

# D&D DENIZENS: GOBLINS

## *A GLUT OF GOBLINS*

**Introduction:** The *Monster Manual* lists only two options for goblins: the basic goblin (CR 1/4) and the “goblin boss” (CR 1). This document provides a range of other goblin types and archetypes to flesh out any goblin tribe, ranging from CR 1/4 to CR 3.

*A guidebook to goblins for any campaign*

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The yells and yammering, croaking, gibbering and jabbering, howls and growls and curses, shrieking and shrinking that followed were beyond description.

— J.R.R. Tolkien, *The Hobbit*

## Goblins!

The following new goblins can flesh out almost any goblinoid tribe in your game, wherever the campaign may be set.

### Goblin Beast-Master

*Small humanoid (goblinoid), neutral evil*

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**Armor Class** 18 (breastplate, shield)

**Hit Points** 40 (9d6 + 9)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	10 (+0)	15 (+2)	10 (+0)

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**Skills** Animal Handling +6, Perception +4, Stealth +7

**Senses** darkvision 60 ft.; passive Perception 14

**Language** Common, Goblin

**Challenge** 2 (450 xp)

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**Beast Master.** The beast-master has advantage on Wisdom (Animal Handling) checks relating to bats, lizards, rats, spiders, and wolves, including dire or giant varieties. Mounting such a beast costs the beast-master 5 feet of movement, rather than half its speed.

**Cavalry Training.** When the beast-master hits a target with a melee attack while mounted on a beast, the beast can make a melee attack against the same target as a reaction.

**Deft Lancer.** The goblin beast-master deals one extra die of damage when wielding a lance (included in the attack below).

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

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**Multiattack.** The beast-master makes two scimitar attacks.

**Lance.** *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 14 (2d12 + 1) piercing damage.

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

**Javelin.** *Melee or Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

A **goblin beast-master** is famed among goblinoids for its uncanny ability to befriend all manner of beasts — but especially those that most other races consider ill-natured. Of course, it's entirely possible that others consider these creatures ill-natured because of their association with goblins.

### Goblin Beast-Rider

*Small humanoid (goblinoid), neutral evil*

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**Armor Class** 16 (studded leather, shield)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

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

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**Skills** Animal Handling +3, Stealth +6

**Senses** darkvision 60 ft.; passive Perception 11

**Language** Common, Goblin

**Challenge** 1/2 (100 xp)

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**Beast Master.** The beast-master has advantage on Wisdom (Animal Handling) checks relating to bats, lizards, rats, spiders, and wolves, including dire or giant varieties. Mounting such a beast costs the beast-master 5 feet of movement, rather than half its speed.

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

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

**Dart.** *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Beast-riders** tend not to mix with normal, “lesser” goblins if they can avoid it, considering themselves elite and special. For their part, other goblins pretty much just consider beast-riders to be smelly. Well, maybe smelly and obnoxious.

### Goblin Bomber

*Small humanoid (goblinoid), neutral evil*

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**Armor Class** 15 (leather armor, shield)

**Hit Points** 9 (2d6 + 2)

**Speed** 30 ft.

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

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**Skills** Stealth +6

**Senses** darkvision 60 ft.; passive Perception 9

**Language** Common, Goblin

**Challenge** 1/4 (50 xp)

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**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

**Dagger.** *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Fire Bomb (Recharge 5-6).** The goblin bomber chooses a point within 60 feet. Each creature in a 5-foot-radius sphere centered on that point must make a DC 12 Dexterity saving throw. A target takes 10 (3d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

Few things bring a glint to the eye of a typical goblin like something burning — preferably something alive, or at least recently alive. The **goblin bomber** takes this love of fire to a new level, launching deadly projectiles at just about anything that might ignite.

### Goblin Chief

*Small humanoid (goblinoid), neutral evil*

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**Armor Class** 17 (studded leather, shield)



**Hit Points** 45 (10d6 + 10)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	12 (+1)	13 (+1)	11 (+0)

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**Skills** Acrobatics +5, Intimidation +4, Stealth +7

**Senses** darkvision 60 ft.; passive Perception 11

**Language** Common, Goblin

**Challenge** 3 (700 xp)

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**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

**Multiattack.** The goblin chief makes two melee or ranged attacks.

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

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

### Reactions

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**Redirect Attack.** When a creature the goblin chief can see targets it with an attack, the chief

chooses another goblin within 5 feet of itself. The two goblins swap places, and the chosen goblin becomes the target instead.

