Runa & Ulfgar's Compendium of Big Boss Epic Goblins



Matthew Whitby
Jimmy Meritt
Adam Hancock
Ryan Langr

Guild

Foreword

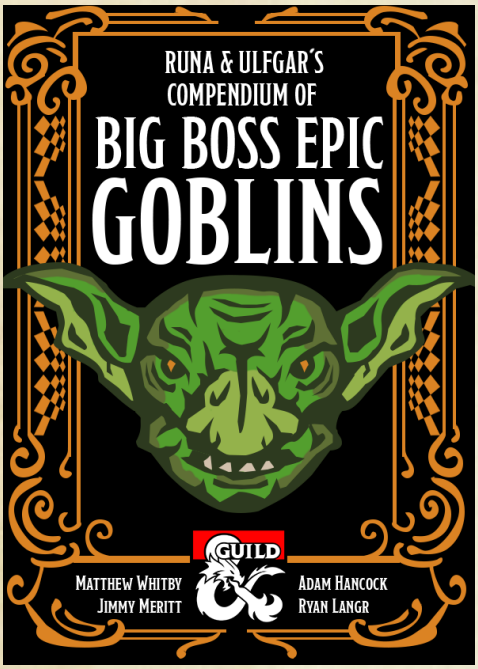
Well, here it is. *Runa & Ulfgar's Compendium of Big Boss Epic Goblins.* A collection of goblins who miss dealing with the little scamps at higher levels. This is one of those ideas that I've been dying to do for a while, and it was only possible with the support of some fantastic creators.

I'd like to thank the collaborators on this project, Jimmy for his endless creativity, Adam for his eyes for mechanics and work on the sidekicks, and Ryan for the magical editing in a prompt fashion. A quick thanks to Justice for the inspiration behind a few of the bosses inside!

My last thanks is to you; in picking up this product, you've helped add value to the hours we've spent lovingly putting this all together. Hopefully there is a little bit of everything in each adventure, that yourself, and your party will enjoy.

Credits

Designers: Adam Hancock, Jimmy Meritt, & Matthew Whitby
Editor: Ryan Langr
Additional Inspiration: Justice Arman
Latex Template Creator: Romain Dal Maso
Interior Illustrators: Joshua Clarke
Additional Art: Additional art found within has been gathered from royalty free commercial images or created solely for the purpose of this document.



ON THE COVER
A depiction of your everyday green-skinned goblin, the focus of Runa and Ulfgar's many years of study. Very much inspired by the fantastic work of Hyrdo74, created by Matthew Whitby.

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Introduction

Welcome to Runa & Ulfar's Compendium of Big Boss Epic Goblins, or RUCBBEG for short. This is a bestiary of all things powerful and solely goblin. Many of the creatures within are intended for parties of Tier 3 or 4 (level 10 to 20) play.

The entire book is framed around as the life's work of Runa and Ulfar of Clan Ironaxe, who have travelled across Faerun to document and observe the most iconic goblin bosses in existence. There are said to be gobin bosses of all shapes and sizes, either living in a peaceful side of the world or causing potentially endless devastation:

- Travellers have claimed they've seen a lone goblin wandering with a crudely drawn deck of cards. Even fewer rumors can describe what happens when the goblins draws a card from the deck.
- Adventurers far and wide have recounted the dark omen—a gaunt, pale goblin that, when slain, will find its way back to fight yet again.
- In the ramblings of the mad, goblins are the least of their worries, but when multiple accounts describe in detail a large headed goblin with ten eyestalks, here must be more to this than just some insane ramblings.

Ultimately, this rabble of goblin bosses are now in your hands! (For better or worse!) Each goblin boss offers an interesting challenge, along with the stories they can tell for any campaign. A word of caution about dealing with goblins though, most do bite.

About the Goblins

Goblins are creatures that dwell in the darkest, and often dismal locations. They are associated with being wiley, greedy, and malicious creatures, but goblins find themselves at the bottom of the goblinoid hierarchy. They brawl, scrap, and steal to get in charge, only for a hobgoblin or bugbear to storm in and take over.

The goblins in this book are a little different, these are goblins that have made their way to the top and stayed there. These bosses have the potential to greatly impact the world around them, for the better or worse of goblin-kind. Scholars and common-folk alike have tried to define the rules of goblin intent, but chances are if there is an exception to a rule, it was caused by a goblin. The ambiguity of these rules continue to inspire leaders of goblinkind for better or worse, because if there is an exception to any rule, chances are it's caused by a goblin.

Bosses, Monsters, Gods, and Everything Inbetween

There are a plethora of ways in which goblins manage to defy all odds. They may make allies of powerful creatures, like giants or dragons, or find themselves the unfortunate partner merged with existing monstrosities. What better example of the power of goblin ingenuity? Because there are many goblin deities (most of which are evil and cruel), any goblin may themselves selected to champion a god's cause.

For as many unlucky goblins out there who fall into traps of their own creation, there are goblins who happen to be in the right place at the right time. Those who catch the falling artifact from the hands of an adventuring wizard, capture the attention of a dragon, or cause some level of amusement to some all-seeing deity may find themselves better off than their goblin kin.

Not Cut From the Same Cloth

As mentioned previously, goblins are often victims of circumstance. However, to say that all goblins are evil, ankle-biting fiends is blatantly incorrect (despite many goblins having the desire to bite ankles). Goblins often find themselves in the company of larger creatures who enslave and order them about. As Runa & Ulfgar firmly believe, despite all the bad goblins can do, there are plenty of goblins with the capacity to do good, and who are just as worthwhile documenting as all the others.

Along for the Ride

Aside from the bosses, there are always goblins eager and ready to follow the orders of any creature that is bigger than them. Alternatively, certain adventurers have been known to take pity on, or just a general liking to, goblins. In either situation, it isn't unlikely that adventuring parties find themselves with a goblin sidekick. Goblins can be valuable allies, capable of things or thinking in ways that others are not When given a chance to live without constant fear, a goblin's true character begins to shine.

Using this Book

This book is similar to *Volo's Guide to Monsters* or *Mordenkainen's Tome of Foes*, offering up a whole host of goblin bosses to be used within just about any D&D setting. This book offers 16 unique goblin bosses that can offer a significant challenge to the strongest of adventuring parties.

Each goblin boss entry is accompanied by a series of adventure hooks around which a DM can shape a single encounter or an entire campaign. As always, nothing said in this book is set in stone, and alterations to the adventure hooks or the goblins themselves is encouraged to fit your adventuring party.

The first few chapters explore different goblin bosses under unique themes: goblins with allies, with powerful artifacts, and with monstrous goblins. The appendix contains the unique magic items and three goblin sidekicks with examples.

This book also contains the many thoughts, feelings, and musings of Runa and Ulfgar Ironaxe, a couple that has dedicated the latter part of their lives to travelling across the world in search for these larger-than-life goblins. In their travels, they have made many allies (most of which are goblin), but the writing of Runa's compendium is far from finished as there are always more goblins to discover.

Creating a Campaign

While this supplement provides a host of goblins for an adventuring party to encounter, there is the chance to form an entire campaign that surrounds venturing from boss to boss. The following section outlines how Runa and Ulfgar can be introduced, as well as chaining the many goblin encounters together.

Finishing the Compendium

Runa and Ulfgar may appear as characters who are looking for help to complete their compendium. The adventuring party may be hired to assist with the expeditions or conduct research on their own, with promises of keeping the treasure they find, an upfront payment, or royalty share in the book.

Expeditions from Waterdeep

Runa and Ulfgar live happily within their modestly sized home the Southern Ward of Waterdeep. From there, each expedition is planned to the finest details by Runa as Ulfgar handles the acquisitions of the needed supplies. When they are not on expeditions, they can be found at home writing up information gathered from their last trip or preparing for the next.

Variant: Any Location Will do

While Waterdeep is the noted location, there is always the option to change and shape their home to your campaign's needs. Consider the following options:

- **Travelling caravan.** The desire to research requires constant moving. Perhaps Runa and Ulfgar have settled into a dwarven caravan to travel across the realm.
- **Secluded house.** Moving away from civilization, the couple sought to build their home to conduct their research in peace. They established a modest farm to tend for their needs.
- **Another major city.** Alternatively, any major city is a perfectly suitable replacement where resources can be gathered or knowledge exchanged.

Ultimately, the best location for Runa and Ulfgar is wherever it would best suit your campaign.

The expeditions can take the party all across the realm, and in some cases beyond. When the couple leaves their home, they can only roughly estimate when they may next return, which could be months if not a year or two away. During expeditions, they have close friends rent their home to benefit from some passive income and keep their house protected.

Meet Krin ``Rat-Smasher'' Ironaxe

Runa and Ulfgar have an adopted child..well goblin. Rat-Smasher was a mere defenseless baby when the pair discovered her, and they felt obligated to protect them. The act of raising a goblin proved to be a challenging one, as a child they were mostly unresponsive to any name other than Rat-Smasher.

Now significantly more mature, Krin is still lovingly called Rat-Smasher by Ulfgar. She has learned much under the guidance of Runa and Ulfgar. Runa taught her to talk in Common, Dwarvish, and Goblin, along with the rigorous process of research. Ulfgar, on the other hand, taught Krin survival skills, hunting, hiding, and the occasional fighting technique.

For Runa, Rat-Smasher is a valuable research assistant to gain the occasional insight into how goblins think and act. But Krin came into her own as she learned to sneak and blend into goblin bands, learning through meticulous observations that Runa simply couldn't manage.

If the adventuring party begins an expedition, Krin will volunteer to act as their guide to gain some independence from her adoptive parents. Both Runa and Ulfgar can vouch for Krin's abilities and give her the traditional warnings that only concerned parents can muster.

Krin is a 6th-level **goblin sidekick** (adjust according to your party's level), with the following changes;

- Krin knows the Common and Dwarven languages.
- She is proficient in the Deception skill.
- She has an Intelligence and Wisdom of 15.

Order of Expeditions

There is an established order of expeditions to stop the party from finding themselves instantly overwhelmed in goblin power. If you are using the book as a campaign guide and milestone leveling, then the successful research of one or two goblins could be rewarded with a level.

In some situations it would make sense that Runa and Ulfgar have access to a *teleportation circle* to allow for plane hopping. The couple have been researching goblins for many years, and as such have thankfully made connections along the way.

The locations mentioned in the table are intended to give a rough description of where the encounter could be based, and is fitting for any setting. These goblins can be just about placed anywhere; discovered within an ancient dungeon, entrapped in a prison of an artefact, or appearing out of thin air in the middle of civilisation.

Order of Expeditions Table

Challenge Rating	Big Boss Epic Goblin Research Target	Potential Location
10	Deck	Along the Road
10	Lash, Asmodeus's Pet	The Nine Hells
11	Krynk, Holder of the Lamp	Al-Qadim
12	Niisk the Undying	Anywhere
13	Lea the Patient	Civilisation
14	Dogimed, Knower of Names	Along the Road
15	X'Goblathar, the Behodblin	The Underdark
15	Jitters, Dread Apostle of Skiggaret	The Abyss
16	Jarl Grudrun, He of Thunder	Feywild
16	Grandal the Packleader	Forests
17	Gobb the Redeemed	Mount Celestia
18	Book the Learned	Aldridge
19	King Snaktrax the Unbound	Feywild
20	Smush	Mountain Tops
20	Grik the Many	The Underdark
24	Dragon-Master Sput	Ancient Forest

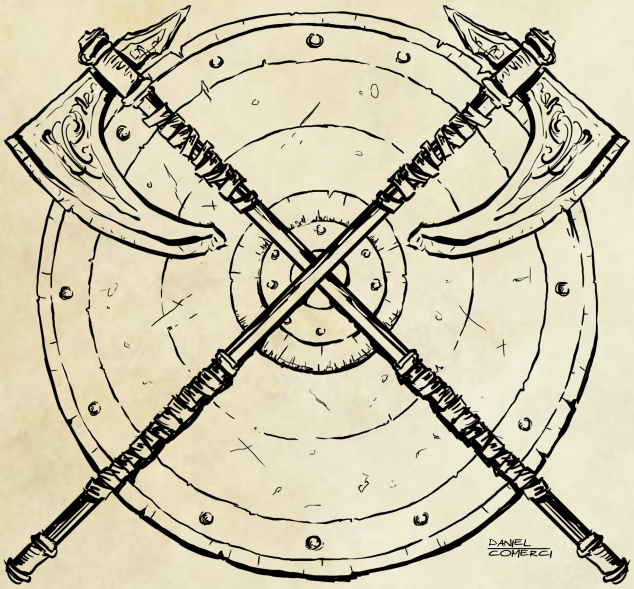
Runa & Ulfgar of Clan Ironaxe

Runa and Ulfgar are the first of Clan Ironaxe, a clan of their creation that only includes the two of them and their adoptive daughter Krin. They did this not to spite their previous families, but after years of travelling side by side, they discovered they cared little for motivations of their previous clans and more for one another.

Runa is just ten years older than Ulfgar, a fact that she endlessly teases him for, and to which Ulfgar retorts by counting his grey beard hairs. Their love is undeniable and true. The two are forged from the same ore, and their bond is ironclad. Unbreakable.

The two have long settled into their own roles, knowing and building from each other's weaknesses. Ulfgar is direct, almost impulsive. If a task needs doing, Ulfgar will see it done then and there. His quick thinking always pleasantly surprises Runa during their impromptu dates that almost appear out of nowhere. Runa is more considerate of the future, plus she has her dedication to writing up the compendium. Ulfgar finds himself frequently thanking Runa for thinking three months ahead.

Suffice it to say, the two have spent more of their lives together than apart, and they are better for it. The two share a now partially-faded blue bracer tattoo, symbolic of their bond to one another.



Runa Ironaxe

Runa was the daughter of a pair of skilled abjurers who thought it right to ensure she knew the ways of magic. While Runa was, without question, a natural abjurer, she felt unsatisfied with simply learning more magic. It was the stories behind each spell that captured her imagination. She began to travel, tracking down the origins of spells, renowned wizards and creatures alike.

It was fatel when Runa stumbled across a dwarf being thrown around by a disturbed rock elemental. She managed to use her magic to keep him safe and fend off the angered element. She stayed with the dwarf during his surprisingly quick recovery. Runa recalls Ulfgar being blustery and cute, and since meeting that fateful night, they've yet to leave each others side.

Personality Trait: ***Storyteller.*** I find myself falling into telling legends and fables so easily.

Ideal: ***Knowledge.*** There is truth in every story out there. It takes people like me to find them.

Bond: ***Ulfgar.*** He is my boulder: sturdy, reliable... and heavy.

Flaw: ***Cautious.*** I meticulously plan everything, sometimes fretting over near impossible situations.

Ulfgar Ironaxe

Ulfgar is a fighter, always has been. Born to a clan that clashed endlessly with giants, Ulfgar was taught to fight smart and hard. He prides himself on his skills while wielding two hand-axes. He carries countless more to handle the chaos that battle brings. Endless battle is tiring on the body and mind, so Ulfgar sought a change.

In the few years he travelled, Ulfgar's skills expanded into survival and crafting. He assisted with the building of a few halfling and human settlements, putting his dwarven stone cutting to use. His travelling eventually crossed paths with Runa's, and the rest is history...mostly because the exact moment Ulfgar met Runa is a little hazy for him.

Personality Trait: ***Direct.*** If somethin' needs doin', consider it done.

Ideal: ***Community.*** We're all in this together, after all, migh' as well give back.

Bond: ***Runa.*** She is the light in a dark mine.

Flaw: ***Over-Confident.*** Ain't anythin' that can slay me, iron blood.

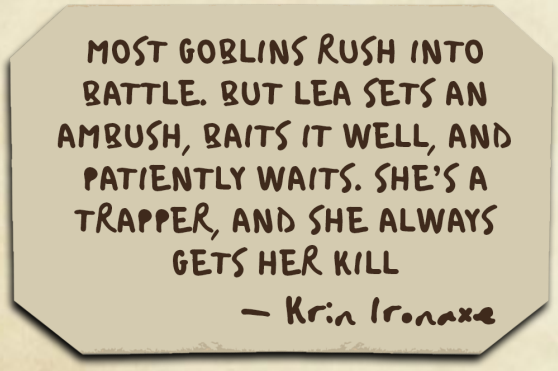
Naturally Gifted Goblins

Gifted abilities is a funny thing. Unfortunately, you can never choose to be naturally gifted at something. It is like trying to catch lightning in a bottle, in that it is typically meddled with by wizards, resulting in many piles of ash.

The goblins of this chapter are all either incredibly wise, intelligent, strong, or fast. There is no magic behind these goblins gifts, they were simply born this way, and do as they please with such power.

These goblins are rare, but their abilities forces them to stand out from their kin, and as such it doesn't take much for one to find themselves a leader of a goblin band, if that's what they desire. It's hard to argue with a goblin that is impossibly smart, and while it is easier to argue with a goblin that is impossibly strong, the results are far less pleasant.

Lea the Patient



Backstory

Lea's story began happily enough for a goblin. Though she was separated from her clan, an elderly human ascetic found her alone in the wilderness, took her into cottage, and raised her as he would his own daughter. The monk was not an affectionate man, but he was kind in his own way, patient and unprejudiced. He taught her everything he knew about the body, the mind, and fluidity of movement. The two of them lived alone for many years until the man died of old age.

