

ENEMIES

Guard Leader (Based on Berserker)

AC: 13 (studded leather)

HP: 22 (4d8)

Speed: 30'

STR - 16 (+3) DEX - 12 (+1) CON - 17 (+3) INT - 9 (-1) WIS - 11 (+0) CHA - 9 (-1)

Senses: Passive perception 10

Languages: Common

Challenge: 1 (XXX XP)

Reckless: At start of turn Guard leader can gain advantage on melee weapon attack rolls during that turn but attack rolls against it have advantage until next turn

Actions:

Rusted Greataxe, Melee weapon attack: +5 hit, reach 5' 1 target. Hit: 1d8 slashing

Guard

AC: 14 (chain shirt)

HP: 7, 5, 11, 10, 6 (each number is used with each subsequent guard)

Speed: 30'

STR - 13 (+1) DEX - 12 (+1) CON - 12 (+1) INT - 10 (+0) WIS - 11 (+0) CHA - 10 (+0)

Skills: Perception + 2

Senses: Perception 12

Language: Common

XP: 25/per

Actions:

Rusted Spear: Melee or Ranged - +3 hit, reach 5' or range 20/60' - one target. Hit 3 dmg

Alchemist (modified cult fanatic)

AC: 13 (leather armor)

HP: 17 (3d8+6)

Speed: 30'

STR - 11 (+0) DEX - 14 (+2) CON - 12 (+1) INT - 13 (+1) WIS - 10 (+0) CHA - 14 (+2)

Skills: Deception +4, Persuasion +4, Arcane +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened
Spellcasting: 1st level spellcaster. It's ability intelligence. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): fire bolt, light, mage hand
1st level (2 slots): magic missile, shield

Actions:

Multiattack: makes 2 melee attacks

Rusted Dagger: Melee or range weapon attack, +4 to hit, 5' or 20/60 range. Hit: 3 dmg

Wolf Pets (based on wolf)

AC: 13

HP: 7, 10, 11

Speed: 40'

STR - 12 (+1) DEX - 15 (+2) CON - 12 (+1) INT - 3 (-4) WIS - 12 (+1) CHA - 6 (-2)

Skills: Perception +3, Stealth +4

Senses: passive perception 13

Language: -----

Keen Hearing and smell: advantage on wis (perception) checks that rely on hearing or smell

Pack Tactics: advantage on attack rolls if an ally is within 5' and not incapacitated

Bite: +4hit, 5' 4 dmg (2d4). If target is a creature it must succeed on DC 11 str save or be knocked prone.

Gamewarden (Based on Druid)

AC: 11

HP: 15 (3d8+5)

Speed: 30'

STR - 10 (+0) DEX - 12 (+1) CON - 13 (+1) INT - 12 (+1) WIS - 15 (+2) CHA - 11 (+0)

Skills: Medicine +4, Nature +3, Animal Handling +4

Senses: passive perception 10

Language: Common

Spellcasting: 1st level spellcaster. It's ability intelligence. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): shillelagh, druidcraft
1st level (2 slots): thunderwave, entangle

Quarterstaff. Melee weapon attack +2 hit (+4 with shillelagh), 5' 3dmg bludgeoning or 4 if shillelagh

Cultist

AC: 12
HP: 9
Speed: 30'

STR - 11 (+0) DEX - 12 (+1) CON - 10 (+1) INT - 10 (+1) WIS - 11 (+2) CHA - 10 (+0)

Skills: Deception +2, Religion +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened

Rusted Schimitar. Melee weapon attack +3 hit, 5' 3 dmg

Cult Underlord

AC: 13 (leather armor)
HP: 25 (3d8+6)
Speed: 30'

STR - 11 (+0) DEX - 14 (+2) CON - 12 (+1) INT - 10 (+0) WIS - 13 (+1) CHA - 14 (+2)

Skills: Deception +4, Persuasion +4, Religion +2

Senses: passive perception 10

Language: Common

Dark Devotion. Advantage on saving throws against being charmed or frightened

Spellcasting: 1st level spellcaster. It's ability is wisdom. (Spell save DC 11, +3 hit w/ spell). Has the following wizard spells prepared

Cantrips (at will): sacred flame, light, thaumaturgy
1st level (2 slots): inflict wounds, command

Actions:

Multiattack: makes 2 melee attacks

Rusted Dagger: Melee or range weapon attack, +4 to hit, 5' or 20/60 range. Hit: 3 dmg