General Minko

Ill daughter, men of honor, will not surrender, taught his officers to kill any renegade even him

Lives in central citadel

Officer Alexo

Gambler and drinker, will be in a tavern at night

Officer Liam

Pope of the local town church, very religious. Rumors say that there is a seal somewhere in the church. Those who were marked by it are claimed heretics and considered dead to all Mologia

Officer Byerd

One of the richest people of the city, can be easily bribed, the only question is the price

Officer Kern

One of the new officers no information other than his address (Secretly is a high elf with 2 grenades, 1 flash, 2 smoke and 1 hidden pistol (3 ammo) and 1 rapier 7th level rogue inquisitive)

HP: 50 (-20)

AC: 20 (vs ranged), 18 (vs melee) (-2)

Rogue evasion – half dmg from dex save spells or no dmg if successful

Sneak attack – 4d6

Multiattack: Kern makes 2 attacks with his hidden pistols, as bonus action he can apply advantage vs target DC 16 Wis

Rapier – 1d8 + 5, +8 to hit

Sneaky pistol – enable sneak attack to all pistol weapons

+10 to hit +6 dmg

Pocket pistol – 5d6 piercing (no modifiers like sneak attack, weapon buff etc. can be applied, IF THE DESCRIPTION OF MODIFIER DOES NOT SPECIFICALLY SAY SO), range(30ft), hidden, long reload, ammunition (pocket pistol ammo), always hits and crits in 5ft range, pierces through immunity and resistance, silenced, REQUIRES PROFFICIENCY otherwise -10 to hit die

All soldiers of Mologia have 15 armor and 25 hp +4 to attack (unless stated otheewise). Some of them are equipped with symbol of Orchis which will (DC 25 const) knock anyone unconscious.

All houses of the city have 1-2 floors. Streets of the city are dimly light and are patrolled by squads of 4 soldiers. If there are more than 2 intruders guards will try to call to help.

1. Soldiers who try to rob a rich man and woman
2. Poor man, who try to mug party with his gang
3. Lone child who lost his way to home
4. Drunk soldier
5. Children gang who will try to rob PCs
6. Patrol