACK (2 Longbow)			
Longbow		+4	close 1d8
Ranged			

gorilla

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

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.	
DEX 16	+3		
CON 14	+2		
INT 14	+2	Saves <i>Healing & Invis</i> potions for fleeing.	
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.	
DEX 14	+2		
CON 12	+1	ADV on hearing and vision checks.	
INT 11			
WIS 10			
CHA 11			
ATTACK (2 Longsword)			
Longsword	+4	close	1d8
Melee			



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	HP																																																																																																									
Ikvikov	17	+2	near	2 Fist & 1 Spell	+8	close	1d10	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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shadowdark stat blocks

ikvikov, demon

AC 17 **HP** 60 **MV** near **AL** C
hide (30-90) **LV** 12

STR 20 +5 **Note:** Does not intend to kill PCs, only trick them.
DEX 15 +2
CON 21 +5
INT 15 +2
WIS 17 +3
CHA 16 +3

ATTACK (2 Fist & 1 Spell)

Fist +8 close 1d10
Melee

TALENT

Impervious: Fire immune. Only damaged by magical sources.

SPELL (INT +5)

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

Invisibility: DC 12. Becomes invisible 10 rounds or until attacks or casts spell

Illusion: DC 13. Create convincing visible and audible illusion.

visivilia, unicorn

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

STR 18 +4 **Note:** Avoids combat, unless attacked or a PC has freed her and healed horn. If so, uses Bless & Healing Horn to protect them.
DEX 14 +2
CON 15 +2
INT 12 +1
WIS 15 +2
CHA 16 +3

ATTACK (2 Hooves)

Hooves +4 close 1d6
Melee

TALENT

Healing Horn: A touch heals 2d6 HP or ends one curse or disease.

Bless: 3/day, touch one target to give it a luck token.

Magic Resist: ADV on checks to resist magical effects

aran

AC 10 **HP** 2 **MV** near **AL** N
none (1-3) **LV** 0

STR 10 **Note:** Flees from combat, while begging for their life.
DEX 10
CON 10
INT 10
WIS 10
CHA 10
 After combat begs or bribes to be taken to nearest town.

ATTACK

Fist +0 close 1d4
Melee



shadowdark combat quick reference table

NAME	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	#	HP
Scout	13	+2	near	Dagger	+4	close near	1d4		□□□□ □□□□ □□□□ □□□□ □□□□
(11) Thieves	12	+2	near	(2x) Shortsword Hand Crossbow	+5	close near	1d6	1	□□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□ □□□□
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shadowdark stat blocks

scout

AC 12 none	HP 16 (8-24)	MV near	AL C LV 3
STR 14 +2	DEX 14 +2	<i>Note:</i> Will not attack while fleeing. Will not try to completely lose the PCs.	
CON 12 +1	INT 11		
WIS 10	CHA 11		
ATTACK			
Dagger Melee	+4	close	1d4
Dagger Ranged	+4	near	1d4
TALENT			
Stealthy: ADV on DEX checks to sneak and hide.			
Dark-adapted: Ignore penalties of total darkness			

thieves

AC 13 leather	HP 27 (14-40)	MV near	AL C LV 5
STR 13 +1	DEX 15 +2	<i>Note:</i> Extinguishes lights at first opportunity	
CON 10	INT 12 +1		
WIS 14 +2	CHA 16 +3		
ATTACK (2 Shortsword)			
Shortsword Melee	+5	close	1d6
Hand Crossbow Ranged	+5	near	1d6
TALENT			
Stealthy: ADV on DEX checks to sneak and hide.			
Backstab: Deal x2 damage against surprised creatures			
Dark-adapted: Ignore penalties of total darkness			



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	□□□ □□□□ □□□□ □□□□ □□□□
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(3) Ogre	9	-1	near	Greatclub Javelin	+6	close far	2d6 1d4	1	□□□□□ □□□□□ □□□□□ □□□□□
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(2) Troll	12	+2	near	(1x) Bite & (2x) Claw	+4	close	1d6 1d10	1	□□□□□ □□□□□ □□□□□ □□□□□
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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.	
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.	
ATTACK			
Greatclub Melee	+6	close	2d6
Javelin Ranged	+6	far	1d4
Note: Will help Kobolds only as long as it looks like a winnable battle.			

