

# 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

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