TOEE 5e Statblocks Master Compilation

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# Named Hommlet NPCs

# Elmo of Hommlet

Medium humanoid (human), chaotic good  
Class: Ranger (Hunter) 5 / Fighter 2 (Champion)  
Background: Folk Hero  
Alignment: Chaotic Good  
Role: Guardian of Hommlet, covert protector, potential ally

### Armor Class

17 (chain mail, shield, Defense style)

### Hit Points

66 (7d10 + 21)

### Speed

30 ft.

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

### Saving Throws

Str +7, Con +6, Wis +5

### Skills

Athletics +7, Survival +5, Perception +5, Stealth +4

### Proficiencies

Armor (all), Weapons (all), Brewer’s tools, Mason’s tools

### Languages

Common, Elvish

### Senses

Passive Perception 15

### Features

• Favored Enemy (Humanoids – Bandits & Cultists): Advantage on Survival and Intelligence checks

• Natural Explorer (Forest): Ignore difficult terrain, stealth at normal pace

• Fighting Style (Defense): +1 AC

• Second Wind (1/rest): Regain 1d10+2 HP

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

• Extra Attack

• Colossus Slayer: +1d8 damage once/turn to damaged target

• Remarkable Athlete: Add +1 to Strength-based skills

• Feat – Sentinel: Opportunity attacks reduce speed to 0; hit disengaging foes

### Actions

Multiattack. Elmo makes two melee attacks.  
Battleaxe. +7 to hit, 1d8+4 slashing (1d10+4 two-handed)  
Javelin. +5 to hit, 1d6+4 piercing, range 30/120 ft.

### Bonus Actions

Favored Enemy Awareness. DC 15 Insight to identify disguised faction agents

### Reactions

Sentinel Strike. Stop movement on OA hit

### Equipment

Chain mail, shield, battleaxe, 3 javelins, wineskin, badge of Burne’s Badgers

### Roleplaying Elmo

Grizzled but good-hearted. Plays drunk to mislead. Loyal to Burne and Rufus.

# Burne, Most Worshipful Mage of Hommlet

Medium humanoid (human), lawful neutral  
Class: Wizard (War Magic) 9  
Background: Noble (Retainer of Verbobonc)  
Race: Human (Grey Oeridian stock)  
Role: Arcane leader, tactical spellcaster

### Armor Class

17 (Mage Armor + Arcane Deflection)

### Hit Points

65 (9d6 + 27)

### Speed

30 ft.

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

### Saving Throws

Int +8, Wis +5

### Skills

Arcana +8, History +6, Insight +5, Persuasion +6

### Languages

Common, Draconic, Elvish, Infernal

### Senses

Passive Perception 11

### Features

• Arcane Deflection: +2 AC or +4 to save as reaction

• Tactical Wit: +4 initiative

• Power Surge (2/long rest): +9 force damage on spell hit

• Durable Magic: +2 AC/saves while concentrating

• Spellcasting (DC 16 / +8): 5th-level spells

### Spell List

Cantrips: Prestidigitation, Ray of Frost, Mage Hand, Minor Illusion, Fire Bolt  
1st: Mage Armor, Shield, Detect Magic, Magic Missile  
2nd: Misty Step, Mirror Image, Scorching Ray  
3rd: Counterspell, Fireball, Fly  
4th: Greater Invisibility, Ice Storm, Arcane Eye  
5th: Wall of Force, Telekinesis

### Actions

Fire Bolt. +8 to hit, 2d10 fire  
Quarterstaff. +4 to hit, 1d6 bludgeoning

### Reactions

Arcane Deflection or Counterspell

### Equipment

Quarterstaff, robe of protection, ring of spell storing (Shield, Misty Step)

### Roleplaying Burne

Formal, intelligent, ambitious. Keeps the peace. Strategic in war and diplomacy.

# Rufus, Warden of Hommlet

Medium humanoid (human), lawful good  
Class: Fighter (Champion) 8  
Background: Soldier (Knight of Verbobonc)  
Race: Human (Oeridian)  
Role: Martial commander, protector of the village

### Armor Class

18 (half plate + shield)

### Hit Points

88 (8d10 + 32)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 18 (+4) | 12 (+1) | 18 (+4) | 10 (+0) | 13 (+1) | 14 (+2) |

### Saving Throws

Str +7, Con +7

### Skills

Athletics +7, Intimidation +5, History +3, Insight +4

### Features

• Fighting Style – Protection: Impose disadvantage on hits to allies

• Second Wind: 1d10+8 HP (1/rest)

• Action Surge: Extra action (1/rest)

• Improved Critical: Crit on 19–20

• Extra Attack

• Remarkable Athlete

• Feat – Inspiring Leader: 16 temp HP to 6 creatures after a speech

### Actions

Multiattack. Two attacks  
Warhammer. +7 to hit, 1d8+4 bludgeoning (1d10+4 two-handed)  
Javelin. +5 to hit, 1d6+4 piercing

### Equipment

Half plate, shield, warhammer, 3 javelins, key ring, fortress blueprint scroll

### Roleplaying Rufus

Grim, loyal, alert. Trusted commander. Builds for defense, not ambition.

# Spugnoir, Itinerant Mage

Medium humanoid (human), neutral good  
Class: Wizard (Divination) 4  
Background: Sage (Arcane Apprentice of Dyvers)  
Race: Human (Mixed Oerid/Flan)

### Armor Class

13 (Mage Armor)

### Hit Points

27 (4d6 + 12)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 12 (+1) | 16 (+3) | 17 (+3) | 12 (+1) | 11 (+0) |

### Saving Throws

Int +6, Wis +4

### Skills

Arcana +6, History +6, Investigation +5, Insight +4

### Languages

Common, Elvish, Draconic

### Tools

None

### Senses

Passive Perception 11

### Features

• Portent (Divination): Roll 2d20 after long rest to replace attack/save/check

• Arcane Recovery: Regain 1 spell slot on short rest

• Spellcasting (DC 14 / +6): 2nd-level spells

### Spells

Cantrips: Mage Hand, Fire Bolt, Light, Minor Illusion  
1st (4 slots): Mage Armor, Detect Magic, Magic Missile, Shield, Comprehend Languages  
2nd (3 slots): Misty Step, Mirror Image, Scorching Ray

### Actions

Fire Bolt. +6 to hit, 2d10 fire  
Dagger. +4 to hit, 1d4+2 piercing

### Reactions

Shield (+5 AC until next turn)

### Equipment

Spellbook, dagger, Dyvers Guild charm, 15 gp, scroll case

### Roleplaying Spugnoir

Eager apprentice, idolizes Burne. Offers insight into arcane threats.

# Rannos Davi, Merchant and Spy

Medium humanoid (human), lawful evil  
Class: Rogue (Mastermind) 3  
Background: Guild Artisan (Merchant Front)  
Race: Human (Oeridian)

### Armor Class

13 (leather armor)

### Hit Points

24 (3d8 + 6)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 11 (+0) | 14 (+2) | 14 (+2) | 13 (+1) | 12 (+1) | 16 (+3) |

### Saving Throws

Dex +4, Int +3

### Skills

Deception +7, Insight +3, Persuasion +5, Sleight of Hand +4

### Languages

Common, Goblin

### Tools

Forgery kit, merchant’s tools

### Features

• Master of Intrigue: Mimics speech, forges papers

• Master of Tactics: Help as bonus action

• Cunning Action: Dash, Disengage, or Hide

• Feat – Silver Tongue: Rolls below 10 count as 10 for Deception or Persuasion

### Actions

Rapier. +4 to hit, 1d8+2 piercing  
Dagger. +4 to hit, 1d4+2 piercing

### Bonus Actions

Help (Mastermind). Aid Gremag or others for advantage

### Equipment

Trade ledger (coded), black scarab (TZGY), 24 gp, flask

### Roleplaying Rannos

Slick and charismatic. Secret Earth Temple agent. Uses business to fund cult.