Lea lived in the lonely cottage for a few years, but set out for the nearest human town when her isolation began to feel stifling. But not all humans could see past Lea's goblinoid features. As soon as she set foot in town, women grabbed children and ran inside. People ran from her, and the town guard ambushed her and put her in jail where they beat her.

She escaped, but almost everywhere she went the story was the same. She began to believe humanity was evil. So she sought out other goblins. Their ways disgusted her at first, but she was welcomed among them, and the martial skills her adoptive father had taught her made her a champion in any goblin tribe.

She honed her skills to a knife's edge, gathered a goblinoid following, and began to call herself the Patient, the Huntress, and the Wise. She has taken to practicing darker paths of martial arts, accruing skills of lethal and evil bent. Her declared enemy is humankind.

Physical Description

The problem with Lea is that she looks completely ordinary, except she's a goblin who doesn't use armor and weapons. She wears hand wraps and has peculiarly human mannerisms, but those are the only give-aways that she's an extraordinary member of her kind.

Personality

Lea is a goblin of very few words. She distrusts every movement, sees every action in the worst possible light, and hears mockery in praise and duplicity in offers of friendship. Only those who remind her of her adoptive father check her cruelty, and even that wanes over time.

Personality Trait: ***Cold*** Life is pain. The only way to fight cruelty is with cruelty.

Ideal: ***Vengeance.*** They hurt me, and I will make them pay dearly for it.

Bond: ***My Master.*** Those who remind me of my father sometimes get the benefit of the doubt.

Flaw: ***Too Human.*** I would never expect to be betrayed by my own kind, though unbeknownst to me, many of them dislike my human ways.

Lea the Patient

Small humanoid (goblinoid), neutral evil

Armour Class 18
Hit Points 85 (19d6 +19)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	13 (+1)	11 (+0)	18 (+4)	10 (+0)

Saving Throws Wis +8
Skills Acrobatics +8, Insight +8, Perception +8, Stealth +12
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18
Languages Common, Goblin
Challenge 13 (10,000 XP)

Evasion. If Lea is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails. She can't use this trait if she's incapacitated.
Fury of the Small. When Lea damages a creature with an attack or a spell and the creature is Medium or larger, she can cause the attack or spell to deal 19 extra damage to the creature.
Gathering Darkness. When Lea is in dim light, it becomes darkness to a range of 15 feet. If she is in darkness, it becomes magical out to 15 feet. A creature with darkvision can't see through this magical darkness, and nonmagical light can't illuminate it.
Magic Unarmed Strikes. Lea's unarmed strikes are magical.
Unarmored Defense. While Lea is wearing no armor and wielding no shield, her AC includes her Wisdom modifier.

Actions

Multiattack. Lea makes four attacks, each of which can be an unarmed strike or a dart attack. She can also use Shadow Jaunt once, either before or after one of the attacks.

Unarmed Strike. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage. If the target is a creature, Lea can choose one of the following additional effects:

- The target must succeed on a DC 16 Strength saving throw or drop one item it is holding (Lea's choice).
- The target must succeed on a DC 16 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of Lea's next turn.
- The target must succeed on a DC 16 Constitution saving throw or take 55 (5d10) necrotic damage. Lea cannot choose this effect again until her next turn.

Dart. *Ranged Weapon Attack*: +8 to hit, range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.
Shadow Jaunt. Lea magically teleports, along with any equipment she is wearing or carrying, up to 30 feet to an unoccupied space she can see. Both the space she is leaving and her destination must be in dim light or darkness.
Planar Twin (Recharge 6). If Lea can see another goblin, she can pull a duplicate copy of it into this plane. The duplicate's body is blurred, as if under the effects of the *blur* spell. It is friendly toward Lea, fights for her, and remains on this plane for 1 minute or until it drops to 0 hit points. Instead of its regular damage type, the duplicate goblin deals psychic damage.
Parasitic Twin (Recharges after a Long Rest). Lea gains 60 temporary hit points.

Reactions

Deflect Missile. In response to being hit by a ranged weapon attack, Lea deflects the missile. The damage she takes from the attack is reduced by 1d10 + 21. If the damage is reduced to 0, Lea catches the missile if it's small enough to hold in one hand and she has a hand free.
Redirect Attack. When a creature Lea can see targets it with an attack, she chooses another goblin within 5 feet of her. The two goblins swap places, and the chosen goblin becomes the target instead.
Slow Fall. Lea reduces the bludgeoning damage she takes from a fall by 100.

Adventure Hooks

Ambush

An experienced adventuring party would never expect to be successfully ambushed by goblins. Aren't goblins only a threat to unproven heroes? When Lea sets the trap, she prefers to ambush in twilight, just after the sun sets. Her ability to shroud herself in darkness makes her especially good at hiding.

When the heroes are near, she springs into action, delivering a blow to each person in reach, the first of which suffers the effects of necrotic damage. If she's accompanied by one or more other goblins, she can create ghostly duplicates to aid her fight. Her tribe members might be in it for riches or power, but Lea just wants to watch humans suffer.



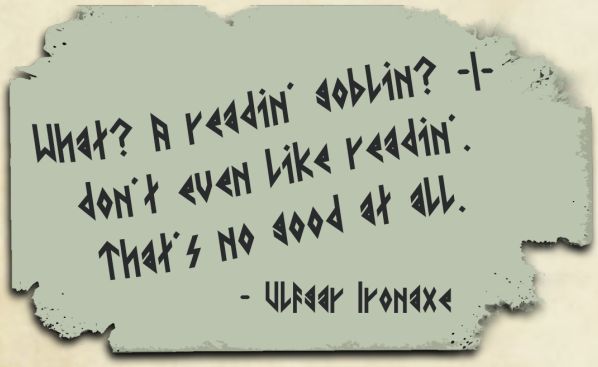
An Old Soul

If one of the party members is old, kind and unprejudiced, or a monk, Lea may observe the party for a while. If anyone reminds her of her father, she'll approach the band of heroes. She has questions, remains full of rage against humanity, and mistrusts everyone. But if the party is careful and patient with her, Lea can be redeemed and become a fierce ally.

Human Ways

Though Lea has joined a goblin tribe, she still misses a few human comforts: books, tea, baths, sandals, and noodles. On occasion, she slips into town to steal what she needs. Sometimes, she even wanders in disguises so she can overhear conversations in Common. She likes especially to sit outside of people's homes and classrooms beneath open windows. The adventurers might find Lea stealing from a home or shop or snooping around.

Book the Learned



Backstory

Life within the city is incredibly difficult for a goblin- they're under constant pursuit by town guards and overeager adventurers, a lack of employment means they must rely on stealing to survive, and the only hope of shelter is hiding in the tunnels below, or finding an abandoned building to squat in. However, the only alternative is moving beyond the city's gates into the wilderness beyond, which is populated by a terrifying variety of beasts, monsters, warlords, and even more overeager adventurers.

One goblin in particular found the perfect hiding place- the Grand Library of Aldridge. This massive tower cathedral, populated by the Monks of Aldridge, contains the largest collection of books, scrolls, and research painstakingly transcribed by the monks. To a goblin, the building itself was more appealing than the books, however- the sprawling tower was filled with nooks, crannies, high shelves, and side passages that made-long term hiding a fairly simple affair.

After several weeks hiding among the shelves and dusty passages, the goblin was found by a Monk of Aldrige. This monk, showing empathy, allowed the goblin to remain within the Grand Library on one condition- two hours of tutored study a day. And thus, Book the Learned was named.

After years of study, Book became an expert in military history, theology, and rudimentary psychology. Once a week, he would engage in a debate among a crowd of monks on randomly selected topics.

In time, those who attended to mock Book the Learned quickly found themselves impressed by the fact the goblin usually out-argued his opposition. Book learned he had outgrown the Monks of Aldridge—he had learned all they could teach him. Rather than swearing an oath to the Monkhood, he traveled from Aldridge into the wilderness beyond. His studies had enlightened him to the existence of a Vampire, Lady Vesper Tizane. Book made his case that he would serve as an excellent familiar—he was small enough to be unnoticed and crafty enough to be useful. Lady Vesper accepted this offer, taking Book as her assistant.

Book watched the vampire carefully, studying her methods. Like goblins, vampires were forced into more subtle machinations, their weaknesses too easily exploited by skilled vampire hunters. From Vesper, Book learned how to craft long-term plans and subtle political strategies. Once he had gathered all he needed, slaying the vampire was simple enough—a stake in the heart as she was resting, and the vampire's treasures, lair, and resources were his.

For a time, Book pretended to still be acting under orders from Vesper, using the vampire's identity as a shield to hide his own involvement. But Book grew arrogant, wanting to take credit for his own accomplishments. Book stepped out of the shadows, returning to Aldridge to declare himself a new crime lord.

Book the Learned

Small humanoid (goblinoid), lawful evil

Armour Class 17 (natural armor)
Hit Points 130 (19d6 + 54)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	16 (+3)	20 (+5)	12 (+1)	16 (+3)

Saving Throws Int +11, Wis +8
Skills History +11, Insight +8, Perception +8, Persuasion +9
Senses darkvision 60 ft., truesight 60 ft., passive Perception 18
Languages Common, Goblin, plus up to eight other languages
Challenge 19 (22,000 XP)

Hasty Escape. Book can take the Disengage action as a bonus action on each of his turns.

Golden Glasses. Book's glasses grant him truesight, and creates a 100-foot cone of antimagic, as in the *antimagic field* spell. At the start of each of his turns, Book decides which way the cone faces and whether the cone is active.

Always Prepared. No matter where Book is, his meticulous planning means he is always in his lair.

Actions

Pinpoint Dagger. *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 12 (3d4 + 3) piercing damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Leadership. Book can utter a special command or warning whenever a nonhostile creature that he can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d6 to its roll provided it can hear and understand Book. A creature can only benefit from only one Leadership die at a time. This effect ends if Book is incapacitated.

According to Plan. Book can use one of his lair actions.

Reactions

As Expected. Always prepared for whoever Book may encounter, Book can add 4 to its AC or saving throw against one attack or spell effect that would hit him. To do so, Book must see the attacker.

Legendary Actions

Book can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Book regains spent legendary actions at the start of its turn.

Pinpoint Dagger. Book makes one Pinpoint Dagger attack.

Leadership. Book takes the Leadership action.

According to Plan. Book takes the According to Plan action.

Lair Actions

On initiative count 20 (losing initiative ties), Book can take a lair action to cause one of the following effects; Book cannot use the same effect two times in a row.

- ***We Came Prepared.*** Book, and all of his minions, have advantage on saving throws against spells and other magical effects until Book takes another lair action.
- ***No Escape.*** Book calls 1d6 thugs to block every possible exit, armed with crossbow to shoot down flying targets. The number of thugs that appear is reduced by 1 each time this lair action is used.
- ***Into the Trap.*** Book selects point he can see within 100 feet of him, revealing it to be a trap. Each creature within 5 feet of the point must make a DC 16 Dexterity saving throw or take 21 (6d6) piercing damage on a failed save, or half as much on a successful one.
- ***Hostage Situation (1 use).*** Book reveals to have one of the allies to the adventuring party hostage, in the grips of his minions.

Physical Description

Now thinking himself above the "common" goblin, Book the Learned wears finery when addressing guests. A dark purple cloak, that once belonged to Vesper, has been cut down and tailored to fit Book and he wears golden rimmed glasses. He also has a "commoner" disguise, which he wears when he wishes to fit in with other goblins, consisting of drab brown rags.

Personality

Book the Learned is cold, aloof, and calculating. Despite the warmth shown to him by the Monks of Aldridge, and the trust given to him by Lady Vesper, Book the Learned sees other living beings simply as chess pieces to be used and manipulated. He rarely focuses on present conversations unless he believes it's something he's able to turn to his benefit.



Personality Trait: ***Calculating.*** I am always three steps ahead, so I think often, and deeply.

Ideal: ***Knowledge.*** The path to power and self improvement is knowledge.

Bond: ***Wiley.*** I will prove that I can outsmart, outlast, and outmaneuver any who oppose me.

Flaw: ***Conceited*** If I can't find a use for someone, I ignore them completely, causing mental blind spots.

Adventure Hooks

The Perfect Crimes

Book the Learned has decided to showcase his superior intellect and exquisite planning abilities by staging a series of daring heists. Assembling a variety of criminals, Book plots three simultaneous jobs- A bank break-in, a heist on a rival crime lord's casino, and a daring raid on a noble's boat. All three crimes begin at the exact moment of a solar eclipse, plunging the town into total darkness. Book has bragged about his plan in advance, to prove himself unstoppable- and to keep the attention off of his fourth heist, a break in to a noble's home to steal documents needed for blackmail. Can the characters stop all three heists, while also uncovering the fourth?

Prison Break-In

Word spreads fast when Book the Learned is finally apprehended by authorities. Book is sentenced to twenty years in Fort Talverton, a former castle converted into an inescapable prison. One week after sentencing, a massive riot, the first in the prisons history, occurs. According to a prison guard who managed to escape, Book the Learned expertly exploited every long simmering tension, quickly bringing it to a boiling point, while also manipulating prison guards who seemed to have been on his payroll.

Characters are recruited to fight their way into the prison and get to Book, preventing his escape. While there, they may discover Book's plan—Book learned the prison was built above an underground temple with forbidden knowledge on the planes of the Abyss contained inside. Book allowed himself to be captured to access the temple. Characters must fight their way through the prison and into the Temple, stopping Book before he gains access to this new knowledge.

War of Kings

No longer content with what he considers small time crime lord activities in one town, Book the Learned has decided to meddle with politics, and settles on starting a war as an intellectual exercise. Characters raiding Book's lair find detailed instructions for beginning a war. Book has put out assassins to kill a visiting diplomat, has sent a seductress to seduce and blackmail a royal advisor so he will be replaced with a war hawk, stirred a justified peasant revolt, and used a fake oracle to encourage a warlord to expand his invasions. Characters must separate and move quickly to prevent each event.

Smush

> Goblins don't typically believe that if they put their mind to something, it can be achieved. Smush might be the antithesis of that statement, unless if by mind you mean fists.
>
> - Runa Ironaxe

Backstory

A weak goblin tends to live at the bottom of any goblinoid society, to be pushed around and subjected to the orders of stronger or bigger goblins. Smush was once that weak goblin. Part of a hobgoblin warband, a series of mysterious events found Smush accompanying bugbears. This was were Smush earned their name, all assumed they would be squashed underfoot.

Instead, Smush copied the bugbears—lifting heavy objects, swinging clubs, and generally throwing their weight around. Oddly enough, Smush thrived with the bugbears, and each day they grew stronger and stronger. Smush was so naturally gifted in strength, there didn't seem to be a limit to how strong they got.

In a matter of years, Smush became a one-goblin-battering-ram. Hobgoblins would point, and Smush would guarantee there was nothing left. Until one day, they pointed and Smush had better ideas—stronger ideas.

Smush

Large humanoid (goblinoid), lawful evil

Armour Class 20 (natural armor)
Hit Points 220 (22d6 + 132)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	19 (+4)	22 (+6)	10 (+0)	8 (-1)	10 (+0)

Saving Throws Dex +10, Con +12
Skills Athletics +14
Damage Resistances bludgeoning, piercing, and slashing
Condition Immunities charmed, exhausted, frightened
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 20 (25,000 XP)

Hasty Escape. Smush can take the Disengage action as a bonus action.
Frenzy Rage. As a bonus action, Smush can enter a frenzy rage that grants them the following benefits:

- Advantage on Strength checks and Strength saving throws.
- Cannot be charmed or frightened while raging.

Relentless Rage. When Smush is reduced to 0 hit points, they can make a DC 10 Constitution saving throw. On a success, Smush drops to 1 hit point instead. Each time this feature is used, the DC increases by 5. The DC resets to 10 after a long rest.
Legendary Resistance (3/Day). If Smush fails a saving throw, they can choose to succeed instead.

Actions

Multiattack. Smush makes four punch attacks, or two Enemy Throws.
Punch. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage.
Enemy Throw. Smush attempts to grapple a target, if the target fails they take 14 (1d12 + 8) bludgeoning damage and become grappled before being thrown up to 50 feet away. The target takes 3 (1d6) bludgeoning damage for each 10 feet they are thrown, once they land, and upon landing they are prone.
Empowered Leap. Smush throws themself up to 50 feet in any direction. Creatures within 10 feet of where Smush lands must make a DC 18 Dexterity saving throw, taking 14 (1d12 + 8) bludgeoning damage on a failed save, or half as much on a success. Creatures who fail the save are also knocked prone.

Legendary Actions

Smush can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Smush regains spent legendary actions at the start of its turn.
Punch. Smush makes one Punch attack.
Enemy Throw. Smush uses the Enemy Throw action.
Empowered Leap. Smush uses the Empowered Leap action.

Nothing was challenging anymore, so Smush ventured out to find their own challenges, bringing a small band of goblins with them under the threat of being crushed.

Physical Description

Smush is a hulking goblin. The countless years spent exerting physical dominance over creatures has left Smush with an entirely muscular form. Devoid of all hair, Smush has branded their own body with ritualistic tattoos that depict the many strong monsters they have bested. When studying them, crude depictions of giants, dragons, and ogres can be spotted. Smush is missing all fingers on their right hand, aside from their thumb which doesn't seem to impede their ability to fight in the slightest.

