

GOBLIN WARBANDS



A supplement for greenskinned DMs



GOBLIN WARBANDS

THREATS BOTH STEALTHY AND STABBY

Introduction: Few foes are as iconic a threat to the adventurer as the goblin, yet the monster manual contains but a measly two entries. In an attempt to rectify this blatant affront to goblinkind, presented herein are thirteen additional goblin threats to menace your party of adventurers. Inside, rather than unusual and obscure goblin builds, are what more formidable goblin foes are more likely to actually look like. There are no goblin monks or paladins here, but you will find several variants of goblin beastmasters, archers, sneaks, shaman, sorcerers, and brutes capable of presenting a challenge to a wide variety of parties.

A GLOSSARY OF GOBLIN FOES FOR DMs

BY CHRISTOPHER DORNAN



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GOBLINS

The classic foe for a low-level party. Mischievous and wicked, they are often a source of comic relief as they tend to be dangerous only to inexperienced adventurers or when encountered in great numbers. But size can be deceiving, to the unprepared they can be downright deadly.

Such an iconic enemy deserves far more options in the field. As such, presented below are a number of additions to any DM's arsenal. Some are capable of turning goblins into a formidable threat to even an experienced adventuring party. Others, bringing a much needed moment of levity to the gaming table. Goblins tend to be cowardly fighters that prefer to either ambush, overwhelm, or succeed through trickery and traps. They have a preference for ranged combat when possible, and often use fire and poisons. Few goblins present a real threat in close combat, and those that do often depend on either magic fueled insanity or fall back upon trained beasts.

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GOBLIN SNEAK

The elite among a goblin settlement's hunters, goblin sneaks are skilled in hit and run tactics. Given to well justified paranoia about the dangers of larger races and monsters, they also have a tendency to set traps in great abundance around their settlements and along known game trails or roads through their territory. Woe to any unprepared trespasser in this hunter's domain.

Traps set by a sneak have a base DC of 13 to notice, but keep in mind that unless a party is traveling at half speed and actively searching, they will have disadvantage to notice them. Favored traps often include the following options:

- **Pitfall.** A 10 ft. deep pit lined with stakes. DC 13 Dex save to avoid. 2d10 piercing damage.
- **Bear Trap.** DC 13 Dex to avoid. 1d4 piercing damage and speed reduced to 0. DC 13 Strength check to remove.
- **Log Fall.** A heavy log swings down in an arc. DC 13 Dex to avoid. 2d6 bludgeoning damage in a 20 ft. line.
- **Bamboo Whip.** A set of spikes attached to a bent branch whips out. +4 Melee Attack. 2d8 piercing damage.
- **Caltrops.** A 10x10 spread of caltrops. 1 piercing damage and speed is reduced by 10 until healing is received.
- **Razorwire.** A length of hidden razorwire. +4 melee attack, 2d6 slashing damage. Avoidable by moving half speed.

HIGHER CR GOBLIN SNEAKS

For a CR 2 encounter increase the trap DCs and attack rolls by 2, and add a poison component with 10 (3d6 poison damage, Con save for half) to both the traps and the ambusher's attacks.

GOBLIN SNEAK

Small humanoid, neutral evil

Armor Class 15 (studded leather)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	10 (+0)

Saving Throws Dex +5

Skills Nature +2, Perception +3, Survival +1, Stealth +7

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 1/2 (100 xp), with traps 1 (200 xp)

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

Sneak Attack. Once per turn, the goblin can deal an extra 7 (2d6) damage to a foe it hits that it has advantage against or if that creature is within 5 feet of an ally of the goblin that is not incapacitated.

Prepared Ambush. After rolling initiative, if this is a planned ambush or near the goblin lair, secretly place up to three traps onto the battlemat. This feature raises the goblin's CR to a 1 if used.

Actions

Short Bow. *Ranged Weapon Attack:* +5, range 80/320 ft., one target. *Hit:* Damage 6 (1d6+3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5, reach 5 ft. or range 20/60 ft., one target. *Hit:* Damage 5 (1d4+3) piercing damage.

GOBLIN PYRO

The call of the open flame can draw out the pyro in those of any race. But few fall to its seductive charms like a goblin. Goblin pyros take the racial reverence for the destruction and terror fire can bring, and take it to a new high. Treated with fear and "respect" by their fellow goblins, pyros are often given the great honor of serving on the front line of any assault or raid upon their neighbors. In times of peace, they are often exiled for the good of the village, leaving them to roam the countryside aimlessly until inevitably being put down by someone who has taken offense at the constant string of arson and wildfires.

