

|    |       |          |        |          |
|----|-------|----------|--------|----------|
| NE | SMALL | HUMANOID | GOBLIN | CHARHIDE |
|----|-------|----------|--------|----------|

**Perception** +11; Darkvision

**Languages** common, goblin

**Skills** Athletics +6, Diplomacy +7, Medicine +9, Nature +9, Stealth +9, Survival +9, Forest Lore +6

**Str** +0, **Dex** +3, **Con** +2, **Int** +0, **Wis** +3, **Cha** +1

**Fleet** Speed increases by 5 feet.

**Animal Companion** (Medium) "Tangletooth": Cat (Firepelt Cougar)

**Familiar** (Leshy, Tiny) "Rooty": 25 feet, fly 25 feet, speech (common), 20HP, low-light vision, 1 mile empathic link

**Goodberry** (Focus, Healing, Necromancy) Casting time 10 minutes.

**Wild Empathy**

**Very Sneaky** You can move 5 feet farther when you take the Sneak action, up to your Speed. In addition, as long as you continue to use Sneak actions and succeed at your Stealth check, you don't become observed if you don't have cover or greater cover and aren't concealed at the end of the Sneak action, as long as you have cover or greater cover or are concealed at the end of your turn.

**Terrain Stalker** While undetected by all non-allies in underbrush you can Sneak without attempting a Stealth check as long as you move no more than 5 feet and do not move within 10 feet of an enemy at any point during your movement. This also allows you to automatically approach creatures to within 15 feet while Avoiding Notice during exploration as long as they aren't actively Searching or on guard.

**Feather Step** You can step into difficult terrain

**Items** Padded Armor, Wooden Shield, Staff

---

**AC** 20 (Shield+2); **Fort** +10, **Ref** +9, **Will** +11

**HP** 46; **Resistances** 2 Fire

**Charhide** Your flat check to remove persistent fire damage is DC 10, which is reduced to DC 5 if another creature uses a particularly appropriate action to help.

**Heal Animal** ♦♦ (Focus, Healing, Necromancy, Positive) Range 30ft, restore 16 HP to Tangletooth

**Raise a Sheild** ♦

**Shield Block** ↻ Hardness 3, HP 12

---

**Speed** 40 feet (Fleet, Longstrider)

**Melee** ♦ light mace +9 (Agile, Finesse, Shove), **Damage** 1d4 or 2d4 (Shillelagh) bludgeoning

**Spells** DC 19, attack +9 ; **2nd** Barkskin, Entangle, Longstrider (already cast); **1st** Heal, Hydraulic Push, Shillelagh; **Cantrips (2nd)** Detect Magic, Dancing Lights, Electric Arc, Prestidigitation, Produce Flame

**Command an Animal** ♦

**Sneak** ♦ Move up to 25ft while sneaking.