Personality

Given Smush's history, they have gained a twisted sense of honour. Smush wants all their fights to be won by Smush, and Smush alone. However, Smush refuses to waste time with anyone who is deemed weak (lacking physical strength). They view all magic as weak, cheating, and not true strength. Any creature that can defeat Smush's underlings through physical means are considered a potential challenge. All remarks of Smush being weak in any sense are met with extreme violence.

Personality Trait: *Strength.* I enjoy being strongest, to smash small things in my hands.

Ideal: *Might.* I earned to take all, through my strength I am best.

Bond: *Infamy.* All must know that Smush be strongest.

Flaw: *Unending Rage.* I start smash, there is little that stop smash.



Adventure Hooks

As much of a one goblin wrecking force that Smush is, their actions are likely to send ripples of destruction across the world. Here are just some suggestions for how Smush can be on a collision path with the adventuring party.

The Challenge Heard Around the World

After felling an ice giant king, Smush grew bored yet again and sent out dozens of goblins to seek worthy challengers. Most of the goblins won't manage to deliver the message, but by sheer mass of numbers some will reach far and distant lands with note reading:

> *"Smush the stronges' goblin wants fight with stronges' beings. Find Smush up jagged mountain!"*

Discovering which jagged mountain Smush means is half the challenge, but ultimately it would lead the party to an ice giant fortress now run by Smush and their band of goblins.

Smush See, Smush Crush

Rather than have the adventurers come to Smush, Smush sieges any city they're in. Smush ventures ahead, smashing opponents and buildings alike, waiting for something or someone to come along and challenge Smush. How will the party balance the defence of the city and hand Smush's rampage?

Goblin Champion of the Nine Hells

As Tier 4 adventures often have the adventuring party encounter deities and demi-gods, this adventure occurs with Bargrivyek, the goblin deity of cooperation and territory. Bargivyek holds domain over the *Peacable Lands* in Avernus, letting Smush to lead a battle against their kobold enemies. Characters already in the first layer of Hell may find Smush interfering with the party's plans.



Dragon-Master Sput

Some say the green dragon Lorek has a goblin as a pet, but I've heard them. That goblin, she barks orders. And want to know the most fascinating part? The dragon -always- listens.

- Runa Ironaxe

Backstory

Deep in a forest, beside the groves that have been claimed by green dragons for centuries, Sput found herself straying from her allies. Were it any other time, Lorek, an ancient green dragon, would've considered Sput a snack. But today, a curious wind swept through the grove. The two spoke briefly, and Sput caught Lorek off-guard with the quickest wit from a goblin she had ever seen.

Ever the collector of living treasures, Lorek took Sput under her wing, both metaphorically and literally. The two were one and the same and found themselves in each others company more and more frequently. When Sput mentioned a passing interest to find her goblin friends, Lorek made it so within an hour. Sput's allies were horrified, fearing for their lives before she arrived to declare that all was well. The goblins, in their awe, referred to Sput as Dragon-Master (something that Lorek endures for the sake of Sput), before swearing unyielding obedience to the pair.

Years passed, Sput and Lorek moved from being friends to being a unified front. They scheme with the devious plans of a dragon merged with the wily simplicity of a goblin. In the years together, Lorek's territory and number of living treasures has nearly doubled in size.The two are inseparable now that Sput has mastered clutching onto Lorek while flying. Most are unsure as to what exactly Sput can offer Lorek, but time and time again, Sput's style of thinking has benefited Lorek significantly.

Physical Description

Sput is adorned in scale mail armor, that glimmers in an emerald green, often without a helmet that allows her white hair to flow freely. She's clearly an elderly goblin, but managed to move just as nimbly as ever. Slung over her shoulder is an ornate bow, crafted uniquely for her size, along with a matching quiver. Sput stands straight, which typically causes her to stand out from other goblins. The time spent with Lorek has been a partially positive reinforcement.

Her tone has a draconic flair to it, meaning it can come across as raspy, but when she tries, there is a certain simplistic elegance to her voice. She never says more than she needs to, with words that are carefully curated to manipulate.

Personality

The best way to describe Sput's personality is split in half. The first half is her natural self, a curious and excitable goblin. If something is hidden or far away, Sput wants to know what that is. Thankfully, now that Sput has Lorek, sating those curiosites is significantly easier. Sput's other half is one of careful consideration. Lorek did her best to teach Sput to act to manipulate, deceive, and fool. One of Lorek's main teachings was of draconic manners, not that Sput needed manners, but the number of adventurers tricked by a well-mannered goblin only justifies the lessons.

Sput is a natural liar, and the years spent by Lorek's side has emboldened her to believe she is near invincible. Any danger that dwells close, Lorek handles without question. Their domain has expanded and Sput firmly believe she owns it, with the help of Lorek.

Personality Trait: *Excitable.* Despite what Lorek says, I often get excited and act like a common goblin.

Ideal: *Freedom.* We are free to go as we please, and with our combined power, take what we want.

Bond: *Lorek.* She gave me everything, I owe her plenty.

Flaw: *Untouchable.* No one can touch me, not while I have Lorek.



Adventure Hooks

Into Sput's Domain

Very few can pass through Sput's domain without Lorek knowing. The pair routinely patrol the outskirts of the forest grove, along with the many goblin minions they have at their disposal. If the adventurers are of world-wide renown, Sput might be sent alone to parlay with the party. She may invite them into the dragon's lair, only to manipulate, capture, and add them to Lorek's living horde.

Where's Our Bard?

A renowned bard that was travelling Faerun has vanished, and their last known whereabouts had them venturing dangerously close to the forbidden grove. The adventurers are warned about the ancient green dragon that is the alleged slave of a simple goblin. The bard is safe, kept within Lorek's treasure horde, and expected to entertain them nightly. One poor performance however, might turn the bard into a *"bard-BQ"*.

A Strange Sight Indeed

Words tends to travels quickly, especially of fairy-tale level sightings. The characters begin to hear mutterings of an ancient green dragon, which typically is legendary in itself, accompanied by a goblin. The speculations vary significantly, from the dragon being under some goblin magic, the goblin is actually a kidnapped child, or the worst rumour; a wizardly gnome.



Dragon-Master Sput

Small humanoid (goblinoid), lawful evil

Armour Class 20 (dragon scalemail)
Hit Points 111 (17d6 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	19 (+4)	16 (+3)	10 (+0)	16 (+3)	10 (+0)

Saving Throws Dex +11, Wis +10
Skills Perception +10, Stealth +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities frightened, poisoned
Senses darkvision 60 ft., passive Perception 20
Languages Common, Dragonic, Goblin
Challenge 24 (62,000 XP)

Nimble Escape. Sput can take the Disengage or Hide action as a bonus action on each of her turns.
Legendary Resistance (3/Day). If Sput fails a saving throw, she can choose to succeed instead.
Lorek. Dragon-Master Sput is always joined by Lorek, an **ancient green dragon**.

Actions

Multiattack. Sput makes three attacks with her dagger or +3 shortbow.
Dagger. *Melee Weapon Attack*: +11 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage.
+3 Shortbow. *Ranged Weapon Attack*: +14 to hit, range 80/320 ft., one target. Hit: 10 (1d6 + 7) piercing damage.
Lorek's Protection. Sput scurries between Lorek's scales, breaking line of sight and granting +5 to her AC.

Legendary Actions

Sput can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Sput regains spent legendary actions at the start of her turn.
Attack. Sput attacks once with her dagger or +3 shortbow.
Lorek's Protection. Sput takes the Lorek's Protection action.
Direct Lorek. Sput guides Lorek's next attack to a set target. Until the end of Sput's next turn, Lorek and Sput have advantage on their next melee weapon attack against that target.

Goblins with Artefacts

Artefacts sometimes fall into the palms of those you'd least expect. Items forged by gods, magic forced into mundane items by insane and powerful wizards, or ancient heirlooms that has held power longer than anyone knows. Perhaps lesser known, but goblins are fairly skilled as appraising worth.

While occasionally misplaced towards a oddly shaped rock, or bucket, those more perceptive goblins are drawn towards magical artefacts. Those that manage to hold onto the items for long enough, eventually discover the powers within. Unfortunately with any source of power once it has been grasped, it is seldom let go willingly.

Deck

> Why is it that the most dangerous things are always unassuming decks of cards? I've started burning all decks I find, just to be safe.
>
> - Runa Ironaxe

Backstory

The Deck of Many Things is an infamous legendary item, a box or pouch that contains a deck of ivory crafted cards. It is unknown how many decks exist across the many planes, but one thing that is rarely known is that variants of the deck exist. A deck of many things fell into the hands of a goblin, who rather than draw a single card, carved imagery over the existing illustrations. The deck took on a goblin-esque appearance that imbued new magic into the cards.

As a result, the *Deck of Many Goblin Things* was created. A legendary item renowned to goblinkind, it has passed from clan to clan, leaving a wake of goblin-inspired tragedy and miracles in equal measure. Deck is the latest owner of the long deck of many goblin things linage. She found it tucked deep in a cavern once claimed by another goblin clan, and while it's true power was never immediately clear, after a few lucky draws Deck found herself in a position of power and knowledge. The first card she drew was the one depicting Meriadar, granting her the intelligence of a gnome, the strength of an orc, resilience of a dwarf, and the wisdom of a tortle.

Seeing the image of Meriadar was a moment of faith as she felt the deity speak to her through daily omens and internally revealed scripture. Meriadar's teachings of patience and tolerance rang true, shifting Deck's natural chaotic inhibitions to ones of pacifism. Deck now knew the danger the deck held, and it was clear that it would be safer out of the hands of goblins to protect them from themselves.

The next logical step for Deck was to explore the world, spreading the teachings of Meriadar, and keep the deck from being in one place. Deck found herself making substantial progress with some clans of goblins, while forced to flee from others. The former began to regard her as a new chieftain, a role that Deck politely declined. She much prefers to travel alone. On any given night, sitting under the stars beside a smouldering bonfire, Deck religiously shuffles a deck of ivory cards, simply wondering what card she might pull next.

Physical Description

From the effects of drawing the card of Meriadar, Deck has a mongrelfolk type appearance with the jaw of a tortle, stocky nature of a dwarf, nose of a gnome, and hands of an orc. The rest of Deck is unmistakably goblin, with pale skin and pointed elongated ears.

She wears a makeshift chestplate which hides a compartment inside where the *Deck of Many Goblin Things* resides. Deck wields a long walking stick to aid her travels, along with an oversized backpack full of adventuring supplies. Deck moves relatively slowly, as if she is without urgency in her life, following whichever road is laid out before her.



Deck

Small humanoid (goblinoid), chaotic neutral

Armour Class 17 (leather armor)
Hit Points 111 (17d6 + 51)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Dex +11, Wis +10
Skills History +7, Persuasion +7
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 10 (5,9000 XP)

Allies from the Deck. Deck is joined by 4 **wargs** and 1 disguised **baghast**.
Maglubiyet's Blessing. Deck deals an additional 2d12 force damage on all attacks (included in her attacks).
Nimble Escape. Deck can take the Disengage or Hide action as a bonus action on each of her turns.
One with the Deck. Deck is immune to all damage caused by the Deck of Many Goblin Things.

Actions

Dagger. *Melee or Ranged Weapon Attack*: +7 to hit, reach 5 ft. or range 20/60 ft.., one target. Hit: 6 (1d4 + 3) piercing damage and 13 (2d12) force damage.
Draw a Card. Deck uses an action to draw a card from the *Deck of Many Goblin Things*.
Call of the Deck. Deck chooses a creature within 15 feet of her, that creature must succeed on a DC 17 Wisdom saving throw or be compelled to draw a card from the *Deck of Many Goblin Things* on its next turn.

Reations

Stack the Deck. If a creature is about to draw a card from the *Deck of Many-Goblin Things*, Deck can shuffle the deck to ensure a card of her choice is drawn.

Personality

Thanks to the blessings of the deck, Deck is above average in just about every way. She's capable of intellectual debate, but has strong enough instincts to trust her gut to guide her through life.

Deck can nimbly climb and scurry, or simply knock aside things that stand in her way. She is a firm believer that her sole purpose is to protect the deck from falling into the wrong hands.

Where possible, Deck seeks to teach the pacifistic ways of her deity. She cannot bring herself to harm creatures herself, however this has never stopped her from pulling a card from the deck in times of dire need. Deaths caused by the deck are simply the whims of a higher power, not Deck's fault at all.

Personality Trait: ***Shuffler.*** When I am alone, I like to take the deck and shuffle it endlessly.

Ideal: ***Pacifism.*** I will not directly deal harm to those around me.

Bond: ***Meriadar.*** Faith has guided my once chaotic life, given it purpose and meaning.

Flaw: ***Luck of the Deck.*** I have no control over what happens to those around me, the deck decides that.

Adventure Hooks

The Deck Collector

A well paying collector who marvels at all deck related items wishes for the travelling party to claim the fabled *Deck of Many Goblin Things*, and in return they may draw one card from the true Deck of Many Things. In truth, the collector is a devil of the nine-hells whose particular interest in decks is only as a means to corrupt those gambling souls.

Pick a Card Any Card

In a yearly event, Deck gathers up multiple clans of goblins for a festivity of arts and crafts. While most of the celebration is spent putting out fires or stopping goblins from killing one another, the winner of the arts and crafts competition wins the chance to draw a card from the deck.

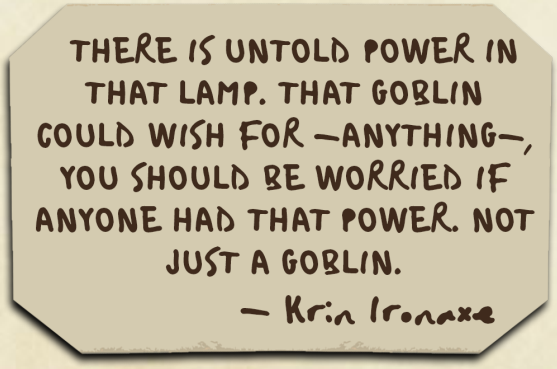
This year the drawn card was Hole, resulting in an expansive pit appearing out of nowhere. Typically this wouldn't be a huge issue, but a nearby town was caught half-way in the now goblin infested hole. The party must investigate the cause, and upon finding Deck assist her with setting things right once more.

A Few Cards Short of a Whole Deck

Deck has been protecting the cards for many years, she has grown old and wise with it in her possession. She is discovering that the deck is not infinite, and with each card drawn something about the magical power held inside diminishes.

The omens and messages from Meriadar have led Deck to the adventurers, and they must go on a planar adventure to recover the cards drawn from the deck. Extra-planar beings are likely to try and stop the party, from demons and angels to modrons and mindflayers.

Krynk, Holder of the Lamp



Backstory

Krynk spent his early years holed up in a dungeon, the ancient ruins of a once-great underground city. There, he and the rest of his clan had relative safety. Occasionally, adventurers or explorers would work their way through the ruins, seeking ancient treasure, but the complex was large enough to make hiding from them a simple affair. Still, Krynk wished for more. The adventurers brought forth a spark of desire from him. Krynk longed to leave dusty, skyless ruins and venture out onto the world beyond. Jealous of the explorers, Krynk wanted adventure, excitement, and a chance to seek his fortunes.

Despite the protestations of his clan, Krynk made contact with the next group of adventurers to enter the ruins. Offering to serve as a guide in exchange for his life, Krynk lead them to hidden treasures and plead his case for joining the party. Krynk accompanied the adventures, taking to a life of exploration and treasure hunting. After a time, Krynk left this group, longing to travel beyond their local exploration. He'd had enough of dusty tombs and ancient crypts. Heading to the shore, Krynk joined a pirate crew. These were the best years of his life and Krynk took well to swashbuckling adventures on the high seas. None respected the Goblin enough to make him captain, despite the fact it was well deserved, but Krynk was just happy for the adventure.

Needing a stop for a bit of rest and relaxation, the ship sailed to Al-Qadim and took port at Hawa, the City of Chaos. This port town, primarily populated by retired and active pirates, gave the rest of the crew a chance to relax and unwind, but Krynk found this new land appealing. Finally finding a new continent to explore, he allowed the ship to sail off without him, and began the long walk across the desert.

After spending a year adventuring in Al-Qadim, Krynk journeyed into the Haunted Lands where ghost infested ruins are constantly revealed by shifting sands. Out of a sense of nostalgia for his early years, Krynk explored one of these ruins, and found a treasure beyond imagination—a magical lamp, and inside, a genie offering three wishes.

Physical Description

Proud of his many years exploring, Krynk's outfit is a hodgepodge of various styles collected from the different regions he's visited. This gives a somewhat bizarre look. For instance, even in warm climates he wears furs gathered from exploring the arctic peaks of Icewind Dale, while his finely tailored noble shirt (stolen from a Halfling in Waterdeep) gives a contrast to tattered boots.

Personality

Consumed by a wanderlust and a general vigor for living, Krynk is enthused and over-energetic. He speaks fast, and tends to have a difficult time staying on topic, jumping from subject to subject with a frenetic intensity.

Personality Trait: ***Explorer.*** I will take any risk to explore someplace new.

Ideal: ***Change.*** Familiarity breeds contempt.

Bond: ***Goblins.*** My people deserve a better life than they've been given- even if they don't realize that themselves.