Carrying clay jars of lamp oil, torches, and on occasion even alchemist's fire should they manage to get a hold of any, a goblin pyro is an almost comically overburdened fiend. Waltzing into the middle of a fight, they throw jars of oil, spit flame, and toss alchemist's fire with abandon. Entirely oblivious to the risk of carrying such quantities of combustibles, they can pose as much a danger to their kin as their enemies.

GOBLIN PYRO

Small humanoid, neutral evil

Armor Class 13 (leather)

Hit Points 13 (3d6+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	9 (-1)

Skills Alchemist's Kit +2, Stealth +6

Damage Vulnerabilities fire, lightning

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 xp)

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

Fuel for the Fire. The goblin can use Oil Toss as a bonus action.

Volatile Payload. If the goblin is reduced to 0 or less health by damage from fire, lightning, or any critical hit not from cold damage, they explode. Each creature within 15 ft. must make a DC 12 Dexterity save or take 10 (3d6) fire damage.

Actions

Oil Toss. *Ranged Weapon Attack:* +4, range 20/60 ft., one target. *Hit:* 1 bludgeoning damage. The target is coated with oil for 1 minute and takes 5 extra fire damage from any source. A miss instead coats the square behind the target in oil.

Fire Breath. (Recharge 4-6) The goblin takes a deep swig of lamp oil, then spits fire in a 15 ft. line. Each creature in the target area must make a DC 12 Dexterity save, taking 2d6 fire damage on a failed save, or half as much on a success.

Alchemist's Fire. (1 use) *Ranged Weapon Attack:* +4, one target. *Hit:* the target is set on fire and takes 1d4 fire damage at the start of its turn. Creatures on fire may take an action to make a DC 10 Dexterity check to put the flames out.



GOBLIN RATLORD

Most goblin settlements have at least one ratlord among their tribe. Not just for their use and utility in combat, but they also serve as butchers and keepers of "livestock". Although few non-goblins would consider rat prized meat, ratlords most certainly do and the most skilled will have have extensive collections, keeping different breeds for meat, dairy, and fighting.

GOBLIN RATLORD

Small humanoid, neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	10 (+0)	10 (+0)	7 (-2)

Skills Animal Handling +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 xp)

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

Beast Trainer. The goblin may command up to 6 Giant Rats at a time. Each one adds the goblin's proficiency bonus (+2) to its AC, attack rolls, and damage rolls.

Actions

Whip. *Melee Weapon Attack:* +5, reach 10 ft., one target. *Hit:* Damage 4 (1d4+2) slashing damage.

Command Rat. The goblin barks a command to one of its rats. It may move half its speed and make a bite attack.

RATLORD'S GIANT RAT

Small beast, unaligned

Armor Class 14 (Ratlord bonus)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 1/8 (25 xp)

Ratlord's Command. The statblock here includes the bonuses from a goblin ratlord.

Keen Smell. The rat has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The rat has advantage on attack rolls against a creature if at least one of the rat's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) piercing damage.



GOBLIN WOLFRIDER

The backbone of the warrior caste of the goblin tribes, wolfriders are a well rounded threat to even seasoned adventurers. Utilizing skirmishing tactics, wolfriders use their speed and their stealth to harass and weaken opponents before closing in to finish the job. Emulating their mounts, wolfriders are far more likely than other goblins to actually utilize effective teamwork and strategy in combat. They will generally prioritize ranged specialists and spellcasters as their first targets, knowing that with their superior speed they can whittle down melee threats at their leisure after.

GOBLIN WOLFRIDER

Small humanoid, neutral evil

Armor Class 16 (studded leather, shield)

Hit Points 17 (5d6)

Speed 30 ft., mounted 40 ft.

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

Skills Animal Handling +1, Athletics +2, Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 xp)

Mounted Nimble Escape. The goblin can take the Disengage or Hide action as a bonus action on each of its turns. The benefit applies both to the goblin and its mount.

Pack Tactics. The goblin has advantage on attack rolls against a creature if at least one of the goblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Net. *Ranged Weapon Attack:* +4 to hit, range 5/15 ft., one target. *Hit:* the target is restrained. A creature make use an action to make a DC 10 Strength check to break the net, or may inflict 5 slashing damage (AC 10), to cut itself free.

