

# Goblin Boss

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<https://www.dndbeyond.com/monsters/2819410-goblin-boss>

*Medium Humanoid (Goblinoid), Neutral Evil*

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**Armor Class** 15  
**Hit Points** 18 (4d8)  
**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	14 (+2)	10 (+0)	10 (+0)	9 (+1)

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**Damage Resistances** Bludgeoning

**Senses** [Darkvision](#) 60 ft., Passive Perception 9

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Proficiency Bonus** +2

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**Layer of Fat.** This creature has a huge stomach making it resistant to any bludgeoning damage.

**Iron Fist.** This creature commands the group of goblins that it can see and has an advantage when commanding any goblins smaller size than it.

## Actions

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**Multiattack.** This creature can make two attacks with its weapon twice per turn, although the second attack has disadvantage.

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

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## Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures.

Although this one seems to be much bigger and stronger than the others wielding a great club and a huge belly many of the other goblins seem to follow its orders and cower in fear to this one, their boss.