# Gremag, Mercenary Spy and Killer

Medium humanoid (human), neutral evil  
Class: Rogue (Assassin) 3 / Fighter 1  
Background: Criminal (Hired Killer)  
Race: Human (Flan-Oerid mix)

### Armor Class

14 (studded leather)

### Hit Points

30 (4d8 + 8)

### Speed

30 ft.

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

### Saving Throws

Dex +5, Int +2

### Skills

Stealth +5, Sleight of Hand +5, Intimidation +4, Perception +2

### Languages

Common, Orc

### Tools

Poisoner’s kit, thieves’ tools

### Features

• Assassinate: Crits against surprised foes

• Sneak Attack (2d6)

• Fighting Style – Two-Weapon Fighting

• Cunning Action

### Actions

Short Sword. +5 to hit, 1d6+3 piercing + 2d6 Sneak Attack  
Dagger. +5 to hit, 1d4+3 piercing

### Bonus Actions

Cunning Action or off-hand dagger attack

### Equipment

Short sword, 2 daggers, Earth Temple mark, 16 gp

### Roleplaying Gremag

Quiet enforcer, defers to Rannos. Kills efficiently. Will turn if cornered.

# Jaroo Ashstaff, Druid of the Old Faith

Medium humanoid (human), neutral  
Class: Druid (Circle of the Land – Forest) 6  
Background: Hermit  
Race: Human (Flan)

### Armor Class

16 (Hide + Natural Armor)

### Hit Points

48 (6d8 + 18)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 12 (+1) | 16 (+3) | 13 (+1) | 18 (+4) | 11 (+0) |

### Saving Throws

Int +4, Wis +7

### Skills

Nature +4, Medicine +7, Perception +7, Animal Handling +7

### Languages

Common, Druidic, Sylvan, Elvish

### Tools

Herbalism kit

### Senses

Passive Perception 17

### Features

• Land’s Stride: Move through nonmagical plants unhindered

• Spellcasting (DC 15 / +7): Circle and prepared spells

• Natural Recovery (1/day): Regain spell slots during short rest

• Wild Shape (2/day): CR 1 or lower

• Circle Spells: Barkskin, Spider Climb, Call Lightning, Plant Growth

### Spells

Cantrips: Guidance, Druidcraft, Thorn Whip, Shillelagh  
1st: Entangle, Cure Wounds, Faerie Fire, Speak with Animals  
2nd: Barkskin, Lesser Restoration, Hold Person  
3rd: Call Lightning, Plant Growth, Dispel Magic

### Actions

Thorn Whip. +7 to hit, 2d6 piercing, pull 10 ft.  
Shillelagh Staff. +7 to hit, 1d8+4 magical bludgeoning

### Roleplaying Jaroo

Speaks rarely but with impact. Spiritual anchor of the Old Faith. Secretive but fair.

# Terjon, Canon of St. Cuthbert

Medium humanoid (human), lawful neutral  
Class: Cleric (Order Domain) 6  
Background: Acolyte  
Race: Human (Oeridian)

### Armor Class

18 (Scale mail + Shield + Warding Bond)

### Hit Points

54 (6d8 + 18)

### Speed

30 ft.

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

### Saving Throws

Wis +7, Cha +5

### Skills

Religion +4, History +4, Insight +7, Persuasion +5

### Languages

Common, Celestial

### Tools

Calligraphy kit

### Senses

Passive Insight 17

### Features

• Voice of Authority: Ally attacks after being buffed

• Order’s Demand (Channel Divinity): Charm/drop weapons

• Disciple of Law: Add PB to control spells

• Spellcasting (DC 15 / +7)

### Spells

Cantrips: Guidance, Thaumaturgy, Sacred Flame, Word of Radiance  
1st: Shield of Faith, Command, Cure Wounds, Detect Evil and Good  
2nd: Hold Person, Spiritual Weapon, Warding Bond  
3rd: Beacon of Hope, Bestow Curse, Dispel Magic

### Roleplaying Terjon

Dogmatic and blunt. Believes in discipline and hierarchy. Secretly concerned about church politics.

# Ostler Gundigoot, Proprietor of the Welcome Wench

Medium humanoid (human), neutral good  
Class: Commoner (Innkeeper Template)  
Background: Guild Artisan  
Race: Human (mixed Oerid-Baklunish)

### Armor Class

11

### Hit Points

18 (4d8)

### Speed

30 ft.

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

### Skills

Insight +3, Persuasion +5, History +3

### Tools

Brewer’s tools, cook’s utensils

### Languages

Common, Dwarvish

### Features

• Guild Membership: Respected by local tradesmen

• Local Authority: Can influence townsfolk

• Feat – Keen Mind (simplified): Remembers faces, events, overheard details

### Actions

Tankard Slam. +4 to hit, 1d4+2 bludgeoning

### Roleplaying Ostler

Loves gossip, loyal to Hommlet. Knows more than he lets on. Former adventurer.

# Mytch, Blacksmith of Hommlet

Medium humanoid (human), neutral  
Class: Expert (Blacksmith Template)  
Background: Guild Artisan (Smith's Guild of Verbobonc)  
Race: Human (Oeridian)

### Armor Class

12 (leather apron)

### Hit Points

30 (5d8 + 5)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 10 (+0) | 12 (+1) | 11 (+0) | 13 (+1) | 10 (+0) |

### Skills

Athletics +5, Smithing +6, Insight +3

### Tools

Smith’s tools, mason’s tools

### Languages

Common, Dwarvish

### Features

• Master Smith: Crafts and repairs weapons/armor, detects forgeries

• Guild Certification: Connected with dwarven traders

• Reliable Tools: Advantage on heavy tool checks

### Actions

Forge Hammer. +5 to hit, 1d6+3 bludgeoning

### Roleplaying Mytch

Stoic and loyal. Speaks little. Can forge special gear if given rare materials.

# Calmert, Assistant Priest of St. Cuthbert

Medium humanoid (human), lawful good  
Class: Cleric (Life Domain) 3  
Background: Acolyte  
Race: Human (Oeridian)

### Armor Class

16 (chain shirt + shield)

### Hit Points

27 (3d8 + 12)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 13 (+1) | 10 (+0) | 18 (+4) | 10 (+0) | 16 (+3) | 12 (+1) |

### Saving Throws

Wis +5, Cha +3

### Skills

Religion +2, Medicine +5, Insight +5

### Languages

Common, Celestial

### Tools

Calligrapher's supplies

### Features

• Disciple of Life: Healing restores extra HP

• Turn Undead: CR 1/2 or lower

• Spellcasting (DC 13 / +5)

• Domain Spells: Bless, Cure Wounds

### Spells

Cantrips: Sacred Flame, Guidance, Spare the Dying  
1st: Bless, Cure Wounds, Detect Magic, Protection from Evil and Good  
2nd: Lesser Restoration, Prayer of Healing

### Roleplaying Calmert

Kind and humble. Tries to impress Terjon. Loyal healer, especially to just causes.

