

Combat Table

Listed below are the key combat stats for each NPC and monster in the chrysalis. This chart is designed for the GM to be able to keep track of initiative and damage. Feel free to photocopy this chart for your personal use.

NPC	Init. Bonus	Init. Rolled	Attacks/Damage	Special	AC	Hit Points	Damage Taken
Lydia	+6	<input type="text"/>	longsword +4 melee/1d8+2 short sword +4 melee/1d6+2 shortbow +4 ranged/1d6	two-weapon fighting	14	22 hp	<input type="text"/>
Tarmalac	+6	<input type="text"/>	rapier +5 melee/1d6+1 dagger +5 ranged/1d4+1	sneak attack (+2d6 damage) evasion, uncanny dodge	15	20 hp	<input type="text"/>
Vog Mor	+2	<input type="text"/>	2 tentacles +10 melee/1d8+4 each	grab and devour, animate and possess dead, environmental control, telepathy, cleave, power attack	19	46 hp	<input type="text"/>
Ironcrow	+2	<input type="text"/>	club +2 melee/1d6 throwing axe +3 melee/1d6	barbarian rage, ray of frost, expeditious retreat, magic missile	14	18 hp	<input type="text"/>
Ofec	+2	<input type="text"/>	dagger +1 melee/1d4-1 dagger +4 ranged/1d4-1	mage hand, chill touch, ray of enfeeblement	12	13 hp	<input type="text"/>
Vadgral	+1	<input type="text"/>	falchion +6 melee/2d4+3 talon gauntlets +8 melee/1d4+5 throwing axe +4 ranged/1d6+3	power attack, sunder	14	30 hp	<input type="text"/>
Nazzek	+0	<input type="text"/>	longsword +6 melee/1d8+2 shortbow +3 ranged/1d6	blind fight, improved trip	17	23 hp	<input type="text"/>
Bruno Mezzia	+1	<input type="text"/>	longsword +1/1d8 longbow +2 ranged/1d8	none	16	11 hp	<input type="text"/>
Servitors (at least 10)							
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Servitor	+0	<input type="text"/>	claws +2 melee/1d6+1	undead immunities	12	16 hp	<input type="text"/>
Blood Hatchet Orcs (4)							
	+0	<input type="text"/>	battleaxe +2 melee/1d8+2 throwing axe +0 ranged/1d6+2	none	14	4 hp	<input type="text"/>
	+0	<input type="text"/>	battleaxe +2 melee/1d8+2 throwing axe +0 ranged/1d6+2	none	14	4 hp	<input type="text"/>
	+0	<input type="text"/>	battleaxe +2 melee/1d8+2 throwing axe +0 ranged/1d6+2	none	14	4 hp	<input type="text"/>
	+0	<input type="text"/>	battleaxe +2 melee/1d8+2 throwing axe +0 ranged/1d6+2	none	14	4 hp	<input type="text"/>
Ring of Iron Thugs (6)							
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>
	+0	<input type="text"/>	heavy mace +1 melee/1d8+1 shortbow +0 ranged/1d6	none	13	4 hp	<input type="text"/>