

Chosen of Maglubiyet

Small humanoid (goblinoid), neutral evil

Armour Class 15 (chain shirt)

Hit Points 10 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Stealth +6

Senses passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

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

Handaxe. *Melee Weapon Attack (Offhand):* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Battlebeasts of Maglubiyet (Dimetrodons)

Medium beast, unaligned

Armour Class 12 (natural armour)

Hit Points 19 (3d8 + 6)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	2 (-4)	10 (+0)	5 (-3)

Skills Perception +2

Senses passive Perception 12

Languages –

Challenge 1/4 (50 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage.

Gakshuk, First Chosen of Maglubiyet

Small humanoid (goblinoid), cleric 2, neutral evil

Armour Class 15 (chain shirt)

Hit Points 20 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	13 (+1)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Wisdom +3, Charisma +3

Skills Insight +3, Stealth +6, Religion +2

Senses passive Perception 11

Languages Common, Goblin

Challenge 1/2 (100 XP)

Special Equipment. *Horn of silent alarm* (4 charges). It can summon the Battlebeasts of Maglubiyet with their handlers. He also carries a *potion of fire breath* and a *potion of healing* in a pouch. He wears a wolf pelt around his shoulders (worth 100 gp).

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Cantrips. *Resistance, Sacred Flame, Thaumaturgy.*

Spellcasting (3 slots). *Bane, Blindness/Deafness, Inflict Wounds.* Wisdom DC 11, +3 Spell Attack Modifier.

War Domain. *Divine Favour, Shield of Faith.*

War Priest (3/rest). When he uses an attack action, he may make one weapon attack as a bonus action.

Channel Divinity: Guided Strike (1/rest). When he makes an attack roll, he can use his Channel Divinity to gain a +10 bonus to the roll

Actions

Battleaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.