# Moathouse Faction Threats

# Moathouse Threats – Combined Statblocks

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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

# Moathouse Dungeon Monsters

# Moathouse Dungeon Monsters – 5e Statblock Compilation

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• Giant Crayfish (Moathouse Variant)

• Moathouse Undead Trio – Skeleton, Zombie, Ghoul

• Slithering Tracker (Abbey Vault Variant)

• Carrion Crawler (Moathouse Variant)

# Giant Frog (Moathouse Variant)

Medium beast, unaligned  
Environment: Swamp, dungeon moats, flooded tunnels  
Role: Ambush predator, low-level threat  
CR: 1/4

### Armor Class

12 (natural armor)

### Hit Points

18 (4d8)

### Speed

30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 12 (+1) | 13 (+1) | 11 (+0) | 2 (–4) | 10 (+0) | 3 (–4) |

### Skills

Perception +2, Stealth +3

### Senses

Darkvision 30 ft., Passive Perception 12

### Languages

—

### Traits

• Amphibious. The frog can breathe air and water

• Standing Leap. Long jump up to 20 ft., high jump 10 ft., without a running start

• Swallow. On a bite attack against a Small or smaller creature, if grappled at the start of its turn, the frog swallows the target. The swallowed creature is blinded and restrained, has total cover, and takes 2d4 acid damage at the start of each of the frog’s turns. One swallowed creature at a time. Escape DC 13 via grapple release or frog’s death.

### Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target  
Hit: 1d6 + 1 piercing. Target is grappled (escape DC 13).  
If grappled, the frog can attempt to Swallow on its next turn.

### Tactics

• Waits submerged, striking when prey crosses narrow ledges

• Swallows wounded or isolated targets

• Retreats into deep water if outnumbered or bloodied

# Giant Crayfish (Moathouse Variant)

Large beast, unaligned  
Environment: Submerged dungeon pits, flooded chambers  
Role: Territorial ambusher, trap guardian  
CR: 1

### Armor Class

15 (natural armor)

### Hit Points

45 (6d10 + 12)

### Speed

20 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 15 (+2) | 2 (–4) | 10 (+0) | 3 (–4) |

### Skills

Perception +2

### Senses

Darkvision 60 ft., Passive Perception 12

### Languages

—

### Traits

• Amphibious. The crayfish can breathe air and water

• Aggressive Reflex. Can take a bonus action to Dash toward a creature that damaged it last round

• Standing Guard. If not surprised, the crayfish gets advantage on its first attack roll during combat

### Actions

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target  
Hit: 2d6 + 3 bludgeoning. Target is grappled (escape DC 13).  
The crayfish has two claws and can grapple up to two targets.

Crush. Bonus Action (on grappled target).  
Deals 1d6 + 3 additional bludgeoning damage to a creature already grappled.

### Tactics

• Waits motionless near treasure, striking intruders with both claws

• Grapples and pins, targeting weakest or slowest foes

• Retreats only if reduced below 10 HP

# Moathouse Undead Trio – Skeleton, Zombie, Ghoul (Variants)

These undead threats guard various crypts, prison cells, and collapsed shrine areas in the Moathouse dungeon. They may be animated by necromantic remnants or summoned by cult rituals.

## ☠️ Skeleton (Moathouse Variant)

Medium undead, lawful evil  
AC 13 (armor scraps) • HP 20 (3d8 + 6) • Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 12 (+1) | 14 (+2) | 14 (+2) | 6 (–2) | 8 (–1) | 5 (–3) |

Vulnerabilities: Bludgeoning  
Immunities: Poison, exhaustion  
Condition Immunities: Poisoned  
Senses: Darkvision 60 ft., Passive Perception 9  
Languages: Understands Common (in death), but cannot speak

Actions:  
Shortsword. +4 to hit, 1d6 + 2 piercing  
Shortbow. +4 to hit, 1d6 + 2 piercing, range 80/320

## 🧟 Zombie (Moathouse Variant)

Medium undead, neutral evil  
AC 8 (tattered rags) • HP 30 (5d8 + 5) • Speed 20 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 6 (–2) | 16 (+3) | 3 (–4) | 6 (–2) | 5 (–3) |

Immunities: Poison  
Condition Immunities: Poisoned  
Senses: Darkvision 60 ft., Passive Perception 8  
Languages: Understands last spoken language in life

Features:  
- Undead Fortitude. If reduced to 0 HP, DC 10 CON save (or 5 + damage) to stay at 1 HP

Actions:  
Slam. +4 to hit, 1d6 + 2 bludgeoning

## 👅 Ghoul (Moathouse Variant)

Medium undead, chaotic evil  
AC 12 (rotted leather) • HP 36 (8d8) • Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 13 (+1) | 15 (+2) | 10 (+0) | 7 (–2) | 10 (+0) | 6 (–2) |

Immunities: Poison  
Condition Immunities: Poisoned  
Senses: Darkvision 60 ft., Passive Perception 10  
Languages: Common, Abyssal

Traits:  
- Keen Smell  
- Paralyzing Claws: DC 10 CON save or be paralyzed 1 minute

Actions:  
Claws. +4 to hit, 2d6 + 2 slashing, DC 10 CON save or paralyzed  
Bite. +4 to hit, 2d4 + 2 piercing

Tactics: Ghouls target spellcasters first and feed mid-combat if able

# Slithering Tracker (Abbey Vault Variant)

Medium ooze, neutral evil  
Environment: Hidden vault guardianship (unseen trap monster)  
CR: 3

### Armor Class

14 (natural armor)

### Hit Points

84 (13d8 + 26)

### Speed

30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 19 (+4) | 15 (+2) | 6 (–2) | 12 (+1) | 5 (–3) |

### Saving Throws

Dex +6, Wis +3

### Skills

Stealth +8

### Damage Resistances

Bludgeoning, piercing

### Condition Immunities

Prone, grappled, restrained

### Senses

Blindsight 60 ft. (blind beyond), Passive Perception 11

### Languages

Understands Common, Abyssal (telepathic only), cannot speak

### Features

• Liquid Form. Can move through openings as small as 1 inch wide

• Camouflaged Presence. Advantage on Stealth checks while motionless; indistinguishable from spilled fluid

• Paralyzing Embrace. If target is grappled, they must succeed a DC 14 CON save at start of each turn or be paralyzed until the start of their next turn

### Actions

Pseudopod Slam. +6 to hit, reach 5 ft.,  
Hit: 2d6 + 3 bludgeoning + 2d6 acid. Target is grappled (DC 14 escape).

Drain Fluids (Recharge 5–6).  
Only usable on grappled or paralyzed creature.  
Target must succeed DC 14 CON save or take 6d8 necrotic damage and be stunned 1 round.

### Tactics

• Waits silently near treasure, disguised as water

• Attempts to paralyze or stun casters and scholars

• Will flee through cracks if at half HP or cornered

# Carrion Crawler (Moathouse Variant)

Large aberration, unaligned  
Environment: Dungeon lairs, rotting crypt tunnels  
CR: 2

### Armor Class

13 (natural armor)

### Hit Points

51 (6d10 + 18)

### Speed

30 ft., climb 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 13 (+1) | 16 (+3) | 1 (–5) | 12 (+1) | 5 (–3) |

### Skills

Perception +3

### Senses

Darkvision 60 ft., tremorsense 30 ft., Passive Perception 13

### Languages

—

### Traits

• Spider Climb. Can climb difficult surfaces, including ceilings

• Carrion Sense. Detects corpses or dying creatures within 120 ft.

