**NAME**

*Type, alignment*

**Armor Class** 10 (armor type)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **STR** | **DEX** | **CON** | **INT** | **WIS** | **CHA** |
| 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) | 10 (+0) |

**Saving Throws** Int +0, Wis +0

**Skills** Skill +0, Skill +0

**Senses** Darkvision 60 ft., passive Perception 10

**Damage Vulnerabilities** Vulnerability

**Damage Resistances** Resistance

**Damage Immunities** Immunity

**Condition Immunities** Immunity

**Languages** Common

**Challenge** 1 (200 XP)

***Trait 1.*** Description 1

***Spellcasting.*** Name is a 4th-level spellcaster that uses Ability as his spellcasting ability (spell save DC 10; +2 to hit with spell attacks). Name has the following spells prepared from the class’ spell list:

* Cantrips

ACTIONS

***Weapon.*** *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 4 (1d8) piercing damage.

REACTIONS

***Reaction.*** 4 (1d8) piercing damage.

Racial description.