

GOBLIN WARRIORS

GOBLIN WARRIOR

Small humanoid (goblin), neutral evil

Armour Class 15 (leather armour, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GOBLIN BRUISER

A goblin bruiser wears leather armour (AC 13), has a Strength of 14 (+2) and wields a greatsword (+4 to hit, reach 5 ft., one target. *Hit:* 9 [2d6+2] slashing damage).

GOBLIN SHAMAN

A goblin shaman wears leather armour (AC 13), has a Wisdom of 14 (+2) and is a 1st-level spellcaster. Their spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *guidance, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, shield of faith*

GOBLIN SLINGER

A goblin slinger wears studded leather armour (AC 14) and wields a sling (+4 to hit, range 30/120 ft., one target. *Hit:* 5 [1d4+2] bludgeoning damage).

GOBLIN SNIPER

A goblin sniper wears studded leather armour (AC 14) and wields a heavy crossbow (+4 to hit, range 100/400 ft., one target. *Hit:* 8 [1d10+2] piercing damage).

GOBLIN WIZARD

A goblin wizard wears no armour (AC 12), has an Intelligence of 14 (+2) and is a 1st-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). They have the following spells prepared:

Cantrips (at will): *fire bolt, prestidigitation, shocking grasp*

1st level (3 slots): *burning hands, charm person, mage armour*

TREASURE

D20 TREASURE		D20 TREASURE	
1	1 sp, 9 cp	11	16 sp, 9 cp
2	1 sp, 7 cp	12	1 gp, 7 sp, 12 cp
3	1 sp, 3 cp	13	1 gp, 2 ep, 12 sp, 7 cp
4	1 sp	14	1 gp, 4 ep, 6 sp, 14 cp
5	1 sp, 5 cp	15	11 gp, 2 ep, 5 sp, 16 cp
6	2 sp, 4 cp	16	3 gp, 8 sp, 20 cp
7	1 gp, 13 sp, 4 cp	17	11 gp, 5 sp
8	1 gp, 6 sp, 5 cp	18	7 gp, 3 ep, 7 sp, 19 cp
9	1 gp, 8 sp, 10 cp	19	1 pp, 4 sp, 35 cp
10	1 gp, 7 sp, 11 cp	20	3 pp, 8 gp, 4 ep, 17 cp

TRASH & TRINKETS

D20 TRASH & TRINKETS	
1	A ball of dirty string, one cracked red and blue marble and a scrap of soiled parchment
2	A rusty shard of sword blade and a small mummified rat
3	A soiled, torn remnant of a white dress
4	An oil-soaked nine-foot length of thin rope
5	A tinderbox filled with bone fragments to hide a small red candle and half a gold coin
6	A bent caltrop covered in dried blood and a screwed-up piece of parchment
7	An old, worn sling and six smooth stones along with four lead bullets
8	A skinned rabbit (or other small creature) wrapped in a bloody strip of cloth with a small, blunt knife
9	A pair of rotten elf ears strung on a length of red twine
10	A broken pipe decorated with worn carvings of dragons belching flame
11	A badly carved wooden figurine of an emaciated dog
12	An antique worn brass key missing one of its teeth
13	A black wrought iron arrow sized for a giant's longbow
14	A pouch filled with crushed flowers, herbs, three pine cones and assorted weeds
15	A pair of poorly inked bone six-sided dice
16	A sodden candle that smells strongly of urine, a skinned squirrel and a thin leather belt
17	A flask of oil, a tinderbox and a mass of dried wood clippings all held together in a smoke-scented pouch
18	A pair of over-sized hooped brass earrings, a broken quill and a half empty vial of vermilion ink
19	An empty wineskin with a small hole at the bottom
20	A book's leather front cover with the title, "My Amazing Life by Vilimzair Aralivar"

GOBLIN NAMES

D20 NAME	D20 NAME
1 Borgi	11 Lurg
2 Kral	12 Bristor
3 Alx	13 Boc
4 Crel	14 Zorg
5 Karx	15 Szart
6 Wrag	16 Nim
7 Gark	17 Mit
8 Praks	18 Prak
9 Ak	19 Ruk
10 Kric	20 Mirk

SAMPLE GOBLIN WARRIORS

BORK THE SNOTMUNCHER

Broken, blackened teeth fill this goblin's maw.

Bork has hidden his cowardice well up to now by virtue of never being on the losing side.

Personality: Cowardly and foul-mannered, Bork doesn't like fighting and hates pain. He flees or surrenders as soon as the situation seems grim.

Mannerisms: Bork picks his nose almost constantly; he finds the results delicious and offers friends (or captors) a taste to curry favour. He has epic bad breath.

Roleplaying Notes: Bork is easy to intimidate, and—if promised his life—quickly gives up any tribal secrets he knows. A snivelling wretch when death (or reward) is on the line, Bork is as trustworthy as a demon and as slippery as an irate eel.

CHUFFY SLIMEHUGGER

Half this scraggly goblin's face is horribly melted—as if it had been doused with powerful acid.

Almost killed by a black pudding, and left for dead by his friends, Chuffy has something to prove and revenge to seek.

Personality: Chuffy loves fire, but has an irrational fear of strange caverns. Brave to a fault, and obsessed with his own fecundity, Chuffy plans to sire an entire goblin tribe one day—when he meets the right six - ten goblin women.

Mannerisms: Chuffy angles the melted part of his face away from those he speaks with. His speech is full of lisps, stammers and long, drawn-out silences as he struggles to form his words.

Roleplaying Notes: Chuffy doesn't need much urging to betray his fellows—as long as he gets his just reward—lordship over the surviving women, and a promise of safe passage.

ZERT ELFBANE

With sickly grey skin and filed teeth, this scrawny goblin appears decidedly unhealthy. It's black, red-rimmed eyes blaze with anger (or perhaps hunger).

Zert hates elves and half-elves, but loves the taste of their flesh.

Personality: Vicious, mean and bloodthirsty Zert is often likened to an orc born into a goblin's body.

Mannerisms: Zert screeches battle cries as he fights and licks his lips when sizing up potential foes.

Roleplaying Notes: Loyal to the chief and the tribe, Zert is an enthusiastic warrior. He attacks elves in preference to all other targets, and even stops to finish off a downed foe.

