

Primal Goblin

Small humanoid (goblinoid), neutral evil

Armour Class 14

Hit Points 22 (4d6+8)

Speed 30 ft., climbing 30 ft.

STR

9 (-1)

DEX

14 (+2)

CON

14 (+2)

INT

5 (-3)

WIS

10 (+0)

CHA

6 (-2)

Skills Perception +2, Stealth +6, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Goblin

Challenge 1 (200 XP)

Aggressive. As a bonus action, the primal goblin can move up to its speed toward a hostile creature that it can see.

Keen Hearing and Smell. The primal goblin has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Natural Defense. While wearing no armour and not wielding a shield, the primal goblin's AC equals 10 + Dexterity modifier + Constitution modifier.

Nimble Escape. The primal goblin can take the Disengage or Hide action as a bonus action on each of its turns.

Spider Climb. The primal goblin's claws allow it to climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The primal goblin makes two melee attacks with its claws.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage.

Background

Primal goblins are more beast than humanoid. They do not wear armour or use weapons other than their natural claws. They have been bred by their hobgoblin masters to act like beasts of war. Primal goblins generally obey only their hobgoblin handlers.

Appearance

Primal goblins have dull yellowish skin that is often covered with dirt and dung. The dung helps hide their scent from their prey. They wear next to little clothing, just rags, with the exception of their thick leather collars that their handlers use to keep them under control.