Named Watchtower Threats – 5e Statblock Compilation

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# 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