

# THE SQUALOR GOBLIN

Garbed with black-gray furs and a reserve of rubbish from their earnest salvaging, Squalor Goblins are more codependent on society than their wilder kin, claiming territory just outside of villages and cities in order to rummage through the junk tossed out. A person may draw many similarities between these creatures and raccoons.

Despite their coexistence, when forced outside of their territory, or when they find a creature within, Squalor Goblins are eager to torment and kill. Typically found in groups nearing half-to one-dozen, these monsters ambush at night, employing stealthy attack-run-hide tactics, preferably from a distance, and are particularly interested in immediately looting their kill.

## TACTICS

A player could expect typical goblin tactics of night-time ambushes, traps, close-combat disengaging, and tactical retreating; but one surprising element of the Squalor Goblin is their inventiveness: modifying their leather armor and shields with metal scraps, finding various materials for helmets and daggers, creating traps from human trinkets like rusty kitchen knives or broken iron fence stakes, and tinkering primitively.

## CHARACTERISTICS

Squalor Goblins live symbiotically with the societies around them, clearing and repurposing trash that cities and villages produce. This may involve somewhat amicable interactions between humans and these monsters.

It would not be surprising for Squalor Goblins to adopt simple characteristics from the cultures they live beside. For instance, a clan might find



it amusing to dress in finer clothing, though tattered and well-used, that was discarded by the nearby nobles. Because garbage transactions may involve communicating in Common, a few of the brighter Squalor Goblins may adopt the dialects and mannerisms of refined civilization.

Despite what debonair pretenses a Squalor Goblin may have, they all share the common characteristic of being unquestionably and abhorrently smelly. The trash piles with which these creatures build their abodes result in an absolutely intolerable stench that even the strongest stomachs and weakest nostrils could not handle for longer than a moment.

These domains of detritus are the shared obsession of all Squalor Goblins, each striving to procure the most precious pieces of rubbish. A Squalor Goblin will stop whatever it is doing to rifle through a collection of items.

# SQUALOR GOBLIN

*Small humanoid (goblinoid), neutral evil*

**ARMOR CLASS** 16 (Modified Leather Armor, Shield)

**HIT POINTS** 7 (2d6)

**SPEED** 30 ft.

<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
8 (-1)	14 (+2)	10 (+0)	12 (+1)	8 (-1)	8 (-1)

**SKILLS:** Stealth +6

**SENSES:** Darkvision 60 ft., Passive Perception 9

**LANGUAGES:** Common, Goblin

**CHALLENGE:** 1/4 (50 XP)

**NIMBLE ESCAPE.** The Squalor Goblin can take the Disengage or Hide action as a bonus action on each of its turns.

**PACK TACTICS.** The Squalor Goblin with an ally adjacent to its target may gain advantage on their attack.

**STINK AURA.** Due to their foul living conditions, Squalor Goblins emanate a rotten stench. Players who end their turn within 5 ft. of a Squalor Goblin must make a Constitution saving throw (DC 10). On a failed save, the players gain disadvantage until the end of their next turn.

## ACTIONS

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

**SHORTBOW.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**JUNK DAGGER.** Melee Weapon Attack: +4 to hit, reach 5ft., one target. Hit: 4 (1d4 + 2) piercing damage. On a hit, the target must make a Constitution saving throw (DC 10). On a failed save, the target takes an additional 2 poison damage.