

AGE 12+



MURDER ^{IN} BALDUR'S GATE TM

MONSTER STATISTICS

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D&D® NEXT STATISTICS

Abdel Adrian

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 22 (3d10 + 6)

Speed 25 ft.

Str 16 (+3)

Dex 14 (+2)

Con 15 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Gauntlet: +5 to hit (reach 5 ft.; one creature).

Hit: 1d4 + 3 bludgeoning damage. If the attack deals 6 or more damage, the target falls prone.

REACTIONS

Guardian: If an enemy within 5 feet of Abdel attacks a target other than Abdel, that enemy provokes an opportunity attack from Abdel.

ENCOUNTER BUILDING

Level 2

XP 60

Acolyte of Gond

Medium Humanoid (Human)

Armor Class 16 (chain mail)

Hit Points 11 (2d8 + 2)

Speed 25 ft.

Str 13 (+1)

Dex 11 (+0)

Con 13 (+1)

Int 10 (+0)

Wis 15 (+2)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Mace: +2 to hit (reach 5 ft.; one creature). **Hit:** 4 (1d6 + 1) bludgeoning damage.

Ranged Attack—Light Crossbow: +1 to hit (range 80 ft./320 ft.; one creature). **Hit:** 4 (1d8) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 20

Bhaalspawn Slayer

Medium Humanoid

Armor Class 14

Hit Points 30 (4d10 + 8)

Speed 40 ft.; see Traits below

Senses darkvision 60 ft.

Str 14 (+2)

Dex 17 (+3)

Con 15 (+2)

Int 11 (+0)

Wis 11 (+0)

Cha 13 (+1)

Alignment chaotic evil

Languages Common

TRAITS

Climb: The slayer can climb as part of its movement. No ability check is required.

Immunities: The slayer is immune to disease and poison.

Jump: The slayer can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

ACTIONS

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (2d4 + 2) slashing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target's speed magically drops to 0. Instead of moving on its turn, or as its action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds.

Melee Attack—Bite: +5 to hit (reach 5 ft.; one creature that has a speed of 0). *Hit:* 11 (2d8 + 2) piercing damage, and the target must make a DC 10 Constitution saving throw. *Failed Save:* The target is stunned for 1 minute but can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

ENCOUNTER BUILDING

Level 3

XP 110

Bomber

Medium Humanoid (Dwarf)

Armor Class 13 (hide)

Hit Points 17 (2d10 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 14 (+2)

Cha 11 (+0)

Alignment neutral

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: Bomber has advantage on saving throws against poison and resistance to poison damage.

ACTIONS

Melee Attack—Short Sword: +4 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) piercing damage.

Ranged Attack—Alchemist's Fire: The ground in a 5-foot radius cloud centered on a point within 30 feet of the bomber is covered in alchemist's fire for 1 minute. Creatures within the cloud when it appears, as well as creatures that end their turns within the cloud, must succeed on a Dexterity saving throw. *Failed Save:* 1d6 + 2 fire damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 2 XP 30

Chosen of Bhaal

When Rilsa Rael, Torlin Silvershield, Ulder Ravengard, or a character becomes the Chosen of Bhaal, he or she gains the following benefits.

TRAITS

Climb: The chosen can climb as part of its movement. No ability check is required.

Immunities: The chosen is immune to disease and poison.

Jump: The chosen can jump as part of its movement. No ability check is required. Jumping in this way does not provoke opportunity attacks.

Murder Magic: A creature hit by the chosen's attack must succeed on a DC 10 Constitution saving throw, or the creature's speed drops to 0. Instead of moving on its turn, or as an action, the target can attempt a DC 10 Constitution check, ending the speed reduction if the check succeeds. If a creature that already has a speed of 0 is hit by the chosen's attack, the creature must succeed on a DC 10 Constitution saving throw or become stunned for 1 minute. A creature stunned in this way can repeat the saving throw at the end of each of its turns, ending the stunned condition on a successful save.

Coran

Medium Humanoid (Elf)

Armor Class 15 (studded leather)

Hit Points 39 (6d10 + 6)

Speed 35 ft.

