



Urban Encounters 2

10 more random urban encounters

Combat

Role-Play

Skill Challenges



Urban Encounters 2

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A Note on Our Limitless Encounters

The purpose of this product is to make your life as DM easier. The following ten encounters, while linked by environment, are random. These encounters were purposefully not designed for a certain level range. Some encounters may require players to come up with solutions other than combat. The world is a scary place and sometimes you may have to run for your life. These modules can be used to craft a random encounter table for travel and exploration, to fill in the hexes of a sandbox, or whenever your players wander to a location for which you had not yet prepared. Feel free to change the names, treasures, and the number of creatures as you see fit. We value your business and your feedback, send us your comments, questions and concerns to support@limitless-adventures.com

Novelties

Every Limitless Adventures product will contain something new; a unique creature, spell, item, god, or optional rule that is previously unpublished. These novelties are set apart in blue text boxes.

Further Adventure™

Each Limitless Encounter will have a Further Adventure™ section to give the DM three ideas for additional quests that could spring from a seemingly random encounter. These hooks are merely suggestions for continuing a plot and should be used or ignored at your discretion. For example, if a hook suggests that the Duchess was the murderer, that is a just a possible twist you could build from and needn't be acted upon if it would disrupt your campaign.

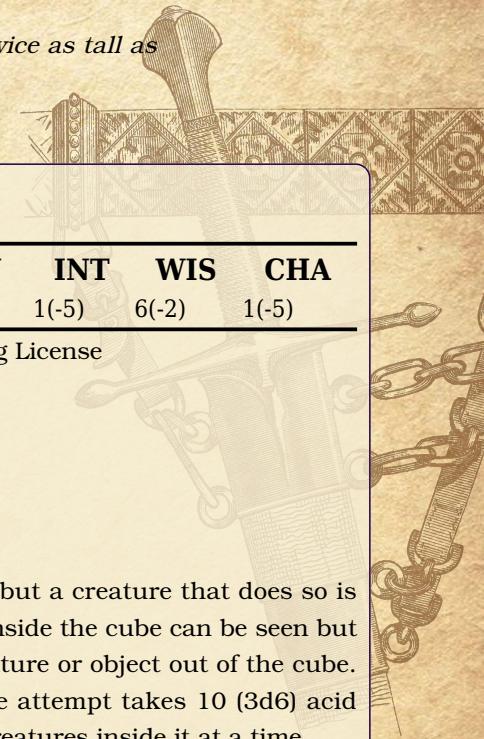
Perhaps you find these encounters useful and recommend them a friend or like us on [Facebook](#) or [Twitter](#)...

You could join our e-mail newsletter and get free exclusives monthly at www.limitless-adventures.com ...

Maybe you turn out to be a doppelganger...

Rogue Street Sweeper

"You see a small, wiry man waving a torch at a strange, vaguely cube-shaped slime twice as tall as himself. The wiry man sees you and yells frantically for help."



Gelatinous Cube (CR 2)

Armor Class: 10 **Hit Points:** 84

Large Ooze, Unaligned

Armor Class: 10

Hit Points: 84 (8d10+40)

Speed 15 ft.

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 2 (450 XP)

Ooze Cube The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover. A creature within 5 feet of the cube can take an action to pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

Transparent Even when the cube is in plain sight, it takes a successful DC 15 Wisdom (Perception) check to spot a cube that has neither moved nor attacked. A creature that tries to enter the cube's space while unaware of the cube is surprised by the cube.

Actions

Pseudopod *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 10 (3d6) acid damage.

Engulf The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw. On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it. An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.

The man, a sewer worker named Jek, quickly explains that the creature is not to be killed as it is too valuable and difficult to replace. The creature, a gelatinous cube, must be forced back into the sewer through a hole in the street thirty feet away.

Treasure

If forced back into the sewers, the cube leaves behind a small banded agate bracelet worth 10 gp.

