

MDT14

**MICRO
DUNGEONS**

**CROWN OF THE
GOBLIN KING**

Ready to play micro dungeon crawling set for 5th Edition Fantasy

ND HOBBIES

5E





CROWN OF THE GOBLIN KING



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Introduction

Today we have two main types of micro dungeon products, those that have a consistent theme across all five dungeons, and those that have different themes (the classics). Making micro dungeons based on a particular theme makes our work easier in many ways, but it also makes it easier for the user to find what they are looking for among their multiple documents.

However, we didn't want to abandon Micro Dungeons editions with varied dungeons because we believe that part of the spirit of Micro Dungeons is to take a random dungeon and run it without knowing what awaits the adventurers.

If you play multiple Micro Dungeons in a single game night (*and people have told us they do, that's amazing*), I think it's more fun to have different themes on each of them. But that is, of course, up to each table to decide.

Design Philosophy

When we started making micro dungeons, our idea was to have an old school style, and that included the random and dangerous dungeons. However, we always receive the same question in all products: *what level is it designed for?*

Scalable monsters were our first answer to that question; you can play them at any level, and if you want the battles to be balanced (which is not required in this game), then you can modify the monsters.

But the truth is that scalable monster tables aren't widely used, and preparing them is extra work for the Game Master, so we resorted to making dungeons for certain levels. Most of them are for the second tier of the game, because it is the most played. The matter of balance, well, varies from table to table.

In the end, I think that if the product is easier to use for our audience and we do what they were asking us to do, it ends up being a better product than it was in the beginning.

Frequently Asked Questions

Micro Dungeons takes modern 5e gameplay and brings it back to the basics with short dungeons that feature interesting encounters and story offerings that can be added into a longer adventure or played as self-contained mini adventures.

Since the early editions of this product, we have received several questions about how to use it, and I list some of them here.

- **Map size:** Dungeon maps are made of 10 'x 10' squares. That is the size that dungeon maps have always been, as far as I know, as opposed to battle maps which are 5 'x 5'. That means most corridors in the Micro Dungeons are 10 'wide.
- **Target player level:** We used to make dungeons for scalable monsters before, but because so few people use the scalable

monster tables, we feel like it's a lot of work for so little benefit. Now, each dungeon has the level for which it is best suited. In the end, it is not necessary for it to be balanced to have an optimal experience; a very high level monster for players could be avoided instead of facing it in combat, etc.

- **Where are the stat blocks?** Each micro dungeon usually has several monsters, and we try to include at least one new monster per dungeon. However, we also add monsters found in the 5th edition SRD. That means that if you use the monster book from the game's core rules, you must have them already. Otherwise, every time one of those monsters is mentioned in this document, the name has a link to an online version of that monster on our website.
- **New stat blocks.** All monsters that were created specifically for this edition of Micro Dungeons are listed at the end of this document in order of appearance.
- **Where are the Challenge rating and the Saving throws of the Monsters.** In our version of the monster's stat block, the saving throws are marked with a small circle on the side of the ability score. If the monster doesn't have any, it doesn't have any proficiency on any saving throw. If there's a circle in an ability score, then just

add its proficiency bonus to the score modifier, and you have it. The proficiency bonus, and the challenge ratings of the monsters are in the upper right corner of the stat blocks, right where you can find them quickly.

Finally, I would like to emphasize the importance of the Game Master's judgement when using this product. No one knows what's best for your table better than you. So we invite you to change anything you see on these pages that you think would improve your gaming experience. Remove, add, and modify anything you see fit, as long as your gaming experience is the best. It's your game! Have fun!

-Xacur.

Goblins of Darragon

The tale of the emerald souls

For aeons, their power was forgotten, but it has come back, unearthed by the hands of fate.

The goblins of Darragon weren't always mere green-skinned small humanoids. A long, long time ago, so long that only the oldest of trees may remember, the Goblins arrived to this plane from the Wyrdscape, a dimension of mysteries and long-buried dreams. Faeries of might they were, and built their kingdoms under the grounds of the forests and swamps. They ruled over their shadowy vassals from their cities under the cairns, and the song of the trees sang in harmony with the eerie goblin tunes.

Slowly, their magic faded, as the other species of the continent gained power and their gods took away the people's fear of the night and the unknown. No longer do parents scare their children into good behavior with tales of the goblins making necklaces out of children's teeth, but they teach them prayers and commandments. No longer do the merchants fear the roads due to the trickster beings of the forest, but because of bandits and brigands. No longer does humanity fear its own nightmares.

Only tales remain of the great goblin empire, or so most people believe; some claim that it was nothing more than just a story. That is about to change.

Atûlukain, a goblin miner of the lower goblin caste, discovered an exquisite crown inside an egg-shaped rock. The headpiece, a marvelous creation of brown metal with emeralds and topazes, was immediately appealing to him. Putting it on, blaspheming against the decadent goblin hierarchy, Atûlukain was visited by faerie spirits sent from the past. They spoke to him, and they showed him the wonders of the goblins' gone days. Possessed by a furious melancholy, Atûlukain asked the spirits for their might.

And on that day, the wind once again sang in harmony with the goblin wartune. Their true king has come back. Goblinkind shall rule again.

The Nature of the Darragonese Goblin

As we have said, Goblins originated with Faeriekind. Thus, the goblins of Darragon keep subtle hints of their long-lost origins.

¿How do they look like? They're uglier than you can imagine. Goblins weren't born ugly; in fact, the first of them were of a beauty that exceeded elven standards. They made themselves into what they are today, wretched creatures of saggy skin, yellow pustules, pig-like eyes and sharpened teeth, with arms that are too long and can bend in uncanny angles. After years of eugenics and choosing the most genetically disgraced, they were turned into the most horrifying species ever found in the wyrdscape, bringing upon themselves the repulsion of their faerie counterparts.