Flaw: ***Alienated*** I have no close friends, because I refuse to set down roots.



Krynk, Holder of the Lamp

Small humanoid (goblinoid), neutral good

Armour Class 14 (leather armor)
Hit Points 65 (13d6 + 13)
Speed 30 ft.

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

Saving Throws Dex +6, Cha +6
Skills Acrobatics +6, Perception +5, Stealth +9
Damage Immunities fire
Condition Immunities charmed
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin, Ignan
Challenge 7 (2,900 XP) or 11 (7,200 XP) if with Shaa

Blessed by the Efreeti. Krynk is immune to fire damage, and can speak in Ignan.
Hasty Escape. Krynk can take the Disengage action as a bonus action on each of his turns.
Holder of the Lamp. Due to the lamp, Krynk has advantage on saving throws against spells and other magical effects, as well as immunity from charming effects. Once per day, if Krynk is damaged, he becomes invulnerable for 1 minute and Shaa (an efreeti) appears to defend him. As a bonus action, Krynk can teleport the lamp from its current location into his hands.

Actions

Shortsword. *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 3) slashing damage.
Hurl Flame. *Ranged Spell Attack*: +6 to hit, reach 120 ft., one target. Hit: 20 (5d6) fire damage.
Rub the Lamp. Krynk rubs the lamp, causing Shaa (an **efreeti**) to appear. Shaa is loyal to Krynk, and as a bonus action, Krynk can order Shaa to cast the *wish* spell on his behalf.

Adventure Hooks

A Reversal of Fortune

Upon holding the lamp, Krynk's first thoughts were of his early years. The ruins the lamp was discovered in reminded Krynk of all of the years wasted in hiding, whereas he could have been out exploring.

Wanting revenge against the society that wronged him, Krynk wished for the genie to rewrite reality, giving goblinoid races dominion over the land while humanoid races are banished into the ruins and the underdark. Characters find themselves in a small dungeon, lacking all equipment and having only minor resources.

They must repel constant invasions from goblinoid adventuring parties until they are able to travel to the surface. There they must gather the armies of man and either retake their lands or form new treaties.

Undiscovered Realms

Krynk has enjoyed his exploration of the material plane, but he's always had one frustration—he'd heard myths and legends of the Planes beyond, but there's no way to get to them. Krynk, wanting to continue his journeys on foot, wished for all Planes to be within walking distance.

The genie reshaped reality, and the outer planes are overlain onto the material. The Feywild overtakes all woodland, giving the mischievous creatures there free reign. At night, when the sun sets, the Shadowfell takes hold, all mortals are overcome with despair as spirits and undead walk the land. All clouds solidify and the glistening towers from the Plane of Air are visible to any who find a way to simply travel upward to them. Mountains are overcome by the Plane of Earth. Rare minerals form buildings, becoming a tempting target to adventurers. Deserts are overcome by the Plane of Fire.

Sand is replaced by cinder wastes, a City of Brass waiting for any who make the deadly trek. Oceans are overtaken by the Plane of Water, and deadly and mysterious new creatures take dominion of the depths. The Abyss and the Hells engage in fresh warfare, both of their planes placed on the same continent, devastating the cities there. Far to the South, rumors persist that Elysium, Arobrea, YsGard and other realms have settled on the land and the gods themselves walk the material plane once more. Characters can experience these new adventure locations while also trying to put out the metaphorical and literal fires set by this new change.

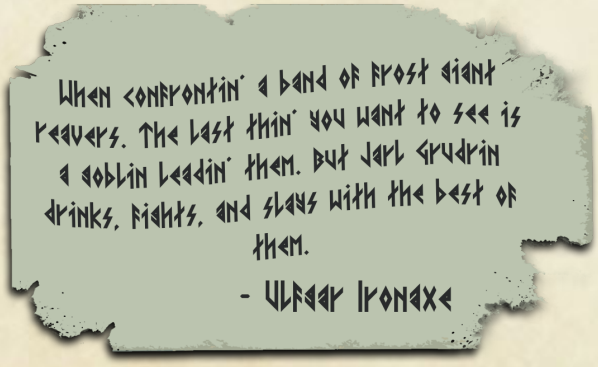
Bye Now

Bothered by the characters intrusion into his plans, Krynk simply wishes them out of existence. Characters find themselves in a bizarre, ethereal realm. There, they meet the

spirits of others who have been erased from existence through other means (including character concepts discarded by players, and from unfinished campaigns). If characters are able to escape from this realm, they find themselves back in the material plane and see the world as it would be if they had never existed.

All of their greatest victories are undone, overlords they stopped have found themselves successful instead, and bitter rivals have claimed some of their victories. Characters in this new reality must rebuild their reputation, refighting their greatest battles before seeking out Krynk and trying to undo all of his damage.

Jarl Grudrun, He Of Thunder



Backstory

In the frozen north, warbands of frost giants raid and pillage, living off the spoils of conquest. One such frost giant, Kargal the Iron Breaker, longed for something more than day to day survival—he wished to unite all frost giants beneath his banner. Questing beyond the frozen north into the Feywild, this giant found three fey women who claimed to be weavers of fate.

They gave a prophecy—in the mountains high above was the Tomb of the Frost Giant Jarl. Within this tomb lied the frost giant Jarl's body and the magical items that had cemented his rulership in life. The fey prophesied that whomever could slay the tomb's protector and reclaim the items would unite all frost giants and begin a rain of terror and chaos across the world.

Spreading word of this prophecy, Kargal the Iron Breaker quested. Climbing the great mountain, he stood alone against the ancient white dragon with only his goblin slave, Grundrun the Water Holder, there to see the battle. Kargal slayed the dragon. Bruised and bloodied, he crawled towards the Jarl's body, his destiny at hand. But Grundrun had other ideas.

Grundrun the Goblin had spent his life in servitude to Kargal, and Kargal was a cruel master. Remembering every off-handed smack, every unkind word, and every humiliation, Grundrun made his move. Seeing Kargal in his moment of weakness, Grundrun lept down, stabbing and killing his master. As the tiny Goblin watched his master bleed out, he looked to the tomb of the Jarl and the prizes within.

Pulling the *belt of frost giant strength* tight, the Goblin felt his physical might grow. Grasping the *gauntlets of ogre power*, he slid them onto his hands, feeling the massive gauntlets shrink to accommodate him.

Opening his hand, he called the *hammer of thunderbolts* to him, feeling the air spark with electricity around him. He then grabbed the final prize- the *horn of Valhalla* and clasped it to his belt, knowing the spirits of slain frost giants would now serve him.

Grundrun found another surprise upon exiting the tomb. Word of the prophecy had spread and frost giant clans had gathered to meet their new leader. Seeing the goblin clad in the crown of their fallen Jarl and holding these mystical objects of power, they knelt before him, swearing fealty to the new goblin Jarl.

Physical Description

Jarl Gundrun has fully leaned into the frost giant reaver lifestyle, which extends to his physical appearance. Although he remains the normal height and build for a goblin, he has grown a long white beard. His left eye is missing—removed by Kundruk during an especially harsh bit of discipline—but rather than wearing an eyepatch, he keeps the scarred socket visible.

He is never seen outside of his armor. His hammer is always in hand and the *horn of Valhalla* is always on his belt. An oversized frost giant Jarl crown hangs lopsided on his head.

Jarl Grudrun, He of Thunder

Small humanoid (goblinoid), lawful good

Armour Class 19 (plate armor)
Hit Points 200 (20d6 + 120)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	22 (+6)	11 (+0)	12 (+1)	16 (+3)

Saving Throws Str +13, Con +11
Skills Athletics +13, Perception +7
Damage Immunities cold
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin, Giant
Challenge 16 (15,000 XP)

Hasty Escape. Jarl Grudrun can take the Disengage action as a bonus action on each of his turns.

Legendary Resistance (3/Day). If Jarl Grudrun fails a saving throw, they can choose to succeed instead.

Actions

Multiattack. Jarl Grudrun makes three Hammer of Thunderbolts attacks, one of which can be a Hammer Hurl.

Hammer of Thunderbolts. *Melee Weapon Attack*: +13 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage.

Hammer Hurl. *Ranged Weapon Attack*: +14 to hit, range 20/60 ft., one target. Hit: 15 (2d6 + 8) piercing damage. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of Jarl Grudrun's next turn.

Summon the Spirits (1/day). Blowing on his horn of valhalla, 4d4 + 4 spectral **berserkers** are summoned, lasting for one hour.

Reactions

Call of Thunder. After taking damage from a ranged attack, Jarl Grudrun can teleport in a flash of thunder up to 60 feet to an unoccupied space he can see.

Legendary Actions

Jarl Grudrun can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jarl Grudrun regains spent legendary actions at the start of its turn.

Hammer of Thunderbolts. Jarl Grudrun makes one Hammer of Thunderbolts attack.

Hammer Hurl. Jarl Grudrun uses the Hammer Hurl action.

Summon the Spirits (1/day). Jarl Grudrun uses the Summon the Spirits action.

Personality

Jarl Gundrun has spent his life being crushed underfoot by those larger than him, and now that he's in a position of power, he's eager to take the role of bully himself. A petty, ruthless dictator, he is obsessed with conquest and rules over his frost giants with an iron fist.

Concerned about other frost giants overthrowing him due to his diminutive size, Gundrun knows he must keep them entertained. To keep their bloodlust sated, Jarl Gundrun runs an expansionist regime, constantly pushing his frost giant armies to raid settlements and claim any survivors for their own.

Personality Trait: ***Ruthless.*** I will undermine those weaker than me, just as I was treated

Ideal: ***Conquest.*** I will conquer and rule all I see

Bond: ***Warband*** I will lead my frost giant reavers to untold riches and glories

Flaw: ***Petty Revenge.*** If I am wronged, I will do whatever it takes to settle up.

Adventure Hooks

Blood on the Ice

On the outskirts of the Frozen North, a defenseless village awaits, knowing Jarl Gundrun and his frost giant reavers ride on for blood and conquest. The only way the party can expect to protect the town is to travel the Frozen North and somehow unite the disparate barbarian tribes under one banner to face this threat head on.

Unwoven Fate

As long as the prophecy of the frost giant Jarl stands, no mutiny against Gundrun will take hold. The frost giants are too fearful and superstitious to go against what's been ordained. To stop him, the party must travel into the Feywild and seek out the three fey who wove this fate in the first place. If they give a new prophecy, the frost giants will turn against Gundrun and exile him. Can they reach the prophets before Gundrun and his assassins?



A Society Restored

After bringing all of the disparate frost giant clans under his heel, the time has come for Gundrun to fulfill his destiny. Leading his armies ever northword, he travels toward Lundertoft, a mythical lost city of the giants where all giantkin dwelled before the Great War with dragons. There, he wishes to awaken ancient titans and primordials who are resting until the day when they are summoned to destroy the lesser folk and let the giants rule once more. Our heroes must follow the clues and race to stop Gundrun and his forces before they claim the city.

Grik the Many

> One goblin can be bad enough. A dozen is a headache... thousands however? That's beyond reasonable.
>
> - Runa Ironaxe

Backstory

Grik the Many was once just Grik. So very lonely. There was no place for him, so he spent years in isolation, walking aimlessly across barren wastelands, forests, and mountain ranges. One fateful day, Grik found two identical looking humans arguing yet speaking in unison. He found the whole situation confusing. One serious clubbing with a sharp rock later, the situation was so much easier to understand. His attention caught a glowing ring that had a reflective surface. The artifact called out to Grik, urging him to wear it. So he did.

The artifact in question is the *Ring of Many-Selves* (see appendix A), a cursed artifact that allows the wearer to cast a twisted version of the simulacrum spell. The consequences were lost on Grik, given his lowered mental capacities. The ring had no means to inflict the goblin with any more insanity than he already held.

The *Ring of Many-Selves* was crafted by the lone wizard Krandal Winterblitz, years ago. Tired of relying on others, he desired the ability to create not one simulacrum, but many. There were complications in the creation however, in that each copy shared a single connection to the host. Each clone thought and sensed everything every other copy could. Insanity quickly ensued. The fate of Krandal was never confirmed. The ring spent time banished to another plane, but with all things that are sent out of sight, they quickly slip out of mind too. Finally they slipped into the grasp of Grik.

Clutching the ring, Grik felt the potential to be something he never truly considered—the chance to be alone no more. The opportunity latched around his mind until he reached out with the ring. On the third attempt Grik stood staring at Grik. One moment later, Grik was joined by Grik, Grik, Grik, and Grik. Grik wasn't alone anymore, in fact, Grik wasn't even Grik anymore. He was Grik the Many.

Physical Description

Grik was never an outstanding goblin in any sense. If you were to line him up with a bundle of goblins nothing would make him stand out. However, that changed once he claimed the ring. His small stature unable to contain the magic within, it began to warp his body. His right arm split at the elbow into three different arms, one of which wearing the ring. Each arm was the result of Grik attempting to clone himself using the ring. In his failure, he split only his arm, creating a grotesque merged copy.

Each simulacrum is physically indistinguishable from the original Grik, aside from the ring missing from their finger. They all speak in thunderous unison, as hundreds of goblins think and feel at the same time.

Personality

Grik is insane. This is incredibly clear. He sees through the eyes of every simulacrum, feels everything they feel, and ultimately thinks what they think. It's a maelstrom of pain, chaos, and insanity. Despite the hindering effects, this is compensated by the sheer number of Grik. Grik only has only one way to solve any problem facing them—make more Grik. As such, it is hard to reason with them or for them to respect anything they significantly outnumber. They refer to those without clones as singles, lonely, or one, with a clear disdain in their voice.



Personality Trait: ***Unity.*** All Griks speak as one, act as one!

Ideal: ***Power.*** No problem many Griks not fix!

Bond: ***Griks.*** We Griks are everythin'!

Flaw: ***Unstable.*** Grik hears all, feels all, is all!

Adventure Hooks

Drowning in Goblins

When Grik the Many encounters something they don't like, such as a village, they overwhelm it. A village Mayor wishes to avoid that.

Didn't I Just Kill You?

The party are ambushed by a strange goblin. This process continues endlessly, until the party can discover the nearby cavern where Grik resides.

Grik Swarm

Huge swarm of Small humanoids (goblinoid), CN

Armour Class 13 (leather armor)
Hit Points 140 (40d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 5 (1,800 XP)

Grik Swarm. The swarm can occupy another creature's space and vice versa. Any creature occupying the same space as the swarm must succeed a DC 18 Strength saving throw or be knocked prone. The swarm can move through any opening large enough for a Small goblin. The swarm can't regain hit points or gain temporary hit points.

Actions

Countless Punches *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 20 (4d8 + 2) bludgeoning damage, or 11 (2d8 + 2) if the swarm has half of its hit points or fewer.

Grik the Many

Small humanoid (goblinoid), chaotic neutral

Armour Class 15 (chain shirt)
Hit Points 100 (20d6 + 20)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	19 (+4)	12 (+1)	10 (+0)	8 (-1)	10 (+0)

Skills Stealth +10
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin
Challenge 20 (25,000 XP)

Nimble Escape. Grik can take the Disengage or Hide action as a bonus action on each of their turns.

Legendary Resistance (3/Day). If Grik fails a saving throw, they can choose to succeed instead.

Never Alone. Grik is always surrounded by 8 **Grik swarms**.

Actions

Multiattack. Grik makes four attacks with their scimitar.

Scimitar *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

Hide in Swarm. Grik can conceal themselves in a nearby Grik swarm becoming untargetable. Creatures can attempt a DC 25 (or 20, if the swarm is under half health) Wisdom (Perception) check to identify Grik in the Grik swarm.

Create Goblin Swarm (Recharge 2-3). Grik uses the *Ring of Many-Selves* to create a Grik swarm.

Reactions

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

Legendary Actions

Grik can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Grik regains spent legendary actions at the start of its turn.

Attack. Grik attacks once with their scimitar.

Hide in Swarm. Grik uses the Hide in Swarm action.

War Cry (Costs 3 Actions). Grik emboldens all **Grik swarms** within 120 feet until the end of its next turn. Embolden creatures gain advantage on attack rolls and have their movement speed increased by 10 feet.

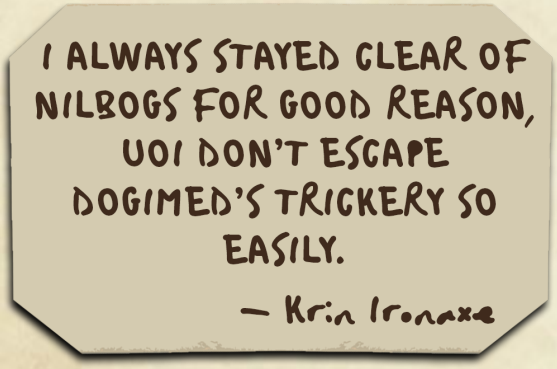
Monstrous Goblins

Unlike the naturally gifted goblins found previously, there is nothing natural about these monstrous goblins. That is not to say they are to be hunted or slain, we cannot help the way in which we are created.

Those found within this chapter are often the result of far more powerful beings, the concerns of beholders, spirits, and gods. Sufficed to say, monstrous goblins are so iconic that it'll be impossible not to notice them.