Further Adventure™

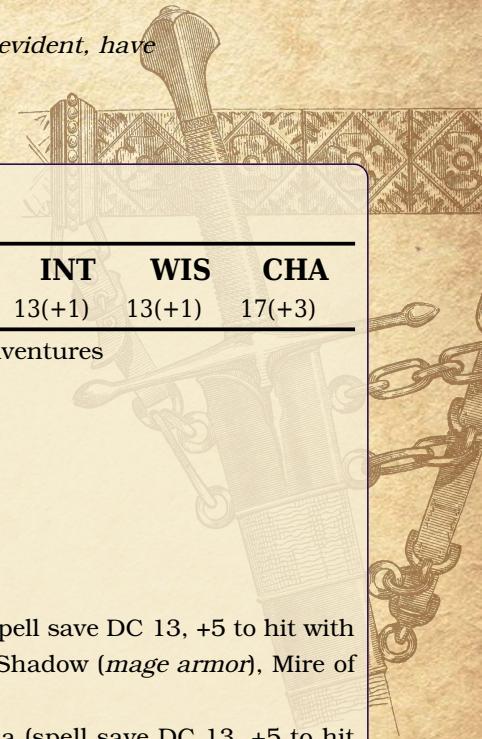
Something big is prowling the sewers and scaring the inhabitants to the surface...

Evidence reveals that someone is luring the cubes to the surface...

The cubes beneath the city are multiplying rapidly, an ooze cult is suspected...

The Tattooed Man

"In an alley you find the body of a flayed man. Large patches of tattooed skin, ink still evident, have been removed from the man."



Creature(s)

The Tanner (CR 2)

Armor Class: 14 (mage armor) **Hit Points:** 32

Medium Humanoid (Human), Neutral Evil

Armor Class: 14 (mage armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Saving Throws Int +3, Wis +3

Skills Arcana +3, History +3

Senses passive Perception 11

Languages Common, Abyssal, Infernal

Challenge 2 (450 XP)

Invocations The Tanner is a 5th level spellcaster, his spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following invocations he can use at will: Armor of Shadow (*mage armor*), Mire of the Mind (*slow*), Misty Vision (*silent image*)

Spellcasting The Tanner is a 5th-level spellcaster. His spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The Tanner has the following warlock spells prepared:

Cantrips (at will) *eldritch blast, minor illusion, prestidigitation*

3rd level (2 slots) ○○ *counterspell, dispel magic, fear, fireball, remove curse, vampiric touch*

Actions

Dagger *Melee or Ranged Weapon Attack +4 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 piercing damage)*

STR	DEX	CON	INT	WIS	CHA
11(+0)	12(+1)	14(+2)	13(+1)	13(+1)	17(+3)

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Skill Challenge - Murder Investigation

Skill DC Clues Gleaned

1st Investigate 10 The body belongs to a young wizard named Roland Dunn.

2nd Investigate 10 Roland tattooed his spells on his body after losing his spellbook twice

 Medicine 10 The only wounds are six small burns

 1st Arcane 15 The wounds were caused by a force spell, like magic missile

 2nd Arcane 20 The wounds were caused by an eldritch blast

3rd Investigate 15 Roland was seen arguing with a man in a stained leather tanner's apron

Treasure

The Tanner carries a spellbook made from the flesh of Roland Dunn, 15 gp, and a velvet bag with three locks of humanoid hair, clearly from three different people, each tied with a black ribbon.

Adjusting the Encounter

If this encounter is too gruesome for your party, make it a simple murder investigation, remove the details about Roland's tattoos, and change the treasure to be a normal spellbook.