Senses low-light vision

Str 13 (+1)

Dex 17 (+3)

Con 12 (+1)

Int 12 (+1)

Wis 14 (+2)

Cha 16 (+3)

Alignment neutral

Languages Common, Elvish

TRAITS

Expertise: Coran has 2d6 expertise dice. If he uses any dice, he regains them when he completes any rest. Coran can spend a die to roll it and add its result to an attack roll as part of the action to make the attack.

Free Spirit: Coran is immune to the charmed condition and cannot be put to sleep.

Keen Senses: Coran has advantage on Wisdom checks to listen and spot.

ACTIONS

Melee Attack—Short Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 10 (2d6 + 3) piercing damage.

Ranged Attack—Longbow: +6 to hit (range 80 ft./320 ft.; one creature). *Hit:* 12 (2d8 + 3) piercing damage.

Volley: Coran can spend an expertise die to make a longbow attack against two creatures within 20 feet of each other.

REACTIONS

Nimble Dodge: If a melee attack would hit Coran, he can roll one of his expertise dice, adding half the result to his AC. If the attack misses, Coran can move up to 10 feet. This movement does not provoke opportunity attacks.

ENCOUNTER BUILDING

Level 4

XP 250

Crew Member

Medium Humanoid (Human)

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 11 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 12 (+1)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Short Sword: +2 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d6 + 2) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 20

Fire Mephit

Small Elemental (Fire)

Armor Class 14

Hit Points 16 (3d8 + 3); see Traits below

Speed 30 ft., fly 30 ft.

Senses darkvision 60 ft.

Str 8 (-1)

Dex 16 (+3)

Con 12 (+1)

Int 9 (-1)

Wis 10 (+0)

Cha 13 (+1)

Alignment neutral

Languages Common, Ignan

TRAITS

Flame Healing: The mephit is immune to fire damage, and it regains a number of hit points equal to any fire damage dealt to it.

ACTIONS

Melee Attack—Claws: +5 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) slashing damage and 2 (1d4) fire damage.

Breath Weapon (recharge 6): The mephit breathes a 15-foot cone of flame. Creatures in the cone must make a DC 11 Dexterity saving throw. *Failed Save:* 9 (2d8) fire damage. *Successful Save:* Half damage.

Heat Metal (1/day): As the spell (save DC 11).

Scorching Ray (1/hour): As the spell (save DC 11).

ENCOUNTER BUILDING

Level 3

XP 90

Flaming Fist Corporal

Medium Humanoid (Human)

Armor Class 18 (plate mail)

Hit Points 30 (4d10 + 8)

Speed 25 ft.

Str 16 (+3)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

ACTIONS

Surge (recharge 5-6): The corporal makes two melee attacks.

Melee Attack—Heavy Flail: +5 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) bludgeoning damage.

ENCOUNTER BUILDING

Level 4

XP 150

Flaming Fist Lieutenant

Medium Humanoid (Human)

Armor Class 16 (scale mail)

Hit Points 19 (3d10 + 3)

Speed 30 ft.

Str 16 (+3)

Dex 14 (+2)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Bastard Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 1d10 + 3 slashing damage. If the attack deals 9 or more damage, the target falls prone.

REACTIONS

Guardian: If an enemy within 5 feet of the lieutenant attacks a target other than the lieutenant, that enemy provokes an opportunity attack from the lieutenant.

ENCOUNTER BUILDING

Level 3

XP 80

Flaming Fist Private

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Longsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the private deals 7 or more damage, the private can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

Ranged Attack—Light Crossbow: +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 20

Flaming Fist Sergeant

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 37 (5d10 + 10)

Speed 25 ft.

Str 16 (+3)

Dex 10 (+0)

Con 14 (+2)

Int 12 (+1)

Wis 12 (+1)

Cha 12 (+1)

Alignment neutral

Languages Common

ACTIONS

Surge (recharge 4–6): The sergeant makes two melee attacks.

Melee Attack—Flail: +5 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 3 bludgeoning damage. If the attack deals 8 or more damage, the target falls prone.

ENCOUNTER BUILDING

Level 4

XP 200

Halfling Rogue

Small Humanoid (Halfling)

Armor Class 15 (studded leather)

Hit Points 9 (2d8)

Speed 25 ft.

