

## HILL GOBLIN ARCHER

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (leather armor)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (−1)	14 (+2)	10 (+0)	10 (+0)	8 (−1)	7 (−2)

**Skills** Stealth +4

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common, Goblin

**Challenge** 1/4 (50 XP)

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

### ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

**Shortbow.** *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

### REACTIONS

**Slippery.** If an attack on the hill goblin archer misses, it moves 5 feet away without provoking an opportunity attack.

### WEAPONS, ARMOR & ITEMS

Dagger, quiver with 20 arrows, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 10 (3d6) cp
12	A quiver containing 2 (1d4) +1 arrows

Most goblins prefer to attack a target which can't hit them back. However, few but true **archers** have the skill or patience to learn to master the bow.

