

## HOUSE GOBLIN

*Tiny humanoid, chaotic neutral*

**Armor Class** 12

**Hit Point** 10 (4d4)

**Speed** 30 ft.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	14 (+2)	11 (+0)	8 (-1)	13 (+1)	8 (-1)

**Skills** Stealth +4

**Senses** darkvision 30 ft., passive Perception 11

**Languages** common, Undercommon

**Challenge** 1/8 (25 xp)

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

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. *Hit:* 7 (1d4 + 2) piercing damage.

**Drunken Stupor.** The house goblin can choose a target within 60 feet and attempt to confuse it. The target must succeed on a DC 12 Wisdom saving throw or be forced to use half of its movement to stumble in a random direction. To determine the direction, roll a d8 and assign a direction to each die face. Additionally, the affected creature is poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

### TACTICS

**Before Combat** The house goblin tries to avoid detection and confrontations with any creature larger than itself, preferring to hunt and eat rodents, scrounge for leftover food, and slurp spilled ale.

**During Combat** If forced into combat, the house goblin prefers stealthy attacks and movement. It will often use Drunken Stupor as a tactic to escape, relying on Nimble Escape to aid in its retreat.

**Morale** Once its victim is reduced to 0 hp, the house goblin will quickly retrieve any items of value before vanishing from sight, often into a burrow created in the walls of an establishment.



House goblins might be one of the smallest of the goblin-kind, standing around a foot tall. A non-native species of Vathak, they have managed to spread far and wide by stowing away on various cargo vessels. Although commonly called the house goblin, many of these creatures are found in businesses, especially those that serve food and beverages. At first considered a nuisance, some tavern owners have established a working relationship with the creatures, providing thimbles of ale and chunks of bread for the satisfaction of knowing their rat problem is taken care of in the meantime.

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