Moathouse Threats – 5e Statblock Compilation

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# Lareth the Beautiful

Medium humanoid (human), neutral evil  
Class: Warlock (Great Old One) 5 / Cleric (Trickery) 3  
Background: Cult Leader  
Race: Human (Flan-Oerid mix)  
Role: Charismatic commander, manipulator, cult recruiter

### Armor Class

18 (Chain shirt + Shield + Warding Bond)

### Hit Points

64 (8d8 + 24)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 14 (+2) | 16 (+3) | 14 (+2) | 16 (+3) | 18 (+4) |

### Saving Throws

Wis +6, Cha +7

### Skills

Deception +8, Insight +6, Religion +5, Persuasion +8

### Tools

Disguise kit, Calligraphy set

### Languages

Common, Abyssal, Elvish

### Senses

Passive Insight 16, Passive Perception 13

### Features

• Channel Divinity (Trickery): Invoke Duplicity – create illusory double to cast spells through

• Great Old One Patron: Awakened Mind (telepathy 30 ft.), spells flavored as dream-invading whispers

• Pact Boon – Pact of the Chain: Familiar (imp), used to spy or relay whispered suggestions

• Warding Bond (on familiar): Split damage, +1 AC/saves to Lareth

• Agonizing Blast (Invocation): Add CHA to Eldritch Blast

• Mask of Many Faces (Invocation): At-will Disguise Self

### Spellcasting (Warlock 5 / Cleric 3)

Spell Save DC 15, Spell Attack +7

Eldritch Blast, Thaumaturgy, Guidance, Minor Illusion

Hold Person, Counterspell, Fear, Armor of Agathys

Bless, Command, Dispel Magic, Spiritual Weapon, Warding Bond

### Actions

Eldritch Blast (2 beams). +7 to hit, range 120 ft.,  
Hit: 1d10 + 4 force each

Spiritual Weapon (Bonus Action). +7 to hit, 1d8 + 4 force  
(appears as black-bladed spectral dagger)

### Bonus Actions

Invoke Duplicity (Channel Divinity). Create illusory clone (concentration), can cast spells through its space

### Tactics

• Opens with Bless or Warding Bond on imp

• Uses Eldritch Blast through duplicate and Spiritual Weapon

• Controls with Fear or Hold Person

• Retreats if below 25 HP or duplicate is dispelled

### Morale

Fights to the death with cultists nearby. Otherwise, may surrender or vanish with imp aid.

### Treasure

• +1 Rod (focus) carved with swirling tentacles

• Scroll: Summon Aberration

• Secret missive from Earth Temple (TZGY mark)

• 124 gp, 3 obsidian gems (25 gp each), vial of dreamlily poison

# Moathouse Commander

Medium humanoid (human), chaotic neutral  
Class: Fighter (Champion) 5  
Background: Mercenary Leader  
Race: Human (Oerid)  
Role: Tactical thug, corrupted contractor, local enforcer

### Armor Class

16 (chain shirt + Defense style)

### Hit Points

52 (5d10 + 20)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 18 (+4) | 10 (+0) | 11 (+0) | 14 (+2) |

### Saving Throws

Str +6, Con +7

### Skills

Athletics +6, Intimidation +5, Insight +3

### Languages

Common, Goblin

### Tools

Gaming set (dice), smith’s tools

### Features

• Fighting Style – Defense: +1 AC while wearing armor

• Second Wind (1/rest): Regain 1d10+5 HP

• Action Surge (1/rest): Take one additional action

• Extra Attack (2 attacks per Attack action)

• Improved Critical: Crits on 19–20

• Feat – Menacing Presence: Add Intimidation check as part of melee attack (DC 13 to frighten)

### Actions

Multiattack. Makes two melee attacks.  
Greataxe. +6 to hit, reach 5 ft.,  
Hit: 1d12 + 3 slashing  
Spiked Gauntlet (nonlethal). +6 to hit,  
Hit: 1d4 + 3 bludgeoning + Intimidation attempt

### Bonus Actions

Menacing Display. After killing, grant nearby allies advantage on next attack

### Tactics

• Leads from behind while brigands pin enemies

• Uses Action Surge to deliver brutal finishing rounds

• Will flee if injured unless Lareth is present or bribes are at stake

### Morale

Has no loyalty to the Temple or Lareth; will surrender if cornered or outnumbered 2:1

### Treasure

• Purse with 37 gp, 2 blood-rusted electrum rings

• Encrypted map to Watchtower ambush zone

• Flask of rotgut laced with dreamlily

# Moathouse Patrol Encounter Block

This encounter includes a typical Moathouse patrol team: one Enforcer, one Scout, and two Brigands. Designed for low-level adventurers, the unit operates using flanking, ambush, and coordinated aggression. Suitable for an APL 3–5 group.