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
Kindryl & (11) Refugees	10	+0	near	Fist	+1	close	1d4	1	□□□□ 4 □□□□ 7 □□□□ 10 □□□□
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								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	□□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□ □□□□□
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(24) Orc Hunters	13	+1	near	Greataxe	+5	close	1d10	1	□□□□□ □ 13 □□□□□ □
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								12	□□□□□ □ 24 □□□□□ □

shadowdark stat blocks

kindryl/refugees

AC 10	HP 2	MV near	AL N
none	(1-3)		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		They stabilize fallen PCs.	
CHA 10			

orc hunters

AC 13	HP 4	MV near	AL C
chain	(2-6)		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	+2	close	1d10
TALENT			
Age: 1/day, immune to morale checks, +1d4 damage (3 rounds).			

krukkan

AC 14	HP 30	MV dbl near*	AL N
chain	(15-45)	close off horse	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		
INT 10		Hidden Shaman cast 3 spells/turn through him.	
WIS 11		PCs may target Conduit Crystal in helm at DIS.	
CHA 14	+2		
ATTACK (2 Greatspear)			
Greatspear	+6	close	2d6
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	MV dbl near	AL N
	(5-16)		LV 2
STAT BLOCK			
Horse	ShadowDark p227		

orc shaman

AC 10	HP 22	MV near	AL N
	(11-33)		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</i> and <i>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	+5	close	1d6
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	□□□□ □□□□
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								8	□□□□ □□□□
				Shortbow	+1	far	1d4	9	□□□□ □□□□
								10	□□□□ □□□□
								11	□□□□ □□□□
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shadowdark stat blocks

KRAVAR

AC 8 none	HP 7 (4-12)	MV near	AL C LV 3
STR 9 -1	DEX 7 -2	Note: He's already exhausted most of his spells. Stays invisible, uses illusions to appear to flee.	
CON 5 -3	INT 17 +3	Goblins think of him as their current leader.	
WIS 12 +1	CHA 11		
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	Note: They try to lure PCs into oil filled pits, then throw lit torches in.	
CON 13 +1	INT 9 -1	Can be bribed with a few gold coins.	
WIS 8 -1	CHA 6 -2		
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																																																																																																																																																																
Leader	14	+3	near	Scimitar Dagger (Melee) Dagger (Ranged)	+4 +4 +5	close close near	1d6 1d4 1d4		<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																																																																																																				
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(8) Bandits	12	+1	near	Scimitar Crossbow	+2 +3	close far	1d6	1-8	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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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

Note: 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

Note: 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

Note: Cleric casts Rebuke as soon as they realize PCs are there.

If PCs open door, casts *Unmake* and re-locks door.

Won't get off the carriage bench.

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																								
☞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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☞ee Chen	13	+2	near	Shortsword Dagger	+0 +2	close far	1d6 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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shadowdark stat blocks

gweeldore

lee chen

bounty hunter

AC 12 **HP 40** **MV near** **AL N**
none (20-60) **LV 10**

STR 10 **Note:** *Mind Blank* is cast.

DEX 14 +2 Uses *Mass Suggestion* to calm aggression.

CON 12 +1

INT 20 +5 Keeps a slot open at each level for *Counterspell*.

WIS 15 +2

CHA 16 +3

ATTACK

Staff +6 close 1d4
Melee

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.

AC 13 **HP 13** **MV near** **AL N**
leather (7-20) **LV 3**

STR 11 **Note:**

DEX 14 +2

CON 10

INT 13 +1

WIS 12 +1

CHA 16 +3

ATTACK (2 Longsword)

Shortsword +0 close 1d6
Melee

Dagger +2 near 1d4
Ranged

TALENT

Stealthy: ADV on DEX checks to sneak and hide.