Str 12 (+1)

Dex 16 (+3)

Con 10 (+0)

Int 10 (+0)

Wis 11 (+0)

Cha 14 (+2)

Alignment neutral

Languages Common

TRAITS

Brave The halfling has advantage on saving throws against being frightened.

Lucky: If the halfling rolls a natural 1 on an attack roll, ability check, or saving throw, the halfling can reroll the die but must use the new roll.

Opportunist: If the halfling has advantage on an attack roll, the halfling can give up the advantage to make two attacks.

Sneak: The halfling has advantage on Dexterity checks to sneak.

ACTIONS

Melee or Ranged Attack—Dagger: +3 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against the halfling until the halfling's turn ends.

ENCOUNTER BUILDING

Level 1

XP 20

Harbor Manifest

Uncommon wondrous item

The leather for this manifest's cover has a faint, intricate pattern on it.

Property: To open the manifest, one must trace the magic pattern on its cover. The book has been opened so many times that the tracing marks are clearly visible, but the pattern is so complex that tracing it properly requires a DC 15 Dexterity or Intelligence check. If opened incorrectly, the manifest screeches in a parrot voice, "Thief! Help! Thief! Help!" The cry repeats until the symbol is traced correctly. An individual who has opened it correctly once need not perform the check again.

In addition, while it is open, the manifest records on its pages any words dictated to it.

Human Bystander

Medium Humanoid (Human)

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

Str 11 (+0)

Dex 11 (+0)

Con 10 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Fist: +0 to hit (reach 5 ft.; one creature). *Hit:* 1 bludgeoning damage.

Ranged Attack—Rock: +0 to hit (range 20 ft./80 ft.; one creature). *Hit:* 1 bludgeoning damage.

ENCOUNTER BUILDING

Level 1

XP 10

Imbralym Skoond

Medium Humanoid (Human)

Armor Class 12

Hit Points 18 (4d6 + 4)

Speed 30 ft.

Str 10 (+0)

Dex 14 (+2)

Con 12 (+1)

Int 17 (+3)

Wis 17 (+3)

Cha 12 (+1)

Alignment neutral evil

Languages Common

TRAITS

Spellcasting: Imbralym is a 4th-level spellcaster that uses Intelligence as his magic ability (spell save DC 14). Imbralym has the following spells prepared:

Cantrips—*minor illusion, ray of frost, shocking grasp*

1st level (4/day)—*color spray, magic missile, shield, thunderwave*

2nd level (3/day)—*invisibility*

ACTIONS

Melee Attack—Quarterstaff: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage.

ENCOUNTER BUILDING

Level 3

XP 110

Laraelra Thundreth

Medium Humanoid (Half-Elf)

Armor Class 15 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Senses low-light vision

Str 12 (+1)

Dex 16 (+3)

Con 13 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 12 (+1)

Alignment neutral

Languages Common

TRAITS

Focus: If Laraelra damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Laraelra must rest to regain the use of this trait.

Opportunist: If Laraelra has advantage on an attack roll, she can give up the advantage to make two attacks.

Sneak: Laraelra has advantage on Dexterity checks to sneak.

ACTIONS

Melee or Ranged Attack—Dagger: +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). **Hit:** 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Laraelra until her turn ends.

ENCOUNTER BUILDING

Level 2

XP 30

Nant Thangol

Medium Humanoid (Dwarf)

Armor Class 14 (studded leather)

Hit Points 13 (2d6 + 6)

Speed 25 ft.

Senses darkvision 60 ft.

Str 16 (+3)

Dex 12 (+1)

Con 17 (+3)

Int 10 (+0)

Wis 17 (+3)

Cha 10 (+0)

Alignment neutral

Languages Common, Dwarvish

TRAITS

Dwarven Resilience: Nant has advantage on saving throws against poison and resistance to poison damage.

Opportunist: If Nant has advantage on an attack roll, he can give up the advantage to make two attacks.

Shift: If Nant moves no more than 5 feet on his turn, his movement does not provoke opportunity attacks.