Further Adventure™

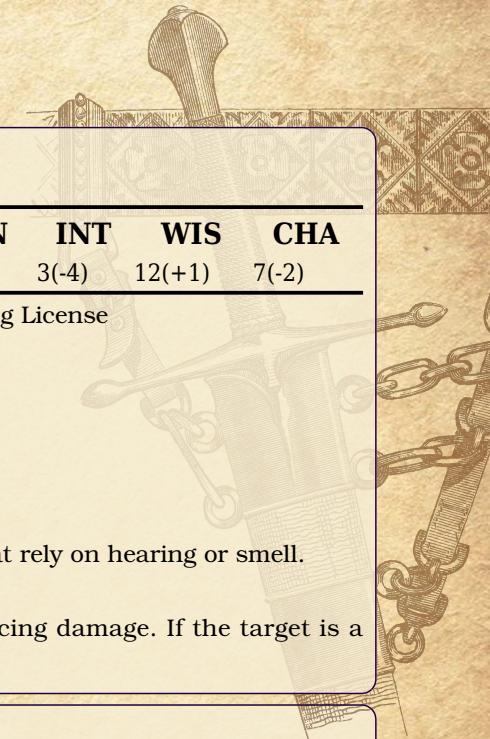
Roland, recently raised from the dead, seeks the party to find the person who hired the Tanner ...

Someone begins to create copycat crimes of the Tanner's work...

A cult has begun stealing spellbooks and scrolls for their lich master...

The Pack Leader's Fury

"A ragged pack of dogs steps out from an alley, growling and showing yellow teeth."



Mastiff x 5 (CR 1/8)

Armor Class: 12 **Hit Points:** 5

Medium Beast, Unaligned

Armor Class: 12

Hit Points: 5 (1d8+1)

Speed 40 ft.

Skills Perception +3

Senses passive Perception 13

Languages -

Challenge 1/8 (25 XP)

Keen Hearing and Smell The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite *Melee Weapon Attack* +3 to hit, reach 5 ft., (one creature) Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	12(+1)	3(-4)	12(+1)	7(-2)

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Feral Pack Leader (CR 1/4)

Armor Class: 13 (natural armor) **Hit Points:** 11

Medium Beast, Unaligned

Armor Class: 13 (natural armor)

Hit Points: 11 (2d8+2)

Speed 40 ft.

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages -

Challenge 1/4 (50 XP)

Keen Hearing and Smell The packleader has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Actions

Bite *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 7 (2d4 + 2) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

STR	DEX	CON	INT	WIS	CHA
13(+1)	14(+2)	13(+1)	4(-3)	12(+1)	7(-2)

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The pack surrounds its prey and instinctively flanks its victims. Handle Animal checks are possible, but made with disadvantage against a DC of 20 due to hunger and mistreatment.

Treasure

The pack leader wears a worn leather collar set with 3 malachite chips worth 5 gp.

Further Adventure™

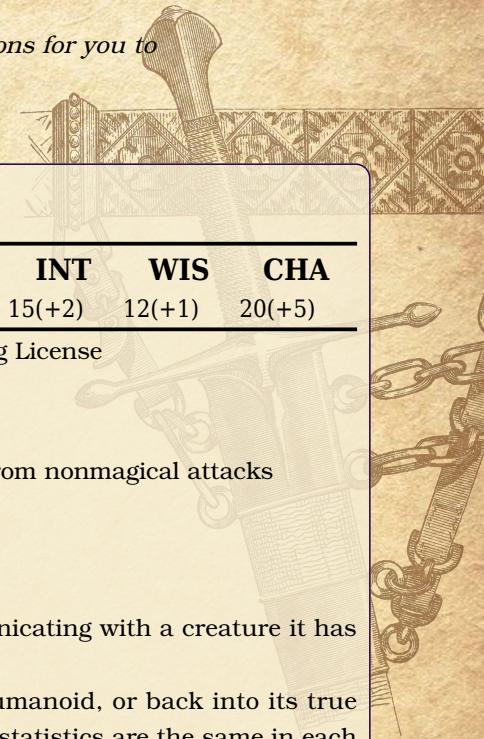
An urban druid known as the Huntsman is known to change shape and run with the pack...

The pack leader's collar bears the name of a local ranger hero...

The dogs could be carrying a disease...

Succubus Streetwalker

"A gorgeous woman with dark hair and darker eyes smiles shyly at you, and then motions for you to follow her somewhere private."



Creature(s)

Succubus/Incubus (CR 4)

Armor Class: 15 (natural armor) **Hit Points:** 66

Medium Fiend (shapechanger), Neutral Evil

Armor Class: 15 (natural armor)

Hit Points: 66 (12d8+12)

Speed 30 ft., fly 60 ft.

