

Island of Blight Encounter Sheets – 5E

Encounter Area B – page 5 – (25) Frogmen

AC 15 HP 11 (2d8+2) Speed: 20' or Swim 40', STR 12(+1) DEX 12(+1) CON 12 (+1) INT 7 (-2) WIS 10 CHA 7 (-2) Skills: Stealth +3, Passive Perception 10; Challenge: 1/4 (50 XP) - MM pg. 35

F1	F2	F3	F4	F5	F6	F7
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F8	F9	F10	F11	F12	F13	F14
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F15	F16	F17	F18	F19	F20	F21
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F22	F23	F24	F25			
11 hp	11 hp	11 hp	11 hp			

Encounter Area B – page 5 – Chief Gubuloogo

AC 16 HP 18 (3d8+3) Speed: 20' or Swim 40', STR 14(+2) DEX 12(+1) CON 14 (+2) INT 7 (-2) WIS 11 CHA 7 (-2) Skills: Stealth +3, Intimidation +2; Passive Perception 10; Challenge: 1/2 (100 XP)

Chief

Notes

18 hp

Encounter Area C – page 5 – (12) Lizardmen

AC 15 HP 22 (4d8+4) Speed: 30' Swim 30', STR 15(+2) DEX 10 CON 13(+1) INT 7(-2) WIS 12(+1) CHA 7(-2) Skills: Perception +3, Stealth +4, Survival +5, Weapons: Spear +4 (d6+2), Club +4 (d6+2), Shield, Challenge 1/2 (100 XP)- MM pg. 204)

L1	L2	L3	L4
22 hp	22 hp	22 hp	22 hp
L5	L6	L7	L8
22 hp	22 hp	22 hp	22 hp
L9	L10	L11	L12
22 hp	22 hp	22 hp	22 hp

Encounter Area E – page 6 – Red Priest Serpentman

AC 15 HP 23 (3d8+9) Speed: 30, STR 18(+4) DEX 16(+3) CON 18 (+4) INT 13 (+1) WIS 15 (+2) CHA 8 (-1) Skills: Intimidation +3, Darkvision 60'; Passive Perception 12; Venom (DC Hard, 20 – CON; -1 to actions); Challenge: 2 (450 XP)

Serpentman

Notes

23 hp

Encounter Area E – page 6 – Chief Ooglubool

AC 16 HP 18 (3d8+3) Speed: 20' or Swim 40', STR 14(+2) DEX 12(+1) CON 14 (+2) INT 7 (-2) WIS 11 CHA 7 (-2) Skills: Stealth +3, Intimidation +2; Passive Perception 10; Challenge: 1/2 (100 XP)

Chief

Notes

18 hp

Encounter Area E – page 6 – (24) Evil Frogmen

AC 15 HP 11 (2d8+2) Speed: 20' or Swim 40', STR 12(+1) DEX 12(+1) CON 12 (+1) INT 7 (-2) WIS 10 CHA 7 (-2) Skills: Stealth +3, Passive Perception 10; Challenge: 1/4 (50 XP) - MM pg. 35

F1	F2	F3	F4	F5	F6	F7
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F8	F9	F10	F11	F12	F13	F14
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F15	F16	F17	F18	F19	F20	F21
11 hp	11 hp	11 hp	11 hp	11 hp	11 hp	11 hp
F22		F23	F24			
11 hp		11 hp	11 hp			

Encounter Area B4 – page 10 – (6) Blight Rats

AC 12 HP 7 (2d6) Speed: 30', STR 7(-2) DEX 12(+1) CON 11 INT 2 (-4) WIS 10 CHA 4 (-3) Skills: Darkvision 60'; Passive Perception 10; Challenge: 1/8 (25 XP)

R1	R2	R3	R4	R5	R6
7 hp	7 hp	7 hp	7 hp	7 hp	7 hp

Encounter Area Kahleemaar – Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1	Z2	Z3	Z4
22 hp	22 hp	22 hp	22 hp
Z5	Z6	Z7	Z8
22 hp	22 hp	22 hp	22 hp
Z9	Z10	Z11	Z12
22 hp	22 hp	22 hp	22 hp
Z13	Z14	Z15	Z16
22 hp	22 hp	22 hp	22 hp
Z17	Z18	Z19	Z20
22 hp	22 hp	22 hp	22 hp

