

# Batiri Battle Stack

Large, Humanoid (Goblin), Neutral Evil

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**ARMOR CLASS**

15

**HIT POINTS**

60 (8d10 + 16)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +2

**Saving Throws** Dex +4

**Skills** Stealth +4, Athletics +5

**Senses** Darkvision 60 ft.; Passive Perception 10

**Passive Perception** 10

**Languages** Goblin

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

## Traits

**Stacked Formation.** The battle stack has Advantage on Strength checks and saving throws against being knocked Prone while it has more than half its Hit Points.

**Wobbly Numbers.** When the stack takes 15 or more damage from a single source, its next attack roll before the end of its next turn has Disadvantage.

## Actions

**Multiattack.** The battle stack makes two Spear Jab attacks.

**Spear Jab.** Melee or Ranged Attack Roll: +5, reach 10 ft. or range 20/60 ft. Hit: 8 (1d10 + 3) Piercing damage.

**Topple Rush (Recharge 5-6).** Strength Saving Throw: one creature within 10 feet. Failure: 14 (4d6) Bludgeoning damage and the target falls Prone. Success: Half damage.

## Bonus Actions

**Goblin Shuffle.** The stack moves up to 10 feet without provoking Opportunity Attacks.

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