

IRKTHUL, 3RD LEVEL DRUID (CIRCLE OF THE UNDERDARK)

Small humanoid (goblinoid), neutral evil

Armor Class 16 (hide armor, shield)

Hit Points 31 (9d6)

Speed 30 ft., mode # ft. (note)

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

Skills Nature +2, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Druidic, Goblin

Challenge 2 (450 XP)

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

Natural Recovery (Recharges after long rest). During a short rest, the goblin can recover one 1st-level spell slot.

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

Cantrips: (at will): *poison spray, resistance, thorn whip*

1st level (4 slots): *entangle, faerie fire, healing word, spider climb, thunderwave, web*

2nd level (2 slots): *heat metal, hold person*

ACTIONS

Multiattack. The goblin makes two attacks with its scimitar. The second attack has disadvantage.

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d6) piercing damage.

Change Shape (2/day). The goblin magically polymorphs into a giant centipede, giant lizard, giant rat, giant wolf spider, or wolf and can remain in this form for up to 1 hour. The goblin can choose whether its equipment falls to the ground, melds with its new form, or is worn by the new form. The goblin reverts to its true form if it dies or falls unconscious. The goblin can revert to its true form using a bonus action on its turn.

While in the new form, the goblin retains its game statistics and ability to speak, but its AC, movement modes, Strength and Dexterity are replaced by those of the new form, and it gains any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair action) that the new form has but that it lacks. It cannot cast spells in its new form.

REACTIONS

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.



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