### Actions

Tentacles. Melee Weapon Attack: +4 to hit, reach 10 ft., one target  
Hit: 4 (1d4 + 2) poison. Target must succeed DC 13 CON save or be paralyzed for 1 minute.  
Target can repeat the save at end of each turn.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one paralyzed target  
Hit: 10 (2d6 + 3) piercing

### Tactics

• Ambushes near corpse piles or collapsed corridors

• Uses Tentacles to paralyze a victim, then Bites repeatedly

• Feeds mid-combat unless interrupted

### Encounter Tip

Can be reskinned as a “rotting ooze horror” or corpse-slurping beast from deeper temple corridors.

# Wilderness NPCs

# Wilderness NPCs – 5e Statblock Compilation

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• Jijohn the Tinker

• Aaron Foxear

• Erin Darkmoon

• Thalanil Starroot

• Fenric Hollowtrail

• Iona of the Crossing

• Brother Rellen

• Gloamhound

# Jijohn the Tinker

Medium humanoid (human), neutral good  
Class: Artificer (Tinker) 4 / Rogue (Mastermind) 1  
Background: Tinker (Custom: Guild Artisan + Far Traveler)  
Race: Human (Baklunish-descended)

### Armor Class

15 (studded leather + Infusion)

### Hit Points

35 (5d8 + 10)

### Speed

30 ft.

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

### Saving Throws

Con +4, Int +6

### Skills

Investigation +8, Insight +5, Sleight of Hand +4, Persuasion +4, Arcana +6

### Tools

Tinker’s tools, smith’s tools, alchemist supplies, thieves' tools

### Languages

Common, Baklunish, Gnomish, Dwarvish, Thieves’ Cant

### Features

• Artificer Infusions (2 active):  
  
Enhanced Defense (Studded Leather +1)   
Enhanced Weapon (Daggers +1)

• Enhanced Defense (Studded Leather +1)

• Enhanced Weapon (Daggers +1)

• Tool Expertise: Doubles proficiency with tinker’s tools and thieves’ tools

• Flash of Genius (3/day): +4 to any check/save within 30 ft.

• Mastermind (Rogue 1):  
  
Help as bonus action from 30 ft.   
Mimic accents, read social cues flawlessly

• Help as bonus action from 30 ft.

• Mimic accents, read social cues flawlessly

### Spellcasting (Artificer 4)

Spell Save DC 14, Spell Attack +6

Cantrips:  
Mending, Prestidigitation, Mage Hand, Thunderclap

1st-level (4 slots):  
Detect Magic, Alarm, Cure Wounds, Faerie Fire

2nd-level (2 slots):  
Invisibility, Heat Metal

### Actions

Dagger (Enhanced). +6 to hit, 1d4+2 piercing +1 magic  
Tinker’s Gadget – Flare Charge. Flashbang effect 1/day: DC 13 CON save or blinded 1 round

### Bonus Actions

Help (Mastermind). Use from 30 ft. to grant advantage on attack or ability check

### Roleplaying Jijohn

• Appears absent-minded, but very observant

• Trades and tinkers, but also listens

• Sells information only to trusted non-Temple outsiders

• May test players’ values before sharing leads

### Treasure / Gear

• Mobile cart with fold-out alchemy bench

• Clockwork "homunculus beetle" (noncombat assistant)

• Hidden capsule in boot heel: coded message for Aaron Foxear

# Aaron Foxear, Ranger of the Gnarley

Medium humanoid (human), neutral good  
Class: Ranger (Gloom Stalker) 5  
Background: Outlander (Tracker)  
Race: Human (Oeridian/Flan blend)  
Role: Scout, wilderness ally, anti-Temple operative

### Armor Class

16 (Studded leather + DEX)

### Hit Points

47 (5d10 + 15)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 12 (+1) | 16 (+3) | 16 (+3) | 10 (+0) | 15 (+2) | 11 (+0) |

### Saving Throws

Str +4, Dex +6

### Skills

Stealth +6, Survival +5, Perception +5, Nature +3

### Tools

Herbalism kit, woodcarver’s tools

### Languages

Common, Elvish, Sylvan

### Senses

Darkvision 60 ft. (Gloom Stalker), Passive Perception 15

### Features

• Gloom Stalker Magic: Disguise Self, Rope Trick, Pass Without Trace

• Dread Ambusher: +10 ft. movement on first round, extra weapon attack

• Umbral Sight: Invisible to creatures relying on darkvision

• Fighting Style: Archery (+2 to ranged attack rolls)

• Favored Enemy: Humanoids (cultists, gnolls)

• Natural Explorer (Forest): Stealth, foraging, and tracking bonuses

### Spellcasting (Ranger 5)

Spell Save DC 13, Spell Attack +5  
Known Spells (4 slots):  
Hunter’s Mark, Cure Wounds, Rope Trick, Pass Without Trace

### Actions

Multiattack. 2 attacks per turn

Longbow. +8 to hit, 1d8+3 piercing  
(+1d8 vs. wounded with Hunter’s Mark or Ambusher)  
Shortsword. +6 to hit, 1d6+3 piercing

### Tactics

• Engages from ambush, always hidden first

• Uses Hunter’s Mark on priority targets

• Retreats into trees using Rope Trick or hides with Pass Without Trace

### Roleplaying Aaron

• Gruff, focused, driven by past failure to stop cultist ambushes

• Loyal to Verbobonc's outer command and secret Druid Circle

• Accepts help only from tested allies or those vouched for by Jijohn or Burne

### Equipment

• +1 Longbow (burned grip, marked by Old Faith)

• Ranger’s charm (wooden leaf tied in leather cord)

• Message token from Burne’s network

• Bag with map to Watchtower + Abbey routes

# Erin Darkmoon, Druid of the Wilderlands

Medium humanoid (elf), neutral  
Class: Druid (Circle of the Moon) 6  
Background: Hermit (Wilderness Oracle)  
Race: Elf (wood elf)

### Armor Class

17 (leather + WIS + Shield spell)

### Hit Points

51 (6d8 + 24)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 14 (+2) | 18 (+4) | 13 (+1) | 18 (+4) | 12 (+1) |

### Saving Throws

Int +4, Wis +7

### Skills

Nature +4, Medicine +7, Animal Handling +7, Stealth +4, Insight +6

### Languages

Common, Elvish, Druidic, Sylvan

### Senses

Darkvision 60 ft., Passive Perception 14

### Features

• Wild Shape (CR 2 max, 2/rest): Use as a bonus action

• Combat Wild Shape: Can shift as bonus action and cast spells while shifted

• Circle Forms: Can become more powerful beasts (e.g., dire wolf, giant eagle)

• Druidic Sense: Knows when land has been corrupted by unnatural forces

### Spellcasting (Druid 6)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Produce Flame, Thorn Whip, Druidcraft, Guidance

