

Boggle

Small, Fey, Chaotic Neutral

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ARMOR CLASS

13

HIT POINTS

14 (4d6)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 30 ft., Climb 20 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +3, Sleight Of Hand +5

Damage Resistances Psychic

Senses Darkvision 60 ft.; Passive Perception 13

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Languages Sylvan

STR

8
-1

DEX

16
+3

CON

11
+0

INT

6
-2

WIS

12
+1

CHA

10
+0

Traits

Greasy Passage. The boggle can move through a space as narrow as 6 inches wide without squeezing if the space contains a crack, shadow, pipe, or clutter.

Sticky Little Thief. The boggle has Advantage on Dexterity (Sleight of Hand) checks made to take or hide unattended objects.

Actions

Pester. Melee Attack Roll: +5, reach 5 ft. Hit: 3 (1d4 + 1) Bludgeoning damage, and the target has Disadvantage on the next Opportunity Attack it makes before the end of its next turn.

Bonus Actions

Scuttle. The boggle moves up to 10 feet without provoking Opportunity Attacks if it ends this movement behind cover or in dim light.

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CONTENT NOTICE

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