Introduction: The Monster Manual lists only two goblins: the typical 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 rogue’s gallery of goblins for any campaign

BY SCOTT HOLDEN
The yells and yammering, croaking, gibbering and jabbering, howls and groans 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 campaign.

**Goblin Beast-Master**
Small humanoid (goblinoid), neutral evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>18 (breastplate, shield)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hit Points</td>
<td>40 (9d6 + 9)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

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

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

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

**Languages** Common, Goblin

**Challenge** 2 (450 xp)

**Beast Master.** The goblin 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.

**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**

**Multiattack.** The goblin beast-master makes two attacks with its scimitar. The second attack has advantage.

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

**Goblin Beast-Rider**
Small humanoid (goblinoid), neutral evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>16 (studded leather, shield)</th>
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<tbody>
<tr>
<td>Hit Points</td>
<td>14 (4d6)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</tbody>
</table>

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

**Skills** Stealth +6

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

**Languages** Common, Goblin

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

**Beast Master.** The goblin beast-rider 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-rider 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**

**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.

**Goblin Bomber**
Small humanoid (goblinoid), neutral evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>15 (leather armor, shield)</th>
</tr>
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<tbody>
<tr>
<td>Hit Points</td>
<td>9 (2d6 + 2)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
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</tbody>
</table>

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

**Skills** Stealth +6

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

**Languages** Common, Goblin

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

**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.

**Goblin Chief**
Medium humanoid (goblinoid), neutral evil

<table>
<thead>
<tr>
<th>Armor Class</th>
<th>17 (chain shirt, shield)</th>
</tr>
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<tbody>
<tr>
<td>Hit Points</td>
<td>45 (10d6 + 10)</td>
</tr>
<tr>
<td>Speed</td>
<td>30 ft.</td>
</tr>
</tbody>
</table>

**Skills** Animal Handling +5, Stealth +6

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

**Languages** Common, Goblin

**Challenge** 1/2 (100 xp)
STR  DEX  CON  INT  WIS  CHA
15 (+2)  16 (+3)  13 (+1)  12 (+1)  13 (+1)  10 (+0)

Skills: Acrobatics +5, Intimidation +4, Stealth +7
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.

**Actions**

**Multiattack.** The goblin chief makes two melee or ranged attacks. The second attack has advantage.

**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**

**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.

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**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
Languages: 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.* +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**

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

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**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
Languages: Common, Goblin
Challenge: 1/2 (100 xp)

**Actions**

**Shortsword.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.
**Nimble Escape.** The goblin can take the Disengage or Hide action as a bonus action.

### Actions

**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.

**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.

### Goblin Witchdoctor

*Small humanoid (goblinoid), neutral evil

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**Armor Class** 14 (hide)

**Hit Points** 24 (7d6)

**Speed** 30 ft.

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>8 (-1)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
<td>10 (+0)</td>
<td>12 (+1)</td>
<td>15 (+2)</td>
</tr>
</tbody>
</table>

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

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

**Languages** Common, Goblin

**Challenge** 2 (450 xp)

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

**Spellcasting.** The goblin 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): blade ward, chill touch, guidance, mage hand, minor illusion, poison spray, thaumaturgy
- 1st level (4 slots): bane, detect magic, magic missile
- 2nd level (3 slots): blindness/deafness, web
- 3rd level (2 slots): hypnotic pattern

### 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.

### ReActions

**Redirect Attack.** When a creature the goblin 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.