1st-level (4 slots):  
Cure Wounds, Faerie Fire, Entangle, Detect Magic

2nd-level (3 slots):  
Moonbeam, Barkskin, Lesser Restoration

3rd-level (3 slots):  
Call Lightning, Dispel Magic, Plant Growth

### Actions

Quarterstaff. +4 to hit, 1d6 bludgeoning (1d8 if two-handed)  
Thorn Whip. +7 to hit, 2d6 piercing and pull target 10 ft. closer

### Bonus Actions

Wild Shape (2/day): Examples:  
- Dire Wolf (CR 1): HP 37, Pack Tactics, Trip  
- Giant Eagle (CR 1): Fly 80 ft., Keen Sight  
- Giant Constrictor Snake (CR 2): Grapple/Restrain

### Tactics

• Opens with Entangle or Faerie Fire

• Shifts to beast form and strikes flanks or intercepts spellcasters

• Uses Moonbeam or Call Lightning if terrain allows

• Uses Dispel Magic to remove cursed effects or protect nature

### Roleplaying Erin

• Elusive and watchful; rarely seen twice in the same place

• Untrusting of outsiders; will test the party before aiding

• Answers to a hidden druidic circle tied to the Old Faith

### Equipment

• Staff carved with silver leaf glyphs

• Satchel of herbal reagents, druidic focus necklace

• Marked token from Jaroo granting recognition among forest druids

# Thalanil Starroot, Warden of the Hidden Grove

Medium humanoid (elf), neutral good  
Class: Druid (Circle of Stars) 5  
Background: Sage (Astrologer of the Old Faith)  
Race: Elf (high elf)

### Armor Class

17 (Leather armor + WIS + Shield spell)

### Hit Points

42 (5d8 + 15)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 10 (+0) | 14 (+2) | 16 (+3) | 13 (+1) | 18 (+4) | 12 (+1) |

### Saving Throws

Int +3, Wis +7

### Skills

Arcana +5, Insight +6, Religion +4, Nature +5

### Tools

Navigator’s tools, star map

### Languages

Common, Elvish, Druidic, Celestial

### Senses

Darkvision 60 ft., Passive Perception 14

### Features

• Star Map: Spellcasting focus; glows softly in darkness

• Starry Form (2/rest): Bonus action form — Archer, Chalice, or Dragon   
  
Archer: Radiant bolt (1d8+4, 60 ft.)   
Chalice: Bonus healing when casting healing spells   
Dragon: Advantage on concentration saves, hover 10 ft.

• Archer: Radiant bolt (1d8+4, 60 ft.)

• Chalice: Bonus healing when casting healing spells

• Dragon: Advantage on concentration saves, hover 10 ft.

• Guiding Light: Always knows north, detects planar irregularities

### Spellcasting (Druid 5)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Guidance, Produce Flame, Sacred Flame, Star Map Beam

1st-level (4 slots):  
Faerie Fire, Cure Wounds, Detect Magic, Entangle

2nd-level (3 slots):  
Moonbeam, Lesser Restoration, Enhance Ability

3rd-level (2 slots):  
Daylight, Aura of Vitality

### Actions

Quarterstaff. +4 to hit, 1d6 bludgeoning (1d8 two-handed)

Star Map Radiant Bolt (Archer form). +7 to hit, 1d8+4 radiant

### Bonus Actions

Starry Form (2/day). Lasts 10 minutes, does not require concentration

### Roleplaying Thalanil

• Speaks calmly in poetic phrases

• Maintains leyline harmony near Oakvein

• Trusts holders of Old Faith tokens or Erin’s referrals

• May ask players to cleanse an elemental wound in the land

### Equipment

• Star map disc (platinum-etched)

• Leather robe with celestial symbols

• 2 potions of healing, scroll of Augury

# Fenric Hollowtrail, Watcher of Oakvein

Medium humanoid (human), lawful neutral  
Class: Ranger (Hunter) 4 / Rogue (Scout) 2  
Background: Scout (Custom)  
Race: Human (Oerid-Flan)

### Armor Class

15 (leather + DEX)

### Hit Points

42 (6d10 + 6)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 11 (+0) | 16 (+3) | 14 (+2) | 12 (+1) | 15 (+2) | 10 (+0) |

### Saving Throws

Dex +6, Wis +5

### Skills

Stealth +7, Survival +5, Perception +5, Investigation +4

### Tools

Cartographer’s tools, tinker’s tools

### Languages

Common, Goblin, Thieves’ Cant

### Senses

Passive Perception 15

### Features

• Cunning Action (Rogue): Dash, Disengage, or Hide as a bonus action

• Sneak Attack (1d6): Bonus damage with advantage or flanking

• Favored Enemy: Humanoids (Temple agents, gnolls)

• Hunter’s Prey – Colossus Slayer: +1d8 damage to wounded targets

• Scout’s Step: Doesn’t provoke opportunity attacks after ranged attack

• Gnarley Forest Code: Can leave symbols along trees understood by Old Faith contacts

### Actions

Shortbow. +7 to hit, 1d6 + 3 piercing  
(+1d8 with Colossus Slayer; +1d6 Sneak Attack if flanking or hidden)  
Scimitar. +6 to hit, 1d6 + 3 slashing

### Tactics

• Uses ambush and terrain advantage to delay and observe

• Retreats if surrounded, using Cunning Action

• Will track a party silently for days before revealing presence

### Roleplaying Fenric

• Stern, watchful, and loyal to Old Faith scouts

• Reports to Jaroo, but distrusts city authorities

• May approach PCs after they’ve proven themselves in combat or through Erin

### Equipment

• Collapsible camp kit, 30 arrows, codebook (druidic + scout glyphs)

• 9 gp, 1 potion of climbing

• Ring with symbol of intersecting oak and moonroot sigils

# Iona of the Crossing, Seer of Canryell Ford

Medium humanoid (human), neutral  
Class: Wizard (Divination) 6  
Background: Sage (Water-Lorekeeper)  
Race: Human (ancient Flan lineage)  
Role: Oracle, lore-bearer, regional prophet

### Armor Class

13 (mage armor)

### Hit Points

36 (6d6 + 12)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 8 (–1) | 12 (+1) | 14 (+2) | 18 (+4) | 14 (+2) | 13 (+1) |

### Saving Throws

Int +7, Wis +5

### Skills

Arcana +7, History +7, Insight +5, Religion +6

### Tools

None (uses carved river stones as spell focus)

### Languages

Common, Flan, Elvish, Aquan

### Senses

Passive Insight 15

### Features

• Portent (Divination): Roll 2d20 after long rest; may replace any attack/save/check with result

• Arcane Recovery (1/day): Recover 3 spell levels after short rest

• Water-Linked Intuition: May divine nearby threats once per day using flowing water (10-mile radius scry)

### Spellcasting (Wizard 6)

Spell Save DC 15, Spell Attack +7

Cantrips:  
Prestidigitation, Mage Hand, Minor Illusion, Message

1st-level (4 slots):  
Mage Armor, Detect Magic, Shield, Comprehend Languages

2nd-level (3 slots):  
Misty Step, Mirror Image, Suggestion

3rd-level (3 slots):  
Counterspell, Clairvoyance, Tongues

### Actions

Quarterstaff. +1 to hit, 1d6–1 bludgeoning  
(Rarely used; relies on protections and flight)

### Roleplaying Iona

• Appears serene and unblinking, often seated near water

• Offers cryptic guidance only when PCs are respectful or bear Old Faith tokens

• Knows rumors of Abbey activity, Nulb, and strange elemental readings in riverbeds

### Equipment

• Woven cloak of river reeds, small set of enchanted runestones

• Flask of sacred Gnarley spring water (used in rituals)

• Scroll: Water Walk, Legend Lore (encoded)

# Brother Rellen, Wandering Healer (Cult Spy)

Medium humanoid (human), neutral evil  
Class: Monk (Way of the Open Hand) 3 / Warlock (Air Cult Pact) 2  
Background: Charlatan (Healer’s Cover Identity)  
Race: Human (Baklunish appearance)  
Role: Infiltrator, manipulator, recruiter

### Armor Class

15 (Unarmored Defense)

### Hit Points

37 (5d8 + 10)

### Speed

40 ft.

