
5E
COMPATIBLE
GOBLINS & GOBLINS
Sample File
Dive into a world of Goblin statblocks, lairs, magic items, variants, traits, and endless mischief!
JONNYDM



Additional Traits for the Goblin Pyromancer

The Goblin Pyromancer can be customized to suit various encounter themes or challenges. Below are additional traits to enhance its versatility:

Explosive Fury. When the goblin is reduced to 0 hit points, it explodes in a burst of fire. Each creature within 10 feet must make a DC 12 Dexterity saving throw, taking 9 (2d8) fire damage on a failed save, or half as much damage on a successful one.

Wild Flames. When the Pyromancer deals fire damage, it can choose to reroll any roll of 1 on the damage dice. It must use the new roll, even if it is another 1.

Flame Shield. When the Goblin Pyromancer takes damage, it can use its reaction to create a shield of fire around itself until the start of its next turn. The shield grants a +2 bonus to AC, and any creature that hits the Pyromancer with a melee attack takes 3 (1d6) fire damage for the duration.

Pure Flame. The Pyromancer's fire damage ignores resistance to fire damage and treats immunity to fire damage as resistance instead.

Combustive Chain. When the Pyromancer hits a creature with its Fire Bolt, another creature within 10 feet of the target also takes 4 (1d8) fire damage if it fails a DC 12 Dexterity saving throw.

Goblin Pyromancer

Small humanoid (goblinoid), chaotic evil

Armor Class 13 (leather armor)
Hit Points 38 (7d6 + 14)
Speed 30 ft.

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

Saving Throws Dex +4, Int +3
Skills Arcana +3, Stealth +4
Senses darkvision 60 ft., passive Perception 10
Languages Common, Goblin
Challenge 2 (450 XP) **Proficiency Bonus** +2

Heat Focus. The goblin has advantage on spell attack rolls against creatures wearing metal armor or carrying metal weapons.

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

Actions

Fire Bolt. *Ranged Spell Attack:* +4 to hit, range 120 ft., one target. *Hit:* 5 (1d10) fire damage.

Burning Hands (Recharge 5-6). The goblin releases fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 12 (3d6 + 2) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Goblin Bomb (4/Day). The goblin throws a small explosive at a point it can see within 30 feet. Each creature within 5 feet of that point must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. Flammable objects in the area that aren't being worn or carried ignite.

Ignite (Recharge 6). The goblin hurls fire in an area. Each creature in a 10-foot radius sphere centered on a point it can see within 30 feet must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Bonus Actions

Flaming Step. The goblin teleports up to 20 feet to an unoccupied space it can see, leaving behind a burst of flame. Creatures within 5 feet of the space it left must succeed on a DC 12 Dexterity saving throw or take 2 (1d4) fire damage.

Reactions

Fire Frenzy. When the goblin deals fire damage to a creature, it makes a Fire Bolt attack against that creature.

Sample file

Additional Traits for the Goblin Shadowmancer

Below are optional traits to customize and enhance the Goblin Shadowmancer for unique encounters:

Armor of Shadows. When the Goblin Shadowmancer is in dim light or darkness, it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

Shadow Infusion. As a bonus action, the Goblin Shadowmancer can imbue its dagger with additional power. The next attack it makes during this turn deals an extra 18 (4d8) necrotic damage on a hit.

Dark Insight. The Goblin Shadowmancer can see through magical darkness as though it were normal darkness.

Fear of the Dark. When the Goblin Shadowmancer casts *fear*, creatures have disadvantage on the saving throw if they are in dim light or darkness.

Umbral Healing. If the Goblin Shadowmancer is in dim light or darkness at the start of its turn, it regains 3 hit points.

Shadow Amplification. While concentrating on *darkness*, the Goblin Shadowmancer gains a +1 bonus to its spell attack rolls and its spell save DC.



Goblin Shadowmancer

Small humanoid (goblinoid), neutral evil

Armor Class 13 (natural armor)
Hit Points 44 (8d6 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +5, Int +4
Skills Arcana +4, Stealth +5
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 3 (700 XP) **Proficiency Bonus** +2

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

Shadow Affinity. While in dim light or darkness, the goblin has advantage on Dexterity (Stealth) checks and doesn't provoke opportunity attacks.

Spellcasting. The Goblin Shadowmancer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch, mage hand, minor illusion*
1st level (4 slots): *bane, disguise self, shield*
2nd level (3 slots): *darkness, mirror image*
3rd level (2 slots): *counterspell, fear*

Actions

Shadow Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 4 (1d8) necrotic damage.

Dark Burst (Recharge 5-6). The goblin releases a pulse of shadowy energy in a 20-foot radius. Each creature of its choice in that area must succeed on a DC 12 Dexterity saving throw or take 14 (4d6) necrotic damage and have its movement speed halved until the end of its next turn.

Bonus Actions

Step of Darkness (Recharge 5-6). The goblin magically teleports up to 30 feet to an unoccupied space it can see that is in dim light or darkness, leaving behind a burst of shadow. Creatures within 5 feet of the space it left must succeed on a DC 12 Dexterity saving throw or take 7 (3d4) necrotic damage.