¿What do they like the most? Sowing fear, and laughing at their victims. There is a reason why they are so horrible. Goblins are a representation of malice, of the cackle of the trickster after pulling a prank. What prank, though? Imagine changing a mother's necklace in her sleep for one made of her sons' fingerbones. Children are their favorite to horrify; causing them to scream, to cry, to run away in the direst of fear, is a sensation that nothing can replicate for them.

¿How were they in the olden times? It is believed that they have always been related to fear and trickery, however in more "serious" forms. Goblin aristocracy was once solemn, and it caused horror thanks to its presence and cruelty rather than their tricks. Some goblins still share diluted aristocratic blood; the greenskins of this kind tend to be taller and more alien in shape, with longer skulls and eyes that gleam with sickly yellow light. The lower castes were, too, much smaller in quantity than today, but they were all the more powerful, having domain over their lands as other fae do. They have always retained a dark intelligence, though. Goblins are no fools, but rather think in ways that differ from humanoids' mental schemes.

How to use this set of Microdungeons

This set can be used as an adventure if the microdungeons are run in the order presented here. It all begins with the adventurers staying at an inn; goblins attack at night while everyone is sleeping, and it is clear that something is up; goblins of different kinds, never before seen, are appearing, and they all claim servitude to this god-king of their own: the Goblin King. The end of each Microdungeon connects to the beginning of the next one, in what is a linear progression of levels. The GM is heavily encouraged to sprinkle roleplay opportunities between microdungeons and maybe even encounters of their own making, unless the group wants action non-stop.

And of course, all of these microdungeons can be used as standalone adventures as well, without any need of following a larger storyline.

Goblins in the dark

Level 5

By Mauricio Rosel Conde

As the adventurers sleep in a tavern, in a small village, they are woken up by the screams of the tavernkeepers' daughter. She claims that she saw something moving under the tavern tables.

Only the first area of this Microdungeon represents the tavern. The other areas are buildings and open spaces; the passageways connecting them are streets.

1. The Tavern

A terrible wind rushes through the room from the windows, and many noises can be heard. Two goblin boogeymen wait under the tables, hoping to attack any of the PCs by surprise. Adventurers can notice these Goblins look much stronger, and animalesque, than regular goblins.

2 × Goblin Boogeymen

2. The Tranquil Sleep

Sounds of snoring come from out this zone, which is a dark alleyway. An orphan child sleeps huddled against some barrels, and on top of them, a Goblin Boogeyman holds a butcher's knife, threatening the life of the child. If the goblin sees adventurers approaching, it will threaten the life of the orphan boy, using it as a hostage to get the adventurers to leave. If left, the goblin will cut the child's nose and eat it.

1 × Goblin Boogeymen

3. The Fires of a Dying World

This area is the village square, now taken by Goblins. There is a 20 ft tall spiked barricade (AC 17, 70 HP) which gives the goblins on the other side 3/4 cover, but allows them to freely shoot arrows at those on the other side. Climbing the barricade requires a DC 17 Dexterity (Acrobatics) check; failing it deals 3d8 Piercing damage. The Goblins may put their arrows on fire thanks to the bonfire (Adding 1d6 additional fire damage to their attacks), around which they dance and sing, celebrating that "The Goblin King shall give them the whole world."

There is a 5-ft square passage to room 4 concealed behind some large barrels and rugs, which seem out of place from the get-go.