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 15;

Languages Abyssal, Common, Infernal, telepathy 60 ft.;

Challenge 4 (1,100 XP)

Telepathic Bond The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Actions

Claw (Fiend Form Only) +5 to hit, Hit: 6 (1d6 + 3) slashing damage.

Charm One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours. \ The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss The fiend kisses a creature charmed or willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

This particular lady of the night is actually a succubus (or incubus as needed to fit your party). The succubus tries to lure a party member into an alley to feed upon their life energies privately. If faced with overwhelming odds, the succubus travels to the Ethereal Plane to escape. The fiend will not fight to death and flees after taking 30 points of damage.

Treasure

The succubus has a silver hair comb worth 25 gp, a pouch of fine, otherworldly tobacco worth 5 gp, and a love letter from crazed admirer named Reth.

Further Adventure™

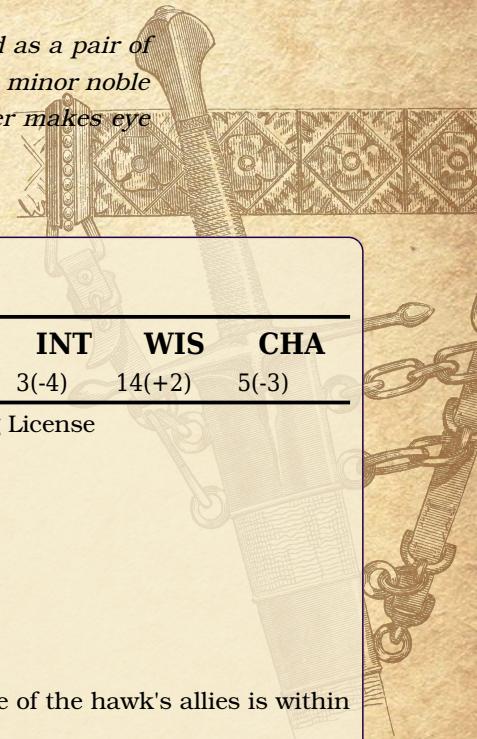
The succubus, if she survived, reappears and asks the party to protect her from a demon...

Reth, a clearly charmed adventurer, appears and seeks vengeance for his true love...

The party begins to hear rumors of young men going missing throughout the city...

The Lord's Hawks

"Startled shrieks draw your attention to a merchant and his wife running at full speed as a pair of red-tailed hawks peck and claw relentlessly at them. A woman dressed in the livery of a minor noble house runs after the pair, a bulky leather gauntlet swallowing one hand. The falconer makes eye contact with you as she passes and begs you to help."



Creature(s)

Blood Hawk (CR 1/8)

Armor Class: 12 **Hit Points:** 7

Small Beast, Unaligned

Armor Class: 12

Hit Points: 7 (2d4)

Speed 10 ft., fly 60 ft.

Skills Perception +4

Senses passive Perception 14

Languages -

Challenge 1/8 (25 XP)

Keen Sight The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Beak Melee Weapon Attack +4 to hit, reach 5 ft., (one creature) Hit: 4 (1d4 + 2) piercing damage.

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	10(+0)	3(-4)	14(+2)	5(-3)

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Jana the Falconer (CR 0)

Armor Class: 11 **Hit Points:** 5

Medium Humanoid (Human), Lawful Good

Armor Class: 11

Hit Points: 5 (1d8+1)

Speed 30 ft.

Skills Nature +3, Handle Animal +4

Senses passive Perception 12

Languages Common

Challenge 0 (10 XP)

[tall, red curls, confident]

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

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The falconer, a young woman named Jana, explains that the hawks belong to a local lord and cannot be harmed in any way. In fact, the hawks are on the lord's crest and he prizes them above all else.

Treasure

The lord's falconer will reward the party with 15 gp if they help her retrieve the hawks safely. The falconer can also prove a useful contact, as she has information on many members of the lord's court.