ACTIONS

Melee or Ranged Attack—Dagger: +5 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). **Hit:** 5 (1d4 + 3) piercing damage, and the target cannot make opportunity attacks against Nant until his turn ends.

ENCOUNTER BUILDING

Level 2

XP 30

Nine-Fingers

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 12 (+1)

Dex 18 (+4)

Con 14 (+2)

Int 13 (+1)

Wis 17 (+3)

Cha 14 (+2)

Alignment neutral

Languages Common

TRAITS

Acrobatic Escape: While Nine-Fingers is moving on her turn, her AC is 18.

Focus: If Nine-Fingers damages a creature, she can choose to gain advantage on her next attack roll made against that creature. Nine-Fingers must rest to regain the use of this trait.

Sneak Attack: If Nine-Fingers has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage.

Thief: Nine-Fingers has advantage on ability checks to balance, disable a device, hide, pick locks, and sneak.

ACTIONS

Multiattack: Nine-Fingers makes two melee attacks.

Melee or Ranged Attack—Dagger: +6 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). **Hit:** 6 (1d4 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5

XP 250

Patriar Duelist

Medium Humanoid (Human)

Armor Class 14 (leather)

Hit Points 11 (2d8 + 4)

Speed 30 ft.

Str 12 (+1)

Dex 17 (+3)

Con 14 (+2)

Int 10 (+0)

Wis 14 (+2)

Cha 12 (+1)

Alignment neutral

Languages Common

TRAITS

Focus: If the duelist damages a creature, he can choose to gain advantage on his next attack roll made against that creature. The duelist must rest to regain the use of this trait.

Opportunist: If the duelist has advantage on an attack roll, he can give up the advantage to make one rapier attack and one short sword attack.

ACTIONS

Melee Attack—Rapier: +4 to hit (reach 5 ft.; one creature). **Hit:** 7 (1d8 + 3) piercing damage.

Melee Attack—Short Sword: +4 to hit (reach 5 ft.; one creature). **Hit:** 6 (1d6 + 3) piercing damage.

ENCOUNTER BUILDING

Level 2

XP 60

Patriar Retainer

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 12 (+1)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Longsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the retainer deals 7 or more damage, the retainer can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

ENCOUNTER BUILDING

Level 1

XP 20

Patriar Youth

Medium Humanoid (Human)

Armor Class 10

Hit Points 5 (1d8 + 1)

Speed 30 ft.

Str 11 (+0)

Dex 10 (+0)

Con 12 (+1)

Int 10 (+0)

Wis 11 (+0)

Cha 11 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee or Ranged Attack—Improvised Weapon: +1 to hit (reach 5 ft. or range 20 ft./40 ft.; one creature). *Hit:* 2 (1d4) bludgeoning damage.

ENCOUNTER BUILDING

Level 1

XP 10

Rilsa Rael

Medium Humanoid (Human)

Armor Class 15 (leather)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

Str 14 (+2)

Dex 18 (+4)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

TRAITS

Focus 2: If Rilsa damages a creature, she can choose to gain advantage on her next attack roll made against that creature. She has two uses of this trait, and she must rest to regain any use she expends.

Slick: Rilsa has advantage on ability checks made to persuade, sense motive, and sneak.

Sneak Attack: If Rilsa has advantage on an attack roll, she can give up the advantage to deal 2d6 + 6 extra damage with an attack that hits.

Tactical Acumen: If Rilsa moves 15 feet or fewer on her turn, her movement does not provoke opportunity attacks.

Tactical Commands: Any friendly creature that can hear Rilsa and is within 30 feet of her can move 15 feet or fewer on its turn, and this movement does not provoke opportunity attacks.

ACTIONS

Slash and Dash: Rilsa makes short sword attack against one creature and then moves using Tactical Acumen. She can then make a dagger attack. Her turn then ends.

Melee Attack—Short Sword: +7 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Melee or Ranged Attack—Dagger: +7 to hit (reach 5 ft. or range 30 ft./120 ft.; one creature). *Hit:* 6 (1d4 + 4) piercing damage.

ENCOUNTER BUILDING

Level 5

XP 300

Smokepowder Maker

Medium Humanoid (Human)

Armor Class 13

Hit Points 22 (4d6 + 8)

Speed 30 ft.