**Uncanny Dodge.** When an attacker that the goblin chief can see hits it with an attack, the chief can use its reaction to halve the attack's damage.

Served by one or more goblin bosses who handle the day-to-day running of the tribe, a **goblin chief** tends to turn his eye to more significant matters: for example, sleeping, eating, counting treasure, or exercising his chief's privilege with the other goblins' wives.

### Goblin Deadeye

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (studded leather)

**Hit Points** 17 (5d6)

**Speed** 30 ft.

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

**Skills** Perception +4, Stealth +7

**Senses** darkvision 60 ft.; passive Perception 14

**Language** Common, Goblin

**Challenge** 1 (200 xp)

**Deft Escape.** The goblin deadeye can take the Dash, Disengage, or Hide action as a bonus action.

**Sneak Attack (1/Turn).** The goblin deadeye deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the deadeye that isn't incapacitated and the deadeye doesn't have disadvantage on the attack roll.

### Actions

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

**Shortbow.** *Ranged Weapon Attack.* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Sharpshooter and skulk, the **deadeye** serves its tribe almost as often as it serves itself, and that's saying something for a goblin. The deadeye has a cunning mind for traps, ambushes, and skullduggery.

### Goblin Shaman

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (hide)

**Hit Points** 14 (4d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	11 (+0)	11 (+0)	13 (+1)	8 (-1)

**Skills** Medicine +2, Nature +2, Stealth +6

**Senses** darkvision 60 ft.; passive Perception 11

**Language** Common, Goblin

**Challenge** 1/2 (100 xp)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

**Spellcasting.** The goblin shaman is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The shaman has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*

1st level (3 slots): *detect magic*, *faerie fire*, *healing word*

### Actions

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

**Dart.** *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

### Reactions

**Reactive Poison.** When the goblin shaman would be hit with a melee attack, it may cast *poison spray* as a reaction.

The **goblin shaman** is not exactly feared by its fellow goblins, nor even respected. Most

goblins don't much care one way or the other, actually. Still, the shaman usually manages to get its own way.

### Goblin Viper

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 15 (leather, shield)

**Hit Points** 10 (3d6)

**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

**Language** Common, Goblin

**Challenge** 1/2 (100 xp)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

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

**Dart.** *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.



**Poisoned Dart (Recharge 4-6).** *Ranged Weapon Attack.* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, plus 5 (2d4) poison damage and the target must succeed on a DC 10 Constitution saving throw or be poisoned for 1 minute. On a successful save, the target takes only half damage from the poison.

The **viper** is every bit as quick and deadly as it sounds. Overly fond of poisons and toxins, most vipers will go out of their way — quite far out of their way — to inflict their favorite pastime on other living creatures.

### Goblin Witchdoctor

*Small humanoid (goblinoid), neutral evil*

**Armor Class** 14 (hide)

**Hit Points** 24 (7d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	12 (+1)	15 (+2)

**Skills** Arcana +4, Nature +4, Stealth +6

**Senses** darkvision 60 ft.; passive Perception 11

**Language** Common, Goblin

**Challenge** 2 (450 xp)

**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

**Spellcasting.** The witchdoctor is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The witchdoctor knows the following spells:

Cantrips (at will): *chill touch, minor illusion, poison spray, thaumaturgy*

1st level (4 slots): *bane, detect magic, healing word, magic missile*

2nd level (3 slots): *blindness/deafness, prayer of healing, web*

3rd level (2 slots): *bestow curse, hypnotic pattern*

## Actions

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**Dagger.** *Melee or Ranged Weapon Attack.* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

**Quarterstaff.** *Melee Weapon Attack.* +1 to hit, reach 5 ft., one target. *Hit:* 2 (1d6-1) bludgeoning damage, or 3 (1d8-1) bludgeoning damage if used in two hands

## Reactions

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

**Goblin witchdoctors** are rare, quite skilled in both offensive and healing magic. They are often counselors to powerful chiefs or leaders in their own right.