

Saassraa

Cleric  
Kabold

Folk Hero

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1d8

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Mace

1d6 bludgeoning

- Darkvision: Can see in darkness up to 60 feet, but only in grayscale.
- Pack Tactics: Advantage on attack rolls if an ally is within 5 feet.

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Inventory:

Mace (Weapon) - 1d6 bludgeoning damage,  
Type: melee, Weight: 4 lbs, Value: 5 gp

Shield (Armor) - AC: 2, Type: shield,  
Weight: 6 lbs, Value: 10 gp

Potion of Night Vision (Potion) -  
Effect: Gain darkvision (18m) for 1  
hour, 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

: 12

: 4

### Cantripss:

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

**Sacred Flame:** A flame-like radiance descends upon a creature, dealing 1d8 radiant damage (Dex save for half).

**Guidance:** You touch a creature, giving them a +1d4 bonus to a single ability check within the next minute.

### 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.

**Cure Wounds:** A creature you touch regains hit points equal to 1d8 + your spellcasting modifier.

**Guiding Bolt:** A flash of light streaks toward a creature, dealing 4d6 radiant damage on a hit and granting advantage on the next attack roll against the target.

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

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