

# THE BLOODBLADE

A 5E GOBLIN BASED ON THE 4E BLACKBLADE

<b>GOBLIN BLOODBLADE</b> Small humanoid (goblinoid)					
Armor Class 17 (half plate) Hit Points 59 (9d8 + 16) Speed 30 ft.					
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
15 (+2)	14 (+2)	14 (+2)	10 (0)	10 (0)	10 (-2)
<b>Skills</b> Stealth +2, Intimidation +2 <b>Saving Throws</b> Con +3, Cha +5 <b>Senses</b> Darkvision 60 Ft., passive Perception 10 <b>Challenge</b> 3 (700 XP)					
<b>Nimble Escape.</b> The BloodBlade can take the Disengage or Hide action as a bonus action on each of its turns.					
<b>Quick Move.</b> The BloodBlade, when under 20hp, will switch places with another Goblin, this does not invoke an attack of opportunity.					
Actions:- <b>Multiattack.</b> The BloodBlade makes two greatsword attacks.					
<b>Greatsword.</b> Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.					

Now we've got the BloodBlade, we're starting to meet Goblins who are more capable in battle having forged their lives in combat.

BloodBlades are often found at the forefront of a battle, not afraid to take on a target face to face, as they know they can simply swap places with a weaker Goblin if needed.

In battle the BloodBlade swing their swords around their heads with an arcing swing, akin to a macabre dance.

Unlike their weaker family, the BloodBlade is not quick to run from a foe, instead they wait until they're down to (what they believe to be) one strike from death, and then they will flee.

To their Goblin Clan, the BloodBlade is the epitome of bravery, but to adventurers that may be more foolhardy or brash, they do not intimidate well, and do not suffer flattery.

Any party that attempts to talk down a BloodBlade will find themselves challenged, if a character can best the BloodBlade in combat the Goblin will concede.

It is up to you how you define a bested BloodBlade, for me it would be either 20hp damage in a single strike, or total hp reduced by 40.

Visually, the BloodBlade keeps a blood stained sword over their shoulder, their face painted red to mirror the blood they plan to draw from an opponent.