Further Adventure™

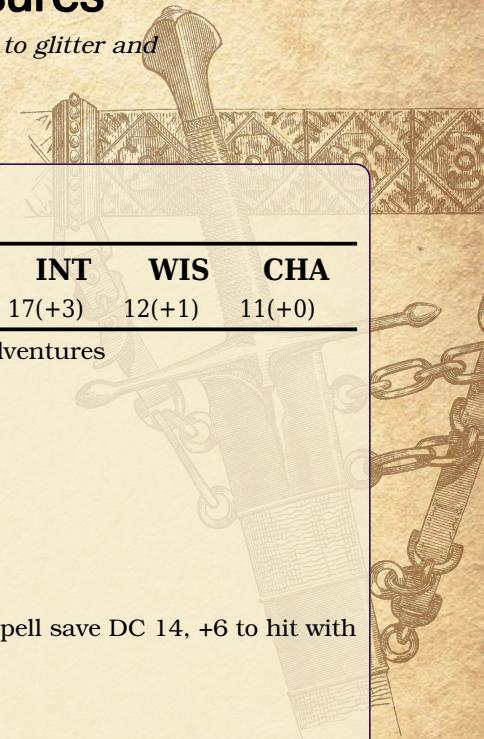
Someone was using magic to frighten the birds and ruin the falconer's reputation...

The hawks could fly into a ruin or a dark forest...

The merchants, rich and powerful, could require a special skills challenge or quest to appease...

Oswald the Arcane's Bazaar of Magical Treasures

"A man in bright robes sits on a green blanket covered with intriguing items that seem to glitter and glow with arcane power. A small sign reads, Oswald's Bazaar of Magical Treasures."



Creature(s)

Oswald the Arcane (CR 6)

Armor Class: 12 **Hit Points:** 40

Medium Humanoid (Human), Chaotic Neutral

Armor Class: 12

Hit Points: 40 (9d8)

Speed 30 ft.

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6, Depception +4

Senses passive Perception 11

Languages Draconic, Common, Elven, Terran

Challenge 6 (2,300 XP)

Spellcasting The mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The mage has the following wizard spells prepared:

Cantrips (at will) *fire bolt, light, mage hand, prestidigitation*

1st level (4 slots) ○○○○ *detect magic, mage armor, magic missile, shield*

2nd level (3 slots) ○○○ *misty step, suggestion*

3rd level (3 slots) ○○○ *counterspell, lightningbolt, fly*

4th level (3 slots) ○○○ *greater invisibility, ice storm*

5th level (1 slot) *cone of cold*

Actions

Dagger *Melee or Ranged Weapon Attack* +5 to hit, 5 ft., (reach one creature) or 20/60 ft., (range one creature) Hit: 4 (1d4 + piercing damage).

Oswald the Arcane is a hustler; all his items are fakes. Should any player question Oswald, he makes his Deception checks with advantage, as technically the items he is selling are magical. If hassled or if he makes a sale, Oswald packs up and leaves (discreetly if possible), using a teleportation circle spell to return to his home city.

Treasure

Oswald has the following items available for sale:

Item	Price	Description
"Spellbook of Magus, Mont Bisworthy"	150 gp	The "Spells" are <i>illusory script</i> .
"Arcus" silver longsword	250 gp	A normal logsword with <i>arcanist's magic aura</i>
"Healing potions" x3	35 gp	Colored water with <i>arcanist's magic aura</i>
"Potion of Titan Strength"	150 gp	Herbal tea with <i>arcanist's magic aura</i>

Further Adventure™

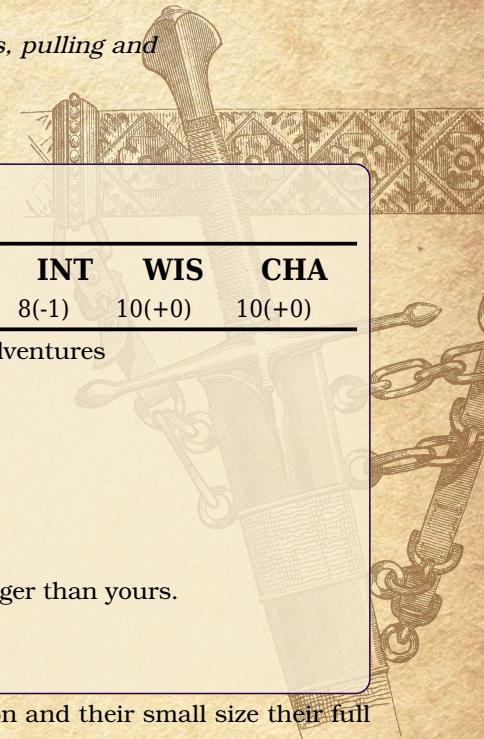
A fake potion of Oswald's causes the death of a young adventurer...