4 × Goblin

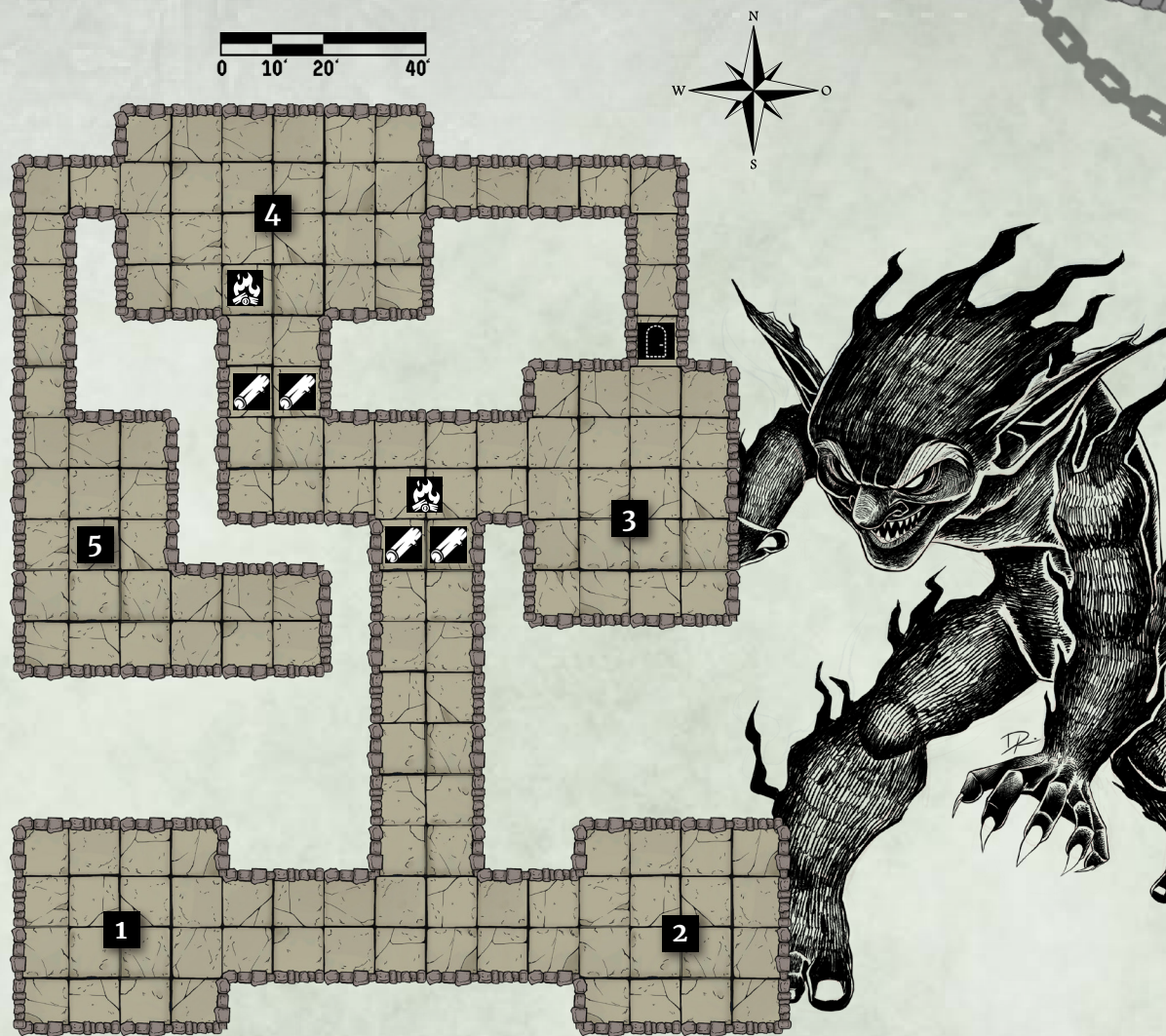
1 × Goblin Boogeymen

4. The General Store

There is a barricade to enter this zone equal to the one in zone 3. This building is a general store where the goblins have started a fire, 10 ft above which hangs upside down the poor old woman that runs the store. She coughs and coughs, and the goblins throw stones at her. With each failed attack on the part of the players, the rope from which the woman hangs gets closer to snapping; it does after 4 failed attacks.

7 × Goblin

2 × Goblin Boogeymen



5. The abandoned alleyway

In this room, a large bugbear with gleaming green eyes handles a huge burlap sack, throwing bits of meat inside (hopefully not human). Many things seem to move and struggle inside the sack. When adventurers approach, two Goblin Boogeymen crawl out in help of the Bugbear. For every two rounds that the Bugbear remains alive, another Goblin Boogeyman will crawl out of it. Once the bugbear is killed, the sack deflates letting out a foul black smoke.

1 × Bugbear

? × Goblin Boogeymen

If playing through the Goblin King Campaign: The adventurer with the highest Nature score will be able to tell that the white mud and saffron in the Bugbear's boots must come from a nearby forest, the Forest of Missing Children.

The Forest of Missing Children

Level 5

By Mauricio Rosel Conde

This microdungeon is a forest. The walls are incredibly dense wooded areas that are almost impossible to go through. If playing as a standalone, adventurers are hired to deal with the dangerous goblins of these woods. If playing through the campaign, you know what has led the party here.

The Sleeping Saffron: There are two icons of plants on this map. They represent Sleeping Saffron, a herb that, upon being violently shaken or attacked, releases a cloud (10 ft radius starting from its center) that forces a creature to make a DC 17 Constitution saving throw, falling unconscious for 1d4/2 rounds on a fail. The goblins are immune to this effect and use them against intruders.

The Concealed Doors: They are just passageways covered by incredibly thick weeds, but can be passed through without any difficulty. They make it impossible to see anything on the other side.

1. What a beautiful clearing!

This part of the forest is full of many different flowers of red tones. Whenever adventurers least expect it, a bunch of Goblin Warriors will jump up from trapdoors under the forest floor and attack. Those that succeed in a DC 18 Wisdom (Perception) roll will avoid being surprised by the attacks.

7 × Goblin Warrior

2. The Hanged Effigies

From the branches of the trees, 40 feet up, hang 6 wicker dolls wrapped in shrouds and smeared with blood, 3 of whom have birds and rats inside to create minor movement. Hiding inside the Sleeping Saffron bush are two Goblin Scouts waiting to attack by surprise and then run through the concealed doors.

2 × Goblin Scout

Passageway to 3

One Scout Goblin of each room, 3, 2, and 4, will come out of the concealed doors while adventurers are passing nearby and shoot them, using this passageway for an ambush. The goblins will then flee to other rooms.

3. Long live the King

Goblins here are engaging in a ceremony around a wooden effigy of their king, offering small skulls and smearing them with blood in the name of Atülukain. Adventurers who look upon the statue must make a DC 15 Charisma saving throw or be frightened of it for 1d6 rounds.