Unfortunately, there is nothing that can be written to adequately prepare any read for an encounter with any goblin that follows. While we can inform, or in some cases speculate about them, the only thing we can do is to advise extreme caution, something Ulfgar rarely heeds.

Dogimed, Knower of Names



Backstory

Nilbogs are invisible spirits, fractured essence of a slain goblin deity of trickery. They travel from goblin to goblin, spreading tricks and jokes for goblinoids to enjoy or be at the mercy of. Dogimed was fortunate to become a nilbog, putting a quick end to the mistreatment she was receiving, yet she was special.

Despite already being possessed by a nilbog spirit, other nilbogs could also inhabit her body. With each one, they're possession over Dogimed waned. Instead, Dogimed found herself grow stronger until she had a moment of clarity—she was becoming the embodiment of trickery. An avatar of the nameless goblin god. Goblin legend said she had discovered the gods true name, and with it had gained its blessing.

In truth, Dogimed knew the greatest trick she could pull was pretending to know forbidden knowledge. Seekers of the truth ventured from all corners of the realm to speak with her and ask for the truth. Dogimed always asks them to carry out some obscenely impossible task and cackles impishly when they inevitably fail.

> *There was a goblin who knew a name,*
> *And keeping it secret was a game.*
> *Fools travelled far,*
> *To try and meet par.*
> *But alas they were all too lame."* - Dogimed, Knower of Names

Despite the rumours, Dogimed went on to be a travelling jester for goblinkind. With every band of goblins she visited, she left a nilbog in her place to ensure the laughter wouldn'end. Dogimed still carries the laughs with her, expecting a wake of applause and praise from all who are graced with her presence. There are those who refuse to laugh, but one way or another, Dogimed gets the last laugh.

Physical Description

Dogimed tries her best to look no different than any nilbog, she is adorned in a pastel-pink jester outfit complete with a pointed hat and a fool's scepter. Her robed outfit has multiple slits with metal rings that twirl and clatter as she spins around joyously. The only tell that Dogimed is more than she lets on is her eyes, which glow softly with an impish power. She gives a gaze that implies a deep knowledge of all things trickery.

Being an avatar of a trickster god, Dogimed has mastered the ability of shapeshifting, to appear, sound, and act like anyone she desires. This is a skill that she uses liberally, turning back to her goblin form only to deliver the punch-line and stick out her pointed tongue.

Dogimed, Knower of Names

Small humanoid (goblinoid), chaotic evil

Armour Class 14 (leather armor)
Hit Points 112 (19d6 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	10 (+0)	15 (+2)	20 (+5)

Saving Throws Dex +8, Cha +10
Skills Performance +15, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Senses darkvision 60 ft., passive Perception 12
Languages Common, Goblin
Challenge 14 (11,500 XP)

Innate Spellcasting. Dogimed's innate spellcasting ability is Charisma (spell save DC 16). She can innately cast the following spells, requiring no material components:

At will: *mage hand, misty step, Tasha's hideous laughter, vicious mockery*

1/day each: *confusion, hallucinatory terrain, Otto's irrestistable dance, reverse gravity*

Nilbogism. Any creature that attempts to damage Dogimed must first succeed on a DC 16 Charisma saving throw or be charmed until the end of the creature's next turn. A creature charmed this way must use its action praising Dogimed.

Dogimed can't regain hit points, including through magical healing, except through its Reversal of Fortune reaction.

Nimble Escape. Dogimed can take the Disengage or Hide action as a bonus action on each of her turns.

Actions

Fool's Scepter. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 3) bludgeoning damage. The target must make a DC 16 Wisdom saving throw or suffer the effects of the confusion spell until the end of their next turn.

Utter the Name. Dogimed mutters a series of inane syllables. All creatures within 60 feet must make a DC 16 Wisdom saving throw. The creature who fails with the lowest rolls (or ties) suffers one of the following random effects:

1. **Laughter.** The creature suffers the effects of the *Tasha's hideous laughter* spell, until the end of their next turn.
2. **Dancing.** The creature suffers the effects of the *Otto's irrestistable dance* spell, until the end of their next turn.
3. **Confusion.** The creature suffers the effects of the *confusion* spell, until the end of their next turn
4. **Pain.** The creature suffers 20 (5d6) psychic damage.

Reactions

Reversal of Fortune. In response to another creature dealing damage to Dogimed, she reduces the damage to 0 and regains 1d12 hit points.

Legendary Actions

Dogimed can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Dogimed regains spent legendary actions at the start of its turn.

Fool's Scepter. Dogimed makes one Fool's Scepter attack.

Innate Spell. Dogimed casts one of the spells that she can cast at will.

Utter the Name (Costs 2 Actions). Dogimed takes the Utter the Name action.

Personality

Everything Dogimed does is in some form a trick. She cannot help herself as it is the core essence of her being. Her tricks range from playful to painfully acute insults, but rarely verge on cruel. Dogimed's cruel pranks are saved for those who openly mistreat goblinkind, or devout followers of Maglubiyet's cruel teachings.

She tries to make everyone she meets laugh and isn't against using magical means to ensure those around her share in her laughter.

Dogimed tends to end every encounter with a brief limerick, catchy enough to rarely be forgotten.

Personality Trait: ***Limerick Queen.*** I take devilish enjoyment in insulting poems.

Ideal: ***Equality.*** All can be pranked, and all should.

Bond: ***Unnamed God.*** I trick for what was destroyed.

Flaw: ***Zealous Comedian.*** All will laugh, one way or another.



Adventure Hooks

The nature of a nilbog is to appear anywhere at anytime, wherever the best opportunity to play a trick arise. You can imagine how much that is increased when the nilbog possesses the power of a demi-god, as with Dogimed's case. Below are just some suggestions of how the party can encounter Dogimed

The Great Nilbog March

Nilbogs of nearly every goblin band have begun to gather in a single location, led by Dogimed who intends to lead the first ever Great Nilbog March. They will march across the land spreading untold trickery, with sharp tongue insults sent in every direction. Dogimed will not rest until every corner of the realm has been visited, which is why many cities wish for the march to be ended prematurely.

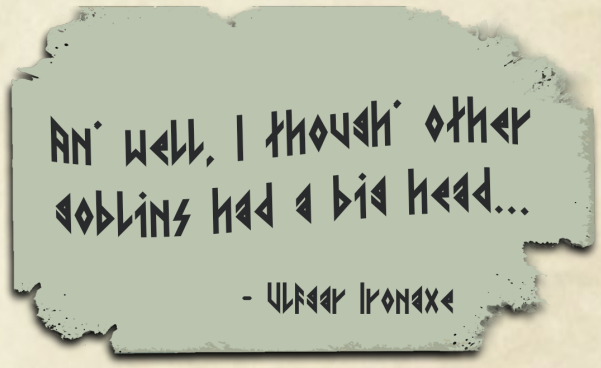
Maglubiyet's Finest

Maglubiyet, the god of goblins and hobgoblins, conquered the goblin gods and killed all but one. Among the slain goblins was the goblin deity of trickery. Intent on getting the last laugh, they're splintered essence is gave birth to the spirits that create nilbogs. Hearing there is a demi-god nilbog who knows the true-name of the goblin trickster god, Maglubiyet sends down a force of his strongest warriors to see this jester silenced and to maintain his order. The adventuring party could get caught up in the middle of the conflict, in a clash of gods.

Trick or Treat

Liar's Night is upon the realm, where everyone adorns costumes during which trickery, pranks, and the occasional pickpocketing is rife. What better night for Dogimed to cause mischief than to blend into a city under the guise of a costumed goblin. Dogimed approaches the adventuring party with a simple question, trick or treat? Whatever they choose, she has plenty of tricks in store.

The X'Goblathar



Backstory

Few know that beholders are created through the dreams of other beholders, and can be warped by whatever the beholder dreams. Zirlish, a solitary beholder, had spent his entire day enslaving, charming, and disintegrating goblins, which proved to be tiring work. A brief sleep was plagued with dreams of goblins, and for a fraction of a second, a beholder goblin amalgamation.

It was in that split second that the X'Goblathar was born. Zirlish and the X'Goblathar fought for control over the lair. Ultimately, Zirlish was defeated. Sent retreating from what he had once called his lair. Zirlish was amazed by the X'Goblathar's wiley nature, thinking in such a chaotic manner that would seem insane to any other beholder.

The X'Goblathar settled into the lair quickly, altering it to suit its own sense of paranoia, and plans. However, the X'Goblathar quickly discovered it had fleeting bouts of intellectual clarity. In a matter of days, the lair was covered floor to ceiling with engravings, small note reminders of essential things to remember. Ironically, those notes were just as quickly forgotten.

To date, the X'Goblathar has been within its lair making grand plans only to forget them in between subjugating nearby creatures. The X'Goblathar plans to be a goblin that will never be forgotten...if only it could remember those plans.

The X'Goblathar

Large aberration, chaotic evil

Armour Class 19 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Int +9, Wis +7, Cha +8
Skills Perception +12
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 22
Languages Common, Deep Speech, Goblin, Undercommon
Challenge 15 (13,000 XP)

Antimagic Cone. The X'Goblathar's central eye creates an area of antimagic, as in the *antimagic field* spell, in a 150-foot cone. At the start of each of its turns, The X'Goblathar decides which way the cone faces and whether the cone is active. The area works against the beholder's own eyes rays.
Forgetful. At the end of each of The X'Goblathar's turns, roll a d20. On a result of 3 or lower, the X'Goblathar forgets about something that it cannot currently see.
Hasty Escape. The X'Goblathar can take the Disengage action as a bonus action on each of its turns.

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 14 (4d6) piercing damage.
Utter the Name. Dogimed mutters a series of inane syllables. All creatures within 60 feet must make a DC 16 Wisdom saving throw. The creature who fails with the lowest rolls (or ties) suffers one of the following random effects:

1. *Forgetfulness Ray.* The targeted creature must succeed on a DC 17 Intelligence saving throw, or forget the last 1d6 years of their life, including the events that led to facing the X'Goblathar. The forgotten memories can be restored by the greater restoration spell or other magic.
2. *Paralyzing Ray.* The targeted creature must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
3. *Fear Ray.* The targeted creature must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Slowing Ray.* The targeted creature must succeed on a DC 17 Dexterity saving throw. On a failed save, the target's speed is halved for 1 minute. In addition, the creature can't take reactions, and it can take either an action or a bonus action on its turn, not both. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
5. *Enervation Ray.* The targeted creature must make a DC 17 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one.
6. *Telekinetic Ray.* If the target is a creature, it must succeed on a DC 17 Strength saving throw or the beholder moves it up to 30 ft. in any direction. It is restrained by the ray's telekinetic grip until the start of the beholder's next turn or until the beholder is incapacitated. If the target is an object weighing 300 pounds or less that isn't being worn or carried, it is moved up to 30 ft. in any direction. The beholder can also exert fine control on objects with this ray, such as manipulating a simple tool or opening a door or a container.
7. *Goblinfication Ray.* The targeted creature must make a DC 17 Wisdom saving throw. On a failed save, the creature is turned into a goblin for 1 hour. The target's game statistics, including mental ability scores, are replaced by that of a goblins. It retains its alignment and personality. The transformation lasts for the duration, or until the target drops to 0 hit points or dies.
8. *Petrification Ray.* The targeted creature must make a DC 17 Dexterity saving throw. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the greater restoration spell or other magic.
9. *Disintegration Ray.* If the target is a creature, it must succeed on a DC 17 Dexterity saving throw or take 45 (10d8) force damage. If this damage reduces the creature to 0 hit points, its body becomes a pile of fine gray dust. If the target is a Large or smaller nonmagical object or creation of magical force, it is disintegrated without a saving throw. If the target is a Huge or larger object or creation of magical force, this ray disintegrates a 10-foot cube of it.
10. *Death Ray.* The targeted creature must succeed on a DC 17 Dexterity saving throw or take 55 (10d10) necrotic damage. The target dies if the ray reduces it to 0 hit points.

Legendary Actions

The X'Goblathar can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The X'Goblathar regains spent legendary actions at the start of its turn.
Eye Ray. The X'Goblathar uses one random eye ray.
Make Note. The X'Goblathar makes a note of something, making it impossible to forget for 1 minute.



Physical Description

From a first glance, it's easy to assume that the X'Goblathar is a green-skinned beholder, but that's wrong. From underneath the 5-foot-diameter spherical head, is a connected tiny goblin body that hangs limply as X'Goblathar floats about. It remains dressed, but the X'Goblathar has no control over the unnaturally small goblin body.

As with other beholders, the X'Goblathar's entire head is mostly dominated by a bulging canary-yellow central eye. Below is a humanlike shaped maw, rows of pointed teeth more akin a goblins. It's surrounding skin is smooth, and ten short stubby eye-stalks jut out from the X'Goblathar's body. Each eye shares the same shade as the central eye.

Personality

The X'Goblathar is a fairly childish beholder, but that is because in essence the X'Goblathar is a wiley chaotic goblin with the occasional intelligence and permanent paranoia of a beholder. They know of their forgetful nature, but refuses to see it as a flaw. The X'Goblathar remains narcissistic, and occasionally cruel, but the goblin nature of ruling a band overpowers the solitary nature of a beholder.

Personality Trait: ***Note-Taker.*** I put everything I think or say to writing or engraving.

Ideal: ***Intolerance.*** I am the perfect form! None compare, and all must be subjugated.

Bond: ***Dream-Seeker.*** I wish to learn how to dream. Everything I do is for this goal.

Flaw: ***Forgetful.*** My brain is simply too large and complex to remember *everything*.



Adventure Hooks

The X'Goblathar is a monstrosity, in the eyes of beholders, goblins, and the realm as a whole. The mere existence of him is likely to cause disturbances, as it either resides in its lair or ventures to cause havoc. Below are just some suggestions to have the adventurers clash with the X'Goblathar.

Sent Packing

Zirlish, being the unfortunate beholder to dream of the X'Goblathar, managed to escape with his life. However, he is a prideful creature and is ravenous to get back into *his* lair.

Without his horde of items, or minions to obey, Zirlish floats to nearby settlements to gain aid. He is not an unreasonable beholder, but certainly demands help under veiled threats.

Perfect Plan... Forgotten

The X'Goblathar has stints of beholder-level intelligence where machinations and plans can be set into motion. His forgetfulness then is his ultimate bane, as mid-way through a plan to claim a vault of magical wonders, the X'Goblathar can't quite remember the next step.

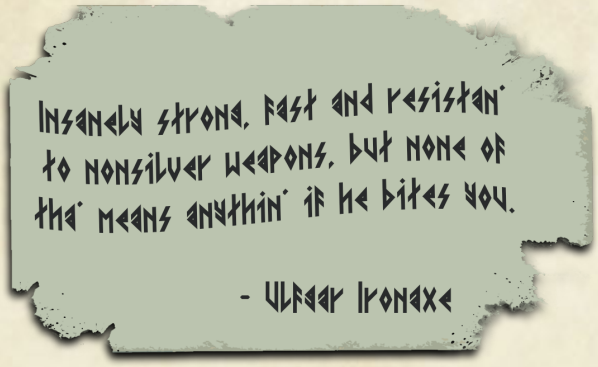
He now refuses to leave the vault until he can remember exactly what the plan was leading it. The owners of said vault send out a plea for any capable adventurers to come to their aid.

In -my- Image?

The name X'Goblathar bears a remarkable similarity to another iconic beholder, the Xanathar, leader of the Xanathar Thieves' Guild in Waterdeep. Word of the X'Goblathar's existence travels rather quickly.

It is in every beholder's best interest to know the locations of their own kind. The Xanathar takes the X'Goblathar existence to be both an insult and something to be handled, if not by agents of the Xanathar then by the adventuring party.

Grandal the Packleader



Backstory

Goblins are often envy filled creatures, a trait that is echoed in part by Bargrivyek, a goblin deity. Bargrivyek wishes all goblins to fight united as a sole universal goblin tribe. Deep within Avernus, the existence of lycanthropy was a curious discovery for Bargrivyek. He grew envious of deities like Selune or Malar, each staking claim over good or evil lycanthropes respectively.

Bargrivyek considered matters for a moment, reaching out with his divine powers to bless a chosen goblin with a boon. The chosen goblin was Grandal. No one can point to why it was Grandal, most believe it was random chance. Many argue that the boon was more of a curse than a blessing, but Grandal shifted forms to become stronger than all goblins before him. Most importantly however, he received a powerful bite that curses the target with Goblinthropy. Bargrivyek could unite all goblins by turning all humanoid creatures *into* goblins. However, Maglubiyet, head of the goblin pantheon, was displeased. Maglubiyet forced Bargrivyek to vow never to create another goblinthrope, and he reluctantly agreed.

Grandal was then abandoned, though he once believed he was the chosen one of gods, his prayers went unanswered. Rather than wallow or resort to anger, Grandal believed this to be a test of faith. The teachings of Bargrivyek were clear, cooperation for all goblinkind. He started small, gathering followers, and afflicting others with the curse. Grandal's followers acted less like a war-band, and more like a pack.

They were fierce, roaming, and acted for the good of the pack. Giving Grandal the mantle of Packleader was only a natural progression.

Each humanoid afflicted with the goblinthropy curse is brought into the pack and taught how to control shifting shapes. If they give up control, they join the pack as respected members. However, if they attempt to cling to their non-goblinoid life they are discarded.

