

# Xvart

Small, Humanoid (Goblinoid), Chaotic Evil

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**ARMOR CLASS**

13

**HIT POINTS**

9 (2d6 + 2)

**CHALLENGE**

1/8 | 25 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Stealth +4

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

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**Languages** Common, Goblin

**STR**8  
-1**DEX**14  
+2**CON**12  
+1**INT**8  
-1**WIS**10  
+0**CHA**8  
-1

## Traits

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

**Scavenger Nerve.** The xvart can move through the space of a Medium or larger allied creature, but cannot end its movement there.

## Actions

**Rusty Blade.** Melee Attack Roll: +4, reach 5 ft. Hit: 4 (1d4 + 2) Slashing damage.

**Sling Stone.** Ranged Attack Roll: +4, range 30/120 ft. Hit: 4 (1d4 + 2) Bludgeoning damage.

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