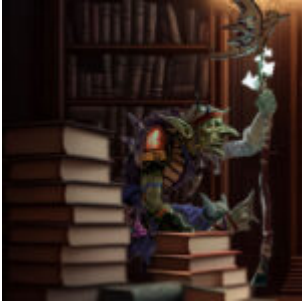


Goblin Glyphweaver

April 29, 2023



Small humanoid (goblinoid), chaotic evil

- **Armor Class** 13 (leather armor)
- **Hit Points** 22 (5d6 + 5)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	16 (+3)	10 (+0)	8 (-1)

- **Skills** Arcana +5, Stealth +4
- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Deep Speech, Goblin
- **Challenge** 2 (450 XP)

Spellcasting. The glyphweaver is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). The glyphweaver has the following wizard spells prepared:

Cantrips (at will): [Mage Hand](#), [Minor Illusion](#), [Prestidigitation](#), [Ray of Frost](#)

1st level (4 slots): [Burning Hands](#), [Detect Magic](#), [Magic Missile](#), [Shield](#)

2nd level (2 slots): [Hold Person](#), [Web](#)

Glyphs of Binding. The glyphweaver can spend a bonus action to inscribe a glyph of binding on a surface within 30 feet. The glyph is invisible and lasts until the end of the glyphweaver's next turn. Any creature that starts its turn within 10 feet of the glyph must make a DC 13 Strength saving throw or be restrained until the end of its turn as glowing iridescent tentacles emerge from it and wrap around the creature. The glyphweaver can have up to three glyphs of binding active at a time.

Nimble Escape. The glyphweaver 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: 4 (1d4 + 2) piercing damage.

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