

## GOBLIN WARRIORS

### GOBLIN WARRIOR

*Small humanoid (goblin), neutral evil*

**Armour Class** 15 (leather armour, 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)

**Skills** Stealth +6

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

**Languages** Common, Goblin

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

**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.

### GOBLIN BRUISER

A goblin bruiser wears leather armour (AC 13), has a Strength of 14 (+2) and wields a greatsword (+4 to hit, reach 5 ft., one target. *Hit:* 9 [2d6+2] slashing damage).

### GOBLIN SLINGER

A goblin slinger wears studded leather armour (AC 14) and wields a sling (+4 to hit, range 30/120 ft., one target. *Hit:* 5 [1d4+2] bludgeoning damage).

### GOBLIN SNIPER

A goblin sniper wears studded leather armour (AC 14) and wields a heavy crossbow (+4 to hit, range 100/400 ft., one target. *Hit:* 8 [1d10+2] piercing damage).

### GOBLIN NAMES

D20 NAME	D20 NAME
1 Borgi	11 Lurg
2 Kral	12 Bristor
3 Alx	13 Boc
4 Crel	14 Zorg
5 Karx	15 Szart
6 Wrag	16 Nim
7 Gark	17 Mit
8 Praks	18 Prak
9 Ak	19 Ruk
10 Kric	20 Mirk

## TREASURE

D20 TREASURE	D20 TREASURE
1 1sp, 9 cp	11 16 sp, 9 cp
2 1 sp, 7 cp	12 1 gp, 7 sp, 12 cp
3 1 sp, 3 cp	13 1 gp, 2 ep, 12 sp, 7 cp
4 1 sp	14 1 gp, 4 ep, 6 sp, 14 cp
5 1 sp, 5 cp	15 11 gp, 2 ep, 5 sp, 16 cp
6 2 sp, 4 cp	16 3 gp, 8 sp, 20 cp
7 1 gp, 13 sp, 4 cp	17 11 gp, 5 sp
8 1 gp, 6 sp, 5 cp	18 7 gp, 3 ep, 7 sp, 19 cp
9 1 gp, 8 sp, 10 cp	19 1 pp, 4 sp, 35 cp
10 1 gp, 7 sp, 11 cp	20 3 pp, 8 gp, 4 ep, 17 cp

## TRASH & TRINKETS

D20 TRASH & TRINKETS	
1	A ball of dirty string, one cracked red and blue marble and a scrap of soiled parchment
2	A rusty shard of sword blade and a small mummified rat
3	A soiled, torn remnant of a white dress
4	An oil-soaked nine-foot length of thin rope
5	A tinderbox filled with bone fragments to hide a small red candle and half a gold coin
6	A bent caltrop covered in dried blood and a screwed-up piece of parchment
7	An old, worn sling and six smooth stones along with four lead bullets
8	A skinned rabbit (or other small creature) wrapped in a bloody strip of cloth with a small, blunt knife
9	A pair of rotten elf ears strung on a length of red twine
10	A broken pipe decorated with worn carvings of dragons belching flame
11	A badly carved wooden figurine of an emaciated dog
12	An antique worn brass key missing one of its teeth
13	A black wrought iron arrow sized for a giant's longbow
14	A pouch filled with crushed flowers, herbs, three pine cones and assorted weeds
15	A pair of poorly inked bone six-sided dice
16	A sodden candle that smells strongly of urine, a skinned squirrel and a thin leather belt
17	A flask of oil, a tinderbox and a mass of dried wood clippings all held together in a smoke-scented pouch
18	A pair of over-sized hooped brass earrings, a broken quill and a half empty vial of vermilion ink
19	An empty wineskin with a small hole at the bottom
20	A book's leather front cover with the title, "My Amazing Life by Vilimzair Aralivar"