

GOBLIN GUARD

Small humanoid (goblinoid), neutral evil

- **Armor Class** 15 (leather armor, shield)
- **Hit Points** 7 (2d6)
- **Speed** 30 ft.
 - **STR** 8 (-1) **DEX** 14 (+2) **CON** 10 (+0) **INT** 10 (+0) **WIS** 8 (-1) **CHA** 8 (-1)
- **Skills** Stealth +6
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Common, Goblin
- **Challenge** 1/4 (50 XP)
- **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:* (1d6 + 2) slashing damage.
- **Shortbow.** *Ranged Weapon Attack:* +4 to hit, reach 80/320 ft., one target. *Hit:* (1d6 + 2) piercing damage.