Physical Description

Weregoblins have exaggerated goblin features and are taller, furrier, and stronger than common goblins. At standing height, each weregoblin averages 6 feet tall. Grandal the Packleader is no exception, with given the boons of Bargrivyek, there are warg features that cover his form. Thick black fur coats his upper half, and vicious fangs protrude from his mouth. His eyes do little to hide the feral thoughts inside his mind, for they are wild and piercing.

Grandal the Packleader wields a white-tipped flail, both as a religious symbol for Bargrivyek, but also to knock enemies asunder. In Grandal's other hand is a whip, which acts as a means to pull victims close and suffer a cursed bite. The only other item that Grandal wears is a loincloth, as he has such faith in his natural armour to keep him safe.

Personality

Grandal the Packleader is a religious fanatic, having received a gift from his God, there is no end to his faith. He is devoted to spreading the goblinthropy curse, as he believes it is his birthright. Goblins that question his authority are not harmed, as that would be against Bargrivyek's teaching, but they find themselves convinced through "other" means. Each humanoid afflicted with the curse is a success, and Grandal the Packleader rewards weregoblins that spread the curse incredibly well.

Within his pack, Grandal ensures that there are goblin clerics, and everyone collaborates for the betterment of the pack. Ultimately, within his pack, Grandal is kind, forgiving, and caring. But there is no love spared for non-humanoid creatures. At the very least, other humanoids can be afflicted with the curse, the others are just hazards.

Personality Trait: *Tireless.* Grandal not wait, never rest.

Ideal: *Goblin Cooperation.* All goblins must fight as one.

Bond: ***Bargrivyek.*** Bargrivyek give me power. I follow, no ask why.

Flaw: ***Self-Importance.*** Grandal is gift from gods. Nothing stop that.

Adventure Hooks

Once Cursed, Twice Shy

All it takes is one fateful encounter with a weregoblin for a member of the party to be afflicted with the curse. While curing the curse is no issue for an experienced adventuring party, it may cause them to wonder what Goblinthropy is and where it possibly could've come from?

Imitation is the Highest Form of Flattery

If the characters have connections to the gods Selune or Malar, it is possible that Grandal the Packleader would be seen as an offensive goblin gesture. He would need to be urgently dealt with. Weregoblins are not natural, and are an affront to what "should be". High tier campaigns often involve the deities themselves, and it may be appropriate for them to ask the party to handle these matters on their behalf.

The Roaming Pack

Believing that he is following some divine purpose, Grandal the Packleader roams the land. He seeks humanoids to continue bolstering his forces, and a roaming horde of goblins is likely to cause grave concern to civilisations. They reach out for the adventuring party, urging for assistance on how to handle the roaming pack and their leader.

Player Characters as Weregoblins

A character that becomes a weregoblin retains his or her statistics except as specified by weregoblin type. The character gains the the weregoblin's speeds in non-humanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the weregoblin's natural bite attack, which deals damage as shown in the weregoblin's statistics.

The following information applies to weregoblins: The character gains a Dexterity and Strength of 17 if his or her score isn't already higher. Attack and damage rolls for the bite are based on whichever is higher of the character's Strength and Dexterity. They also gain the Shapechanger, Keen Smell, and Nimble Escape abilities.

Grandal, Packleader

Small humanoid (goblinoid, shapechanger), chaotic neutral

Armour Class 14 in humanoid form, 18 (natural armor) in warg and hybrid form
Hit Points 255 (30d8 + 120)
Speed 30 ft. (40 ft. in warg or hybrid form)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	18 (+4)	19 (+4)	10 (+0)	12 (+1)	10 (+0)

Saving Throws Str +11, Dex +19
Skills Athletics +11, Perception +6, Stealth +9
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 16 (15,000 XP)

Keen Smell. Grandal has advantage on Wisdom (Perception) checks that rely on smell.
Magic Claws/Weapons. Grandal's attacks are magical.
Magical Resistance. Grandal has advantage on saving throws against spells and other magical effects.
Nimble Escape. Grandal can take the Disengage or Hide action as a bonus action on each of his turns.
Shapechanger. Grandal can use his action to polymorph into a Large warg-humanoid hybrid or into a Large warg, or back into his true form, which is humanoid. His statistics, other than his size and AC, are the same in each form. Any equipment he is wearing or carrying isn't transformed, he reverts to his true form if it dies.

Actions

Multiattack. In warg form, Grandal makes two claw attacks and one bite. In humanoid form, he makes three maul attacks. In hybrid form, he can attack like a warg or a humanoid. In either form, he uses his Incite Rampage if he can.
Bite (Warg or Hybrid Form Only). *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage. If the target is a humanoid, it must succeed on a DC 18 Constitution saving throw or be cursed with weregoblin lycanthropy.
Claw (Warg or Hybrid Form Only). *Melee Weapon Attack*: +12 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.
Maul (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 13 (2d6 + 6) bludgeoning damage.
Incite Rampage (Recharge 2-3). One creature that Grandal can see within 30 feet of him can use its reaction to make a melee attack if it can hear Grandal.



Weregoblin

Small humanoid (goblinoid, shapechanger), chaotic neutral

Armour Class 12 in humanoid form, 15 (natural armor) in goblin and hybrid form
Hit Points 99 (18d8 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	12 (+1)	8 (-1)	12 (+1)	10 (+0)

Saving Throws Str +6, Dex +6
Skills Athletics +6, Perception +7, Stealth +6
Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.
Senses darkvision 60 ft., passive Perception 17
Languages Common, Goblin
Challenge 5 (1,800 XP)

Keen Smell. The weregoblin has advantage on Wisdom (Perception) checks that rely on smell.
Nimble Escape. The weregoblin can take the Disengage or Hide action as a bonus action on each of its turns.
Shapechanger. The weregoblin can use its action to polymorph into a medium goblin-humanoid hybrid or into a small goblin, or back into its true form, which is humanoid. Its statistics, other than its size and AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed, it reverts to its true form if it dies.

Actions

Multiattack. In goblin form, the weregoblin makes two scimitar attacks and one bite. In humanoid form, it makes three scimitar attacks. In hybrid form, it can attack like a goblin or a humanoid.
Bite (Goblin or Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with weregoblin lycanthropy.
Scimitar (Humanoid or Hybrid Form Only). *Melee Weapon Attack*: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Reations

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



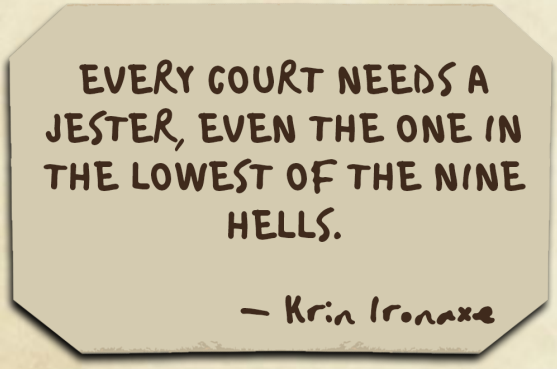
Planar Goblins

These goblins cannot be found within our plane of existance. And believe me when I say that this made researching them considerably more challenging, unless you have the funds of Volo, teleporting between realms is far from cheap!

My ramblings aside, most wouldn't be surprised to discover that goblins are not unique to our realm. In our research, there have been tales of goblins within the Nine Hells, the Feywild, Mount Celestia, the Shadowfell, and even the Abyss. Most are beyond dangerous for your average explorer, but we are nothing if not diligent in our work.

Traversing to a different plane is dangerous by itself, so it is recommended that if you seek out any of the following goblins, you (and whoever you might be travelling with) are prepared for a possibility of not returning home.

Lash, Asmodeus's Pet



Backstory

Asmodeus seldom leaves the ninth layer of hell, for he values order and privacy. But duty calls every few millennia and he begrudgingly leaves Nessus to attend to matters. When Zariel supplanted the pit fiend Bel as the ruler of Avernus was one such duty. While Asmodeus surveyed the unrelenting Blood War raging all over Avernus, a mass of demons broke through the ranks of devils and surged toward the place Asmodeus was standing.

In the chaos, he spotted an odd little lemure that surprisingly held his attention. The vile little thing was waving at Asmodeus, Lord of Hell, with its fleshy little appendages, trying to get his attention. Instead of being offended, the Prince of Evil was vaguely amused. It was then that Asmodeus realized the lemure might be pointing to something behind him.

He whirled around to counter a mighty blow from a longsword-wielding molydeus, incarnation of chaos and evil. Destroying his enemy in an instant, Asmodeus turned to the lemure. In life he had been a goblin warrior named Lash, but Asmodeus transformed him into an impish goblin, sparking fiery jealousy in millions of overlooked devils.

"Come with me to Nessus, little one. I'm in much need of amusement," said the Lord of the Nine Hells. And that is how Lash came to be Asmodeus's pet. The funny part is, Lash really was only waving.

Physical Description

Lash looks like a charred goblin's body that's been hollowed out to host a molten-hot flame within. His eyes, nose, and mouth exude heat, making the air around his head bend and shimmer. Two leathery wings wrap around him like a cloak or unfurl to take flight.

Personality

Lash is as fortunate as anyone can be in hell, but he is not smart. He has survived this long with only his droll charm as a playful, miniature pet. He is petty and cruel to those beneath him and fawning and sycophantic to those who might cause him problems.

Personality Trait: ***Two-faced*** I am nice, so nice and cute and funny to Asmodeus. Everyone else can go eat rocks.

Ideal: ***Survival*** If it takes a song, dance, and snuggle to keep me off the front lines, I'll do it.

Bond: ***Asmodeus.*** I love Master Asmodeus, for he loves me!

Flaw: ***Many.*** Lash is an unintelligent, vindictive, impulsive, sycophantic little goblin. Almost everyone but Asmodeus hates him.

Lash, Asmodeus's Pet

Small fiend (devil, goblinoid), lawful evil

Armour Class 13 (16 with *mage armor*)
Hit Points 90 (20d6 + 20)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	8 (-1)	10 (+0)	18 (+4)

Saving Throws Dex +7, Con +5
Skills Arcana +3, Religion +3, Performance +8, Persuasion +8, Stealth +7
Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered
Damage Immunities fire, poison
Condition Immunities charmed, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages Common, Goblin, Infernal
Challenge 10 (5,900 XP)

Dark One's Own Luck (Recharges after a Short or Long Rest). When Lash makes an ability check or saving throw, he can add a d10 to the roll. Lash can do this after the roll is made but before any of the roll's effects occur.
Devil's Sight. Magical darkness doesn't impede Lash's darkvision.
Magic Resistance. Lash has advantage on saving throws against spells and other magical effects.
Nimble Escape. Lash can take the Disengage or Hide action as a bonus action on each of his turns.
Innate Spellcasting. Lash's innate spellcasting ability is Charisma. He can innately cast the following spells, requiring no material components:

At will: *alter self, false life, levitate (self only), mage armor (self only), silent image*

1/day each: *feeblemind, finger of death, plane shift, power word stun*

Shapechanger. Lash can use his action to polymorph into a form that resembles a bat (5 ft., fly 30 ft.), a giant rat (30 ft.), or a scorpion (10 ft.), or back into his true form. His statistics are the same in each form, except for the speed changes noted. Any equipment he is wearing or carrying isn't transformed. He reverts to his true form if he dies.
Spellcasting. Lash is a 20th-level spellcaster. His spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). He regains his expended spell slots when he finishes a short or long rest. He knows the following warlock spells:

Cantrips (at will): *eldritch blast, fire bolt, friends, mage hand, minor illusion, prestidigitation, shocking grasp*

1st–5th level (4 5th-level slots): *banishment, burning hands, fireball, flame strike, hellish rebuke, magic circle, scorching ray, scrying, stinking cloud, suggestion, wall of fire*

Actions

Multiattack. Lash attacks twice with his scimitar.
Scimitar (Bite or Sting in Beast Form). *Melee Weapon Attack*: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage plus 22 (4d10) fire damage.
Invisibility. Lash magically turns invisible until he attacks or until his concentration ends (as if concentrating on a spell). Any equipment Lash wears or carries is invisible with him.

Adventure Hooks

Help Lash

Should they ever find themselves in hell, the adventurers might see a winged goblinoid creature barrelling out of the ash-strewn sky toward them like a bat out of hell. Lash is frantic and babbling, imploring the heroes for help.

It seems he's made too many enemies. They finally determined to destroy Lash and the frightened devil-goblin needs help. He promises that Asmodeus will be very pleased with them if they save him.

I Can Haz Souls?

Asmodeus has finally grown tired of his little goblinoid pet. "It's time you were of some use," Asmodeus growled one day in a tone Lash was not accustomed to. He ordered Lash to the Material Plane to claim a soul for hell.

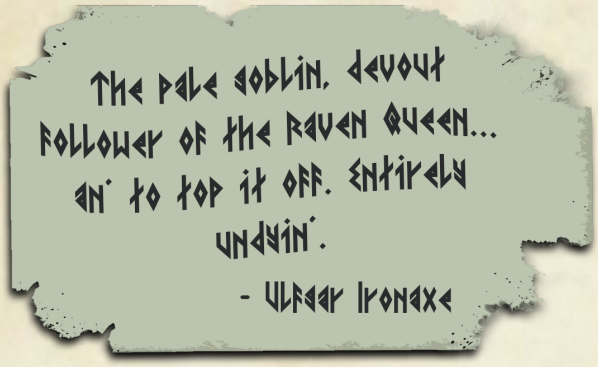
The only problem is Lash doesn't know how to even draft a contract much less trick a mortal into signing away their soul. His first clumsy attempt is on the adventuring party. When that backfires, he asks them for help.

Asmodean Goblin Kingdom

Lash has been sent to the Material Plane, but this time he is sent to capture goblin souls. In short order, entire tribes are converted to the cult of the Dark Prince. They unite under Asmodeus's unholy symbol and begin to wage war on the free kingdoms. And in the middle of it all is Lash, insufferably pleased with his own handiwork and bursting to tell Asmodeus about his success.



Niisk the Undying



Backstory

When goblins worship their god, Maglubiyet, it is not done out of awe, but of fear. Every goblin knows when they die, their spirits go into the ranks of Maglubiyet's army where they are subject to his tyranny until the end of time.

Most goblins deal with that fear with cowardice on the battlefield, but to Niisk, this fear became an obsession. Determined to never be conscripted into Maglubiyet's service, Niisk sought out ancient knowledge in a quest for immortality. In his travels, he learned of The Raven Queen, the Goddess of death. Building an altar to her in the woods, he swore a blood oath to serve her forever, if she'd spare him from Maglubiyet.

The Raven Queen, amused and charmed by this goblin's earnest vow, summoned him into the Shadowfell. As the goblin knelt before her, she heard his plea. The Raven Queen accepted his vow. Some believe this was a simple lark, while others think she may have seen a great destiny ahead of him.

The Raven Queen granted this goblin immortality in exchange for servitude. When slayed, rather than joining the armies of Maglubiyet, Niisk reforms in the Court of the Raven Queen where he is sent back to the material realm. When asked what he must do in service to her, the Raven Queen simply responded "Punish hubris" and sent him on his way.

Physical Description

Niisk is a pale white Goblin who radiates cold, and has a milky white coating over his dark eyes. He is always clad in black robes, held together by a bronze raven clasp.

He carries a walking staff, and is always attended by two ravens- some believe these ravens send reports back to his queen.

Personality

The touch of the Shadowfell has made Niisk adopt a cold and distant personality. He will sometimes drift away from his thoughts in mid-sentence, staring off into the middle distance as if hearing unknown voices.

Niisk is fiercely loyal to the Raven Queen, and does all he can to enact her will. Interpreting her orders of "Punish Hubris," Niisk works to unseat any in a position of power. Wherever a rebellion against a cruel tyrant has formed, Niisk will join the cause, assisting by sewing chaos among the ruler's domain or through an assassination. Amusingly enough, once the rebellion is successful and a new ruler takes place, Niisk will then focus his attention on them—the only good ruler is a dead ruler.

Personality Trait: ***Unfaltering.*** None shall stop me, for nothing can stop my devotion.

Ideal: ***Anarchy.*** To place oneself in authority over another is hubris that must be punished. No law should bind man or goblin.

Bond: ***Queen of Undeath.*** I am dedicated to the Raven Queen, she who spared me from the whims of Maglubiyet

Flaw: ***Existential Dread.*** I am terrified of a final death and will do whatever it takes to stay alive and in the Raven Queen's favor.

Adventure Hooks

Good for the Goose

Duke Barnaby Redmon was a cruel and unjust ruler. Living off of unfair taxes, the "Fellowship of the Plains" formed a small militia to attempt to overthrow him. Recruiting Niisk for help, they successfully deposed Duke Redmon, and the Fellowship Leader, Master Amelia Landon began a rule based on kindness on fairness.

However, to Niisk, all rulers are the same, and the Goblin now turns his eye on Amelia. The party is recruited to protect her and stop Niisk and his assortment of anarchists as the new fledgling government starts to form.

Niisk the Undying

Small humanoid (goblinoid), neutral

Armour Class 14 (robe)
Hit Points 120 (20d6 + 40)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	11 (+0)	12 (+1)	10 (+0)

Saving Throws Dex +7, Wis +6
Skills Acrobatics +7, Perception +6, Stealth +11
Damage Resistances necrotic
Condition Immunities charmed, exhaustion
Senses darkvision 60 ft., passive Perception 16
Languages Common, Goblin
Challenge 12 (8,400 XP)

Assassinate. During his first turn, Niisk has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Niisk scores against a surprised creature is a critical hit.