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

### Saving Throws

Str +2, Dex +5

### Skills

Deception +6, Insight +4, Medicine +4, Acrobatics +5

### Tools

Healer’s kit, calligrapher’s tools

### Languages

Common, Auran, Elvish

### Features

• Martial Arts (Monk): Unarmed strikes use DEX, deal 1d4

• Ki (3 points): Flurry of Blows, Step of the Wind, Patient Defense

• Open Hand Technique: Flurry strikes can knock prone, push, or disable reactions

• Pact Magic (Warlock 2): Patron: Air Cult (custom)   
  
Gust, Feather Fall, Hex, Witch Bolt, Misty Step

• Gust, Feather Fall, Hex, Witch Bolt, Misty Step

### Spellcasting (Warlock 2)

Spell Save DC 13, Spell Attack +5

At-will: Gust, Prestidigitation  
1st-level (2 slots): Hex, Witch Bolt  
2nd-level (from Pact): Misty Step

### Actions

Unarmed Strike. +5 to hit, 1d4+3 bludgeoning  
Flurry of Blows. Two unarmed strikes as bonus action  
Quarterstaff. +5 to hit, 1d6+3 bludgeoning (1d8 if two-handed)

### Bonus Actions

• Step of the Wind (Ki): Dash or Disengage

• Misty Step: Teleport 30 ft.

• Flurry of Blows: 2 bonus attacks

### Roleplaying Brother Rellen

• Calm, soft-spoken, uses prayer and “wind” language

• Carries healing gear and sacred charms

• Secretly reports to Air Temple faction

• Uses misdirection and quick escape if uncovered

### Equipment

• Quarterstaff, fake Old Faith medallion

• Healer’s kit, scroll case with elemental glyphs

• Blue gemstone (75 gp) used as scrying focus

# Gloamhound

Medium beast, unaligned (druidic bond)  
Creature Type: Fey-infused wolf companion  
CR: 1/2  
Role: Tracker, loyal companion, nighttime scout

### Armor Class

14 (natural armor)

### Hit Points

27 (5d8 + 5)

### Speed

40 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 14 (+2) | 15 (+2) | 12 (+1) | 3 (–4) | 14 (+2) | 8 (–1) |

### Skills

Perception +4, Stealth +4, Survival +4

### Senses

Darkvision 90 ft., Passive Perception 14

### Languages

Understands Druidic and Sylvan (can’t speak)

### Features

• Keen Hearing and Smell. Advantage on Perception (hearing/smell)

• Shadow Blend. In dim light or darkness, gain advantage on Stealth checks

• Faith Link (Bonded). Can be mentally commanded by bonded druid/ranger within 60 ft.

• Fey Resilience. Advantage on saves against being charmed or frightened

### Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft.,  
Hit: 2d6 + 2 piercing, target must succeed DC 12 STR or be knocked prone (if Medium or smaller)

### Tactics

• Circles targets from shadows, attacks lone targets

• Retreats if bond-holder is in danger

• Distracts enemies with ambush tactics at night

### Optional Use

If summoned via druidic ritual, gains 1/day use of Pass Without Trace (self only)

# Abbey Threats

# Abbey Threats – 5e Statblock Compilation

## Table of Contents

• Heavy Snej

• Airgid, Chained Silver Dragon Wyrmling

# Heavy Snej

Medium humanoid (half-orc), neutral evil  
Class: Cleric (Death Domain) 3 / Rogue (Assassin) 2  
Background: Cult Enforcer (custom, based on Soldier)  
Race: Half-Orc  
Faction: Water Temple / Abbey Mercenary

### Armor Class

17 (Chainmail + Shield + Defensive Fighting Style)

### Hit Points

36 (3d8 + 2d8 + 10)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 15 (+2) | 14 (+2) | 15 (+2) | 10 (+0) | 12 (+1) | 13 (+1) |

### Saving Throws

Wis +3, Dex +4

### Skills

Stealth +6, Intimidation +3, Religion +2

### Languages

Common, Orc, Abyssal

### Tools

Poisoner’s kit, disguise kit

### Senses

Darkvision 60 ft., Passive Perception 11

### Features

• Death Domain: Reaper – cantrip targets two creatures

• Channel Divinity (1/rest): Touch of Death (+6 necrotic)

• Assassinate: Advantage on attack rolls vs surprised creatures; crit on surprise

• Sneak Attack (1d6)

• Relentless Endurance (1/day)

### Spellcasting (Cleric 3)

Spell Save DC 13, Spell Attack +5

Cantrips: Spare the Dying, Toll the Dead, Thaumaturgy  
1st-level (4 slots): Command, Shield of Faith, Cure Wounds  
2nd-level (2 slots): Hold Person, Spiritual Weapon

### Actions

Short Sword +1. +6 to hit, 1d6 + 3 piercing  
(+1d6 Sneak Attack if conditions met)

Dagger +1 (x2). +6 to hit, 1d4 + 3 piercing  
(Often poisoned; advantage if hidden)

### Bonus Actions

Spiritual Weapon. +5 to hit, 1d8 + 1 force  
Cunning Action: Dash, Disengage, or Hide

### Reactions

Shielded Side-Step (1/day). Disengage when first reduced below half HP

### Tactics

• Opens with Hold Person or Command

• Combos Spiritual Weapon + sneak attacks

• Flees via Abbey tunnels if bloodied

### Morale

Fights to death if ordered or in trance  
Otherwise flees to regroup

### Treasure

• Short Sword +1, 2 Daggers +1, flask of Oil of Taggit

• Shield (Water Temple sigil), key to Abbey inner vault

• 37 gp, coded map scrap, silver ring (25 gp)

# Airgid, Chained Silver Dragon Wyrmling

Medium dragon (metallic), lawful good  
Role: Imprisoned NPC, potential ally or reward source  
Faction: None – captured by Water Temple agents

### Armor Class

17 (natural armor)

### Hit Points

36 (8d8)

### Speed

30 ft., fly 60 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 17 (+3) | 12 (+1) | 11 (+0) | 12 (+1) | 11 (+0) | 15 (+2) |

### Saving Throws

Dex +3, Con +2, Wis +2, Cha +4

### Skills

Insight +2, Perception +4, Stealth +3

### Damage Immunities

Cold

### Senses

Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

### Languages

Common, Draconic, Elvish

### Features

• Legend-Bound: Cannot use legendary or lair actions (sealed)

• Polymorph (Innate): Can assume the form of a child or small animal   
  
Stats unchanged except AC becomes 12 in humanoid form

• Stats unchanged except AC becomes 12 in humanoid form

• Suppressed Breath Weapon: Locked by arcane seal, requires Abbey key to unlock

### Actions

Bite. +5 to hit, 1d10 + 3 piercing

Cold Breath (Recharge 5–6) – If unsealed  
30-ft. cone, DC 13 CON save  
4d8 cold damage (half on success)

### Behavior

• Won’t fight unless cornered

• Pleads telepathically or via childlike voice

• Will polymorph and flee if given chance

### Roleplaying Airgid

• Soft-spoken, riddling tone

• Grateful when rescued; may help once with flight or breath

• Offers 500 pp if guided to safety

• Fears cult symbols and magic pain triggers

### Optional Hooks

• Temple seal suppresses breath until dispelled

• Abbey vault has true name tablet hidden in reliquary

• Returning Airgid may earn Old Faith blessing or silver wyrmling ally

# Watchtower Threats

# Watchtower Threats – 5e Statblock Compilation

## Table of Contents

• Watchtower Commander

• Watchtower Garrison Squad Encounter Block

# 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.

• Commander's Strike: Ally attacks as reaction

• Riposte: Counterattack after miss

• Pushing Attack: Force STR save or shove target 15 ft.

