

Ayo Jabe

AYO JABE (TIER 1)

Medium Humanoid (Ranger, Water Genasi), Chaotic Good

Armor Class 14 (studded leather)

Hit Points 65 (10d8 + 20)

Speed 30 ft., swim 30 ft.

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

CHA
12 (+1)

Saving Throws Str +4, Dex +4

Skills Athletics +4, Perception +3, Survival +3

Damage Resistances acid

Senses passive Perception 13

Languages Common, Goblin, Orc

Challenge 3 (700 XP) **Proficiency Bonus** +2

Amphibious. Ayo can breathe air and water.

Actions

Multiattack. Ayo makes two Harpoon or Longbow attacks.

Harpoon. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 11 (2d8 + 2) piercing damage.

Spellcasting. Ayo casts one of the following spells, using Wisd as the spellcasting ability (spell save DC 11):

1/day each: *animal friendship*, *goodberry*

Dermot Wurder

DERMOT WURDER (TIER 1)

Small Humanoid (Cleric, Goblin, Goblinoid), Lawful Good

Armor Class 17 (breastplate, shield)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS
16 (+3)	12 (+1)	14 (+2)	10 (+0)	16 (+3)

CHA
10 (+0)

Saving Throws Wis +5, Cha +2

Skills Medicine +5, Religion +2, Survival +5

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin, Orc

Challenge 3 (700 XP) **Proficiency Bonus** +2

Actions

Multiattack. Dermot makes one Warhammer attack and one Searing Wrath attack.

Warhammer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage, or 8 (1d10 + 3) bludgeoning damage when used with two hands.

Searing Wrath. *Ranged Spell Attack:* +5 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) radiant damage, and the target is **blinded** until the end of its next turn.

Spellcasting. Dermot casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *guidance*, *light*, *spare the dying*

1/day each: *bless*, *cure wounds*