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, ranged 30/120 ft. or reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

GOBLIN FIRECALLER

Goblin Sorcerers are thankfully rare, few surviving to adulthood as superstition and fear often cause a tribe to execute or exile them long before adulthood. The few that survive however, often share the racial obsession with fire and poison. Should they make it to adulthood though, they hold positions of power within the tribe as those who can tame fire are thought to have Maglubiyet's favor.

GOBLIN FIRECALLER

Small humanoid, neutral evil

Armor Class 15 (mage armor)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	11 (+0)	10 (+0)	8 (-1)	14 (+2)

Saves Constitution +2, Charisma +4

Skills Animal Handling +2, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 xp)

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

Spellcasting. The goblin is a 4th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *dancing lights, fire bolt, message, poison spray, shocking grasp*

1st level (4 slots): *burning hands, mage armor, ray of sickness*

2nd level (3 slots): *darkness, scorching ray*

Actions

Dagger. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* Damage 4 (1d4+2) slashing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN PSYCHO

Kept in a perpetual state of psychosis, hallucinations, and madness by a toxic brew of fermented mushrooms and abuse, the goblin psycho is often kept caged or leashed when not being led into battle. Often seen as touched by the gods, they are both revered and feared by other goblins, much the same way one reveres the storm and the lightning. Best observed from afar.



When the time comes for a goblin raiding party or warband to march, they are brought out. Kept on a tight leash, their reigns are loosed only when the enemy is in sight. Then, the lashers and the warchiefs remove their masks, undo their restraints, and unleash the psychos, hoping that they will either soften up the enemy before dying or at least wear themselves out before the battle's end so they may safely be leashed once more.

GOBLIN PSYCHO

Small humanoid, unaligned

Armor Class 13 (Studded Leather)
Hit Points 27 (6d6+6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	13 (+1)	5 (-3)	7 (-2)	7 (-2)

Saves Strength +3, Constitution +3
Skills Athletics +3
Senses darkvision 60 ft., passive Perception 8
Languages Goblin
Challenge 1 (200 xp)

Aggressive. As a bonus action, the goblin can move up to its speed towards a hostile creature that it can see.

Mindless Rage. The goblin rages, gaining resistance to bludgeoning, piercing, and slashing damage. The goblin cannot be frightened or charmed. The rage ends if the goblin is knocked unconscious, or if it ends its turn and has not taken damage or attacked a hostile creature since its last turn ended.

Actions

Multiattack. The goblin makes two attacks, three if raging.

Dagger. *Melee or Ranged Weapon Attack:* +5, range 20/60 ft. or reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage, or 5 (1d4+3) piercing damage if raging.

GOBLIN SHAMAN

Maglubiyet is a god of war. Those who would expect a goblin priest to be a coward, shirking from conflict and throwing its comrades to the front as mere fodder are in for quite the surprise. A tiny tyrant, the goblin shaman calls its tribe to battle, often leading from the front and fighting side by side with its tribe.

This is not to say shamans charge blindly into melee. Just like their kin they are skilled in stealth and hit and run tactics, and have a preference for ranged combat when possible. They will usually lead off with bless and spiritual weapon, and then supporting their kin with spell and axe. Also, their presence on the battlefield makes it far less likely for goblins to break and flee, as the Conquering God may be watching, but such bravery will not often survive a shaman falling in battle.

GOBLIN SHAMAN

Small humanoid, neutral evil

Armor Class 16 (chain shirt, shield)
Hit Points 21 (6d6), 5 temporary (aid spell)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	9 (-1)	12 (+1)	10 (+0)

Saves Wisdom +4, Charisma +3
Skills Religion +1, Stealth +6
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1 (200 xp)

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

Channel Divinity: Guided Strike. Once per rest, the goblin may expend its use of Channel Divinity to add a +10 bonus to an attack roll.

Spellcasting. The goblin is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*
1st level (4 slots): *bless, healing word, inflict wounds, shield of faith*
2nd level (2 slots): *aid, blindness/deafness, spiritual weapon*

Chosen Bodyguards. If prepared for a conflict off any type, the shaman will have cast *aid* ahead of time on itself and two other goblins. They start the fight with 5 temporary hit points.

Actions

Battle Axe. *Melee Weapon Attack:* +4, reach 5 ft., one target. *Hit:* Damage 5 (1d8+1) slashing damage.