• 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

# Named Watchtower NPCs

# Named Watchtower Threats – 5e Statblock Compilation

## Table of Contents

• Garoff, Rogue Field Lieutenant

• Willie, Garoff’s Monkey Companion

• Watchtower Sergeant

# Garoff, Rogue Field Lieutenant

Medium humanoid (human), neutral evil  
Class: Rogue (Scout) 4 / Fighter (Champion) 2  
Background: Ex-Ranger Turncoat  
Faction: Watchtower Strike Team, former ally of Erin Darkmoon

### Armor Class

16 (studded leather + DEX)

### Hit Points

48 (6d8 + 12)

### Speed

30 ft.

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

### Saving Throws

Dex +6, Con +5

### Skills

Stealth +7, Perception +5, Survival +5, Intimidation +3

### Tools

Thieves' tools, cartographer’s tools

### Languages

Common, Goblin, Sylvan

### Senses

Darkvision 60 ft., Passive Perception 15

### Features

• Sneak Attack (2d6)

• Scout Features: Skirmisher, Survivalist

• Fighting Style (Dueling): +2 damage with one-handed weapons

• Improved Critical: Crits on 19–20

• Second Wind (1/rest): Regain 1d10+2 HP

• Cunning Action: Dash, Disengage, or Hide as a bonus action

### Actions

Scimitar. +6 to hit, 1d6+3 slashing  
(+2 additional from Dueling)  
(+2d6 Sneak Attack if applicable)

Light Crossbow. +6 to hit, 1d8+3 piercing, range 80/320

### Tactics

• Prefers flanking and hit-and-run attacks

• Uses Skirmisher to reposition before he's flanked

• Keeps monkey out of direct combat — uses it to scout and steal

# Willie, Garoff’s Monkey Companion

Tiny beast, unaligned  
AC 13 • HP 7 (2d4 + 2) • Speed 30 ft., climb 30 ft.  
Skills: Perception +3, Sleight of Hand +4, Stealth +5  
Senses: Passive Perception 13  
Languages: Understands some commands from Garoff

### Traits

• Keen Smell. Advantage on Perception (smell)

• Distracting Chatter (1/day). Causes disadvantage on a target’s next Perception check

• Pouch Thief. Can attempt Sleight of Hand to steal a small item (DC 13)

### Tactics

• Uses Stealth to spy

• Interferes with casters by grabbing focus or pouch

• Will flee or hide when attacked

### Notes

Garoff trusts Willie completely and becomes enraged if it’s harmed. Willie will flee if Garoff is defeated.

# Watchtower Sergeant

Medium humanoid (human), lawful neutral  
Class Template: Fighter (Champion) 3  
Background: Military Veteran  
Faction: Watchtower Garrison Commander

### Armor Class

18 (chainmail + shield)

### Hit Points

45 (6d10 + 12)

### Speed

30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 14 (+2) | 10 (+0) | 11 (+0) | 13 (+1) |

### Saving Throws

Str +5, Con +4

### Skills

Athletics +5, Intimidation +3, Perception +2

### Languages

Common, Goblin

### Tools

Dice set, smith’s tools

### Senses

Passive Perception 12

### Features

• Fighting Style – Protection: Imposes disadvantage on attacks vs adjacent ally

• Second Wind (1/rest): Regain 1d10 + 3 HP

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

• Improved Critical: Crits on 19–20

• Command Voice (1/day): Allies in 30 ft. reroll failed WIS saves vs fear/charm

### Actions

Longsword. +5 to hit, 1d8 + 3 slashing (1d10 if two-handed)

Javelin (x2). +4 to hit, 1d6 + 3 piercing, range 30/120 ft.

### Tactics

• Begins fight with ranged javelin throws

• Uses Action Surge to follow up with melee strike

• Defends weaker units with Protection style

• Falls back to reinforce barracks if needed

# Wilderness Encounter Groups

# Encounter Groups – 5e Statblock Compilation

## Table of Contents

• Celense Patrol

• Mining Party

• Xvart Band

• Verbobonc Patrol

• Goblin Band

# Celense Patrol – Kron Hills Elven Outriders

A lawful-neutral detachment of elven forest rangers from Celene, patrolling the Kron Hills and nearby roads. Known for discipline and disdain for outsiders.

## 🌿 Elven Serjeant (Celense Patrol Leader)

Medium humanoid (elf), lawful neutral  
Class: Fighter (Champion) 4  
AC 17 (chain shirt + shield)  
HP 42 (4d10 + 12)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 13 (+1) | 16 (+3) | 14 (+2) | 11 (+0) | 12 (+1) | 10 (+0) |

Saving Throws: Str +3, Con +4  
Skills: Perception +3, Survival +3  
Senses: Darkvision 60 ft., Passive Perception 13  
Languages: Elvish, Common, Sylvan  
Features: Fey Ancestry, Keen Senses, Improved Critical (19–20)

Actions:  
- Longsword. +5 to hit, 1d8+3 slashing (1d10+3 if two-handed)  
- Longbow. +5 to hit, 1d8+3 piercing, range 150/600

## 🏹 Elven Soldiers (5x)

Medium humanoid (elf), neutral  
Class: Fighter (Scout) 1  
AC 15 (leather armor + shield)  
HP 13 (2d8 + 4)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 11 (+0) | 15 (+2) | 14 (+2) | 10 (+0) | 11 (+0) | 9 (–1) |

Skills: Perception +2, Stealth +4  
Senses: Darkvision 60 ft., Passive Perception 12  
Languages: Elvish, Common  
Features: Fey Ancestry, Keen Senses, Mask of the Wild (can hide in light foliage)

Actions:  
- Shortsword. +4 to hit, 1d6+2 piercing  
- Shortbow. +4 to hit, 1d6+2 piercing, range 80/320

Tactics:  
Soldiers move in skirmish formation and prefer ranged attacks. Serjeant issues orders and maintains morale.

# Mining Party – Dwarven Prospecting Crew

A neutral-aligned expedition of dwarves and gnomes probing the Kron Hills for mithral or rare stones. Heavily armed for wilderness defense.