Burden of Hubris. Beasts or humanoids, that start their turn within 10 feet of Niisk have disadvantage on saving throws, and has their speed reduced by 15 feet until the start of their next turn.

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

Hasty Escape. Niisk can take the Disengage action as a bonus action on each of his turns.

Legendary Resistance (3/Day). If Niisk fails a saving throw, they can choose to succeed instead.

Sneak Attack (1/Turn). Niisk deals an extra 13 (4d6) damage when he hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of Niisk that isn't incapacitated and Niisk doesn't have disadvantage on the attack roll.

Actions

Multiattack. Niisk makes two phantasmal dagger attacks.

Phantasmal Dagger. *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 13 (4d4 + 3) piercing damage plus 19 (3d12) necrotic damage, and the target has disadvantage on saving throws until Niisk's next turn.

Shadow Jump. As a bonus action, Niisk can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. This ability may be used between the weapon attacks of another action Niisk takes.

Reactions

Reversal of Fortune. In response to another creature dealing damage to Dogimed, she reduces the damage to 0 and regains 1d12 hit points.

Legendary Actions

Niisk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Niisk regains spent legendary actions at the start of his turn.

Phantasmal Dagger. Niisk makes one phantasmal dagger attack.

Shadow Jump. Niisk uses the Shadow Jump action.

A Final Death

Niisk has been plaguing the realm for entirely too long—he's been slain multiple times, but with each death he reforms in the Shadowfell, only to return to the Material Plane afterwords. A daring plan is concocted to finally finish him off for good.

The party must kill Niisk in the material plane, then quickly travel into the Shadowfell, slaying him again in the court of the Raven Queen herself.

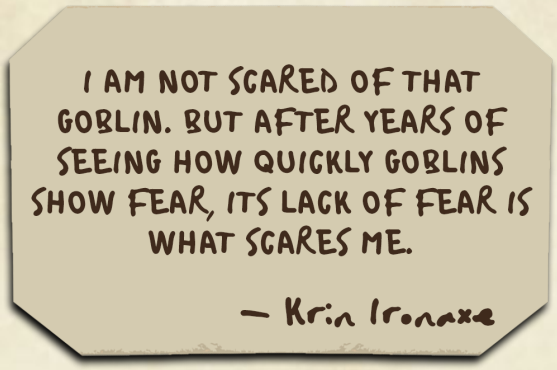
War of the Gods

Maglubiyet learns of Niisk and in a rage, decides the Raven Queen has overstepped her boundaries. He sends an exarch and a legion of undead wraith goblins to the material realm, planning to seize Niisk and integrate him into the army.

If this can be managed, Maglubiyet can turn his eye and mounting a full scale invasion of the Shadowfell. The party finds themselves trapped between warring factions, and must either choose a side or somehow de-escalate.



Jitters, Dread Apostle of Skiggaret



Backstory

Jitters started life as an ordinary goblin with one small flaw—she knew no fear. It wasn't that she was particularly brave or skilled, just devoid of any self-preservation. Her flaw almost got her killed several times. Scars all over her body bear witness to this.

Her life changed when Jitters's tribe was overrun by a gang of bugbears looking to conscript goblins for a new war. Instead of surrender, as goblins are wont to do, Jitters stood her ground and stabbed the bugbear captain in the back, right through his heart. This spooked the hobgoblins so much they fled before Jitters.

This brave and impetuous act tickled Skiggaret, bugbear god of fear, so much that when Jitters died a few months later, he raised her from the dead, gave her great power, and brought her to the 241st layer of the Abyss to serve as his personal dread apostle. Now Skiggaret sends Jitters as his messenger and harbinger of doom.

Physical Description

Jitters looks like a typical goblin, except she is constantly surrounded by shadow and bears dozens of grisly scars. She wears the unholy symbol of Skiggaret, a black claw, on a talisman hanging from a chain around her neck and on the hilt of her blade. Fear never crosses her face.

Personality

Nothing brings Jitters more pride and pleasure than spreading fear. Her favorite kind is impending doom. She likes that she looks unassuming, so her enemies underestimate her. Having never felt fear, she experiments and studies it with unnerving detachment and coldness.

Personality Trait: ***Fearless.*** I feel no fear. And though I can see you don't fear me, you will.

Ideal: ***Fear.*** I don't want you dead. I want you to wish you were.

Bond: ***Allegiance.*** I have sworn my undying life to Skiggaret.

Flaw: ***Overconfidence.*** I never surrender or flee, even when the fight goes poorly.

Adventure Hooks

Goblin Uprising

Every other eon, Skiggaret grants Jitters a century of leave from his service. During this brief respite from undying servitude, Skiggaret travels to the Material Plane and leads the downtrodden goblins against their oppressive commanders. Goblinoid hordes collapse for a time, but then goblin armies painted with Skiggaret's symbol in black tar (and without a bugbear or hobgoblin in sight) come in unrelenting waves against freefolk's towns and cities. They always leave survivors to spread the seeds of fear.

Official Business

When cowardice overcomes bravery, Jitters is always near. Those who have broken ranks and fled a battle see her on the sidelines watching them. Those who leave comrades-in-arms behind to perish see her face in reflective surfaces. One way to atone for cowardly actions is to call Jitters name, face her in battle, and resist the urge to flee.

Destroy the Sword

Jitter's sword is evil. The souls it consumes live in a demiplane of fear and horror forever. Many heroes have tried to wrest the sword from Jitters's grasp but all have failed. Perhaps you can slay Jitters, shatter her sword, and free untold numbers of souls from an eternity of torment.

Jitters, Dread Apostle of Skiggaret

Small humanoid (goblinoid), chaotic evil

Armour Class 17 (studded leather)
Hit Points 110 (20d6 + 40)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	20 (+5)	14 (+2)	10 (+0)	21 (+5)	18 (+4)

Saving Throws Con +7, Wis +10, Cha +9
Skills Intimidation +9, Religion +5, Stealth +10
Damage Immunities psychic
Condition Immunities charmed, frightened
Senses blindsight 10 ft., darkvision 120 ft., passive Perception 12
Languages Abyssal, Common, Goblin
Challenge 15 (13,000 XP)

In Shadow. Jitters is always in shadow that only magical light can dispel. In dim light, she emits darkness in a 10-foot radius and, in bright light, this area is darkened to dim light.

Magic Resistance. Jitters has advantage on saving throws against spells and other magical effects.

Spellcasting. Jitters is a 20th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). Jitters has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame, thaumaturgy*

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

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

3rd level (3 slots): *bestow curse, dispel magic, speak with dead, spirit guardians*

4th level (3 slots): *banishment, freedom of movement, guardian of faith, locate creature*

5th level (3 slots): *contagion, dispel evil and good, geas, planar binding*

6th level (2 slots): *harm, true seeing*

7th level (2 slots): *divine word, etherealness*

8th level (1 slot): *antimagic field*

9th level (1 slot): *gate*

Actions

Multiattack. Jitters makes two attacks with her Dread Sword.

Dread Scimitar. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) bludgeoning damage, plus 14 (4d6) psychic damage. In addition, the target must succeed on a DC 18 Wisdom saving throw or become frightened of Jitters for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Whenever the Dread Sword reduces a creature to 0 hit points, the sword slays the creature and devours its soul unless it is a construct or an undead. A creature whose soul has been devoured by the Dread Sword can be restored to life only by destroying the sword or by a *wish* spell.

Frightful Presence. Each creature of Jitters's choice that is within 60 feet of her and aware of her must succeed on a DC 18 Wisdom saving throw or become magically frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Jitters's Frightful Presence for the next 24 hours.

Summon Demon (1/Day). Jitters magically summons a nabassu with a 75 percent chance of success. If the attempt fails, Jitters takes 5 (1d10) psychic damage. The summoned creature appears in an unoccupied space within 60 feet of Jitters and acts as Jitters's ally. It remains for 10 minutes, until it or Jitters dies, or until Jitters dismisses it as an action.

Legendary Actions

Jitters can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Jitters regains spent legendary actions at the start of her turn.

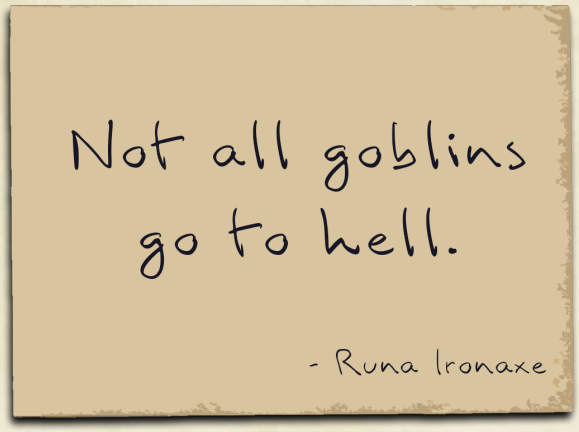
Dread Scimitar. Jitters makes one attack with her Dread Scimitar.

Compel Demon (Costs 2 Actions). An allied demon within 30 feet of Jitters uses its reaction to make one attack against a target of Jitters's choice that she can see.

Cast a Spell (Costs 1-3 Actions). Jitters expends a spell slot to cast a 1st-, 2nd-, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.



Gobb the Redeemed



Backstory

Gobb was a vicious goblin chieftain who conquered a vast swath of goblindom united under his blood-stained banner. His goblin empire was so sadistic and powerful that the good-aligned gods heard the prayers of their worshipers and sent a champion to stop Gobb by any means necessary.

That divine champion was a solar knight named Heavenspar. But when confronted by Heavenspar with his misdeeds, Gobb did something unexpected. He fell down, as if dead, for a long time; then he groveled; then he listened to Heavenspar; then he changed. Heavenspar turned Gobb into his squire, taught him morals and ethics, and witnessed Gobb transform his life. Not only did Gobb dissolve his kingdom, he made it a lifelong goal to restore the kingdoms he destroyed.

When Gobb died, his soul went to heaven, and he became a goblinoid angel.

Physical Description

Gobb is unmistakably a goblin, but one with an otherworldly aura and black wings with a lustrous shimmer. He wields the weapons he knew in life—a scimitar and javelins—but each is aflame with divine light. When he assumes his mortal aspect, he appears as a wizened, ancient goblin who leans on a gnarled walking stick.

Personality

Gobb is usually soft-spoken and merciful, but he is swift to strike down the unrepentant wicked. He considers himself fortunate to have seen both sides of alignment, and the debt he owes for Heavenspar is one that can never be repaid.

However, Gobb acts with the intention to offer redemption for all, sometimes indirectly by provided advice, other times directly before Gobb's hand is forced.

Personality Trait: *Sublime.* I am the best of goblinkind and an exemplar of what we all could be.

Ideal: *Redemption.* I always give people one chance to change, but no more than one.

Bond: *Innocence.* I never turn my back on the defenseless and innocent.

Flaw: *Irreverent.* I'm still a goblin after all, so I can't help but try to make my fellow angels crack a smile.

Adventure Hooks

Test of Faith

Gobb tests the faithful by appearing in his mortal form. Those who are unwise attack him on sight and the celestial goblinoid teaches these heretics a lesson they won't soon forget. But Gobb grants boons and quests to those who see past the pointed ears and yellow skin.

Gobb the Fallen

The greatest devils were once the truest angels. Gobb was a terrifying warlord in life. Should he fall from grace, he might set out with all his otherworldly might to remake his empire on the Material Plane and expand from there.

Find Heavenspar

The greatest quest Gobb might entrust to mortal heroes is to help him find his beloved savior, Heavenspar the Forgotten. Heavenspar was sent to Avernus to see if he could redeem the fallen celestial Zariel back when her treachery was first discovered. No one has heard of him since.

Gobb the Redeemed

Small celestial (goblinoid), lawful good

Armour Class 20 (natural armor)
Hit Points 178 (17d6 + 119)
Speed 30 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	24 (+7)	25 (+7)	15 (+2)	23 (+6)	27 (+8)

Saving Throws Con +13, Wis +12, Cha +14
Skills Perception +12, Religion +8, Stealth +10
Damage Resistances radiant; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities necrotic, poison
Condition Immunities charmed, exhausted, frightened, poisoned
Senses truesight 120 ft., passive Perception 22
Languages Celestial, Common, Goblin, telepathy 120 ft.
Challenge 17 (18,000 XP)

Angelic Weapons. Gobb's weapon attacks are magical. When Gobb hits with any weapon, the weapon deals an extra 5d8 radiant damage (included in the attack).

Indomitable (3/Day). Gobb rerolls a failed saving throw.

Innate Spellcasting. Gobb's spellcasting ability is Charisma (spell save DC 22). Gobb can innately cast the following spells, requiring no material components:

At will: *detect evil and good, invisibility (self only)*

3/day each: *dispel evil and good, flame strike, raise dead*

1/day each: *commune, insect plague*

Magic Resistance. Gobb has advantage on saving throws against spells and other magical effects.

Mortal Aspect. At will, Gobb can transform into an ordinary unwinged goblin without any celestial features, or back into his celestial form.

Actions

Multiattack. Gobb makes three weapon attacks.

Scimitar. *Melee Weapon Attack*: +14 to hit, reach 5 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack*: +10 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage plus 22 (5d8) radiant damage.

Flying Javelin. Gobb releases one of his javelins to hover magically in an unoccupied space within 5 feet of him. If Gobb can see the javelin, Gobb can mentally command it as a bonus action to fly up to 50 feet and either make one attack against a target or return to Gobb's hands. If the hovering javelin is targeted by any effect, Gobb is considered to be holding it. The hovering javelin falls if Gobb dies.

Reactions

Divine Retribution. Gobb knows if he hears a lie and, when he does, may choose to cast *flame strike* on the one who uttered the lie as a reaction requiring no material components.

Mercy for the Weak. When a creature Gobb can see targets one of Gobb's allies with an attack, Gobb can swap places with the target, and Gobb becomes the target instead.

Legendary Actions

Gobb can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gobb regains spent legendary actions at the start of its turn.

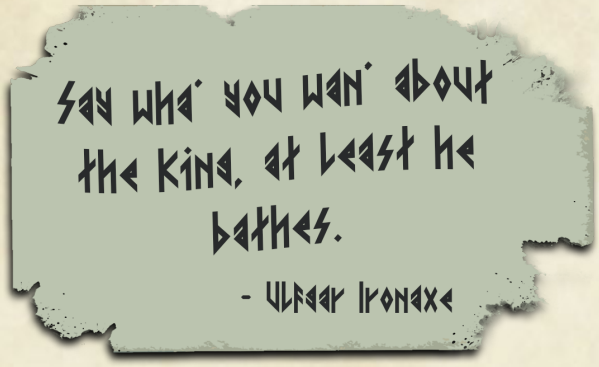
Teleport. Gobb magically teleports, along with any equipment he is wearing or carrying, up to 120 feet to an unoccupied space he can see.

Fiery Healing (Costs 2 Actions). Each of Gobb's allies in a 20-foot-radius sphere centred on Gobb heals 8d6 damage. Any creature healed in this way is also freed from any curse, disease, poison, blindness, or deafness.

Send to Hell (Costs 3 Actions). A target Gobb can see must succeed on a DC 21 Charisma saving throw or be banished to hell with a faint popping noise. If the target is not native to hell, the target remains there for only 1 minute, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied, and suffers 10d10 psychic damage as it reels from its horrific experience.



King Snaktrax, The Unbound



Backstory

An ambitious Goblin can be a dangerous thing indeed. Snaktrax always knew he was destined for a life of greatness, but he also learned early on that this greatness would only be achieved through conquest. Snaktrax always found this facet of goblin life frustrating because he was naturally charismatic, charming, and talented at manipulation. However, these skills were a waste simply because t goblins are generally mistrusted. Any he may try to bargain or parlay with would already be on edge, assuming that a goblin would manipulate them. Though generally true, Snaktrax always found this unfair.

Snaktrax knew he had to content himself with being a big fish in a small pond—or "the biggest fly on the dung pile", as he often bitterly referred to himself. Working himself up the ranks of the goblin clan, through manipulations, assassination, and "might makes right" combat, Snaktrax found himself as a goblin boss. This satisfied his ambitions for a time, but Snaktrax had great goals. He saw great potential in goblinkind- if only the goblin clans could unite under one banner! However, between goblin infighting, and attacks from outsiders, he found this goal impossible to enact and accomplish.

One day, while leading a goblin raiding party through the woods, Snaktrax discovered an unusual outcropping of rocks. Ancient standing stones converged with strange runes carved into them. Investigating the stones to satisfy idle curiosity, Snaktrax and his warband found themselves in a new realm. Here in the Feywild, everything seemed more vivid and more alive.

Finding themselves unable to return to the material plane, Snaktrax made himself at home in the Feywild. With his goblin lieutenants at his side, Snaktrax did what he and his crew had always done best. Getting the lay of the land, they survived through a mixture of scavenging and roadside ambushes. Proving his team's affinity for violence, they began hiring themselves out to local lords and ladies, making themselves available for assassination, assault, and warfare jobs. Here, however, Snaktrax was thrilled to learn the rules of this particular game were different.

