

Xvart Speaker

Small, Humanoid (Xvart), Chaotic Evil

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ARMOR CLASS

13

HIT POINTS

13 (3d6 + 3)

CHALLENGE

1/8 | 25 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Deception +3

Senses Darkvision 60 ft.; Passive Perception 10

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Languages Common, Goblin

STR8
-1**DEX**14
+2**CON**12
+1**INT**10
+0**WIS**11
+0**CHA**12
+1

Traits

Shrill Orders. Allied xvarts within 20 feet can move through each other spaces without treating them as difficult terrain.

Cowardly Mob. The speaker has Advantage on melee attack rolls against a creature if at least one allied xvart is within 5 feet of that creature.

Actions

Dagger. Melee or Ranged Attack Roll: +4, reach 5 ft. or range 20/60 ft. Hit: 4 (1d4 + 2) Piercing damage.

Yipping Command. One allied xvart within 30 feet may move up to 10 feet without provoking Opportunity Attacks.

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