



GOBLIN INVENTOR

Goblins are well-known for their ingenuity when it comes to fashioning insidious and deadly traps out of whatever resources and materials happen to be available to them. It's no surprise then, that when a goblin gets their hands on a supply of dangerous and volatile alchemical reagents, that they might immediately use them to craft surprisingly effective—if predictably unstable—weapons of war.

Goblin inventors collect scrap metals and discarded reagents and materials wherever they go, gathering it all into a mismatched hoard of mechanical and magical detritus. Against all odds—and common sense—a capable goblin inventor can then sift through these countless useless odds and ends, and combine them into something truly effective and often *downright terrifying*.

GOBLIN INVENTOR

Small humanoid (goblinoid), chaotic neutral

Armor Class 16 (breastplate)

Hit Points 52 (8d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	18 (+4)	7 (-2)	11 (+0)

Saving Throws Dex +5, Con +5, Int +7

Skills Arcana +7, Sleight of Hand +5

Damage Resistances acid, fire

Senses darkvision 60 ft. passive Perception 8

Languages Common, Goblin

Challenge 6 (2,300 XP)

Indiscriminate Artillery. If the goblin misses with an attack with its alchemical launcher against a creature, the attack then targets another randomly-chosen creature or object within 5 feet of the original target, if any. Subtract 2 from the original attack roll, using this result to determine whether the attack hits the new target. This can occur only once for each of the goblin's alchemical launcher attacks.

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

Actions

Multiattack. The goblin either makes two attacks with its shortsword, or two attacks with its alchemical launcher.

Poisoned Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage.

Scoped Rifle. *Ranged Weapon Attack:* +5 to hit, range 80/240 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage.

Alchemical Launcher. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target or a point the goblin can see within 120 ft. *Hit:* varies, depending on the loaded ammunition:

Acid. *Hit:* 7 (2d6) acid damage, plus an additional 3 (1d6) acid damage at the end of the target's next turn.

Alchemist's Fire. *Hit:* 3 (1d6) fire damage, and the target is ignited. Until a creature takes an action to douse the fire, the target takes 3 (1d6) fire damage at the end of each of its turns.

Holy Water. *Hit:* If the target is a fiend or undead, it takes 14 (4d6) radiant damage.

Oil. *Hit:* If the target is a creature or object, it is coated with oil. If the target is a hard surface, it is coated with oil in a 5-foot radius centered on the point of impact. If a target that is coated with oil takes fire damage before the oil evaporates (after 1 minute) or is rinsed off, the burning oil deals an additional 5 (1d10) fire damage to that creature. If a coated surface takes fire damage, the area ignites, dealing 5 (1d10) fire damage to each creature in the area.

Shrapnel Bomb (2/Day). *Hit:* 2 (1d4) bludgeoning damage. Hit or miss, the target and each other target within 15 feet of it must make a DC 15 Dexterity saving throw, taking 17 (5d6) piercing damage on a failed save, or half as much on a successful one.

Smoke Bomb (3/Day). *Hit:* 2 (1d4) bludgeoning damage. Hit or miss, the bomb begins to emit a cloud of thick smoke centered on the target which creates a heavily-obscured area in a 5-foot radius around the point of impact. The radius of this cloud increases by 5 feet each round at initiative counts 10 and 0 (losing initiative ties), up to a maximum radius of 20 feet. The cloud remains for 1 minute, or until dispersed by a moderate wind of 20 or more miles per hour.