At the next town they visit, the party catches Oswald selling fakes again...

A wizard claiming to be the real Oswald the Arcane, hires the party to catch the doppelganger wizard ruining his reputation...

The Filthy Throng

"A throng of filthy, giggling children dart out from an alley and swarm around your legs, pulling and tugging at your pouches."



Pickpocket Street Child (CR 0)

Armor Class: 11 **Hit Points:** 3

Small Humanoid (Human), Chaotic Neutral

Armor Class: 11

Hit Points: 3 (1d8)

Speed 25 ft.

Skills Stealth +3, Sleight of Hand +3

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

Nimble The street child can move through the space of any creature that is of a size larger than yours.

[wild, dirty, foul-mouthed]

The urchins will not fight, they grab what they can and run away, using the dash action and their small size their full advantage. Should one of the pickpockets be captured, they are left behind.

Grokk (CR 3)

Armor Class: 17 **Hit Points:** 58

Medium Humanoid (Orc), Chaotic Evil

Armor Class: 17

Hit Points: 58 (9d8+18)

Speed 30 ft.

Skills Athletics +5, Perception +2, Animal Handling +2

Senses passive Perception 12

Languages Orcish, Common

Challenge 3 (700 XP)

Actions

Aggressive As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

Multiattack Grokk makes two great ax attacks.

Great ax Hit: 9 (1d12 + 3) slashing damage

STR	DEX	CON	INT	WIS	CHA
6(-2)	12(+1)	10(+0)	8(-1)	10(+0)	10(+0)

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Treasure

Any one street child carries their day's ill gotten gains, usually 3d6 cp. The day's take is evenly distributed among the children to prevent any one child from losing all the profits to a town guardsman. At the end of the day, the coins are handed over to a half-orc tough named Grokk Bonebreaker.

Further Adventure™

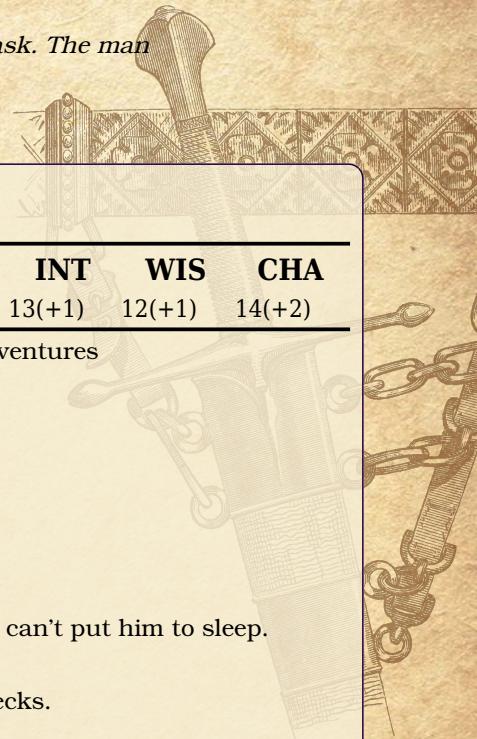
Grokk and his gang try to rob the party...

Grokk seeks the party's aid in finding some of his street children who were taken in a drow raid...

Lilly, a tailor, wants the PCs to find her twins, who ran away and joined Grokk's gang...

The Indigo Distraction

"A large crowd surrounds a tall, slender musician in blue motley and a strange white mask. The man strums expertly on a fine lute made of spruce, bewitching all those within earshot."



