

Medium Humanoid (Any Race), Any Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
11 (16 with barkskin)	27 (5d8 + 5)	30 ft.	2 (450 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	12 (+1)	15 (+2)	11 (+0)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic plus any two languages

Spellcasting. The druid is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:
Cantrips (at will): druidcraft, produce flame, shillelagh
1st level (4 slots): entangle, longstrider, speak with animals, thunderwave
2nd level (3 slots): animal messenger, barkskin

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with shillelagh), reach 5 ft., one target. *Hit:* 3 (1d6) bludgeoning damage, 4 (1d8) bludgeoning damage if wielded with two hands, or 6 (1d8 + 2) bludgeoning damage with shillelagh.