Goblin Warrior

Small Fey, Chaotic Neutral

AC 15 (natural armor)

Initiative +2

INIT

HP 10 (3d6)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

	STR	DEX	CON	INT	WIS	CHA
Score	8 (-1)	15 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)
Save	-1	+2	+0	+0	-1	-1

Skills Stealth +6

Senses passive Perception 9, darkvision 60 ft.

Languages Common, Goblin

CR 1/4 (50 XP)

Actions

Scimitar. Melee Attack Roll: +4, reach 5 ft.

5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. Ranged Attack Roll: +4, range 80/320 ft.

5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions

Nimble Escape. The goblin takes the Disengage or Hide action.