Watchtower Threats – 5e Statblock Compilation

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# Watchtower Commander

Medium humanoid (human), lawful evil  
Class: Fighter (Battle Master) 6  
Background: Ex-Military Officer (Verbobonc defector)  
Race: Human (Oeridian)  
Role: Tactician, warband trainer, siege planner

### Armor Class

18 (half plate + shield)

### Hit Points

68 (6d10 + 24)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 18 (+4) | 13 (+1) | 11 (+0) | 15 (+2) |

### Saving Throws

Str +6, Con +7

### Skills

Athletics +6, History +4, Insight +3, Intimidation +5

### Tools

Calligrapher’s tools, tactical maps

### Languages

Common, Goblin, Dwarvish

### Features

• Fighting Style – Protection: Imposes disadvantage on attacks vs. allies

• Second Wind (1/rest): Regain 1d10 + 6 HP

• Action Surge (1/rest): Gain extra action

• Combat Superiority (4d8, DC 14):  
  
Commander's Strike: Ally attacks as reaction   
Riposte: Counterattack after miss   
Pushing Attack: Force STR save or shove target 15 ft.

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• Extra Attack

### Actions

Multiattack. Makes two melee attacks  
Longsword. +6 to hit, 1d8+3 slashing (1d10+3 two-handed)

### Bonus Actions

Commanding Shout. Once/turn, choose ally within 30 ft. to add 1d8 to damage next hit

### Tactics

• Issues commands from rear; opens with Commander's Strike

• Will retreat to secure position if outnumbered or allies routed

• Keeps retinue together unless sacrificing to delay enemy

### Morale

Will surrender only if Watchtower is breached or all lieutenants fall  
Fights with tactical precision until then

### Equipment

• Half plate, +1 longsword, heavy shield

• Military journal detailing supply lines and Abbey liaison contact

• Sealed letter bearing forged Verbobonc crest

# Watchtower Garrison Squad Encounter Block

A disciplined strike team stationed at the Watchtower. Trained in formation combat and sabotage, this group works in concert to repel intruders, pin down targets, or trap enemy forces. Recommended for Tier 1–2 parties as a challenging tactical battle.

## 🛡 Watchtower Pikeman (x2)

Front-line control units with polearms and shield discipline.  
AC 17 • HP 27 • Reach 10 ft.  
- Pike. +4 to hit, 1d10+2 piercing  
- Shield Bash. DC 12 STR or prone  
- Features: Formation Fighter, Polearm Control, Shielded Advance (1/rest)  
- Gains +1 AC and advantage on STR saves when adjacent to each other

## 🏹 Watchtower Archer (x2)

Skirmishers and suppressive fire from elevated or hidden positions.  
AC 14 • HP 22 • Range: 80/320 ft.  
- Shortbow. +5 to hit, 1d6+3 piercing  
- Volley Fire (2/day): DC 11 DEX or take damage in 10-ft. area  
- Sniper’s Mark (1/day): +2 to hit, +1d6 vs. marked target

## 🧨 Watchtower Sapper (x1)

Saboteur specializing in traps, demolition, and burning down siege targets.  
AC 13 • HP 26  
- Light Hammer. +4 to hit, 1d6+2 bludgeoning  
- Oil Splash. DC 13 DEX or 1d6 fire, may ignite  
- Demolitions Kit (2/day): Collapses unstable terrain, DC 13 DEX save or 2d6 bludgeoning + prone  
- Alchemical Oil (2 uses): +1d6 fire on next hit

### 📊 Encounter Tactics

• Pikemen hold corridors or gate routes; punish melee approach

• Archers aim to pin casters or ranged attackers

• Sapper prepares traps or collapses access tunnels

• Ideal Terrain: Towers, siege lines, bridge bottlenecks

XP Budget: ~900–1,100 XP (Tier 2 party)

### Loot

• Guard ledger with encrypted Watchtower shift rotations

• 2 alchemist’s fire vials

• 40 gp in military pay sacks

• Map fragment showing Abbey approach paths