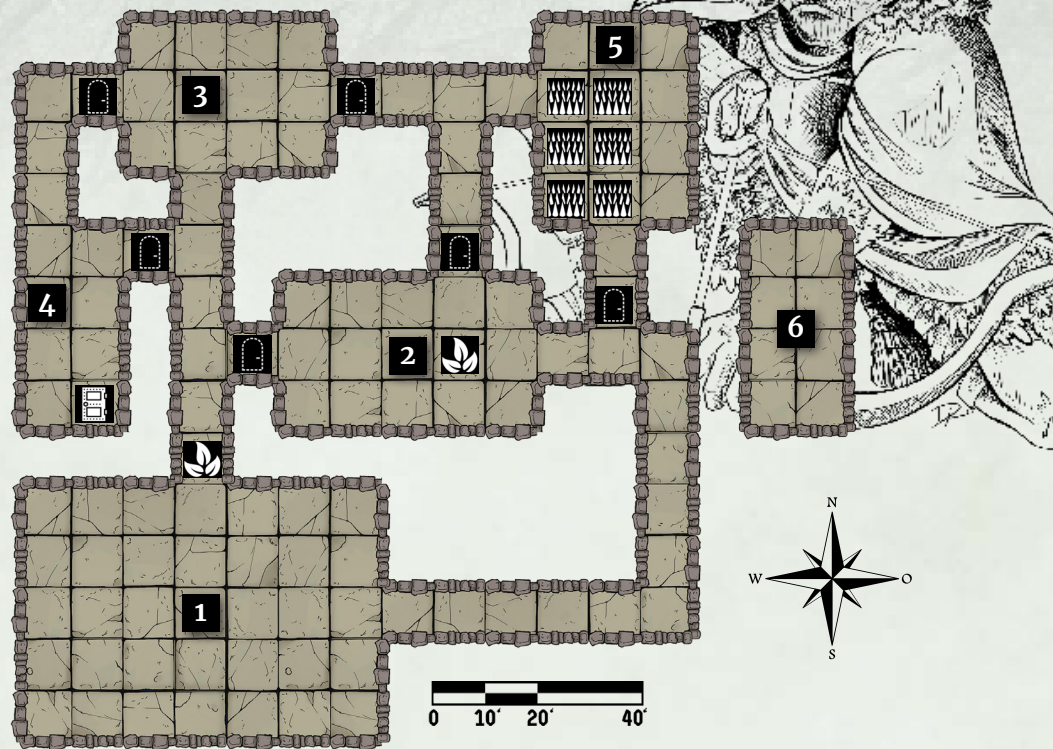
2 × Goblin Warrior

2 × Goblin Scout

4. The secret trapdoor

This room has 3 Goblin Scouts, one of whom has a key dangling from his septum ring. There is also a big pile of leaves under which is a trapdoor to room 6.

3 × Goblin Scout



5. The pit

This room seems empty and goblins move through it all the time while fleeing. However, the floor is just a wooden plank with dirt and leaves over it to camouflage it. If more than the weight of a single small creature is put on top of it, the plank breaks and creatures fall 20 feet down to the spiked pit, taking 3d6 fall damage and 2d4 piercing damage.

6. Secret underground room

This room is accessed through the trapdoor in area 4 and requires the use of the key therein. Here is the goblin's treasure (500 GP in stolen goods). However, it is defended by two goblin children. The party must decide what to do with them.

In a table, there is a wooden model ship to which the wings of a broken raven were attached. This is a small foreshadowing for the rest of the adventure.

If playing through the Crown of the Goblin King campaign, adventurers find a map to a cavern that says "Meet fellows here. Long live our King."

2 × Goblin

The caverns of the Goblin Forge

Level 6

By Mauricio Rosel Conde

These caverns are where Atûlukain found his crown. They are abundant in strange minerals with different effects. Believing these minerals to be the crystallized blood and tears of noble goblins of old, the goblin miners started ingesting it and using it for the invasion plans of the Goblin King. Some, as the result of experiments, turned out quite warped...

If playing as a standalone, adventurers were hired to clean this mine of Goblins for it to be reopened for human use.

1. The entrance

An enormous goblin-like face is carved on the wall, and its eyes and mouth seem to drip a red liquid that crystallizes quickly. The floor is scattered with red crystals. All creatures that step on the crystals or traverse the room without a care must make a DC 17 Constitution saving throw, taking 4d6 Necrotic Damage on a fail or half as much on a success, as they bleed uncontrollably from their eyes. As they do, they see the faces of all the goblins they've harmed and feel their pain momentarily.

2 × Goblin Boogeymen

2. The barrels

The floor of this room is entirely covered in sharp crystals that deal 1d4 damage to all creatures that step on them. Hanging from floating barrels, filled with a much more potent variety of helium, are eight Goblin Warriors that descend to make their melee attacks, and then retreat floating away **without provoking opportunity attacks** (They use the barrels to mine the higher parts of the cavern roof). One barrel can lift a medium creature and provides 20 ft of flying speed. Barrels have an AC of 18 and 20 hp.

5 × Warrior Goblin

3. Chapel of the Goblin Lords

Here, a Warped Goblin (imagine a Goblin with a longer, leaner body, and pustules all over it) performs a ritual upon two goblin warriors and their worgs, smearing their faces with a green glowing liquid, claiming to be turning them into soldiers for the Goblin King. Their altarpiece is the rock from which Atûlukain got his crown. The entire room is decorated with faces of goblin lords of old, supported by columns with the shapes of enslaved humanoids.

If playing through the campaign, the warped goblin will be carrying a strange rock with an inscription that reads: The invasion through air is incoming. The barrels will work for the flying horrors.

1 × Warped Goblin

2 × Worg

1 × Goblin WarriorGoblin

4. Experimentation room

Three Warrior Goblins run around this room, mixing chemicals and minerals in iron cups and throwing them all inside a very large wooden vat. After two rounds, a Warped Goblin bursts out of the vat, ready to fight.

