

## GOBLIN SAPPER

Small • Fey (Goblinoid) • Chaotic Evil

**Armor Class** 13

**Initiative** +2 (12)

**Hit Points** 18 (4d6 + 4)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	12 (+1)	9 (-1)	8 (-1)	8 (-1)

**Saving Throws** Con +3

**Skills** Athletics +1, Stealth +4

**Gear** bomb, dagger, leather

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

**Languages** Common, Goblin

**CR** 1/2 (XP 100; PB +2)



**Volatile Payload.** When the goblin takes fire damage (even if that damage would kill it), *Constitution Saving Throw*: DC 10, the goblin and each creature in a 10-foot emanation originating from the goblin. *Failure*: 13 (3d8) fire damage.

### ACTIONS

**Bomb.** *Ranged Weapon Attack*: +4, range 20/60 ft. *Hit*: 7 (2d6) fire damage, and each creature within 5 feet of the target takes half as much damage.

**Special Bomb (2/Day).** The goblin either throws a sticky or smoke bomb to a point it can within 30 feet. The bomb turns a 10-foot square centered on the point into either difficult terrain (sticky bomb) or heavily obscures it (smoke bomb) for 1 minute. The smoke can also be dispersed by a strong wind (such as one created by *gust of wind*).

### BONUS ACTIONS

**Long Fuse.** If the next Bomb attack hits the target, the attack deals its damage not immediately but at the start of the target's turn.

**Nimble Escape.** The goblin takes the Disengage or Hide action.

## GOBLIN SAPPER — WEAKER

**Armor Class** 12

**Initiative** +2 (12)

**Hit Points** 10 (3d6)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	13 (+1)	10 (+0)	9 (-1)	8 (-1)	8 (-1)

**Skills** Athletics +1, Stealth +4

**Gear** bomb, dagger, leather

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

**Languages** Common, Goblin

**CR** 1/8 (XP 25; PB +2)



**Volatile Payload.** When the goblin takes fire damage (even if that damage would kill it), *Constitution Saving Throw*: DC 10, the goblin and each creature in a 5-foot emanation originating from the goblin. *Failure*: 9 (2d8) fire damage.

### ACTIONS

**Bomb.** *Ranged Weapon Attack*: +3, range 15/30 ft. *Hit*: 3 (1d6) fire damage, and each creature within 5 feet of the target takes half as much damage.

**Special Bomb (1/Day).** The goblin either throws a sticky or smoke bomb to a point it can within 30 feet. The bomb turns a 10-foot square centered on the point into either difficult terrain (sticky bomb) or heavily obscures it (smoke bomb) for 1 minute. The smoke can also be dispersed by a strong wind (such as one created by *gust of wind*).

### BONUS ACTIONS

**Long Fuse.** If the next Bomb attack hits the target, the attack deals its damage not immediately but at the start of the target's turn.

**Nimble Escape.** The goblin takes the Disengage or Hide action.

## GOBLIN SAPPER — STRONGER

**Armor Class** 15

**Initiative** +2 (12)

**Hit Points** 58 (9d6 + 27)

**Speed** 30 ft.



**STR**

8 (-1)

**DEX**

17 (+3)

**CON**

16 (+3)

**INT**

9 (-1)

**WIS**

8 (-1)

**CHA**

8 (-1)

**Saving Throws** Con +5

**Skills** Athletics +1, Stealth +4

**Gear** bomb, dagger, studded leather

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

**Languages** Common, Goblin

**CR** 3 (XP 700; PB +2)

**Volatile Payload.** When the goblin takes fire damage (even if that damage would kill it), *Constitution Saving Throw*: DC 10, the goblin and each creature in a 10-foot emanation originating from the goblin. *Failure*: 22 (4d10) fire damage.

### ACTIONS

**Multiattack.** The goblin makes one Bomb attack. It can use its Special Bomb before or after this attack.

**Bomb.** *Ranged Weapon Attack*: +4, range 20/60 ft. *Hit*: 18 (4d8) fire damage, and each creature within 5 feet of the target takes half as much damage.

**Special Bomb (3/Day).** The goblin either throws a sticky or smoke bomb to a point it can within 30 feet. The bomb turns a 10-foot square centered on the point into either difficult terrain (sticky bomb) or heavily obscures it (smoke bomb) for 1 minute. The smoke can also be dispersed by a strong wind (such as one created by *gust of wind*).

### BONUS ACTIONS

**Long Fuse.** If the next Bomb attack hits the target, the attack deals its damage not immediately but at the start of the target's turn.

**Nimble Escape.** The goblin takes the Disengage or Hide action.