

GOBLIN SHRIEKER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (studded leather)

Hit Points 32 (5d6 + 15)

Speed 30 ft.

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

Skills Stealth +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities frightened

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Reckless. At the start of its turn, the goblin shrieker can gain advantage on all melee weapon attack rolls it makes during that turn, but attacks against it have advantage until the start of its next turn.

Nimble Striker. The goblin shrieker can take the Disengage or Dash actions as a bonus action on each of its turns.

ACTIONS

Multiattack. The goblin shrieker makes three handaxe melee attacks.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Scream. (1/encounter). Each non-goblin creature within 60 feet of the goblin shrieker must make a DC 13 Wisdom saving throw or become frightened for 1 minute. Failed save can try again at the end of each of its turns to try to end the effect.

