## Goblin, *S*

NAME: Goblin, *S* | CR: 1/4

| AC | HP | Passive Perception | Speed |
|---|---|---|---|
| 15 | 7 | 9 | 30 |

| STR | DEX | CON | INT ☐ | WIS ☐ | CHA ☐ |
|---|---|---|---|---|---|
| -1 | 2 | 0 | 0 | -1 | -1 |
| ○ | ○ | ○ | ○ | ○ | ○ |

SKILLS / TRAITS

Darkvision 60', Stealth +6

**Nimble Escape:** Bonus action Disengage/Hide

Prof: 2

ACTIONS

***Scimitar:* +4, 1d6+2s**

***Shortbow:*** 80/320, **+4, 1d6+2p**

## Mage, *M*

NAME: Mage, *M* | CR: 6

| AC | HP | Passive Perception | Speed |
|---|---|---|---|
| 12/15* | 40 | 11 | 30 |

| STR | DEX | CON | INT ■ | WIS ☐ | CHA ☐ |
|---|---|---|---|---|---|
| -1 | 2 | 0 | 3 | 1 | 0 |
| ○ | ○ | ○ | ● | ● | ○ |

SKILLS / TRAITS

Arcana +6, History +6

**Spellcasting:** See spell card*

Prof: 3

ACTIONS

***Dagger:*** 20/60, **+5, 1d4+2p**

## Priest, *M*

NAME: Priest, *M* | CR: 2

| AC | HP | Passive Perception | Speed |
|---|---|---|---|
| 13 | 27 | 13 | 25 |

| STR | DEX | CON | INT ☐ | WIS ■ | CHA ☐ |
|---|---|---|---|---|---|
| 0 | 0 | 1 | 1 | 3 | 1 |
| ○ | ○ | ○ | ○ | ○ | ○ |

SKILLS / TRAITS

Medicine +7, Persuasion +3, Religion +4

**Divine Eminence:** Bonus action, expend spell slot, +3d6 radiant on melee until end of turn. +1d6 for each lvl above 1st

**Spellcasting:** See spell card*

Prof: 2

ACTIONS

***Mace:* +2, 1d6b**

## Shaktilar, *L*

NAME: Shaktilar, *L* | CR: 10

| AC | HP | Passive Perception | Speed |
|---|---|---|---|
| 15 | 84 | 11 | 30 |

| STR | DEX | CON | INT ☐ | WIS ☐ | CHA ■ |
|---|---|---|---|---|---|
| 4 | 1 | 5 | 2 | 1 | 3 |
| ○ | ○ | ○ | ○ | ● | ● |

SKILLS / TRAITS

Darkvision 60', Perception +2

**Keen Smell:** Adv on Perception for smell

**Regeneration:** Regain 10 HP on turn unless acid/fire damage

**Spellcasting:** See spell card*

Prof: 4

ACTIONS

***Multiattack:*** 1 bite, 2 claws (replace 1 claw w/*eldritch blast*)

***Bite:* +8, 1d6+4p**

***Claw:* +8, 2d6+4s**

***Pish Posh*** (react): 1 attack misses & teleport 15'

## Troll, *L*

NAME: Troll, *L* | CR: 5

| AC | HP | Passive Perception | Speed |
|---|---|---|---|
| 15 | 84 | 12 | 30 |

| STR | DEX | CON | INT ☐ | WIS ☐ | CHA ☐ |
|---|---|---|---|---|---|
| 4 | 1 | 5 | -2 | -1 | -2 |
| ○ | ○ | ○ | ○ | ○ | ○ |

SKILLS / TRAITS

Darkvision 60', Perception +2

**Keen Smell:** Adv on Perception for smell

**Regeneration:** Regain 10 HP on turn unless acid/fire damage. Die only if 0 HP & no regeneration

Prof: 3

ACTIONS

***Multiattack:*** 1 bite, 2 claws

***Bite:* +7, 1d6+4p**

***Claw:* +7, 2d6+4s**

## Mage

NAME: Mage

| Level | Save DC | Attack Bonus |
|---|---|---|
| 9 | 14 | +6 |

| Level | Slots | Spells |
|---|---|---|
| 0 | | *fire bolt, light, mage hand, prestidigitation* |
| 1 | 4 | *detect magic, mage armor, magic missile, shield* |
| 2 | 3 | *misty step, suggestion* |
| 3 | 3 | *counterspell, fireball, fly* |
| 4 | 3 | *greater invisibility, ice storm* |
| 5 | 1 | *cone of cold* |
| | | |
| | | |
| | | |
| | | |

## Priest

NAME: Priest

| Level | Save DC | Attack Bonus |
|---|---|---|
| 14 | 14 | +3 |

| Level | Slots | Spells |
|---|---|---|
| 0 | | *light, sacred flame, thaumaturgy* |
| 1 | 4 | *cure wounds, guiding bolt, sanctuary* |
| 2 | 3 | *lesser restoration, spiritual weapon* |
| 3 | 2 | *dispel magic, spirit guardians* |
| | | |
| | | |
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| | | |

## Shaktilar

NAME: Shaktilar

| Level | Save DC | Attack Bonus |
|---|---|---|
| 7 | 15 | +7 |

| Per Day | Spells |
|---|---|
| At will | *eldritch blast, mage hand, minor illusion, poison spray, prestidigitation, spider climb* |
| 3/day | *blight, eyebite, hold person, misty step* |
| | |
| | |