

# GOGMURT

# CREATURE 4

**NE****SMALL****HUMANOID****GOBLIN**

**Perception** +11; darkvision

**Languages** common, goblin

**Skills** Athletics +8, Diplomacy +8, Medicine +10, Nature +10, Survival +10, Forest Lore +8

**Str** +0, **Dex** +3, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2

**Animal Companion** Gogmurt has an animal companion, a firepelt cougar named "Tangletooth"

**Familiar** Gogmurt has a familiar, a leshy named "Rooty"

**Wild Empathy** Gogmurt has a connection to the creatures of the natural world that allows him to communicate with them. Gogmurt can use Diplomacy to Make an Impression on animals and to make very simple Requests of them.

**Feather Step** Gogmurt can Step into difficult terrain

**Items** light mace, *staff of fire*, padded armor, wooden shield

**AC** 20 (22 with shield raised); **Fort** +11, **Ref** +8, **Will** +14

**HP** 48; **Resistances** fire 4

**Charhide** Gogmurt's flat check to remove persistent fire damage only has a DC 10, which is reduced to DC 5 if another creature uses a particularly appropriate action to Aid.

**Shield Block** 

**Speed** 40 feet, longstrider

**Melee**  light mace +12 (agile, finesse, shove), **Damage** 2d4+4 bludgeoning

**Melee**  staff +12 (two-hand d8), **Damage** 2d6+5 bludgeoning

**Primal Prepared Spells** DC 18, attack +10 ; **2nd** *barkskin*, *entangle*, *longstrider* (already cast); **1st** *heal*, *hydraulic push*, *shillelagh*; **cantrips (2nd)** *detect magic*, *dancing lights*, *electric arc*, *prestidigitation*, *produce flame*

**Primal Focus Spells** 1 Focus Point, DC 18 , **1st** *heal animal*;

**Staff Of Fire Spells** DC 18 , 2 charges **1st** *burning hands*; **cantrips (1st)** *produce flame*