Encounter Area B1 – page 9 – (1-2) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1	Z2
22 hp	22 hp

Encounter Area B2 – page 9 – (7-12) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1 22 hp	Z2 22 hp	Z3 22 hp	Z4 22 hp
Z5 22 hp	Z6 22 hp	Z7 22 hp	Z8 22 hp
Z9 22 hp	Z10 22 hp	Z11 22 hp	Z12 22 hp

Encounter Area B10 – page 11 – (2-7) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1 22 hp	Z2 22 hp	Z3 22 hp	Z4 22 hp
Z5 22 hp	Z6 22 hp	Z7 22 hp	

Encounter Area B16 – page 13 – (1-6) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1 22 hp	Z2 22 hp	Z3 22 hp
Z4 22 hp	Z5 22 hp	Z6 22 hp

Encounter Area B21 – page 14 – (6) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1 22 hp	Z2 22 hp	Z3 22 hp
Z4 22 hp	Z5 22 hp	Z6 22 hp

Encounter Area B24 – page 15 – (2) Blight Zombies

AC 8 HP 22 (3d8+9) Speed: 20', STR 13(+1) DEX 6 (-2) CON 16 (+3) INT 3 (-4) WIS 6 (-2) CHA 5 (-3) Skills: Darkvision 60'; Immune to poison, disease; Passive Perception 8; Undead Fortitude; Challenge: 1/4 (50 XP) - MM pg. 316

Z1 22 hp	Z2 22 hp
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Encounter Area C1 – page 17 – (6) Demonic Imps

AC 13 HP 10 (3d4+3) Speed: 20' or Fly 40', STR 6(-2) DEX 17 (+3) CON 13 (+1) INT 11 WIS 12 (+1) CHA 14 (+2) Skills: Deception +4, Insight +3, Persuasion +4, Stealth +5, resist cold, Resist bludgeoning, piercing, slashing from non-magic/non-silvered weapons; immune to fire, poison; Darkvision 120'; Passive Perception 11; Challenge: 1 (200 XP) - MM pg. 76]

Imp1

10 hp

Imp2

10 hp

Imp3

10 hp

Imp4

10 hp

Imp5

10 hp

Imp6

10 hp

Encounter Area C5 – page 18 – (2) Giant Centipedes

AC 13 HP 4 (1d6+1) Speed: 30' or Climb 30', STR 5(-3) DEX 14 (+2) CON 12 (+1) INT 1 (-5) WIS 7 (-2) CHA 3 (-4) Skills: Blindsight 30'; Passive Perception 8; poison bite (3d6 damage with a failed DC 11 Constitution saving throw); Challenge 1/4 (50 xp)]

C1

2 hp

C2

2 hp

Encounter Work space**Stats:**

hp

Stats:

hp

Stats:

hp

Grundaar

Class: Fighter Level: 2 HP: 22 AC: 17
STR: 17 DEX: 15 CON: 14 INT: 10 WIS: 11 CHR: 12
Chainmail, shield, long sword,
3 Potions of Healing, 1 Elixir of the Warrior

22 hp

notes

Fivil Nor

Class: Thief Level: 2 HP: 13 AC: 14
STR: 13 DEX: 17 CON: 11 INT: 12 WIS: 14 CHR: 15
Leather armor, short sword,
1 Potion of Healing

13 hp

notes

Oni-kan Endur

Class: Cleric Level: 2 HP: 15 AC: 14
STR: 12 DEX: 16 CON: 12 INT: 12 WIS: 17 CHR: 10
Wristbands of Brawling

15 hp

notes

Kelsassa

Class: Magic-User Level: 2 HP: 10 AC: 12
STR: 9 DEX: 13 CON: 11 INT: 18 WIS: 14 CHR: 15
1 Potion of Healing

10 hp

notes