

SWEET BABOO

THE CUTE ONE



Sweet Baboo is the smallest babyest goblin, with cuteness enough to stop a lich. He absolutely loves attention, but is small and fragile, so protect this precious boy!

SWEET BABOO

Armor Class 13

Hit Points 7

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Animal Handling +2, Performance +5, Persuasion +5, Stealth +4

Senses darkvision 60ft., passive Perception 10

Languages Common, Goblin

FEATURES

Baby. Can't carry anything heavier than 10 pounds.

Nimble Escape. Can Disengage or Hide as a bonus action.

Puppy Eyes. Can cast the following spells without components as long as the targets can see him (save DC 13):

- **1st level (3 slots):** *bless, charm person, hellish rebuke, sanctuary*
- **One use:** *calm emotion*

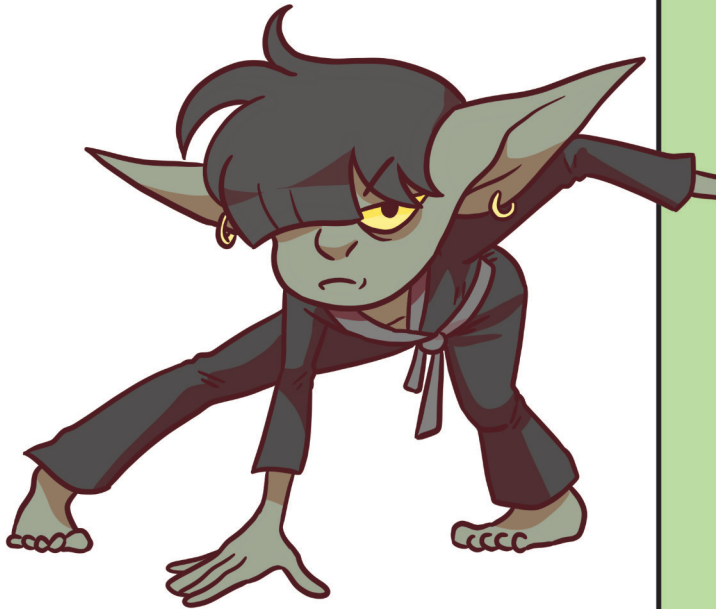
WEAPON

Shank. *Melee Weapon Attack:* +2 to hit, reach 5ft., one target.

Hit: 1d4 - 2 piercing damage.

SNEAKO

THE STEALTHY ONE



Sneako is the stealthiest goblin, great at picking locks and being mean to people. Their long hair hangs in front of their eyes, giving them a tendency to blunder into things.

SNEAKO

Armor Class 14

Hit Points 10

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)	10 (+0)

Saving Throws Dex +5, Int +3

Skills Acrobatics +2, Sleight of Hand +5, Stealth +5

Senses darkvision 30ft., passive Perception 8

Languages Common, Goblin

FEATURES

Long Fringe. Can't see further than 30ft.

Nimble Escape. Can Disengage or Hide as a bonus action.

Nose Picker. Adds an extra +2 when making checks to open things with their fingernails.

That's Not Very Nice. Knows the *vicious mockery* cantrip (spell save DC 11).

WEAPON

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

STUBTOE

THE STRONG ONE



Stubtoe is the strongest and fastest goblin, though her speed combines badly with her clumsiness. She's devoted her time to muscle over mind and has an awful memory.

STUBTOE

Armor Class 12
Hit Points 10
Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +2

Skills Animal Handling +3, Athletics +5, Deception +2, Intimidation +2

Senses darkvision 60ft., passive Perception 11

Languages Common, Goblin

FEATURES

Clumsy. Has disadvantage on saves and checks to avoid falling prone.

Nimble Escape. Can Disengage or Hide as a bonus action.

Go For The Toes. As an action, Stubtoe spins her club in a circle. All creatures within 5 ft. must succeed on a DC 13 Dexterity saving through or fall prone

Yeet. As an action, Stubtoe can throw a fellow goblin 1d4 x 5 ft. in a straight line

WEAPONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 1d8 + 3 bludgeoning damage.

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

PEEPERS

THE WISE ONE



Peepers is a sickly female with shiny goggles that magnify her big yellow goblin eyes. She's anxious and paranoid, and there's no one better at spotting danger.

PEEPERS

Armor Class 12

Hit Points 4

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	6 (-2)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Insight +5, Perception +5, Stealth +3, Survival +5

Senses darkvision 60ft., passive Perception 15

Languages Common, Goblin

FEATURES

Bad Feeling. The DM must tell her all Stealth check DCs.

Dodgy. When she succeeds on a Dexterity saving throw she takes no damage, or half damage upon failure.

Magic Eye. As an action she powers on her goggles. For the next 30 seconds she can see through solid walls and objects to a range of 60 ft. This ability can be used twice.

Nimble Escape. Can Disengage or Hide as a bonus action.

WEAPON

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

WORM

THE SMART ONE



Worm is the smartest of the goblins, a brilliant planner who found a book of booyagh (magic) and has learned to cast some of its spells. However, he pays others little mind and is extremely rude.

WORM

Armor Class 12
Hit Points 13
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	6 (-2)

Saving Throws Dex +3, Int +5

Skills Arcana +5, History +5, Investigation +5, Nature +5

Senses darkvision 60ft., passive Perception 9

Languages Common, Goblin

FEATURES

Nimble Escape. Can Disengage or Hide as a bonus action.

Worm Planned For This. Once during the game you can shout “Worm planned for this!”, then describe something he did in the past to prepare for the current tricky situation, as if he’d planned it all along.

Wielder of Booyagh. Can cast the following spells (save DC 13) as long as he has his book with him:

- **At will:** *produce flame, message, mold earth*
- **1st level (4 slots):** *catapult, chaos bolt, color spray, grease, jump*

WEAPONS

Book Throw. *Ranged Weapon Attack:* +2 to hit, range 10/30ft., one target. *Hit:* 1d6 bludgeoning damage.

Papercut. *Melee Weapon Attack:* +3 to hit, reach 5 f.t, one target. *Hit:* 1d4 + 1 slashing damage.

CHUNKZ

THE HARDY ONE



Chunkz is the largest and toughest of the goblin gang, and capable of happily eating anything. He's exceptionally greedy.

CHUNKZ

Armor Class 14
Hit Points 22
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +3, Con +5

Skills Athletics +3, Deception +1, Medicine +2, Perception +2

Senses darkvision 60ft., passive Perception 12

Languages Common, Goblin

FEATURES

Nimble Escape. Can Disengage or Hide as a bonus action.

Stubborn. Has advantage on checks and saves against being physically moved.

Sugar Rush. Gains the effects of the *haste* spell for 30 seconds after eating something sweet. Has resistance on all saves against poison.

Thick Skinned. Advantage on saves against cold and having his feelings hurt.

WEAPONS

Fork. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. *Hit:* 1d4 +1 bludgeoning damage, plus an extra 2d4 damage if the target is holding food.

Shortbow. *Ranged Weapon Attack:* +1 to hit, range 80/320ft., one target. *Hit:* 1d6 - 1 piercing damage.