

## GRAALBECK

Medium humanoid (goblinoid), chaotic evil

**Armor Class** 17(chain shirt, shield)

**Hit Points**104 (16d8 + 32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	11 (+0)	18 (+4)	14 (+2)

**Saving Throws** Wis +6, Cha +4

**Skills** Deception +4, Intimidation +4, Insight +6,

Persuasion +4, Stealth +6, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Goblin

**Challenge** 4 (1,100 XP)

**Blessing of the Trickster.** Graalbeck can use his action to touch a willing creature other than himself to give it advantage on Dexterity (Stealth) checks. This blessing lasts for 1 hour or until he uses this feature again.

**Brute.** A melee weapon deals one extra die of its damage when Graalbeck hits with it (included in the attack).

**Channel Divinity (2/rest).** Graalbeck may perform any two of the following three actions.

**Turn Undead:** Each undead that can see or hear Graalbeck within 30 feet of him must make a DC 14 Wisdom saving throw. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. A turned creature must spend its turns trying to move as far away from him as it can, and it can't willingly move to a space within 30 feet of him. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Undead creatures of CR ½ or lower are destroyed on a failed saving throw.

**Invoke Duplicity:** Graalbeck create a perfect illusion of yourself that lasts for 1 minute, or until he loses concentration (as if you were concentrating on a spell). The illusion appears in an unoccupied space that he can see within 30 feet of him. As a bonus action on his turn, he can move the illusion up to 30 feet to a space he can see, but it must remain within 120 feet of him. For the duration, he can cast spells as though he were in the illusion's space, but he must use his own senses. Additionally, when both Graalbeck and his illusion are within 5 feet of a creature that can see the illusion, he has advantage on attack rolls against that creature, given how distracting the illusion is to the target.

**Cloak of Shadows:** Graalbeck becomes invisible until the end of his next turn. He becomes visible if he attacks or casts a spell.

**Heart of Hruggek.** Graalbeck has advantage on saving throws against being charmed, frightened, paralyzed, poisoned, stunned, or put to sleep.

**Spellcasting.** Graalbeck is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save 14, +6 to hit with spell attacks). He typically has the following spells prepared. He can cast them in any combination as long as he still has spell slots of the given level.

Cantrips (at will): *light, resistance, sacred flame, thaumaturgy*

1<sup>st</sup> level (4 slots): *charm person, cure wounds, disguise person, guiding bolt, healing word, inflict wounds,*

2<sup>nd</sup> level (3 slots): *blindness/deafness, enhance ability, hold person, silence*

3<sup>rd</sup> level (3 slots): *animate dead, mirror image, pass without trace, spirit guardians*

**Surprise Attack.** If Graalbeck surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

### ACTIONS

**Multiattack.** Graalbeck makes two melee attacks.

**Morningstar+1.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) piercing damage.

**Javelin.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 10 (2d6+3) piercing damage in melee or 6 (1d6+3) piercing damage at range

