

Original (Monsters & Treasure)	Basic (Rules Cyclopedia)	AD&D 1 <sup>st</sup> Edition (Monster Manual)	AD&D 2 <sup>nd</sup> Edition (Monstrous Manual)	D&D 3.5 (Monster Manual v.3.5)	D&D Fourth Edition (Monster Vault)	D&D Next (Playtest 09/19/13)
<b>Goblins/Kobolds</b> <b>Number Appearing:</b> 40 – 400 <b>Armor Class</b> 6/7 <b>Move in Inches</b> 6 <b>Hit Dice</b> 1-1/½ <b>% in Lair</b> 50% <b>Type or Amount of</b> <b>Treasure:</b> 1-6 G.P. ea.	<b>Goblin</b> <b>Armor Class:</b> 6 <b>Hit Dice:</b> 1-1(S) <b>Move:</b> 90'(30') <b>Attacks:</b> 1 weapon <b>Damage:</b> By weapon <b>No. Appearing:</b> 2d8 (6d10) <b>Save As:</b> Normal Man <b>Morale:</b> 7 or 9 (see below) <b>Treasure Type:</b> (R)C <b>Intelligence:</b> 9 <b>Alignment:</b> Chaotic <b>XP Value:</b> 5	<b>GOBLIN</b> <b>FREQUENCY:</b> Uncommon <b>NO. APPEARING:</b> 40-400 <b>ARMOR CLASS:</b> 6 <b>MOVE:</b> 6" <b>HIT DICE:</b> 1-7 Hit points <b>% IN LAIR:</b> 40% <b>TREASURE TYPE:</b> Individuals K, Lair C <b>NO. OF ATTACKS:</b> 1 <b>DAMAGE/ATTACK:</b> 1-6 or by weapon <b>SPECIAL ATTACKS:</b> Nil <b>SPECIAL DEFENSES:</b> Nil <b>MAGIC RESISTANCE:</b> Standard <b>INTELLIGENCE:</b> Average (low) <b>ALIGNMENT:</b> Lawful evil <b>SIZE:</b> S (4' tall) <b>PSIONIC ABILITY:</b> Nil <b>Attack/Defense Modes:</b> Nil	<b>Goblin</b> <b>Climate/Terrain:</b> Any non-arctic land <b>Frequency:</b> Uncommon <b>Organization:</b> Tribe <b>Activity Cycle:</b> Night <b>Diet:</b> Carnivore <b>Intelligence:</b> Low to average (5-10) <b>Treasure:</b> C (K) <b>Alignment:</b> Lawful evil <b>No. Appearing:</b> 4-24 (4d6) <b>Armor Class:</b> 6 (10) <b>Movement:</b> 6 <b>Hit Dice:</b> 1-1 <b>THACO:</b> 20 <b>No. of Attacks:</b> 1 <b>Damage/Attack:</b> 1-6 (by weapon) <b>Special Attacks:</b> Nil <b>Special Defenses:</b> Nil <b>Magic Resistance:</b> Nil <b>Size:</b> Small (4' tall) <b>Morale:</b> Average (10) <b>XP Value:</b> 15	<b>Goblin, 1st-Level Warrior</b> <b>Size/Type:</b> Small Humanoid (Goblinoid) <b>Hit Dice:</b> 1d8+1 (5 hp) <b>Initiative:</b> +1 <b>Speed:</b> 30 ft. (6 squares) <b>Armor Class:</b> 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14 <b>Base Attack/Grapple:</b> +1/-3 <b>Attack:</b> Morningstar +2 melee (1d6) or javelin +3 ranged (1d4) <b>Full Attack:</b> Morningstar +2 melee (1d6) or javelin +3 ranged (1d4) <b>Space/Reach:</b> 5 ft./5 ft. <b>Special Attacks:</b> — <b>Special Qualities:</b> Darkvision 60 ft. <b>Saves:</b> Fort +3, Ref +1, Will -1 <b>Abilities:</b> Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6 <b>Skills:</b> Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2 <b>Feats:</b> Alertness <b>Environment:</b> Temperate plains <b>Organization:</b> Gang (4-9), band (10-100 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24 with worg mounts), or tribe (40-400 plus 100% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 10-24 worgs, and 2-4 dire wolves) <b>Challenge Rating:</b> 1/3 <b>Treasure:</b> Standard <b>Alignment:</b> Usually neutral evil <b>Advancement:</b> By character class <b>Level Adjustment:</b> +0	<b>Goblin Cutthroat</b> <b>Level 1 Skirmisher</b> Small natural humanoid <b>XP</b> 100 <b>HP</b> 30: <b>Bloodied</b> 15 <b>Initiative</b> +5 <b>AC</b> 15. <b>Fortitude</b> 13. <b>Reflex</b> 14. <b>Will</b> 13 <b>Perception</b> +2 <b>Speed</b> 6 <b>Low-light vision</b>  <b>STANDARD ACTIONS</b> <b>Short Sword • At-Will</b> <b>Attack:</b> Melee 1 (one creature); +6 vs. AC <b>Hit:</b> 1d6+5 damage, or 2d6+5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square. <b>Dagger • At-Will</b> <b>Attack:</b> Ranged 10 (one creature); +6 vs. AC <b>Hit:</b> 1d4+5 damage.  <b>MOVE ACTIONS</b> <b>Deft Scurry • At-Will</b> <b>Effect:</b> The goblin shifts up to 3 squares.  <b>TRIGGERED ACTIONS</b> <b>Goblin Tactics • At-Will</b> <b>Trigger:</b> The goblin is missed by a melee attack. <b>Effect</b> (Immediate Reaction): The goblin shifts 1 square.  <b>Skills</b> Stealth +8, Thievery +8 <b>Str</b> 13 (+1) <b>Dex</b> 17 (+3) <b>Wis</b> 14 (+2) <b>Con</b> 14 (+2) <b>Int</b> 8 (-1) <b>Cha</b> 8 (-1) <b>Alignment</b> evil <b>Languages</b> Common, Goblin <b>Equipment</b> leather armor, light shield, shortsword, 2 daggers	<b>Goblin</b> Small Humanoid (Goblinoid) <b>Armor Class</b> 13 (leather, shield) <b>Hit Points</b> 3 (1d6) <b>Speed</b> 30 ft. <b>Senses</b> darkvision 60 ft. <b>Str</b> 8 (–1) <b>Dex</b> 11 (+0) <b>Con</b> 10 (+0) <b>Int</b> 10 (+0) <b>Wis</b> 9 (–1) <b>Cha</b> 8 (–1) <b>Alignment</b> neutral evil <b>Languages</b> Common, Goblin  <b>TRAITS</b> <b>Bushwhacker:</b> During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative. <b>Sneaky:</b> The goblin can attempt to hide at the end of a move without using an action. <b>Stealthy</b> +5: The goblin gains a +5 bonus to Dexterity (Stealth) checks.  <b>ACTIONS</b> <b>Melee Attack—Mace:</b> +1 to hit (reach 5 ft.; one creature). Hit: 2 (1d6 –1) bludgeoning damage (minimum 1 damage). <b>Ranged Attack—Shortbow:</b> +2 to hit (range 80 ft./320 ft.; one creature). Hit: 3 (1d6) piercing damage.  <b>ENCOUNTER BUILDING</b> <b>Level 1 XP</b> 10

Stat blocks have minor reformatting elements to ease readability. No information has been omitted from the stat blocks. Minor errors may have crept in from copying of material.