

Original (Monsters & Treasure)	Basic (Rules Cyclopedia)	AD&D 1 st Edition (Monster Manual)	AD&D 2 nd 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)
Goblins/Kobolds Number Appearing: 40 – 400 Armor Class 6/7 Move in Inches 6 Hit Dice 1-1½ % in Lair 50% Type or Amount of Treasure: 1-6 G.P. ea.	Goblin Armor Class: 6 Hit Dice: 1-1(S) Move: 90'(30') Attacks: 1 weapon Damage: By weapon No. Appearing: 2d8 (6d10) Save As: Normal Man Morale: 7 or 9 (see below) Treasure Type: (R)C Intelligence: 9 Alignment: Chaotic XP Value: 5	GOBLIN FREQUENCY: Uncommon NO. APPEARING: 40-400 ARMOR CLASS: 6 MOVE: 6" HIT DICE: 1-7 Hit points % IN LAIR: 40% TREASURE TYPE: Individuals K, Lair C NO. OF ATTACKS: 1 DAMAGE/ATTACK: 1-6 or by weapon SPECIAL ATTACKS: Nil SPECIAL DEFENSES: Nil MAGIC RESISTANCE: Standard INTELLIGENCE: Average (low) ALIGNMENT: Lawful evil SIZE: S (4' tall) PSIONIC ABILITY: Nil Attack/Defense Modes: Nil	Goblin Climate/Terrain: Any non-arctic land Frequency: Uncommon Organization: Tribe Activity Cycle: Night Diet: Carnivore Intelligence: Low to average (5-10) Treasure: C (K) Alignment: Lawful evil No. Appearing: 4-24 (4d6) Armor Class: 6 (10) Movement: 6 Hit Dice: 1-1 THACO: 20 No. of Attacks: 1 Damage/Attack: 1-6 (by weapon) Special Attacks: Nil Special Defenses: Nil Magic Resistance: Nil Size: Small (4' tall) Morale: Average (10) XP Value: 15	Goblin, 1st-Level Warrior Size/Type: Small Humanoid (Goblinoid) Hit Dice: 1d8+1 (5 hp) Initiative: +1 Speed: 30 ft. (6 squares) Armor Class: 15 (+1 size, +1 Dex, +2 leather armor, +1 light shield), touch 12, flat-footed 14 Base Attack/Grapple: +1/-3 Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4) Full Attack: Morningstar +2 melee (1d6) or javelin +3 ranged (1d4) Space/Reach: 5 ft./5 ft. Special Attacks: — Special Qualities: Darkvision 60 ft. Saves: Fort +3, Ref +1, Will -1 Abilities: Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6 Skills: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2 Feats: Alertness Environment: Temperate plains Organization: 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) Challenge Rating: 1/3 Treasure: Standard Alignment: Usually neutral evil Advancement: By character class Level Adjustment: +0	Goblin Cutthroat Level 1 Skirmisher Small natural humanoid XP 100 HP 30: Bloodied 15 Initiative +5 AC 15. Fortitude 13. Reflex 14. Will 13 Perception +2 Speed 6 Low-light vision STANDARD ACTIONS Short Sword • At-Will Attack: Melee 1 (one creature); +6 vs. AC Hit: 1d6+5 damage, or 2d6+5 if the goblin has combat advantage against the target. In addition, the goblin can shift 1 square. Dagger • At-Will Attack: Ranged 10 (one creature); +6 vs. AC Hit: 1d4+5 damage. MOVE ACTIONS Deft Scurry • At-Will Effect: The goblin shifts up to 3 squares. TRIGGERED ACTIONS Goblin Tactics • At-Will Trigger: The goblin is missed by a melee attack. Effect (Immediate Reaction): The goblin shifts 1 square. Skills Stealth +8, Thievery +8 Str 13 (+1) Dex 17 (+3) Wis 14 (+2) Con 14 (+2) Int 8 (-1) Cha 8 (-1) Alignment evil Languages Common, Goblin Equipment leather armor, light shield, shortsword, 2 daggers	Goblin Small Humanoid (Goblinoid) Armor Class 13 (leather, shield) Hit Points 3 (1d6) Speed 30 ft. Senses darkvision 60 ft. Str 8 (-1) Dex 11 (+0) Con 10 (+0) Int 10 (+0) Wis 9 (-1) Cha 8 (-1) Alignment neutral evil Languages Common, Goblin TRAITS Bushwacker: During the first round of combat, the goblin has advantage on attack rolls against any target that has a lower initiative. Sneaky: The goblin can attempt to hide at the end of a move without using an action. Stealthy +5: The goblin gains a +5 bonus to Dexterity (Stealth) checks. ACTIONS Melee Attack—Mace: +1 to hit (reach 5 ft.; one creature). Hit: 2 (1d6 -1) bludgeoning damage (minimum 1 damage). Ranged Attack—Shortbow: +2 to hit (range 80 ft./320 ft.; one creature). Hit: 3 (1d6) piercing damage. ENCOUNTER BUILDING Level 1 XP 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.