Str 12 (+1)

Dex 16 (+3)

Con 14 (+2)

Int 16 (+3)

Wis 12 (+1)

Cha 11 (+0)

Alignment neutral

Languages Common, Goblin

ACTIONS

Melee Attack—Quarterstaff: +3 to hit (reach 5 ft.; one creature). *Hit:* 5 (1d4 + 3) bludgeoning damage.

Ranged Attack—Ray of Frost: +4 to hit (range 100 ft.; one creature). *Hit:* 4 (1d8) cold damage, and the target's speed drops by 10 feet until the end of the maker's next turn.

Acid Spray (recharge 5–6): Each creature in a 15-foot cone originating from the maker must make a DC 11 Dexterity saving throw. *Failed Save:* 13 (3d8) acid damage. *Successful Save:* Half damage.

ENCOUNTER BUILDING

Level 2

XP 50

Thug

Medium Humanoid (Human)

Armor Class 10

Hit Points 9 (2d8)

Speed 30 ft.

Str 12 (+1)

Dex 11 (+0)

Con 11 (+0)

Int 10 (+0)

Wis 10 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

ACTIONS

Melee Attack—Dagger: +2 to hit (reach 5 ft.; one creature). *Hit:* 3 (1d4 + 1) piercing damage.

Ranged Attack—Light Crossbow: +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d8) piercing damage.

ENCOUNTER BUILDING

Level 1

XP 10

Tough Thug

Medium Humanoid (Human)

Armor Class 12 (leather)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

Str 14 (+2)

Dex 12 (+1)

Con 14 (+2)

Int 10 (+0)

Wis 11 (+0)

Cha 10 (+0)

Alignment neutral

Languages Common

TRAITS

Thug Tactics: The thug has advantage on attack rolls against any enemy that is within 5 feet of one or more of the thug's allies.

ACTIONS

Melee Attack—Dagger: +4 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) piercing damage.

Ranged Attack—Light Crossbow: +3 to hit (range 80 ft./320 ft.; one creature). *Hit:* 5 (1d8 + 1) piercing damage.

ENCOUNTER BUILDING

Level 2

XP 40

Torlin Silvershield

Medium Humanoid (Human)

Armor Class 17 (scale mail, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

Str 15 (+2)

Dex 12 (+1)

Con 15 (+2)

Int 11 (+0)

Wis 14 (+2)

Cha 18 (+4)

Alignment neutral

Languages Common

TRAITS

Spellcasting: Torlin is a 6th-level spellcaster that uses Wisdom as his magic ability (spell save DC 14). He has the following spells prepared:

Cantrips—*spare the dying*, *light*, *resistance*

1st level (3/day)—*command*, *cure wounds*, *shield of faith*

2nd level (2/day)—*hold person*, *lesser restoration*

3rd level (2/day)—*dispel magic*, *prayer*

ACTIONS

Multiattack: Torlin makes two melee attacks.

Melee Attack—Morningstar: +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d8 + 2) piercing damage.

ENCOUNTER BUILDING

Level 5

XP 350

Ulder Ravengard

Medium Humanoid (Human)

Armor Class 20 (plate mail, shield)

Hit Points 45 (6d10 + 12)

Speed 25 ft.

Str 17 (+3)

Dex 14 (+2)

Con 14 (+2)

Int 11 (+0)

Wis 10 (+0)

Cha 15 (+2)

Alignment neutral

Languages Common

ACTIONS

Multiattack: Ulder makes two melee attacks, only one of which can be a shield attack.

Melee Attack—Bastard Sword: +6 to hit (reach 5 ft.; one creature). *Hit:* 8 (1d10 + 3) slashing damage.

Melee Attack—Shield (recharge 6): +6 to hit (reach 5 ft.; one creature). *Hit:* 6 (1d6 + 3) bludgeoning damage, and Ulder pushes the target up to 10 feet, and then Ulder moves up to 10 feet. This movement does not provoke opportunity attacks. If the target ends the movement within 5 feet of a creature friendly to Ulder, the target provokes an opportunity attack from that creature.

