

CE	SMALL	HUMANOID	GOBLIN
----	-------	----------	--------

Lamashtu Tainted

**Perception** +6; darkvision

**Languages** Common, Goblin

**Skills** Acrobatics +10, Athletics +10, Intimidation +9, Nature +9, Stealth +10

**Str** +4, **Dex** +2, **Con** +4, **Int** -3, **Wis** -1, **Cha** +0

**Items** +1 Longsword (P2, worth 36gp), Silver dagger (low grade) (P2, worth 40gp), Hatchet

---

**AC** 20; **Fort** +9, **Ref** +8, **Will** +6


**HP** 40; **Immunities** Acid, mental, poison

**Goblin Scuttle**  **Trigger** A goblin ally ends a move action adjacent to Koruvus. **Effect** Koruvus Steps.

**Attack of Opportunity** 

---

**Speed** 25 feet



**Melee**  +1 longsword +12 (versatile), **Damage** 1d8+6 piercing or slashing

**Melee**  silver dagger +11 (agile, versatile, finesse), **Damage** 1d4+5 piercing or slashing

**Melee**  hatchet +11 (agile, sweep), **Damage** 1d6+5 slashing

**Ranged**  silver dagger +11 (10 feet range increment), **Damage** 1d4+5 piercing

**Ranged**  hatchet +11 (10 feet range increment), **Damage** 1d6+5 slashing

**Vomit Bile**   Koruvus spews a 20 foot line of foul-smelling and acidic blood from his mouth that does 4d6 acid damage (DC 17 reflex) and anyone damaged by it is sickened 1.

Koruvus can't Vomit Bile again for 1d4 rounds