Creature(s)

Indigo (CR 0)

Armor Class: 10 **Hit Points:** 8

Medium Humanoid (Elf), Chaotic Good

Armor Class: 10

Hit Points: 8 (2d8)

Speed 30 ft.

Saving Throws +4 Charisma

Skills +6 Performance, Persuasion +4, Perception +3

Senses passive Perception 13, Darkvision 60 ft.,

Languages Common, Elvish

Challenge 0 (10 XP)

Fey Ancestry Indigo has advantage on saving throws against being charmed, and magic can't put him to sleep.

Prestidigitation Indigo can cast prestidigitation at will

Skilled Performer Indigo doubles his proficiency modifier when making Performance checks.

[blue motley, white mask, elegant]

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

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The large crowd opens up a wealth of opportunity for your party; possibilities include, but are not limited to:

Pickpockets can use the distraction to gain advantage on Sleight of Hand checks.

Musicians can join Indigo if successful on a DC 10 Intelligence to recognize the song being played.

Zealots can attempt to spread the word of their god.

The suspicious could scan the crowd with an Insight check to find shady characters.

Rumors and clues could be gleaned with an Investigate check.

Treasure

Indigo carries his lute, worth 50 gp, and 6d8 gp. If the party aids his performance, he shares 3d4 gp. He also wears a magic mask, that he will not part with under any circumstance.

Ivory Mask of Elon

Wondrous item, uncommon (requires attunement)

This simple ivory mask grants the wearer advantage on perform checks, but has a minor curse that makes the attuned anxious and uncomfortable when not wearing it. Only seven of these masks have ever been reported.

Further Adventure™

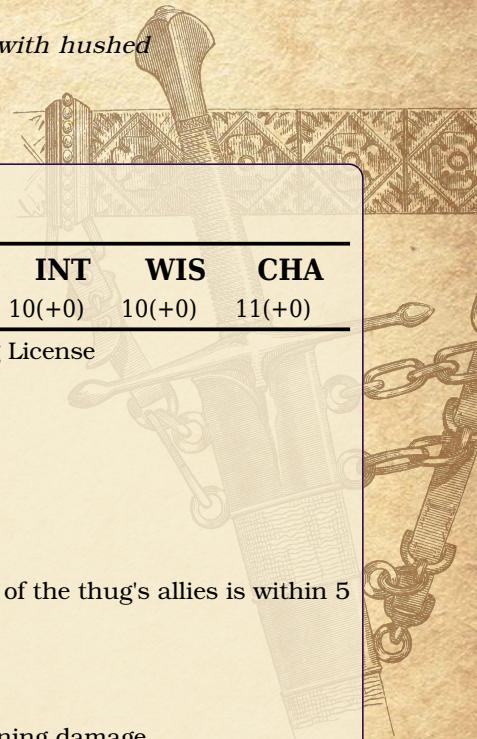
Indigo could be a shapeshifter...

The party could observe a thieves' guild at work in the crowd...

Indigo hires the party to acquire strings from a city in the Outer Planes...

Bumbling Thugs

"A commotion down a darkened alley draws your attention. Three large men bicker with hushed voices."



Creature(s)

Thug x 3 (CR 1/2)

Armor Class: 11 (leather armor) **Hit Points:** 32

Medium Humanoid (any race), Unaligned

Armor Class: 11 (leather armor)

Hit Points: 32 (5d8+10)

Speed 30 ft.

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiaction The thug makes two melee attacks.

Mace *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow *Ranged Weapon Attack* +2 to hit, range 100/400 ft., (one creature) Hit: 5 (1d10) piercing damage.

"Brunt" - one-eye, "Loaf" - enormous, "Dirk" - rail-thin

The thugs, members of a local thieves' guild, are trying to break into a gem cutter's shop. The owner, a gnome tinkerer, has installed sophisticated traps, in which one of the burglars is currently caught. Loaf, a dim-witted brute, has his arm caught in a steel portcullis that fell into place when he tried to open the shop window. To unlatch the mechanism holding the portcullis in place requires a DC 15 Investigate check to understand the trap's inner workings, then a DC 15 Dexterity check with thieves' tools to disable the trap. Forcing the portcullis through brute strength is more difficult, as Loaf, who is unable to aid in the check, is in the way. The Strength check DC to force the portcullis is 20, and is made with disadvantage due to the awkward angle needed.