Sample file

Uncommon



Goblin's Crown

Wondrous item, uncommon (requires attunement)

A crooked iron circlet carved with crude goblin faces and adorned with dangling bones. It emanates an air of petty authority.

While wearing this crown, you gain a +2 bonus to Charisma (Intimidation and Persuasion) checks. Additionally, twice per day, you can use a bonus action to command a creature within 30 feet to grovel. The target must succeed on a DC 13 Wisdom saving throw or fall prone and grovel until the end of its next turn.

Goblin's Pot of Plenty

Wondrous item, uncommon (requires attunement)

A rusty cauldron that smells faintly of stew, no matter how often it is cleaned.

Once per day, you can place food worth at least 5 silver pieces in the pot and stir for 1 minute. The pot magically produces enough hearty, warm stew to feed up to six creatures. Creatures that consume the stew gain 1d6 temporary hit points.

Potion of Goblin Luck

Potion, uncommon

A murky green potion stored in a faceted glass bottle that shimmers faintly in the light. It is sealed with a simple cork and tied with twine, adorned with a small tag bearing a crude goblin rune.

When you drink this potion, you gain advantage on your next ability check, saving throw, or attack roll within the next hour. Once consumed, the bottle remains empty but retains its faint green glow for a short time.

Amulet of Goblin Fury

Wondrous item, uncommon (requires attunement)

A crude necklace of bone and sinew, adorned with sharpened teeth and etched with primal symbols of rage. It hums faintly with a wild, chaotic energy.

While wearing this amulet, you gain a +1 bonus to damage rolls with melee attacks. Additionally, once per day, when you are reduced to half your maximum hit points or fewer, you can choose to unleash a surge of goblin fury. For the next minute, your melee attacks deal an additional 1d4 damage, and you gain temporary hit points equal to 1d6 + your Constitution modifier. This ability recharges daily at dawn.

Goblin's Grease Bomb

Wondrous item, uncommon

A small clay jar filled with a slippery, glowing green liquid.

As an action, you can throw this jar up to 30 feet. When it lands, it shatters, covering the area in slippery grease. The grease covers a 10-foot radius and turns it into difficult terrain. Creatures in the area when the jar shatters must succeed on a DC 13 Dexterity saving throw or fall prone.

Sneaky Cape

Wondrous item, uncommon (requires attunement)

A tattered cloak that seems to blend into shadows when you stand still.

While wearing this cloak, you have advantage on Dexterity (Stealth) checks while in dim light or darkness.



Sample file

Desert Goblins

Desert Goblins are wiry, sand-colored goblinoids perfectly adapted to survive the harsh conditions of arid deserts. Their skin tones range from pale beige to sun-scorched tan, providing natural camouflage against the dunes and rocky outcroppings of their environment. Their elongated ears are tipped with fine fur to block out sand, and their sharp, piercing eyes are protected by a secondary eyelid, allowing them to see clearly even during sandstorms.

Society and Adaptation

Desert Goblins are nomadic by nature, constantly moving in search of water, food, and shelter. They travel in small tribal groups, relying on their intimate knowledge of the desert to navigate its dangers. Their society is pragmatic and resourceful, valuing survival skills and cunning over brute strength. Leadership is often determined by an individual's ability to find resources and lead their people safely through the desert.

Their culture revolves around their harsh environment. Desert Goblins use their knowledge of the terrain to evade predators and ambush prey, setting traps in the sand or luring enemies into natural hazards. They are known for crafting lightweight, portable shelters from scavenged materials and weaving their clothing from durable desert plants and animal hides.

While Desert Goblins tend to avoid prolonged conflict, they are skilled in hit-and-run tactics, using their speed and agility to outmaneuver opponents. Some tribes have learned to tame desert creatures, such as scorpions or lizards, as mounts or guardians. Their deep respect for the desert's unforgiving nature is reflected in their reverence for the sun, sand, and wind, which they see as both protectors and punishers of their kind.

Resilience in the Sands

Desert Goblins are highly resistant to the desert's extreme heat, their bodies adapted to conserve water and endure prolonged exposure to the sun. Their diet consists of tough desert plants, insects, and small game, supplemented by scavenging and raiding when necessary. Despite their small stature, Desert Goblins are capable of incredible feats of endurance, often traveling great distances without rest. Their ability to blend into the desert and their uncanny survival instincts make them formidable inhabitants of the sands.



Desert Goblin

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)
Hit Points 16 (3d6 + 6)
Speed 30 ft.

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

Skills Stealth +4, Survival +3
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 11
Languages Common, Goblin
Challenge 1/2 (100 XP) **Proficiency Bonus** +2

Heat Resilience. The Desert Goblin has advantage on saving throws to resist exhaustion caused by extreme heat and on Constitution saving throws to avoid dehydration.

Sand Camouflage. The Desert Goblin has advantage on Dexterity (Stealth) checks made to hide in desert, sandy, or rocky terrain.

Actions

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

Wild Sling. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Sand Blast (Recharge 5-6). The Desert Goblin flings a handful of coarse sand in a 20-foot cone. Each creature in the area must succeed on a DC 12 Dexterity saving throw or be blinded until the end of its next turn.

Bonus Actions

Quickstep. The Desert Goblin moves up to half its speed without provoking opportunity attacks.

Sample file