## 🔨 Dwarf Foreman

Medium humanoid (dwarf), neutral  
Class: Fighter 3  
AC 16 (scale mail + shield)  
HP 38 (3d10 + 12)  
Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 15 (+2) | 11 (+0) | 16 (+3) | 10 (+0) | 11 (+0) | 10 (+0) |

Saving Throws: Str +4, Con +5  
Skills: Athletics +4, History +2, Survival +2  
Senses: Darkvision 60 ft., Passive Perception 10  
Languages: Dwarvish, Common  
Features: Dwarven Resilience, Stonecunning, Second Wind (1/rest), Action Surge (1/rest)

Actions:  
- Warhammer. +4 to hit, 1d8+2 bludgeoning (1d10+2 two-handed)  
- Throwing Hammer. +4 to hit, 1d6+2, range 20/60

## ⛏ Gnome Surveyors (2x)

Small humanoid (gnome), neutral  
Class: Expert (CR 1/4 equivalents)  
AC 13 (leather armor)  
HP 10 (2d6 + 3)  
Speed 25 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 8 (–1) | 14 (+2) | 12 (+1) | 14 (+2) | 10 (+0) | 11 (+0) |

Skills: Investigation +4, Perception +2, Stealth +4  
Senses: Darkvision 60 ft., Passive Perception 12  
Languages: Gnomish, Common  
Features: Gnome Cunning (advantage on mental saves vs magic)

Actions:  
- Light Crossbow. +4 to hit, 1d8 piercing  
- Pickaxe (Light). +3 to hit, 1d6 bludgeoning

## 🫏 Pack Mules (2x)

Medium beast, unaligned  
AC 10 • HP 11 (2d8) • Speed 40 ft.  
STR 14 (+2) • CON 13 (+1)  
- Can carry up to 420 lbs  
- Immune to fear and fatigue while with dwarves

### Equipment

• Surveying tools, picks, climbing gear, gem pouches

• Warrant of passage from Verbobonc Guild

• 2 healing potions, mithral sample pouch (50 gp value)

# Xvart Band – Blue-Skinned Marauders

A chaotic evil roaming gang of shrieking, cowardly humanoids. Known for raiding camps, hiding in crevices, and worshipping twisted gods of chaos and vermin.

## 🧨 Xvart Leader

Small humanoid (xvart), chaotic evil  
Class: Warlock (Fiend Patron) 2  
AC 13 (leather armor)  
HP 18 (4d6 + 4)  
Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 8 (–1) | 14 (+2) | 12 (+1) | 10 (+0) | 8 (–1) | 15 (+2) |

Saving Throws: Wis +1, Cha +4  
Skills: Deception +4, Stealth +4  
Senses: Darkvision 60 ft., Passive Perception 9  
Languages: Abyssal, Goblin, Common  
Features: Pact Magic (DC 12), Pack Tactics

Cantrips: Eldritch Blast, Thaumaturgy  
1st-level (2 slots): Hellish Rebuke, Arms of Hadar

Actions:  
- Dagger. +4 to hit, 1d4 + 2 piercing  
- Eldritch Blast. +4 to hit, 1d10 force

## 👹 Xvart Raiders (4x)

Small humanoid (xvart), chaotic evil  
AC 12 • HP 9 (2d6 + 2) • Speed 30 ft.

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

Skills: Stealth +4  
Senses: Darkvision 60 ft., Passive Perception 9  
Languages: Goblin

Features:  
- Pack Tactics. Advantage on attack rolls if ally is within 5 ft.

Actions:  
- Scimitar. +4 to hit, 1d6 + 2 slashing  
- Shriek (1/day). Frightens one creature within 10 ft. (DC 10 WIS)

## 🍄 Pet Shrieker

Medium plant, unaligned  
AC 5 • HP 13 (2d8 + 4) • Speed 0 ft.  
Senses: Blindsight 30 ft. (blind beyond), Passive Perception 10

Traits:  
- Shriek. Emits loud screech if a creature moves within 30 ft.  
 Lasts 1 minute, alerting nearby enemies

### Tactics

• Ambushes from crevices, all-in on the first round

• Leader uses Arms of Hadar followed by retreat

• Shrieker placed to trigger and cover escape

# Verbobonc Patrol – Civil Guard Unit

A lawful good detachment of mounted soldiers and a knight from Verbobonc. Routinely patrols roads near Hommlet, Kron Hills, and trade routes.

## 🛡 Patrol Knight (Captain)

Medium humanoid (human), lawful good  
Class: Paladin 4  
AC 18 (chainmail + shield)  
HP 48 (4d10 + 16)  
Speed 30 ft.

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

Saving Throws: Wis +3, Cha +4  
Skills: Athletics +5, Insight +3, Persuasion +4  
Senses: Passive Perception 11  
Languages: Common, Elvish  
Features: Lay on Hands (20 HP), Divine Sense (4/day), Fighting Style: Defense, Divine Smite

Actions:  
- Longsword. +5 to hit, 1d8+3 slashing  
- Javelin (x3). +4 to hit, 1d6+3 piercing, 30/120  
- Smite. Expends spell slot to deal +2d8 radiant

## 🚨 Guards (4x)

Medium humanoid (human), lawful good  
AC 16 (chainmail + shield)  
HP 11 (2d8 + 2)  
Speed 30 ft.

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

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

## 🐎 Warhorses (2x)

Large beast, unaligned  
AC 11 • HP 19 (3d10 + 3) • Speed 60 ft.

| STR | DEX | CON | INT | WIS | CHA |  
|-----|-----|-----|-----|-----|-----|  
| 16 (+3) | 12 (+1) | 13 (+1) | 2 (–4) | 12 (+1) | 7 (–2) |

Actions:  
- Hooves. +6 to hit, 2d6+4 bludgeoning

### Equipment

• Patrol tabards with city sigil

• Dispatch log and sealed arrest orders

• Healing kit, 2 potions of healing, horn of alarm

# Goblin Band – Roadside Ambushers

A chaotic evil hunting group from the Gnarley edge, known for sudden attacks, dirty tactics, and striking after sundown. Includes brute, scout, and minions.

## 👹 Goblin Brute

Small humanoid (goblinoid), chaotic evil  
Class: Barbarian 2  
AC 14 (hide + DEX)  
HP 27 (4d8 + 9)  
Speed 30 ft.

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

Features:  
- Rage (2/day): Bonus damage, resistance to B/P/S  
- Reckless Attack  
- Darkvision 60 ft., Nimble Escape (Disengage/Hide as bonus action)

Actions:  
- Battleaxe. +4 to hit, 1d8+2 slashing  
- Throwing Axe. +4 to hit, 1d6+2, range 20/60

## 🏹 Goblin Archer

Small humanoid (goblinoid), chaotic evil  
AC 15 (leather + DEX)  
HP 13 (2d8 + 4)  
Speed 30 ft.

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

Actions:  
- Shortbow. +5 to hit, 1d6+3 piercing, 80/320  
- Scimitar. +4 to hit, 1d6+2 slashing

Tactics: Targets spellcasters or rear ranks, then flees to reposition

## 💀 Goblin Mob (3x)

Small humanoid (goblinoid), chaotic evil  
AC 13 (leather armor)  
HP 7 (2d6)  
Speed 30 ft.

Actions:  
- Scimitar. +4 to hit, 1d6+2 slashing

Traits:  
- Nimble Escape

### Encounter Tactics

• Strike and flee, using surprise and terrain

• Brute leads charge, Mob swarms, Archer covers

• Retreats if leader is slain or at half strength