

ELRIC BOROMAR

Medium humanoid (halfling), neutral

Armor Class 15 (studded leather)

HP 52 (8d8 +16)

Speed 30 ft.

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

Saving Throws Dex +6, Int +4

Skills Acrobatics +6, Deception +3, Perception +3, Stealth +10

Damage Resistances poison

Senses passive Perception 14

Languages Thieves' Cant, Halfling, Common

Challenge 4 (1,100 XP)

Assassinate. During his first turn, Elric Boromar has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Elric Boromar scores against a surprised creature is a critical hit.

Evasion. If Elric Boromar is subjected to an effect that allows him to make a Dexterity saving throw to take only half damage, Elric Boromar instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

Sneak Attack. Elric Boromar deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of Elric Boromar that isn't incapacitated and Elric Boromar doesn't have disadvantage on the attack roll.

Actions

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

Dagger. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

BLOODY SPEAR (WARFORGED ENVOY)

Medium humanoid (construct), chaotic neutral

Armor Class 18 (integrated protection; heavy plate)

HP 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	11 (+0)	8 (-1)	6 (-2)

Damage Resistances poison

Condition Resistances poisoned, disease

Skills Athletics +5, Forgery Kit +7

Senses passive Perception 9

Languages Common, Dwarven

Challenge 3 (700 XP)

Warforged Resilience. The warforged envoy has advantage on saving throws against being poisoned, and resistance to poison damage. It is immune to disease. It does not need to eat, drink, or breathe. It does not need to sleep and does not suffer the effects of exhaustion due to lack of rest, and magic can't put you to sleep.

Integrated Tool. Bloody Spear has a forgery kit integrated into his body. He must have his hands free to use this tool.

Actions

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Magic Item

Ring of Displacement. Twice per day, the wearer can rub the obsidian stone on the ring to cast *misty step*.

BOROMAR ENFORCER

Medium humanoid (halfling), neutral

Armor Class 14 (studded leather)

HP 26 (5d8 +4)

Speed 30 ft.

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

Senses passive Perception 10

Languages Thieves' Cant, Halfling, Common

Challenge 1 (200 XP)

Sneak Attack. The Boromar enforcer deals an extra 7 (2d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Boromar enforcer that isn't incapacitated and the Boromar enforcer doesn't have disadvantage on the attack roll.

Actions

Light Crossbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

ROACH THRALL

Medium aberration, neutral evil

Armor Class 16 (natural armor)

HP 33 (6d8 + 6)

Speed 30 ft. (bipedal) 40 ft. (as insect), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	14 (+2)	13 (+1)	7 (-2)

Damage Resistances acid, slashing damage from nonmagical weapons, poison

Senses passive Perception 11

Languages Common, Chemical Pheromones

Challenge 3 (700 XP)

Acidic Hemolymph. When the roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 14 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.

Limited Flight. The roach thrall can use its wings to glide through the air but it cannot gain altitude. It falls 10 ft. per round and moves at a speed of fly 30 ft.

Actions

Bite. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage.

FAILED ROACH THRALL

Tiny aberration, neutral evil

Armor Class 13 (natural armor)

HP 11 (2d8 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	6 (-3)	10 (+0)	7 (-2)

Damage Resistances acid, slashing damage from nonmagical weapons, poison

Senses passive Perception 11

Languages Chemical Pheromones

Challenge 1/4 (50 XP)

Acidic Hemolymph. When the failed roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 10 Dexterity saving throw, taking 3 (1d6) acid damage on a failed save, or half as much damage on a successful one.

Limited Flight. The failed roach thrall can use its wings to glide through the air but it cannot gain altitude. It falls 10 ft. per round and moves at a speed of fly 30 ft.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

ROACH THRALL LARVA

Tiny aberration, neutral evil

Armor Class 10 (natural armor)

HP 2 (1d4)

Speed 5 ft., climb 5 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	3 (-4)	10 (+0)	5 (-3)

Damage Resistances poison

Senses passive Perception 10

Languages Chemical Pheromones

Challenge 1/8 (25 XP)

Acid Hemolymph. When the roach thrall larva dies, a sudden chemical reaction inside it makes it explode. Each creature within 5 feet of it must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save.

Actions

Acid Spit. Ranged Weapon Attack: +2 to hit, range 15/30 ft., one target. *Hit:* 2 (1d4) acid damage.

OMEGA ROACH THRALL

Large aberration, neutral evil

Armor Class 17 (natural armor)

HP 58 (9d8 + 18)

Speed 30 ft. (bipedal) 40 ft. (as insect), climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	16 (+3)	13 (+1)	7 (-2)

Damage Resistances acid, slashing damage from nonmagical weapons, poison

Senses passive Perception 11

Languages Common, Chemical Pheromones

Challenge 6 (2,300 XP)

Acidic Hemolymph. When the omega roach thrall dies, a sudden chemical reaction inside it makes it explode. Each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one.

Limited Flight. The omega roach thrall can use its wings to glide through the air but it cannot gain altitude. It falls 10 ft. per round and moves at a speed of fly 30 ft.

Actions

Multiattack. The omega roach thrall makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 12 (2d8 + 3) slashing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 8 (1d10 + 3) slashing damage.

Acidic Vomit (Recharge 6). The omega roach thrall vomits corrosive acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24(7d6) acid damage on a failed save, or half as much damage on a successful one.

Reaction

Roach Protectors. If the omega roach thrall is hit, it can use its reaction to redirect the attack to a roach thrall or failed roach thrall adjacent to it.