

| Saassraa | Cleric<br>Kabold | Guild Artisan   |
|----------|------------------|---|
| 12       | 16               |   |
| 11       | 16               |   |
| 8        |                  |   |
| 7        | 1d8              |   |
| •        | Mace             | 1d6 bludgeoning   |
| •        |                  | <ul style="list-style-type: none"> <li>• Darkvision: Can see in darkness up to 60 feet, but only in grayscale.</li> <li>• Pack Tactics: Advantage on attack rolls if an ally is within 5 feet.</li> </ul> |
| •        |                  |   |
| 8        |                  |   |

Inventory:

- Mace (Weapon) - 1d6 bludgeoning damage, Type: melee, Weight: 4 lbs, Value: 5 gp
- Chainmail (Armor) - AC: 16, Type: medium, Weight: 20 lbs, Value: 75 gp
- Antidote (Potion) - Effect: Cures one poison effect, Value: 10 gp
- Ring of Mind Read (Magic Item) - Effect: Read surface thoughts of a creature (1/day), Weight: 0.1 lbs, Value: 300 gp



## Cleric

Wisdom

: 11

: 3

### Cantripss:

Thaumaturgy: You create a supernatural effect such as making your voice boom, flames flicker, or doors fly open. No damage.

Light: You touch an object, making it shine bright light for 20 feet and dim light for another 20 feet.

Resistance: Neznámé kouzlo.

### Spellss:

Bless: You bless up to three creatures of your choice, granting them a 1d4 bonus to attack rolls and saving throws for up to 1 minute.

Detect Magic: You sense the presence of magic within 30 feet of you for 10 minutes.

Protection from Evil and Good: You protect a creature from certain creatures and types of attacks, giving them advantage on certain saving throws.

Command: You speak a one-word command to a creature, which it must obey on its next turn.

Healing Word: A creature of your choice within 60 feet regains hit points equal to 1d4 + your spellcasting modifier.