

THE GOBLIN SHAMAN

The Goblin Shaman is a goblin who tried to communicate with the spirit world with too much intensity and too many mushrooms. Even though he now believes he can talk to them, he has managed to learn the magical powers of his ancestors. As an elite member of the goblin community, he considers it his right to receive the largest share of the loot—right after the boss, of course.



THE GOBLIN SHAMAN IN COMBAT

The shaman is a nimble spellcaster whose main goal in battle is to bombard enemies with all kinds of magical abilities. He will try to hide behind his comrades and bombard players with spells out of nowhere. He is not above abandoning a fight if he is losing.

- **Tactic 1: Magical suffuring.** The goblin shaman takes pleasure in seeing his enemies suffer. He will try to hit opponents with his spells at any cost. He doesn't care about friendly fire or the number of enemies hit.
- **Tactic 2: Winning is better.** The goblin shaman likes to win. If a battle does not go as expected, he will try to retreat to the nearest possible allies.

GOBLIN SHAMAN

Small Humanoid (goblinoid), Neutral Evil

Armor Class 15 (Leather Armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	8 (-2)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Living Vines. (Within a 3d2-square radius, each creature must make a DC12 Dex saving. If it fails, the creature is immobilized. The test can be repeated each round as an action.

Spore Cloud. Shoots spores from his staff, creating a cloud in a cone with a range of 2d2x5ft. (1d6 is rolled each round. 1 = spores dissipate, 2 = spores remain, 3 = 1 square up, 4 = 1 square right, 5 = 1 square down, 6 = 1 square left) - they do not move in enclosed spaces. If a creature comes into contact with the spores and starts its turn in the spores, it suffers 2d4 poison damage..

Regrowth. Heals 3d3 HP.

Bird Madness. (Shoots a flock of birds at targets in the area (friend and foe). Start with the target closest to the caster (roll a die if there is a tie). Roll a D10 for the number of targets hit. A target must pass a Dex save DC 13 or suffer damage according to the following formula: $X - Y \times D2$ - where X is the maximum number of targets hit and Y is the number of targets already hit.

ACTIONS

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 3 (1d6) Bludgeoning Damage



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