

GOBLIN TRICKSTER

Small • Fey (Goblinoid) • Chaotic Evil

Armor Class 14

Initiative +3 (13)

Hit Points 36 (8d6 + 8)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	11 (+0)	12 (+1)	8 (-1)	10 (+0)

Skills Sleight of Hand +5, Stealth +7

Gear dagger, leather

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR 2 (XP 450; PB +2)

Evasion. If the goblin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the goblin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Multiattack. The goblin makes two Dagger attacks. It can replace one of these attacks with Confuse.

Dagger. *Melee or Ranged Weapon Attack:* +5, reach 5 ft or range 20/60 ft. *Hit:* 8 (2d4 + 3) piercing damage.

Confuse (1/Day). *Wisdom Saving Throw:* DC 11, one creature within 5 feet of the goblin that it can see. *Failure:* The target perceives all creatures as goblins and can't distinguish between friend and foe until the end of its next turn.

GOBLIN TRICKSTER — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 13 (3d8)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	10 (+0)	11 (+0)	8 (-1)	9 (-1)

Skills Sleight of Hand +4, Stealth +4

Gear dagger, leather

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR 1/4 (XP 50; PB +2)

Evasion. If the goblin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the goblin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4, reach 5 ft or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage.

Confuse (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 5 feet of the goblin that it can see. *Failure:* The target perceives all creatures as goblins and can't distinguish between friend and foe until the end of its next turn.

Spellcasting. The goblin casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11):

At will: *minor illusion*

2/day: *blur*, *disguise self*

BONUS ACTIONS

Vanish. The goblin becomes invisible and takes the Hide action. The invisibility lasts until the start of its next turn or ends early after the goblin makes an attack roll, deals damage, or casts a spell.

Spellcasting. The goblin casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 10):

At will: *minor illusion*

1/day: *disguise self*

BONUS ACTIONS

Vanish. The goblin becomes invisible and takes the Hide action. The invisibility lasts until the start of its next turn or ends early after the goblin makes an attack roll, deals damage, or casts a spell.

GOBLIN TRICKSTER — STRONGER

Armor Class 15

Initiative +4 (14)

Hit Points 82 (15d6 + 30)

Speed 30 ft.



STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	14 (+2)	14 (+2)	8 (-1)	12 (+1)

Skills Sleight of Hand +7, Stealth +10

Gear dagger, leather

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

CR 5 (XP 1,800; PB +3)

Evasion. If the goblin is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the goblin instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

ACTIONS

Multiattack. The goblin makes two Dagger attacks. It can replace one of these attacks with Confuse.

Dagger. *Melee or Ranged Weapon Attack:* +7, reach 5 ft or range 20/60 ft. *Hit:* 17 (3d8 + 4) piercing damage.

Confuse (1/Day). *Wisdom Saving Throw:* DC 13, one creature within 5 feet of the goblin that it can see. *Failure:* The target perceives all creatures as goblins and can't distinguish between friend and foe until the end of its next turn.

Spellcasting. The goblin casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 11):

At will: *minor illusion*

3/day: *blur*, *disguise self*

BONUS ACTIONS

Vanish. The goblin becomes invisible and takes the Hide action. The invisibility lasts until the start of its next turn or ends early after the goblin makes an attack roll, deals damage, or casts a spell.