Backstab: Deal x2 damage against surprised creatures.

AC 15 **HP 38** **MV near** **AL C**
leather (19-57) (climb) **LV 8**

STR 14 +2 **Note:**

DEX 18 +4

CON 15 +2

INT 14 +2

WIS 16 +3

CHA 16 +3

ATTACK (2 Longsword)

Longsword +6 close 1d8
Melee

Crossbow +5 near 1d6
Ranged

TALENT

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

BRAFF

AC 17 **HP 48** **MV near** **AL N**
scale (24-72) **LV 10**

STR 18 +4 **Note:** Warns "You sure?" before combat.

DEX 13 +1

CON 14 +2 He drags anyone grappled or dropped to 0 hp to Gweeldore, who Gates them away.

INT 10

WIS 11

CHA 10

ATTACK (2 Longsword)

Longsword +6 close 1d8
Melee



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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								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	<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.		
DEX 12 +1			
CON 14 +2			
INT 10			
WIS 10			
CHA 10			
ATTACK			
Club Melee	+1	close	1d4

hedge-born

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

pickpockets

AC 12 none	HP 5 (3-7)	MV near	AL C LV 1
STR 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.		
DEX 14 +2			
CON 10			
INT 12 +1			
WIS 10			
CHA 10			
ATTACK			
Dagger Melee	+2	5 ft	1d4

skeleton

AC 10 none	HP 11 (6-16)	MV near	AL C LV 2
STR 12 +1	<i>Note:</i> Tips it's hat every time it hits.		
DEX 10			
CON 15 +2			
INT 6 -2			
WIS 9 0			
CHA 8 -1			
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	<i>Note:</i> If the dragon still has its muzzle on, its breath weapon affects only one target that is Close.		
DEX 14 +2			
CON 17 +3			
INT 12 +1			
WIS 12 +1			
CHA 15 +2			
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	<i>Note:</i> Until Boxer takes damage, they bob and weave, <i>Dodge</i> . They are showing off, trying to set up a <i>Counterpunch</i> .		
DEX 16 +3			
CON 14 +2			
INT 8 -1			
WIS 10			
CHA 9 -1			
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
Leader	14	+3	near	Scimitar Dagger (Melee) Dagger (Ranged)	+5	close close near	1d6 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"/>
(12) Kidnapper	12	+1	near	Scimitar Crossbow	+3	close far	1d6 1d6	1-12	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Xavius	12	+2	near	Dagger	+2	close	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"/>

shadowdark stat blocks

leader

kidnapper

XAVIUS

AC 14 leather **HP** 32 (16-48) **MV** near **AL** C **LV** 6

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

Note: Is startled when spells or magic effects are used.

ATTACK (2 Scimitar & 1 Dagger)

Scimitar
Melee +5 close 1d6

Dagger
Melee +5 close 1d4

Dagger
Ranged +5 near 1d4

TALENT

Parry: Trade 2 scimitar attacks next round to deflect a melee attack that would hit.

AC 12 leather **HP** 13 (6-20) **MV** near **AL** C **LV** 3

STR 13 +1 **DEX** 12 +1 **CON** 11 **INT** 8 -1 **WIS** 10 **CHA** 10

Note: Two guard Xavius. When PC casts a spell, they yell "Wizard!" and focus attacks on that PC. If PCs try to free Xavius, all attacks focus on them.

ATTACK

Scimitar
Melee +3 close 1d6

Crossbow
Ranged +3 far 1d6

AC 12 none **HP** 27 (13-40) **MV** near **AL** N **LV** 6

STR 9 -1 **DEX** 14 +2 **CON** 8 -1 **INT** 18 +4 **WIS** 14 +2 **CHA** 12 +1

Note: While both hands are bound, *Message* is the only castable spell. He uses it to impart strategic advice during combat that gives ADV to ally's rolls.

ATTACK (1 Dagger or 1 Spell)

Dagger
Melee +2 close 1d4

SPELLS (INT +5)

Arcane Armor: DC 11. Xavius' AC 15 for 2d4 rounds.

