

## GOBLIN ROT MAGUS

*Small humanoid (goblinoid), chaotic evil*

---

**Armor Class** 12 (15 with *mage armor*)

**Hit Points** 28 (8d6)

**Speed** 30 ft.

---

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	18 (+4)	12 (+1)	10 (+0)

---

**Skills** Arcana +6, Stealth +6

**Damage Resistances** necrotic, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**Challenge** 2 (450 XP)

---

**Spellcasting.** The goblin rot magus is a 3rd-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The goblin rot magus has the following wizard spells prepared:

Cantrips (at will): acid splash, infestation\*, poison spray

1st level (4 slots): mage armor, magic missile, ray of sickness, witch bolt

2nd level (2 slots): Melf's acid arrow, ray of enfeeblement

### 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.

**Festering Bolt (Recharge 5-6).** The goblin rot magus fires a magical bolt of rot and desiccation. One target within 60 feet must make a DC 14 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed saving throw, or half as much damage on a successful one.

*\*Xanathar's Guide to Everything 158*

