

CREATURE NAME

Size classification(type), alignment

Armor Class 15

Hit Points 50 (10d10 + 10)

Speed 30 ft.

STR

15 (+2)

DEX

14 (+2)

CON

12 (+1)

INT

12 (+1)

WIS

12 (+1)

CHA

12 (+1)

Saving Throws Con +3, Int +3, Wis +3

Skills Insight +3

Senses passive Perception 11

Languages Common

Challenge 3 (700 XP)

Innate Spellcasting (Psionics). The **creature**’s innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

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At will: *mage hand*

3/day each: *jump*, *misty step*, *nondetection* (self only), *tongues*

1/day each: *plane shift*, *telekinesis*

Spellcasting. The **creature** is a 9th level spellcaster (spell save DC 16, +7 to hit with spell attacks). The **creature** has the following spells prepared:

Cantrips (at will): *firebolt*

1st level (4 slots): *shield*

2nd level (3 slots): *scorching ray*

3rd level (2 slots): *haste**

*The **creature** casts these spells on itself on the first round of combat.

Another Ability. Ability description. This is a test line lorem ipsum est just to get down to this line.

ACTIONS

Multiattack. The **creature** makes two attacks with its weapon

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* (2d6 + 2) slashing damage plus (1d4) fire damage.

REACTIONS

Riposte. When a creature makes an attack against a creature within 5 ft. of the **creature**, the creature makes an attack.