

Small Humanoid (Goblinoid), Neutral Evil

AC		Init.		HP		Speed			CR			
15		+2 (12)		7 (2d6)		30 ft.			1/4 (XP 50; PB +2)			
				MOD	SAVE							
STR		8		-1		DEX 14			CON 10			
						+2			+0			
INT		10		+0		WIS 8			CHA 8			
						-1			-1			

Skills Stealth +6

Gear Scimitar, Shortbow

Senses Darkvision 60 ft., Passive Perception 9

Languages Common, Goblin

TRAITS

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.