1 × Warped Goblin

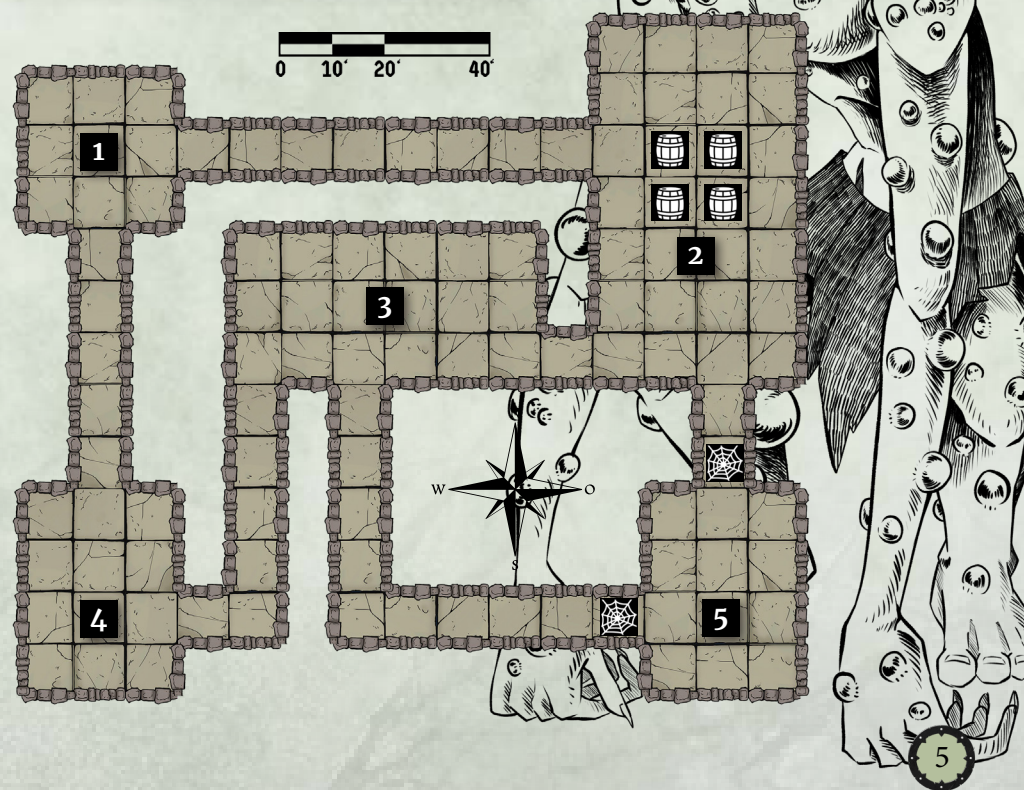
3 × Goblin Warrior

5. The abandoned alleyway

This zone is where a horrible spider-like beast dwells, and the walls are all covered in cobwebs. Trapped in the southernmost wall is a warrior goblin called Gruggluck, who tried to betray Atûlukain and steal his crown before he revealed himself to be the Goblin King.

If he is saved from the Silkfang by the adventurers, he will tell them that the Helium from the barrels in room 2 was also used for an airship that will lead the Goblin King to conquest, and also the relevant information about the King's Cairn (See *The King's Cairn* section later). If not saved, he will have all the relevant info about the cairn written on a note, for he wanted someone to destroy Atûlukain in revenge.

1 × Silkfang



The King's Cairn

Finding the Cairn

The King's Cairn is the only way to find the Castle of the Goblin King, for it is its entrance.

The Cairn is located in the Swamp of the Fair Lords, which is known to be an extremely dangerous location. Many adventurers looked for the Cairn in the past, but were devoured by the black waters and will o' wisps that dwell among the crooked black trees. This is because only those with Goblin blood may ever find the cairn; it simply will not appear for those who don't. Besides, the swamp is quite treacherous on its own.

Goblins, crafty bunch they are, have realized that this is a literal statement; by smearing their airship with their own blood, they can attack and retreat into the space where the Cairn is located, being unable to track by any other beast that doesn't have Goblin blood. This also means that anyone inside the goblin airship could theoretically find the cairn, and with it, the entrance to Atûlukain's castle.

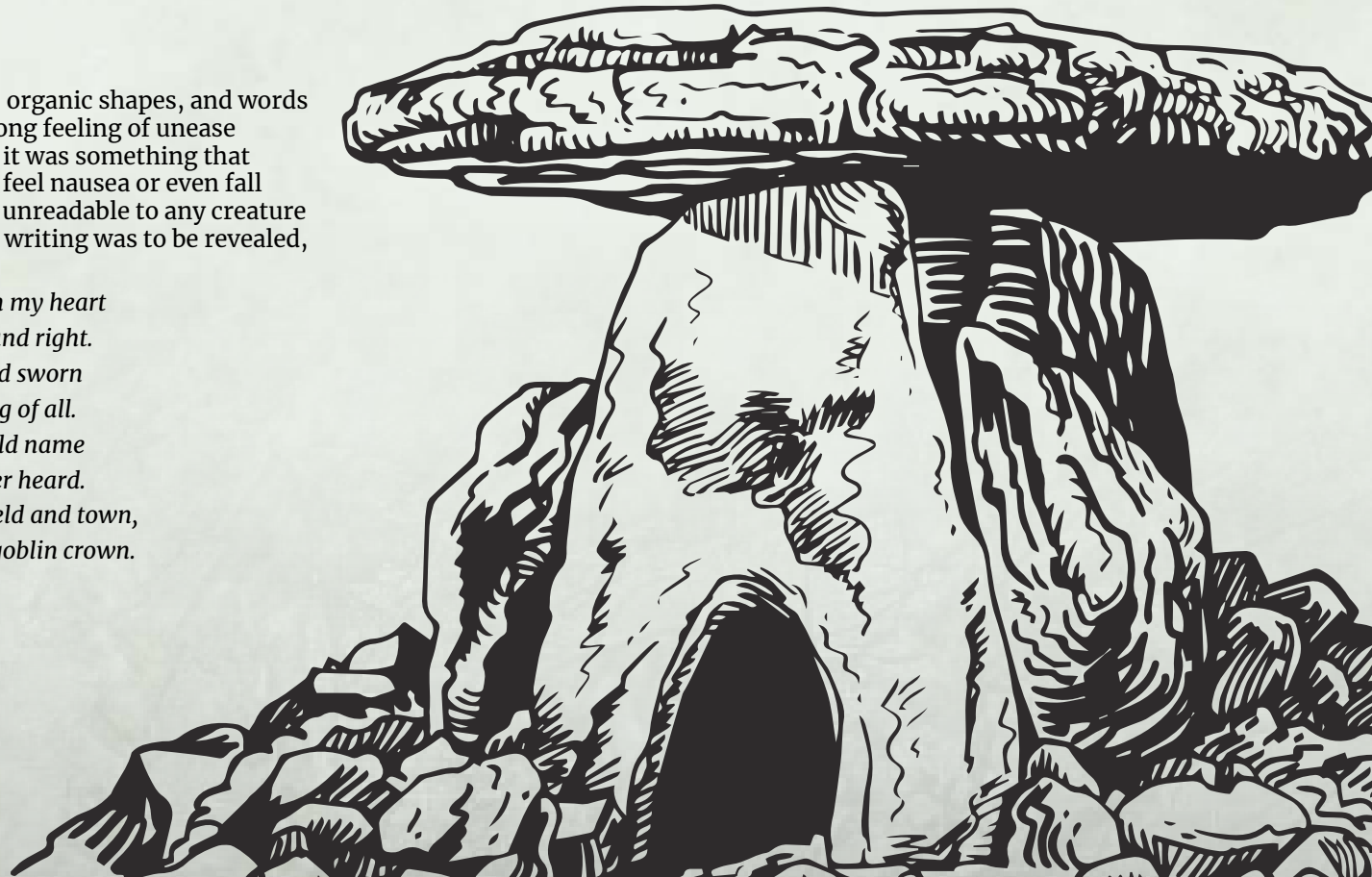
The Cairn in itself

The Cairn is carved with faerie patterns. Spirals, organic shapes, and words in writing that change constantly. There is a strong feeling of unease and magicks while standing near it, almost as if it was something that didn't belong to this world. Some might start to feel nausea or even fall unconscious if trying to read what is essentially unreadable to any creature that doesn't have the soul of a goblin, but if this writing was to be revealed, it would read the following over and over:

*I went out to the hazel wood, because a fire was in my heart
and there I found a king to serve, the king so fair and right.
Under stone, inside his cairn, I bowed my head and sworn
my vows to him, the Greatest King, the Goblin King of all.
May trees of hazel, oak, and willow, whisper his old name
May goblins' trails of silent steps be dreaded, never heard.
If there's a name that must be feared in human field and town,
shall be the name o'th' sovereign who wears the goblin crown.*

Apart from this, there is no clear indication of what must be done for the cairn to be "opened". However, if any of the adventurers falls unconscious or takes a snooze during a short rest, the adventurer will hear the poem in his dreams.

To open the entrance to the cairn, the answer is quite simple. Adventurers must bow in front of the cairn, and then a descending staircase will appear, leading them to a beautiful, gargantuan cavern. Inside the cavern there is a sparkling underground lake of golden water, and on an isle on the lake rests the magnificent Castle of the Goblin King, made entirely from a shiny green mineral. The isle is connected to the mainland through a stone bridge that seems to have formed naturally.



The Flying Goblin Army

Level 6

By Mauricio Rosel Conde

Wherever adventurers are, this goblin airship will find them; and yes, this microdungeon is a goblin airship. In case adventurers do not find the body of Gruggluck, a human scholar will arrive to them with an ancient scroll where the relevant information about the King's Cairn is found. Perhaps human authorities will lend the party griffons or other ways or getting on the ship, for its cannons are shooting human buildings. Adventurers will have the additional task of destroying the cannons.

Cannons have an AC of 18 and 30 HP each. They cannot be used inside the ship without destroying them.

1. Front deck and landing place

5 bugbears are cleaning this front deck with mops and water. Any creature that moves more than 5 ft in one direction must make a DC 17 Dexterity saving throw or move 1d20 feet in an unwanted direction as they slip. If a PC is about to fall off the ship, they have three chances at succeeding at a DC 14 Dexterity saving throw before falling. Shoving other creatures has advantage in this zone. This is the only open room that has a risk of falling.

5 × Bugbear

2 × Goblin Warrior

2. The Navigation Room

This room is full of mechanisms that make the ship move in the desired direction. There is a crank that, if activated, will make the ship spin around in the air, forcing all creatures in the whole of the ship save the activator to make a DC 15 Dexterity save or be pushed 10 feet in a direction chosen by the activator and fall prone.

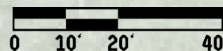
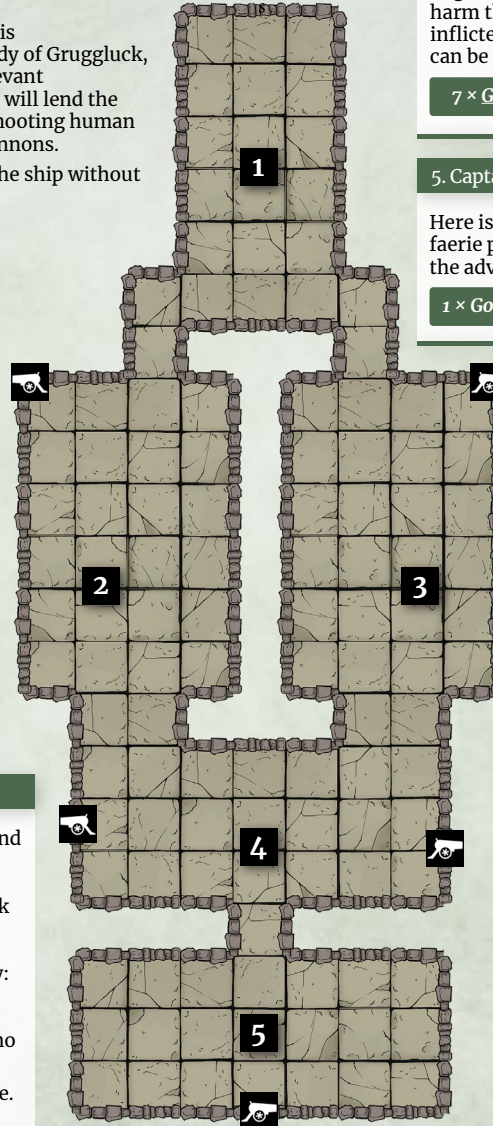
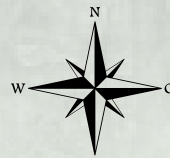
3 × Goblin Spook

3. Some days you just can't get rid of a bomb

There is a bomb wick on; it is extremely long, it isn't put off by flames, and unless the hit to cut it is a natural 20, a hit only creates more sparks. The wick is connected to a large black metal cube, which doesn't fit through the doors. In this room, a goblin artificer is trying an extremely long wick to determine which kind of wicks work better for the cannons. There is no bomb—the black metal box merely is that, a black metal box to which the end of the wick is stuck. The goblin, who is extremely secure, will say: "Either you abandon the ship right now, or we all blow up. No one here is afraid of giving their lives for the Goblin King. Attack the box, and the effect is the same. Only I can put off the flames in the wick, and there is no way I will tell you how to do it."

This goblin will try and keep up the farce for as many rounds as possible. Available reinforcements from other rooms will arrive in 1d6 rounds.