Blast: DC 12. Far, one target. 2d6 damage.

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

Fleshweave: DC 13. Transform Close creature into natural creature of same or smaller size for 10 rounds.

Levitate: DC 12. Close hover Near while Focused. Vertical movement only.

Message: DC 11. Mentally send a verbal message to target within Far.

Snare: DC 13. One humanoid target within Near paralyzed while Focused.



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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								20	□□□□□ □□□□□ □□□□□ □□□□
(2) Bodyguards	15	+1	near	Longsword	+5	close	1d8	1	□□□□□ □□□□□ □□□□□ □□□□□
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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

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

ATTACK (2 Longsword)

Longsword Melee +5 close 1d8

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

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																																												
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Ɖngot Boulderbraid	13	+0	near	Mace	+1	close	1d6		<table border="1"> <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

davon, doppelganger

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

STR 12 +1 **Note:** If attacked, will tackle weakest PC, and Change Shape into them.

DEX 14 +2

CON 14 +2

INT 12 +1

WIS 10

CHA 18 +4

ATTACK (1 Dagger)

Dagger +2 close 1d4
Melee

Dagger +2 near 1d4
Range

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

DEX 14 +2

CON 12 +1

INT 11

WIS 10

CHA 11

ATTACK (2 Longsword)

Longsword +4 close 1d8
Melee

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 **Note:** Heals only when asked.

DEX 10

CON 12 +1

INT 13 +1

WIS 16 +3

CHA 10

ATTACK

Mace +1 close 1d6
Melee

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.



shadowdark combat quick reference table

Name	AC	INIT	MV	ATTACK	HIT	RANGE	DAMAGE	HP																																																												
Hendrix Vlastok	13	+3	near	Longsword	+7	close	1d8	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□
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Ramsey	11	+0	near	Knife	+1	close	1d4	<table border="1"> <tr><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□																																																									
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Naldryn Rumnaheim	14	+1	near	Mace	+2	close	1d6	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																				
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Kain Blackbow	13	+2	near	Longsword	+4	close	1d8	<table border="1"> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> <tr><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td><td>□</td></tr> </table>	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□	□																				
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shadowdark stat blocks

hendrix vlastok

AC 13 **HP** 38 **MV** near **AL** L
none (19-57) **LV** 7

STR 18 +4 *Note:* Tries to lead when fighting alongside PCs.

DEX 17 +3

CON 14 +2 Always fights with honor.

INT 15 +2

WIS 11

CHA 16 +3

ATTACK (4 Longsword)

Longsword +7 close 1d8
Melee

TALENT

Parry: Trade 2 longsword attacks next round to deflect a melee attack that would hit.

ramsey

AC 11 **HP** 2 **MV** near **AL** N
none (1-3) **LV** 0

STR 10 *Note:* Only fights in self defense, using carving knife.

DEX 12 +1

CON 10

INT 13 +1

WIS 11

CHA 10

ATTACK

Knife +1 close 1d4
Melee

naldryn rumnaheim

AC 14 **HP** 20 **MV** near **AL** L
chain (10-30) **LV** 4

STR 13 +1 *Note:* If allies are injured Healing Touch and Good Omens on them.

DEX 12 +1

CON 12 +1

INT 13 +1

WIS 16 +3

CHA 10

ATTACK

Mace +2 close 1d6
Melee

SPELL (WIS +3)

Good Omens: DC 12. One target within Near has ADV on all actions for 1d4 rounds.

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

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

kain blackbow

AC 13 **HP** 20 **MV** near **AL** N
leather (10-30) **LV** 4

STR 14 +2 *Note:* If not fighting bugbears, 25% chance each round to flee.

DEX 14 +2

CON 12 +1

INT 11 ADV on WIS checks for on hearing/sight

WIS 10

CHA 11

ATTACK

Longsword +4 close 1d8
Melee

TALENT

On Alert: ADV to hearing and sight checks.

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