## 🪓 Moathouse Enforcer

Medium humanoid (human), chaotic neutral  
Class: Fighter (Champion) 2  
Background: Mercenary

AC 16 (chain shirt)  
HP 28 (2d10 + 12)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 16 (+3) | 10 (+0) | 10 (+0) | 11 (+0) |

Saving Throws Str +5, Con +5  
Skills Athletics +5, Intimidation +2  
Languages Common, Goblin  
Features Fighting Style (Defense), Second Wind (1/rest), Improved Critical (19–20), Shield Bash (Recharge 5–6)

Multiattack. Two melee attacks.  
Battleaxe. +5 to hit, 1d8+3 slashing (1d10 if two-handed)  
Shield Bash. DC 13 STR or be knocked prone.

Morale: Stays if paid; flees if Lareth or commander flees.

## 🏹 Moathouse Scout

Medium humanoid (human), chaotic neutral  
Class: Rogue (Scout) 2  
Background: Criminal

AC 14 (leather)  
HP 18 (2d8 + 9)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 16 (+3) | 14 (+2) | 13 (+1) | 12 (+1) | 10 (+0) |

Saving Throws Dex +5, Int +3  
Skills Stealth +5, Perception +3, Survival +3  
Sneak Attack (1d6), Cunning Action, Scout’s Step

Shortbow. +5 to hit, 1d6+3 piercing, range 80/320 ft.  
Dagger. +5 to hit, 1d4+3 piercing

Morale: Will disengage and flee if bloodied.

## 🧑 Moathouse Brigand (x2)

Medium humanoid (human), chaotic neutral  
Class: Thug  
Background: Bandit

AC 13  
HP 13 (2d8 + 4)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 12 (+1) | 14 (+2) | 9 (–1) | 10 (+0) | 11 (+0) |

Skills Intimidation +2  
Features Pack Tactics, Reckless Assault (1/turn), Grimy Veteran

Scimitar. +4 to hit, 1d6+2 slashing  
Club. +4 to hit, 1d4+2 bludgeoning

Morale: Breaks if Enforcer or Scout goes down or PCs clearly dominate.

## 📊 Encounter Notes

• Tactics: Scout opens with bow from cover; Enforcer bullies forward with Shield Bash; Brigands flank

• XP Budget: ~700 XP

• Treasure: ~35 gp total, 1 dreamlily flask, coded passphrase scrap

# Moathouse Gnoll Warband Encounter Block

These gnolls are savage but unusually disciplined, trained by cultists in service to Lareth. They serve as ambushers and brute force troops and are deployed near dungeon access points and external patrols.

## 🦴 Gnoll Warrior (x4)

Medium humanoid (gnoll), chaotic evil  
Class Template: Warrior  
CR: 1/2

AC 13 (hide armor)  
HP 22 (3d8 + 9)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 12 (+1) | 16 (+3) | 8 (–1) | 10 (+0) | 9 (–1) |

Skills Intimidation +1, Survival +2  
Languages Gnoll, Common (limited), Abyssal (ritual chants only)  
Senses Darkvision 60 ft., Passive Perception 10

Features  
- Rampage. After dropping a creature to 0 HP, move 15 ft. and attack  
- Savage Loyalty. Will not flee if cult leader is present  
- Pack Mentality. Advantage on attacks if ally is adjacent to the same target  
- Frightening Roar (1/rest). DC 12 WIS or frightened until end of Gnoll’s next turn

Actions  
- Spear. +4 to hit, 1d6+2 (1d8+2 two-handed) piercing  
- Javelin (2). +3 to hit, 1d6+2 piercing, range 30/120 ft.

Tactics  
- Start with javelins from cover  
- Engage one target at a time using Pack Mentality  
- Trigger Rampage after finishing weak foes  
- Roar to force low-WIS casters or ranged attackers to flee

Morale  
Flees only if 2+ allies fall in one round and no cultist leader is present

Treasure  
- Crude tribal jewelry (2–10 gp value)  
- Flesh satchels with foul-smelling food  
- Bone shards, one with Earth Temple glyph