

Pit Fighter - Tuneer

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<https://www.dndbeyond.com/monsters/3514826-pit-fighter-tuneer>



Small Humanoid (Goblin, Goblinoid), Chaotic Evil

Armor Class 16 *Leather*

Hit Points 33 (5d8 + 11)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	20 (+5)	13 (+1)	10 (+0)	8 (-1)	14 (+2)

Saving Throws DEX +7, INT +2

Skills [Acrobatics](#) +11, [Deception](#) +5, [Sleight of Hand](#) +13, [Stealth](#) +11

Senses Passive Perception 9

Languages Common, Goblin, Thieves' Cant

Challenge 3 (700 XP)

Proficiency Bonus +2

Sneak Attack. Once per turn, this creature can deal an extra 3d6 damage to one creature they hit with an attack with a finesse or ranged weapon if they have advantage on the attack roll. They don't need advantage on the attack roll if another enemy of the target is within 5 ft. of it, that enemy isn't incapacitated, and they don't have disadvantage on the attack roll.

Ear for Deceit. Whenever this creature makes an Insight check to determine whether a creature is lying, treat a roll of 7 or lower on the d20 as an 8.

Fury of the Small (3/Long Rest). When they damage a creature whose size is larger with an attack or a spell, you can deal an extra +3 damage once per turn.

Actions

Two-Weapon Fighting. Can make a second attack with the Dagger without adding the modifier to the damage.

Dagger. *Melee Weapon Attack:* +8 to hit, reach 20/60 ft., single target. *Hit:* 7 (1d4 + 5) [Slashing Damage](#).

Bonus Actions

Eye for Detail. Make a Perception check to spot a hidden creature or object or to make an Investigation check to uncover or decipher clues.

Nimble Escape. They can take the [Disengage](#) or [Hide](#) action.

Reactions

Uncanny Dodge. When an attacker that this creature can see hits with an attack, it can halve the attack's damage.

Description

This creature is wielding Flays Fingerless Gloves of Thievery.