GOBLIN SNIPER

While few goblins will ever truly rival elves when it comes to pure skill with the bow, their talents in stealth and poison use can often compensate to a far larger degree than many adventurers would expect. In deep thickets, shadowed woods, and the darkness of caves and tunnels, goblin snipers can fell foes far beyond their what their diminutive stature would lead one to believe.

GOBLIN SNIPER

Small humanoid, neutral evil

Armor Class 15 (studded leather)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	10 (+0)	8 (-1)	8 (-1)

Saves Dexterity +5, Intelligence +2

Skills Perception +1, Stealth +7

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1 (200 xp)

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

Actions

Multiattack. The goblin makes two ranged attacks.

Shortbow. *Ranged Weapon Attack:* +5, range 80/320 ft., one target. *Hit:* 6 (1d6+3) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a success.

Scimitar. *Melee Weapon Attack:* +5, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

GOBLIN LASHER

Priests of Khurgorbaeyag, unlike the servants of the Conquering God, are spiteful and cowardly creatures that send their servants into battle in their place. They only fight themselves when the odds are overwhelmingly in their favor, and only if the gains are tempting enough to justify the risk to their station and wellbeing.

Wielding whip and spell, they often do not fight to kill as new captives and slaves are the highest prize one can win in battle. This may come as small comfort to those who find themselves in chains, as the lives of those enslaved by goblins are often brutish and short. While living slaves are most highly prized, those that perish in battle or servitude will find no reprieve as Khurgorbaeyag has no inhibitions against raising the dead to serve as well.

GOBLIN LASHER

Small humanoid, neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 36 (8d6+8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	9 (-1)	14 (+2)	11 (+0)

Saves Wisdom +5, Charisma +3

Skills Religion +2, Stealth +8

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 2 (450 xp)

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

Channel Divinity: Subjugation. Twice per rest, after striking a target with a whip the goblin may expend its use of Channel Divinity to cast a spell targeting the creature as a bonus action. The goblin has advantage on any attack rolls made for this spell, and the target has disadvantage on any saves.

Spellcasting. The goblin is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*

1st level (4 slots): *bane, bless, command, cure wounds, shield of faith*

2nd level (3 slots): *blindness, hold person*

3rd level (3 slots): *animate dead, bestow curse*

Actions

Whip. *Melee Weapon Attack:* +5, reach 10 ft., one target. *Hit:* Damage 4 (1d4+2) slashing damage.

GOBLIN FIRELORD

Few goblin spellcasters survive long enough to truly master the arcane arts. But some survive long enough to at least master fire. Having mastered fire, the firelord likely rules over a tribe, living in decadence on the fear and terror of those beneath him. And said fear is well justified as the firelord has at best imperfect control of its magics, and even those on the good side of the firelord may be caught up in one of its wild surges without warning.

Such leadership does not often last however, as more so than with other chieftains, goblins will seek to subvert and undermine the rule of a firelord. Fear of the arcane is strong among goblinkind, and so is their hatred.

GOBLIN FIRELORD

Small humanoid, neutral evil

Armor Class 15 (mage armor)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	9 (-1)	8 (-1)	16 (+3)

Saves Constitution +3, Charisma +6

Skills Arcana +2, Stealth +8

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 3 (700 xp)

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

Tides of Chaos. The goblin gains advantage on its next attack roll, ability check, or saving throw. The next time it casts a spell of 1st level or higher, a wild surge is triggered (As per Wild Magic Sorcerer).

Spellcasting. The goblin is a 6th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *dancing lights, fire bolt, message, poison spray, shocking grasp*

1st level (4 slots): *burning hands, expeditious retreat, mage armor, shield*

2nd level (3 slots): *blur, invisibility, scorching ray*

3rd level (3 slots): *blink, fireball, major image*

Actions

Staff. *Melee Weapon Attack:* +2, reach 5 ft., one target. *Hit:* Damage 3 (1d8-1) bludgeoning damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN MASTERMIND

Cunning, viscious, and intelligent, masterminds are the rare goblin that maintains leadership through neither brute force nor mystical might. More likely to be worldly and cultured than their kin, they are also the easiest of goblins to negotiate with provided one as something of value and appears strong enough that open conflict might be a dangerous prospect.