On the material plane, Snaktrax found mercenary work was normally rewarded with food or gold. Here in the Feywild, the currency was often favors. Although his lieutenants balked, Snaktrax began making plans. Rather than pledge himself to one lord (that would limit growth, after all), Snaktrax kept his forces on the move, building connections to any in the Feywild who needed dark deeds done.

Serving an Eladrin Lord, a Fomorian King, and a coven of Hags, Snaktrax gradually built up a remarkable set of resources. From an Eladrin Lord, he had land and a title to call his own. From the Fomorian King, he expanded his forces- more goblins, hobgoblins, and ogres serving beneath his banner. From the hags, he bargained for the information on dark rituals and arcane knowledge, giving Snaktrax magical capabilities.

Now a goblin wizard King of an (admittedly small) domain, Snaktrax plots and plans, preparing to make his moves both upon the Feywild, and the material plane.

Physical Description

Wanting to conduct himself as proper nobility, Snaktrax is overly concerned with good grooming and bathing. When on his throne, he wears fine silks and ornately designed robes (won from doing favors for an Eladrin Lord). When leading his armies to war, he wears custom fitted armor of cold iron.

Personality

Snaktrax attempts to portray himself as a goblin king worthy of legends and myths. He tends to make grand gestures when he speaks and gives long and carefully rehearsed motivational speeches whenever possible.

Personality Trait: *Regal* I am a King in my own right, from the way I speak down to how I walk.

Ideal: ***Power.*** Through strength of arms and cleverness, I will gain the power I need to never be looked down upon again

Bond: ***Goblins.*** I will serve as an example to all goblinkind of the heights we can achieve.

Flaw: ***Headstrong.*** If I feel my position is being disrespected, I will fly off the handle.

Adventure Hooks

The Long Night

King Snaktrax has made a bargain with The Prince of Frost. If the Ring of Winter is delivered to the Prince, Snaktrax gains both his favor and the delight of the knowledge that the material plane is being frozen into an eternal ice age.

Rumors reach the heroes that Snaktrax's forces have successfully recovered the Ring of Winter from Chult and are sailing towards the Isle of Dread, the closest link to the Feywild. Characters must either intercept Snaktrax's fleet at sea, or find his militia on the island before the ring can be delivered.

Lord Cannoth's Favor

Deep within the untamed wilderness of the Feywild lies Cendriane. Once a magnificent crystal city, most of the structures were destroyed long ago by some terrible secret weapon unleashed in a war between Eladrin and Drow. Now the ruler of these lands is Lord Cannoth, a Vampire Lord said to know the secret of what terrible beast or item caused such chaos.

Spies inform the characters that King Snaktrax and his diplomats, guarded by a militia, are making their way to Cendriane to form an alliance. Characters must prevent this alliance and perhaps learn the truth of what happened to Cendriane to stop it from ever happening again.

Against the Goblin King

King Snaktrax is finally making his move. Gathering his alliances—fomorians, hags, eladrin, and creatures from the wild under his banner—he lays siege to the great fey city of Astrazalian. This gleaming city, in addition to holding treasures and weapons untold within its vaults, is positioned near the most consistent crossing into the material plane. If Snaktrax can hold Astrazalian, laying siege to the material plane is the sure next step. Characters must make their stand here against his armies and stop Snaktrax once and for all.

King Snaktrax, the Unbound

Small humanoid (goblinoid), chaotic evil

Armour Class 21 (cold plate + shield)
Hit Points 168 (21d6 + 84)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	10 (+0)	15 (+2)	18 (+4)

Saving Throws Dex +9, Cha +10
Skills Athletics +10 Performance +16, Stealth +9
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks.
Senses darkvision 120 ft., passive Perception 12
Languages Common, Goblin, Elvish, Giant, Sylvan
Challenge 19 (22,000 XP)

Hasty Escape. King Snaktrax can take the Disengage action as a bonus action on each of his turns.
Magic Resistance. King Snaktrax has advantage on saving throws against spells and other magical effects.
Magical Weapons. King Snaktrax's weapon attacks are magical.
Spellcasting. King Snaktrax innate spellcasting ability is Charisma (spell save DC 20). She can innately cast the following spells, requiring no material components:

At will: *hold person, ray of frost, gust of wind, fog cloud, misty step, fear*

3/day each: *blight, cone of cold, ice storm, ray of enfeeblement, wall of ice*

1/day each: *eyebite, control weather*

Actions

Longsword. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: (3d8 + 4) slashing damage plus (3d8) cold damage. If King Snaktrax scores a critical hit, he rolls damage dice three times, instead of twice.
Death Glare. King Snaktrax targets one frightened creature he can see within 30 ft. of him. If the target can see King Snaktrax, it must succeed on a DC 14 Wisdom saving throw against this magic or drop to 0 hit points.

Legendary Actions

King Snaktrax can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. King Snaktrax regains spent legendary actions at the start of his turn.
Longsword. King Snaktrax makes one longsword attack.
Innate Spell. King Snaktrax casts one of the spells that he can cast at will.



Appendix A: Magical Items

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.

Deck of Many-Goblin Things

Wonderous item, legendary

A stack of 13 ebony cards contained in a linen sack, each card bearing crude goblin depictions. Before you draw a card, you must announce how many you intend to draw and then draw them randomly. As soon as you draw a card from the deck, its magic takes effect.

Once a card is drawn, it fades from existence then reappears in the deck (other than the Lucky Rock and Metal box), making it possible to draw the same card twice.

The Deck of Many-Goblin Things

Playing Card	Card & Effect
Jack of Diamonds	**Maglubiyet.** You gain the following ability. Once per short rest, you may use a reaction so the next time you hit a creature with a weapon attack you deal 2d12 additional force damage.
Queen of Diamonds	**Shiny Rock.** You cast *meteor swarm* centered on yourself, however you are immune to the damage it deals.
Jack of Diamonds	**Boss.** Whatever occupation you may have, you are promoted to the next highest rank. If no rank exists, you create a new one that everyone remembers or recalls you as always having had.
10 of Diamonds	**Equality.** Roll a d20. Everyone of your ability scores become that value. A *greater restoration* effect restores your ability scores back to what they were.
King of Hearts	**Lucky Rock.*** You are granted the ability to cast the wish spell once.
Queen of Hearts	**Bargrivyek.** A five mile plot of land, centered on yourself, becomes designated as the rightful territory of goblins. All goblins will know and some will willingly travel towards the plot of land to settle.
Jack of Hearts	**Warg.** You gain the service of a 1d4 **wargs** who appears in a space you choose within 30 feet of you. The wargs appear to serve you loyally until death. You control these wargs.
10 of Hearts	**Shield.** You gain resistance to piercing, slashing, and bludgeoning damage dealt from non magical weapons.
King of Clubs	**Khurgorbaeyag.** You become enslaved to Khurgorbaeyag, the goblin lesser deity known as the Overseer. At any point, you are compelled to carry out the will of Khurgorbaeyag. Once you have completed the task, you are freed.
Queen of Clubs	**Giant.** Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category. Your Strength becomes 23 (+6).
Jack of Clubs	**Metal Box.*** You become immune to nonmagical damage for 10 minutes.
10 of Clubs	**Maelstrom.** You cast *fireball* three times, designating the target each time. The second fireball's fire damage is replaced with cold, and the third fireball's fire damage is replaced with lightning.
King of Spades	**Baghast.** You gain the service of a goblin who appears in a space you choose within 30 feet of you. The goblin appears to serve you loyally until death, saying the fates have drawn him or her to you. However, the goblin is a **baghast** in disguise, looking to claim your soul.

Playing Card	Card & Effect
Queen of Spades	**Hole.** A 100-foot-wide and 500-foot-deep hole appears centered on yourself.
Jack of Spades	**Chains.** Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A wish spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.
Ten of Spades	**Meriadar.** You gain the racial attributes and your body alters to take on a physical feature of three of the following races selected at random (reroll duplicates): 1. Dragonborn 2. Dwarf 3. Elf 4. Gnome 5. Kenku 6. Firbolg 7. Bugbear 8. Kobold 9. Tabaxi 10. Triton
Joker	**Nilbog.** You gain the following ability: once per short rest, in as a reaction when another creature deals damage to you, reduce the damage to 0 and regains 1d6 hit points.

Ring of Many-Selves

Wondrous Item, artifact (requires attunement)
You can use an action to create a copy of yourself. The copy is a creature, and it can take actions and otherwise be affected as a normal creature. It appears the same as you, but it has a quarter of your hit point maximum and is formed without any equipment. The clone otherwise has all your statistics.

The clone is friendly to you and creatures you designate. It obeys your spoken commands, moving and acting in accordance with your wishes and acting on your turn in combat. The clone lacks the ability to learn or become more powerful, so it never increases its level or other abilities, nor can it regain expended spell slots.

Cursed. Every clone created shares the same consciousness. If any clone takes damage, you must make a DC 16 Intelligence saving throw or be paralyzed until the end of your next turn. If a clone is killed, the DC is increased to 20 and on a failed save you suffer damage equal to the damage dealt to kill the clone, or half as much on a successful one.

Random Properties. The *Ring of Many-Selves* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial properties
- 3 minor detrimental properties

Destroying the Ring. The ring can only be destroyed by a being that is truly one in body, mind, and soul. Most angels will be able to simply destroy the Ring of Many-Selves.

Lamp of Shaa

Wondrous item, legendary (requires attunement)
This ornate, finely decorated lamp is bound to the noble **efreeti** known as Shaa. You may spend an action to rub the lamp, which instantly summons Shaa to your location. Then, you may use a bonus action to order Shaa to cast the *wish* spell on your behalf. Once the wish spell has been cast three times, the lamp vanishes along with Shaa.

In addition, while you are the holder of the lamp you gain the following benefits:

- You are immune to fire damage
- You can speak in Ignan.
- You may use a bonus action to teleport the lamp from its current location into your hands.
- Once per day, if you become damaged, you may use a reaction to become invulnerable for 1 minute, and Shaa (an efreeti) appears to defend you.

Appendix B: Sidekicks

Goblin

Goblin

1st-level Small humanoid (goblinoid)

Armour Class 15 (leather armor, shield)
Hit Points 7 (2d6)
Speed 30 ft.

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

Saving Throws Dex +4
Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin

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

Actions

Scimitar. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.
Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Perkin – Example Goblin Sidekick

Even by goblin standards, Perkin is tiny. However, to compensate from being mercilessly bullied, Perkin has mastered the stab and run technique. Passed down from his parents, and grandparents, anyone who looks mildly aggressive is met with a flurry of shanks before Perkin's scurries away.

Personality Trait: *Armed* Perkin keep shiv tied to hand, so Perkin never forget where it was put.

Ideal: *Respect.* You no be mean to Perkin, an' Perkin no stab you.

Bond: *Cooks.* Feed Perkin, and Perkin be friend for life or a day.

Flaw: *Fear of the Small* Perkin always tha' smallest... so when somethin' smaller. Tha' freaky.

Goblin Beyond 1st-Level

Level	Hit Points	New Features
2nd	10 (3d6)	***Fury of the Small.*** As a bonus action when the goblin damages a creature with an attack and the creature's size is larger than the goblin's, it can cause the attack or spell to deal extra damage to the creature. The extra damage equals the goblin's level.
3rd	14 (4d6)	***Redirect Attack.*** When a creature the goblin can see targets it with an attack, the goblin chooses another creature it can see within 5 feet of it. The two swap places, and the chosen creature becomes the target instead.
4th	17 (5d6)	***Ability Score Improvement.*** The goblin's Str. and Cha. scores increase by 2, raising their modifiers by 1. ***Moderately Armored*** The goblin gains proficiency with medium armor.
5th	21 (6d6)	***Extra Attack.*** The goblin can attack twice, instead of once, whenever it takes the Attack action on its turn.
6th	25 (7d6)	***Proficiency Bonus.*** The goblin's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in the Saving Throws and Skills entries by 1, and increase the bonuses to hit of the weapon attacks by 1.

Covert Barghest

Covert Barghest

1st-level Small fiend (shapechanger)

Armour Class 15 (natural armor)
Hit Points 9 (2d6 + 2)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	13 (+1)	12 (+1)	14 (+2)

Saving Throws Str +4
Skills Deception +4, Intimidation +4, Perception +5, Stealth +6
Damage Resistances acid, poison
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin, Infernal

Fire Banishment. When the barghest starts its turn engulfed in flames that are at least 10 feet high or wide, it must succeed on a DC 15 Charisma saving throw or be instantly banished to Gehenna. Instantaneous bursts of flame (such as a red dragon's breath or a *fireball* spell) don't have this effect on the barghest.
Keen Smell. The barghest has advantage on Wisdom (Perception) checks that rely on smell.
Shapechanger. The barghest appears to be a Small goblin. It reverts to its true form if it dies.

Actions

Claws. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Prunel – Example Covert Barghest Sidekick

A mature barghest, Prunel has been hunting goblins for years. She enjoys it. Whenever she finds herself in goblin form, a manic toothy grin spreads across her lips.

Personality Trait: ***Foreshadower.*** I like to toy with my prey, often hinting at my plans directly to them, and playing it off as a mere jest.

Ideal: ***Power of Destiny.*** The fate of my victims are destined, I might as well savour the moment.

Bond: ***The General of Gehenna.*** If I am to get the afterlife I deserve, powerful souls must be delivered.

Flaw: ***Tormentor.*** I desire prey to know it was hopeless from the very start.

Covert Barghest Beyond 1st-Level

Level	Hit Points	New Features
2nd	13 (3d6 + 3)	***Innate Spellcasting.*** The barghest's innate spellcasting ability is Charisma (spell save DC 12). The barghest can innately cast the following spells, requiring no material components: At Will: *levitate, minor illusion, pass without trace.*
3rd	22 (4d8 + 4)	***True Form.*** The barghest can use its action to polymorph into a Medium fiend or back into its goblin form. Other than its size and speed (60 feet in barghest form), its statistics are the same in each form. Its Hit Dice become d8s, and it gains the following attack: ***Bite.*** Melee Weapon Attack (true form only): +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.
4th	27 (5d8 + 5)	***Ability Score Improvement.*** The barghest's Strength score increases by 2, raising the modifier by 1. ***Thick Hide.*** The barghest's Armor Class increases to 17. It gains resistance to cold, fire, and lightning damage.
5th	33 (6d8 + 6)	***Innate Spellcasting.*** The barghest adds the following spells: 1/day each: *charm person, dimension door, suggestion*
6th	52 (7d10 + 14)	***Fiendish Stamina.*** The barghest's Constitution score increases by 2, raising the modifier by 1. The barghest's true form is now that of a Large fiend. Its Hit Dice become d10s.

Nilbog

Nilbog

1st-level Small humanoid (goblinoid)

Armour Class 13 (leather armor)
Hit Points 7 (2d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	13 (+1)

Saving Throws Cha +3
Skills Stealth +6
Senses darkvision 60 ft., passive Perception 9
Languages Common, Goblin

Nimble Escape. The nilbog can take the Disengage or Hide action as a bonus action on each of its turns.
Nilbogism. Any creature that attempts to damage the nilbog must first succeed on a DC 11 Charisma saving throw or lose the attack or spell.

Actions

Fool's Scepter. *Melee Weapon Attack*: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.
Shortbow. *Ranged Weapon Attack*: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Nilbog Beyond 1st-Level

Level	Hit Points	New Features
2nd	10 (3d6)	***Innate Spellcasting.*** The nilbog's innate spellcasting ability is Charisma (spell save DC 11). The nilbog can innately cast the following spells, requiring no material components: At Will: *mage hand, Tasha's hideous laughter*
3rd	14 (4d6)	***Reversal of Fortune.*** As a reaction in response to another creature dealing damage to the nilbog, the nilbog reduces the damage to 0 and regains 1d6 hit points. The nilbog can no longer regain hit points, including through magical healing, except through this feature. ***Innate Spellcasting.*** The nilbog adds the following spell: *vicious mockery* (at will).
4th	17 (5d6)	***Ability Score Improvement.*** The nilbog's Cha score increase by 2, raising the Cha modifier and spell save DC by 1. ***Innate Spellcasting.*** The nilbog adds the following spells: *confusion* (1/day), *dream* (1/day).
5th	21 (6d6)	***Improved Nilbogism.*** A creature that attempts to damage the nilbog and fails the, now DC 12, saving throw is charmed. A creature charmed in this way must use its action praising the nilbog.
6th	25 (7d6)	***Proficiency Bonus.*** The nilbog's proficiency bonus increases by 1, so make the following changes in the stat block: increase the bonuses in Saving Throws, Skills, and rolls to hit of its spells and weapon attacks by 1. ***Innate Spellcasting.*** The nilbog adds the following spell: *Otto's irresistible dance* (1/day).

Pirt - Example Nilbog Sidekick

Pirt is a quirky nilbog, always wearing an eight pointed jester hat that looks like the eye-stalks of a beholder, just with a little more jingling. She has a nasty habit of tripping friends and foes up, cackling with laughter as they tumble forward.

Personality Trait: ***Compulsive Tripper*** Oh? I no trip you, my foot did tha' by itself.

Ideal: ***Comedy.*** If no one is laughin', whats tha' poin'?

Bond: ***Laughter.*** If you laugh, you good for Pirt.

Flaw: ***Vindictive.*** If you no trip, I make you fall -hard-.

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