1 × Goblin



4. A changeling is dreaming

Laying on an altar is a body that is an exact replica of one of the PCs; it seems to be alive and asleep, but can't be woken up. Its body looks completely pail and frail, almost sickly. All damage done to this replica, or to the cannons in this room, is transferred to the PC, while the replica lets out horrid screams in anguish. The solution to this puzzle is for the PC inside this room to attempt to harm themselves. This will cause the replica to die and disappear, for the damage inflicted to the PC while in this room will get transferred to it. After that, cannons can be normally destroyed.

7 × Goblin

2 × Goblin Boogeymen

5. Captain's Cabin

Here is Thurkalthain, Atûlukain's father, who has been blessed with ancient faerie powers. He holds the map to the King's Cairn and is determined to destroy the adventurers.

1 × Goblin of the Faerie gift

3 × Goblin Warrior



Castle of the Goblin King

Level 7

By Mauricio Rosel Conde

The castle outside is described in the King's Cairn entry. This is the only MD that requires the campaign to be played previously, since it is its ending.

1. Entrance, and the prisoners

Behind the golden doors, adventurers find a room with a grass floor and trees instead of columns. The ceiling is darkened, and somehow, it is sprinkled with stars. There is a well, and under its surface, adventurers may see thousands of creatures imprisoned by the Goblin King. A creature that looks into the well must make a DC 17 Charisma save; on a fail, the creature leaps into the well and is pulled by the creatures trapped within. If the creature drowns from this, its soul is forever trapped inside the well. Pulling a creature out requires a DC 19 Strength check.

If a creature is pulled out, a bunch of shadowy creatures leap out and run in random directions screaming, only to disappear later.

2. The Hanged Effigies

This room is where the Goblin King stores his personal collection of nightmares, which are contained within floating glass-like spheres; demons, dragons, hags, all sorts of horrible things. In one of them, a hurt goblin is pursued by armed human children. If adventurers try and take the sphere where this nightmare is contained, 3 Goblin Spooks burst out of the spheres and attack them.

3 × Goblin Spook

3. Mirror, mirror on the wall

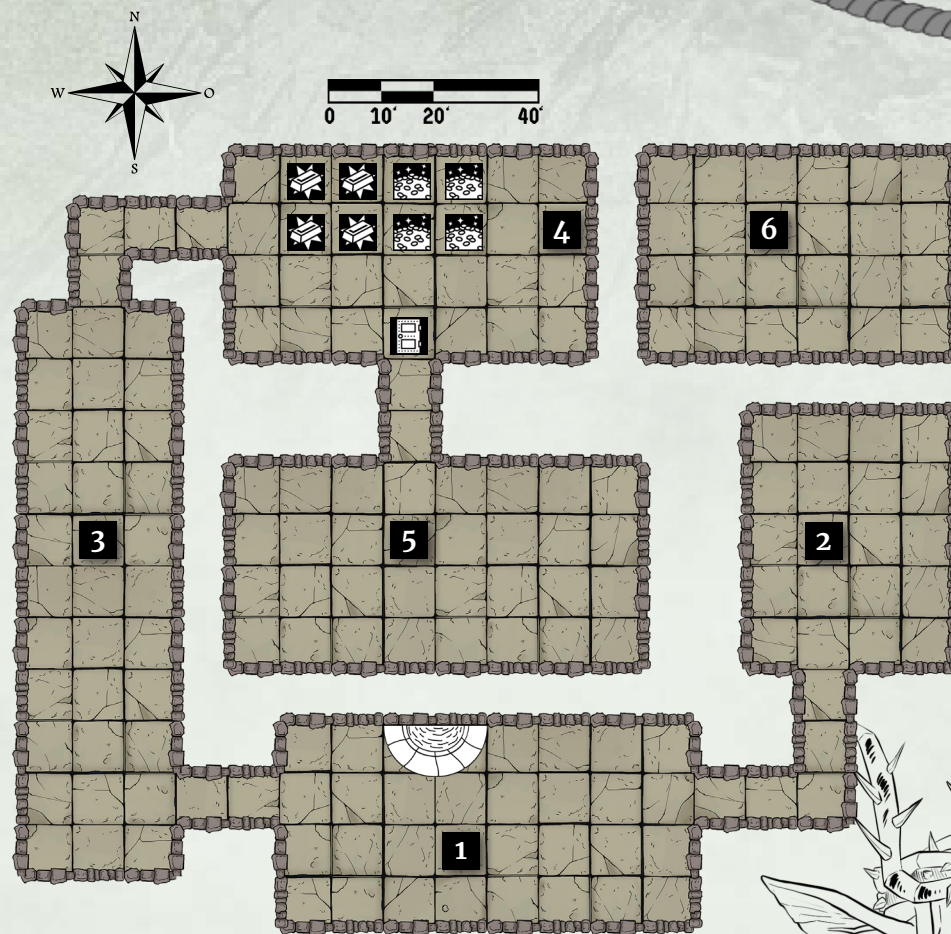
At the exact middle of this room's Y axis there is a magical mirror-wall that, in addition to reflecting everything inside the room, seems to be "inhabited" by the spirits of long-dead Goblin Nobility, who dress like unseelie lords from the Wyrdscape. They have extremely prideful attitudes and dismiss the party as mortals of fleeting souls, far from the glory of Faerie. They will say: "We protect this mirror-passage into our Lord, the Last Goblin King. We are the terror of the world, and nothing might frighten the lords of Fright. Return from whence you came or face eternal doom."

The mirror is unbreakable and the party cannot advance otherwise; however, showing these ancient spirits the Sphere with the children from room 2 will frighten them and make the mirror shatter, letting the party move to 4.

4. The hoard of wonders

This room is where all the treasures of the Goblin king are found. At least 2 Rare magic items, along with 10,000 GP. The trick is, however, that they are protected by an illusion that makes them look like piles and piles of dead leaves with venomous snakes; the illusion is detectable as such with a DC 20 Intelligence (Investigation) check.

The door to room 5 doesn't have any apparent handles, but it does have a goblin with his jaws wide open carved into the ebony wood. If a creature inserts their hand into the goblin's mouth, the goblin will bite their hand, but the door will be opened.