In a fight however, every tool at its disposal will be used to insure quick victory, as ending up in a fair fight is seen as a tragic failure to be avoided at all costs.

GOBLIN MASTERMIND

Small humanoid, neutral evil

Armor Class 16 (studded leather)

Hit Points 31 (9d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	12 (+1)	10 (+0)	13 (+1)

Saving Throws Dex +7, Intelligence +4

Skills Acrobatics +8, Insight +4, Intimidation +5, Perception +8, Stealth +12

Senses darkvision 60 ft., passive Perception 18

Languages Common, Goblin, and any two

Challenge 3 (700 xp)

Cunning Action. The goblin can take the Dash, Disengage, Hide, or Use action as a bonus action on each of its turns.

Evasion. When the goblin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Sneak Attack. Once per turn, the goblin can deal an extra 17 (5d6) damage to a foe it hits that it has advantage against or if that creature is within 5 feet of an ally of the goblin that is not incapacitated.

Actions

Scimitar. *Melee Weapon Attack:* +8, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a success.

Short Bow. *Ranged Weapon Attack:* +8, range 80/320 ft., one target. *Hit:* Damage 7 (1d6+4) piercing damage, and the target must make a DC 13 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a success.

Reactions

Uncanny Dodge. When hit with an attack the goblin can see, halve the attack's damage.

GOBLIN WARBOSS

Sometimes a tribe is ruled by the biggest and the toughest. Do not mistake that fact as indicating reckless bravery, a goblin warboss is still completely willing to send in its underlings die on its behalf.

While a skilled fighter, the warboss is just as likely to reserve its action surge to escape as it is to actually use it to fight.

GOBLIN WARBOSS

Small humanoid, neutral evil

Armor Class 18 (breastplate, shield)

Hit Points 55 (10d6+20)

Speed 30 ft.

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

Saves Strength +5, Constitution +6

Skills Athletics +5, Stealth +10

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 3 (700 xp)

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

Action Surge. Once per short rest, the goblin may take an additional action.

Actions

Multiattack. The goblin makes three attacks.

Shortbow. *Ranged Weapon Attack:* +6, range 80/320 ft., one target. *Hit:* 5 (1d6+2) piercing damage.

Scimitar. *Melee Weapon Attack:* +6, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Reactions

Redirect Attack. When a creature the goblin can see targets it with an attack, the goblin chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

GOBLIN WARPRIEST

A true zealot, the warpriest is a goblin that has been called to lead its tribe to holy war by Maglubiyet. Far more dangerous than other types of tribal chiefs, a warpriest can actually unify a tribe long enough to be an effective fighting force. And unlike other leaders, a tribe is often too afraid of divine wrath of Maglubiyet to dare to undermine or overthrow a warpriest.

Thankfully, their morale does not often survive the end of a warpriest's reign, so a decapitation strike is often the best course of action against such a threat.

GOBLIN WARPRIEST

Small humanoid, neutral evil

Armor Class 17 (breastplate, shield)

Hit Points 40 (9d6+9), 10 temporary (aid spell)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	9 (-1)	14 (+2)	10 (+0)

Saves Wisdom +6, Charisma +4

Skills Religion +3, Stealth +9

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 xp)

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

Channel Divinity: Guided Strike. The goblin may expend its use of Channel Divinity to add a +10 bonus to an attack roll. It regains this ability after a short rest.

Spellcasting. The goblin is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *guidance, resistance, sacred flame, spare the dying*

1st level (4 slots): *bles, healing word, inflict wounds, shield of faith*

2nd level (3 slots): *aid, blindness/deafness, spiritual weapon*

3rd level (3 slots): *mass healing word, spirit guardians*

Chosen Bodyguards. If prepared for a conflict off any type, the shaman will have cast *aid* ahead of time on itself and two other goblins. They start the fight with 10 temporary hit points.

Actions

Battle Axe. *Melee Weapon Attack:* +5, reach 5 ft., one target. *Hit:* Damage 5 (1d8+1) slashing damage.

SNEAK STAB SUBJUGATE

In the dark corners of the wilds, along lonely forest paths, and in darkened caverns and caves you can find goblins. Scraping by on the edges of civilization, but close enough to steal, raid, and kidnap whatever they can escape with, goblins are a classic threat to adventurers. One that deserves more respect.

Inside you will find 13 new options to expand the range of threats goblins can present to your adventurers, while maintaining the theme and flavor of the goblin.