REACTIONS

Guardian: If an enemy within 5 feet of Ulder attacks a target other than Ulder, that enemy provokes an opportunity attack from Ulder.

ENCOUNTER BUILDING

Level 6

XP 580

Viekang

Medium Humanoid (Human)
Armor Class 15 (leather armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft.
Str 12 (+1) Dex 19 (+4) Con 14 (+2)
Int 13 (+1) Wis 15 (+2) Cha 14 (+2)
Alignment chaotic evil
Languages Common, Elvish

TRAITS

Blade in the Dark: If Viekang hits with a melee attack against a creature from which he is hidden, he deals 2d6 + 4 extra damage with that attack.

ACTIONS

Melee Attack—Short Sword: +5 to hit (reach 5 ft.; one creature). *Hit:* 7 (1d6 + 4) piercing damage.

Ranged Attack—Light Crossbow: +5 to hit (range 80 ft./320 ft.; one creature). *Hit:* 8 (1d8 + 4) piercing damage.

Veil of Shadow (recharge 4–6): A 10-foot radius sphere centered on Viekang fills with darkness. Darkvision cannot see through this darkness, and no light can illuminate it, but Viekang can see in it. Viekang can then move if he wishes, and he can make a Dexterity check with advantage to become hidden. The darkness lasts until Viekang attacks or until the end of his next turn.

ENCOUNTER BUILDING

Level 4 XP 230

Watch Sergeant

Medium Humanoid (Human)
Armor Class 16 (chain mail)
Hit Points 19 (3d10 + 3)
Speed 25 ft.
Str 14 (+2) Dex 11 (+0) Con 13 (+1)
Int 10 (+0) Wis 11 (+0) Cha 11 (+0)
Alignment neutral
Languages Common

ACTIONS

Melee Attack—Halberd: +4 to hit (reach 10 ft.; one creature). *Hit:* 1d10 + 2 slashing damage. If the attack deals 8 or more damage, the target falls prone.

Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). *Hit:* 3 (1d6) piercing damage.

REACTIONS

Guardian: If an enemy within 10 feet of the sergeant attacks a target other than the sergeant, that enemy provokes an opportunity attack from the sergeant.

ENCOUNTER BUILDING

Level 3 XP 70

Watch Soldier

Medium Humanoid (Human)
Armor Class 17 (scale mail, shield)
Hit Points 11 (2d8 + 2)
Speed 30 ft.
Str 14 (+2) Dex 12 (+1) Con 12 (+1)
Int 10 (+0) Wis 10 (+0) Cha 10 (+0)
Alignment neutral
Languages Common

ACTIONS

Melee Attack—Longsword: +2 to hit (reach 5 ft.; one creature). *Hit:* 1d8 + 2 slashing damage. If the attack deals 7 or more damage, the soldier can push the target back 5 feet and move 5 feet to remain within 5 feet of the target. This movement does not provoke opportunity attacks.

Ranged Attack—Shortbow: +1 to hit (range 80 ft./320 ft.; one creature). *Hit:* 4 (1d6 + 1) piercing damage.

ENCOUNTER BUILDING

Level 1 XP 20

Yssra Brackrel

Medium Humanoid (Half-Elf)
Armor Class 12
Hit Points 18 (4d6 + 4)
Speed 30 ft.
Senses low-light vision
Str 10 (+0) Dex 14 (+2) Con 12 (+1)
Int 17 (+3) Wis 15 (+2) Cha 12 (+1)
Alignment neutral
Languages Common

TRAITS

Bluff: Yssra has advantage on Charisma checks to bluff.

Spellcasting: Yssra is a 4th-level spellcaster that uses Intelligence as her magic ability (spell save DC 14). She has the following spells prepared:
Cantrips—*mage hand*, *prestidigitation*, *ray of frost*
1st level (4/day)—*burning hands*, *magic missile*, *shield*
2nd level (3/day)—*flaming sphere*, *mirror image*

ACTIONS

Melee Attack—Quarterstaff: +2 to hit (reach 5 ft.; one creature). *Hit:* 4 (1d4 + 2) bludgeoning damage. If the attack deals 5 or more damage, the target falls prone.

ENCOUNTER BUILDING

Level 2 XP 50