To increase the drama, you can add town guards 2d4 rounds into the encounter (use the stats on page 11).

Treasure

Should the party aid the would-be thieves, they are given 50 gp and gain a contact to the city's underworld. Should the party decide to turn the thugs over to the town guards, the guards reward them with 25 gp.

Further Adventure™

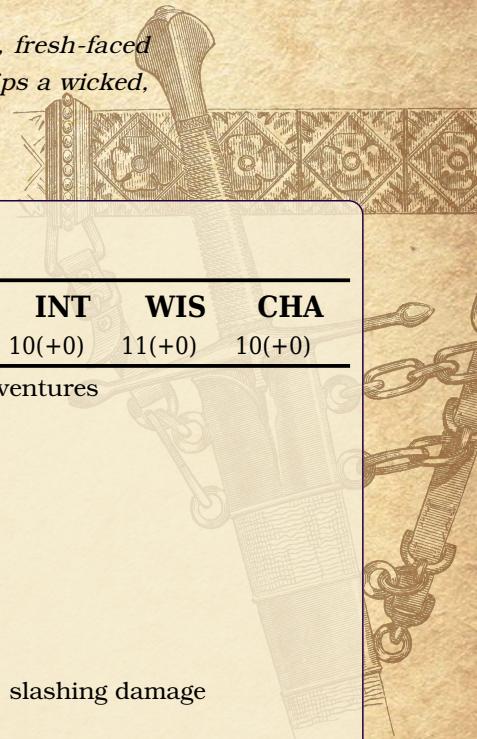
The thugs return as friends or foes at either a needed time or a very inconvenient time, depending on which path the players chose...

The town guards ask the players to infiltrate the gang and learn the identity of their leaders...

The thugs approach the party later to enlist their help on a large score...

Gone Berserk

"The shrill call of a town guard whistle pulls your attention to a gate where a young, fresh-faced adventurer stands over the bloody body of a guard. The boy, no more than sixteen, grips a wicked, gore-stained great ax, a wild look on his face."



Creature(s)

Wil Thatcher (CR 1)

Armor Class: 13 (studded leather armor) **Hit Points:** 37

Medium Humanoid (Human), Neutral Good

Armor Class: 13 (studded leather armor)

Hit Points: 37 (5d8+15)

Speed 30 ft.

Saving Throws +3 Strength, +4 Constitution

Skills Perception +2, Athletics +3

Senses passive Perception 12

Languages Common

Challenge 1 (200 XP)

Actions

Berserker Ax *Melee Weapon Attack* +4 to hit, reach 5 ft., (one creature) Hit: 8 (1d12 + 2) slashing damage

Wil must attack the nearest person within 60 feet each round.

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

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Guard (CR 1/8)

Armor Class: 16 **Hit Points:** 11

Medium Humanoid (any race), Any Alignment

Armor Class: 16

Hit Points: 11 (2d8+2)

Speed 30 ft.

Skills Perception +2

Senses passive Perception 12

Languages any one language (usually Common)

Challenge 1/8 (25 XP)

Actions

Spear *Melee or Ranged Weapon Attack* +3 to hit, 5 ft., (reach one creature) or 20/60 (range one creature) Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.

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

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The boy, a young adventurer named Wil Thatcher, has just returned from his first quest, whereon he discovered a cursed ax. If the party chooses to aid the guards, one of them says, "I just tried to peace bind his ax, and young Wil went crazy and killed my partner!"

Treasure

Wil possesses a **berserker ax**, 4 gp, and a battered map to a dungeon a dozen miles away.

Further Adventure™

Wil's party did not return and he is silent (assuming he survived). The party is asked to investigate the dungeon depicted on Wil's map...

The ax could be intelligent, calling out to a party member...

The ax's former owner, an orc chief, rises from the dead to reclaim his prize...

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