

# Goblin

March 8, 2023



Small humanoid (goblinoid), neutral evil

**Armor Class** 15 (leather armor, shield)

**Hit Points** 7 (2d6)

**Speed** 30 ft.

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

**Saving Throws**

**Skills** Stealth +6

**Damage Resistances**

**Damage Immunities**

**Condition Immunities**

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

**Languages** Common, Goblin

**Challenge** 44930 (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: 5 (1d6 + 2) slashing damage.

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