

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.

VARIANT GOBLIN WARRIORS

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 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

| | |
|----|-------------------|
| 1 | 1 sp, 9 cp |
| 2 | 1 sp, 7 cp |
| 3 | 1 sp, 3 cp |
| 4 | 1 sp |
| 5 | 1 sp, 5 cp |
| 6 | 2 sp, 4 cp |
| 7 | 1 gp, 13 sp, 4 cp |
| 8 | 1 gp, 6 sp, 5 cp |
| 9 | 1 gp, 8 sp, 10 cp |
| 10 | 1 gp, 7 sp, 11 cp |

d20 TREASURE

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

NOTABLE PHYSICAL CHARACTERISTICS

d20 THE GOBLIN...

- 1 Has a poorly done wolf's head tattoo on its neck
- 2 Suffers with a mass of red, painful boil grow on its chin
- 3 Has blackened, broken teeth
- 4 Has a huge nose that oozes snot
- 5 Has an obscenely wide mouth full of sharp teeth
- 6 Is missing three fingers from its left hand.
- 7 Wears a jaunty red and yellow striped scarf
- 8 Is missing its left ear—only a jagged stump remains
- 9 Has an old, jagged scar on its left cheek
- 10 Is emaciated and scrawny
- 11 Wears oversized, baggy clothes
- 12 Has black eyes that burn with hunger
- 13 Is rank with the smell of faeces
- 14 Wears a brass necklace with several pendants
- 15 Is an albino and has white hair and red eyes
- 16 Is bald and has a mass of scars all over its head
- 17 Has a broken nose and a black eye
- 18 Has excessively pointy ears—like an elf
- 19 Has black, greasy hair and terrible hygiene
- 20 Has filed its teeth to points (like a cannibal)

ROLEPLAYING NOTES & HOOKS

d20 THE GOBLIN...

- 1 Is a coward who hates pain, and avoids it at all costs
- 2 Want to be chief and readily betrays anyone
- 3 Believes it is destined for greatness
- 4 Acts like a swashbuckler in combat
- 5 Loves torturing others and is addicted to inflicting pain
- 6 Is starving and will do almost anything for meat
- 7 Is loyal to the chief and will gladly die for its tribe
- 8 Is constipated and in considerable discomfort
- 9 Will do anything—and betray anyone—for gold
- 10 Hates the world and plots against everyone
- 11 Loves fire and loves burning things
- 12 Loves singing—and fancies itself a bard
- 13 Hates gnomes and elves
- 14 Enjoys eating raw flesh and coughs incessantly
- 15 Chews its lip and is consumed with nervous energy
- 16 Is terrified by dwarves, and hates beards
- 17 Speaks incredibly quickly and is easily distracted
- 18 Wants to join an adventuring party
- 19 Believes it is a reincarnated gnome—and hates itself
- 20 Wants to give up its evil ways and live somewhere nice

NAMES

d20 FEMALE NAME

- 1 Borgi
- 2 Kral
- 3 Alx
- 4 Crel
- 5 Karx
- 6 Wrag
- 7 Gark
- 8 Praks
- 9 Ak
- 10 Kric

d20 MALE NAME

- 11 Lurg
- 12 Bristor
- 13 Boc
- 14 Zorg
- 15 Szart
- 16 Chuffy
- 17 Mit
- 18 Prak
- 19 Ruk
- 20 Mirk

GOBLIN VOCABULARY

Descriptors: Scrawny, cunning, odious, feral, vicious, sadistic, slight, dirty, smelly, filthy

Actions: Quick, scampers, capers, chitters, cackles, laughs, grimaces, cavorts, creeps, lurks, screeches

