**Bounty Program:**

**Level 1**

Thugs will “Rough you up”

20g per Thug, up to 6 total.

**Level 2**

Svers will capture you.

70g per Sver, up to 5 total.

**Level 3**

Assassins will kill you.

250g per Assassin, up to 4 total.

**Level 4**

The Black Knight.

5000g.

**Thug**

**HP**: 24 **AC**: 11 **PP**: 9 **SPD**: 30ft **CR**: 1 (200 xp)

**STR**: 18 (+4) **DEX**: 12 (+1) **CON**: 14 (+2) **INT**: 8 (-1) **WIS**: 8 (-1) **CH**: 10 (0)

**Features:**

*Multi-attack*

*Pack Tactics*: Advantage on attacks if its ally is within 5ft and is not incapacitated.

**Attacks:**

*Short Sword + Shield*: +2 AC. +6 to hit 1d6 + 4 slashing damage.

*Spear + Shield*: +2 AC. +6 to hit 1d6 +4 piercing damage or 1d8 + 4 (2h). Thrown 20/60ft.

**Sver**

**HP**: 52 **AC**: 16 (Chainmail) **PP**: 11 **SPD**: 30ft **CR**: 3 (700 xp)

**STR**: 14 (+2) **DEX**: 13 (+2) **CON**: 13 (+2) **INT**: 11 (0) **WIS**: 12 (+1) **CH**: 14 (+2)

**Features:**

*Multi-attack*

*Pack Tactics*: Advantage on attacks if its ally is within 5ft and is not incapacitated.

*Beast Intimidation*: All beasts within 30ft must make a wisdom saving throw (DC 14). If saved, beast is not frightened and can act normally. Failed saves are frightened. Target can re-roll for a save each turn as it’s action.

**Attacks:**

*Short Sword + Shield*: +2 AC. +6 to hit 2d6 + 4 slashing damage.

*Spear + Shield*: +2 AC. +6 to hit 2d6 +4 piercing damage or 2d8 + 4 (2h). Thrown 20/60ft.

*Trident*: +6 to hit 2d6 +4 piercing damage or 2d8 + 4 (2h). Thrown 20/60ft.

*Whip*: +6 to hit 2d4 +4 slashing damage. Target must make a dexterity saving throw (DC 13). Failed saves are knocked prone.

*Net*: Bonus Action. +6 to hit. Thrown 5/15ft. Target must make a dexterity saving throw (DC 16). Failed saves are knocked prone. Must succeed a dexterity saving throw on their turn to get up (DC 10).

**Sver Captain**

**HP**: 120 **AC**: 16 (Chainmail) **PP**: 12 **SPD**: 30ft **CR**: 7 (2,900 xp)

**STR**: 16 (+3) **DEX**: 14 (+2) **CON**: 13 (+1) **INT**: 12 (+1) **WIS**: 12 (+1) **CH**: 14 (+2)

**Features:**

*Triple-attack*

*Pack Tactics*: Advantage on attacks if its ally is within 5ft and is not incapacitated.

*Beast Intimidation*: All beasts within 30ft must make a wisdom saving throw (DC 14). If saved, beast is not frightened and can act normally. Failed saves are frightened. Target can re-roll for a save each turn as its action.

*Cruelty:* Advantage on melee attacks against targets with less than 25% hp.

**Attacks:**

*Short Sword + Shield*: +2 AC. +7 to hit 2d6 + 6 slashing damage.

*Spear + Shield*: +2 AC. +7 to hit 2d6 +6 piercing damage or 2d8 + 6 (2h). Thrown 20/60ft.

*Trident*: +7 to hit 2d6 +6 piercing damage or 2d8 + 6 (2h). Thrown 20/60ft.

**Blood hound**

**HP**: 5 **AC**: 10 **PP**: 16 **SPD**: 40ft **CR**: 1/8 (25 xp)

**STR**: 12 (+1) **DEX**: 14 (+2) **CON**: 12 (+1) **INT**: 8 (-1) **WIS**: 10 (0) **CH**: 7 (-2)

**Features:**

*Keen Hearing & Smell:* Advantage on perception checks based on hearing and smelling.

*Pack Tactics*: Advantage on attacks if its ally is within 5ft and is not incapacitated.

**Attacks:**

*Bite*: +3 to hit 1d6 + 1 piercing damage. Target makes a DC 11 strength saving throw or is knocked prone.

**Assassin**

**HP**: 79 **AC**: 15 (Leather) **PP**: 13 **SPD**: 30ft **CR**: 6 (2300 xp)

**STR**: 11 (0) **DEX**: 16 (+3) **CON**: 14 (+2) **INT**: 13 (+1) **WIS**: 11 (0) **CH**: 9 (-1)

**Saving Throws:**

Dex: +6 Int: +4

**Skills:**

Acrobat: +4 Decep: +3 Percep: +3 Stealth: +6

**Damage Resistance:**

Poison

**Features:**

*Multi-attack*

*Assassinate:* Advantage on first turn on anything that hasn’t taken a turn. Damage on surprised targets is a crit.

*Evasion*: Saved dexterity saves are zero damage. Failed dexterity saves are half damage.

*Sneak Attack:*

**Attacks:**

*Short Swordx2:*  +6 to hit 1d6 + 3 slashing damage. Target must make a DC 15 constitution saving throw. Failed saves take 7d6 poison damage. Half as much on saved throws.

*Light Crossbow:* Range 80/320 +6 to hit 1d8+3 piercing damage. Target must make a DC 15 constitution saving throw. Failed saves take 7d6 poison damage. Half as much on saved throws.

**The Black Knight**

**HP**: 140 **AC**: 20 (Plate+Shield) **PP**: 11 **SPD**: 25ft **CR**: 10 (??? xp)

**STR**: 16 (+3) **DEX**: 11 (0) **CON**: 18 (+4) **INT**: 11 (0) **WIS**: 13 (+1) **CH**: 10 (0)

**Saving Throws:**

Con: +7 Str: +6

**Skills:**

Stealth: +8 Intim: +8

**Damage Resistance:**

Fire, Cold, Lightning, Nectrotic, Force

**Features:**

*Black Shield:* 1 action, instant cast, self, M. The Knight’s shield is imbued with one charge of Black Shield. The is void of all light and difficult to see. Gives +2 AC against spells. Any spell that is cast on the knight consumes the charge. All spell saving throws succeed and take 0 damage. Any failed spell (attack rolls or saving throws) are absorbed and heal for 2d10.

*Riptose:* When a creature misses with a melee attack, the Black Knight may use a reaction to counter with a melee swing.

*Shield Bash:*  As a bonus action after attacking or casting black shield, the Black Knight may shield bash. +6 to hit, 2d6 +1 bludgeoning damage. If Black Shield was cast, charge is consumed and target takes 1d6 +1 fire, cold, lightning, necrotic, and force damage.

**Attacks:**

*Longsword:*  +8 to hit 3d8 + 5 slashing damage.