

Goblin Archer

Small humanoid(goblinoid), neutral evil

Armor Class 13

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 passive Perception 9, darkvision 60ft

Languages Common, goblin

Challenge 1/4

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

ACTIONS

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