

Lilly

Medium Humanoid

Armor Class: 12

Hit Points: 66 (7d8+35)

Speed: 20ft

STR	DEX	CON	INT	WIS	CHA
6(-2)	14(+2)	20(+5)	8(-1)	14(+2)	8(-1)

Saving Throws: CON +7, WIS +4

Skills: Medicine +6, Survival +6, Deception +1, Persuasion +1, Sleight of Hand +4, Investigation +1

Senses: Passive Perception 12

Proficiency bonus +2

Innate Spellcasting.

Lilly's innate spellcasting ability is Constitution (DC 15, +7 to hit with spell attacks).

At Will: Aura of Life, Life Transference

actions

Staff of the Adder. *Melee weapon attack*: +4 to hit, reach 5ft, one target.

Hit: 1d6+2 piercing damage, and the target must make a DC 15 Constitution save or take 3d6 poison damage.