

Small Humanoid (Goblin, Controller), Any Alignment

AC		Init.		HP		Speed			CR					
15		+2 (12)		27 (5d6 + 10)		30 ft., Climb 20 ft.			1 (XP 200; PB +2)					
				MOD	SAVE						MOD	SAVE		
STR		8	-1	-1	DEX		14	+2	+2	CON		14	+2	+2
INT		10	+0	+0	WIS		10	+0	+2	CHA		15	+2	+2

Skills Stealth +4

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

TRAITS

Crafty. The cursespitter doesn't provoke opportunity attacks when they move out of an enemy's reach.

ACTIONS

Toxic Touch (Cantrip). *Melee or Ranged Spell Attack:* +4 to hit, reach 5 ft. or range 30 ft., one target. *Hit:* 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute (save ends at end of turn).

Brittle Bone Hex (Cantrip). The cursespitter chooses one creature they can see within 60 feet of them. The target's bones are wracked with pain until the end of their next turn. The first time the target willingly moves or uses an action, a bonus action, or a reaction before then, they must succeed on a DC 12 Constitution saving throw or take 9 (2d8) necrotic damage.

To Me! The cursespitter chooses up to two willing creatures they can see within 30 feet of them. Each creature is teleported to an unoccupied space within 5 feet of the cursespitter.

Dizzying Hex (2/Day; 1st-Level Spell). The cursespitter chooses one creature they can see within 60 feet of them. The target must make a DC 12 Wisdom saving throw. On a failed save, the target falls prone and can't stand back up for 1 minute (save ends at end of turn).

REACTIONS

Cowardly Commander. When a creature the cursespitter can see hits them with an attack, the cursespitter chooses a willing ally within 5 feet of them. The attack hits the ally instead.