5. Atûlukain, the last Goblin King

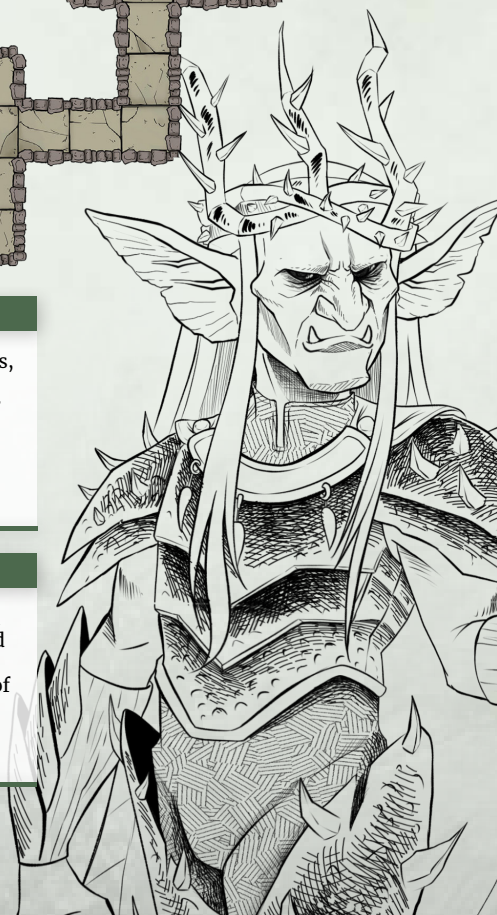
In this room, sitting in a throne made from hawthorn and frozen screams, lies Atûlukain, last king of the Goblkind. He will tell the party that, no matter what happens to him, Humanity will always live with fear in their hearts. That without fear, they will not survive. That they will always be there to rule over the night. The fight will begin.

1 × Atûlukain, the last Goblin King.

6. The pit

Once the king is dead, adventurers will be teleported to this room, which is completely black and has a pit in the center. Adventurers are presented with the chance to throw in the crown or keep it. If they keep it, the creature to wear it will slowly transform into Atûlukain over the course of months.

Whatever happens, adventurers are teleported back to the cairn, and the campaign ends.



Appendix I: Monster Stats

Goblin Boogeyman

Small Fey, Neutral Evil

Armor Class 14 (natural armor)	CR	STR
Hit points 52 (8d6 +24)	3	14 (+2)
Speed 30 ft.	PROF.	DEX
Skills Stealth +6, Perception +3	+2	18 (+4)
Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered	INIT.	CON
Condition immunities Charmed; Frightened	+4(14)	16 (+3)
Senses Darkvision 60 ft., Passive Perception 13	INT	10 (+0)
	WIS	12 (+1)
	CHA	16 (+3)

Frightening Aura. The goblin radiates a 10-foot aura of palpable fear. Any creature that starts its turn within this aura must succeed on a DC 13 Wisdom saving throw or be frightened until the start of its next turn. While frightened in this way, a creature's speed is reduced to 0, and it can't take reactions. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if it is within the aura, ending the effect on itself on a success. If a creature succeeds on the saving throw, it is immune to the goblin's Frightening Aura for the next 24 hours.

Sneak Attack. Once per turn, the goblin deals an extra 7 (2d6) damage to one target it hits with a claw attack if it has advantage on the attack roll, or if the target is within 5 feet of an ally of the goblin that isn't incapacitated.

Actions

Multiattack. The goblin makes two attacks: one with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8+4) slashing damage

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

Bonus Actions

Hide in Shadows. As a bonus action, the goblin can attempt to hide in an area of darkness. It makes a Dexterity (Stealth) check with advantage if it is in darkness.

Shadow Step. The goblin can use a bonus action to teleport up to 30 feet to an unoccupied space that is in total darkness. This teleportation can only occur if both the starting and ending locations are in areas of total darkness.

Goblin Warrior

Small Humanoid (goblinoid), Neutral Evil

Armor Class 17 (chain shirt, shield)	CR	STR
Hit points 49 (9d6 +18)	1	12 (+1)
Speed 30 ft.	PROF.	DEX
Skills Perception +1, Stealth +4	+2	14 (+2)
Senses Passive Perception 11	INIT.	CON
	+2(12)	14 (+2)
	INT	10 (+0)
	WIS	9 (-1)
	CHA	10 (+0)

Knucklehead. The goblin has advantage on saving throws against being charmed or frightened.

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

Actions

Multiattack. The goblin makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) piercing damage

Shield Bash. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

Goblin scout

Small Fey, Chaotic Neutral

Armor Class 15 (natural armor)	CR	STR
Hit points 71 (11d6 +33)	4	15 (+2)
Speed 40 ft.	PROF.	DEX
Skills Perception +3, Stealth +6, Survival +3	+2	18 (+4)
Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered	INIT.	CON
Condition immunities Charmed	+4(12)	16 (+3)
Senses Darkvision 60 ft., Passive Perception 13	INT	10 (+0)
	WIS	12 (+1)
	CHA	14 (+2)

Magical Stealth. When the goblin remains still for 1 minute, it becomes invisible as if under the effects of the Invisibility spell. This invisibility ends if the goblin moves, attacks, or casts a spell.

Sneak Attack. The goblin can deal an extra 10 (3d6) damage to a target it hits with a weapon attack if it has advantage on the attack roll or if the target is within 5 feet of an ally of the goblin that isn't incapacitated.

Actions

Multiattack. The goblin makes two Shortbow or two Shortsword attacks.

Shortbow. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. Hit: 7 (1d6+4) piercing damage.

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

Bonus Actions

Nimble Escape. The goblin can take the Dash, Disengage, or Hide action as a bonus action.

Reactions

Elusive Dodge. When an attack misses the Goblin Scout, it can use its reaction to move up to 10 feet without provoking opportunity attacks. This movement must be to a location with some form of cover or concealment.

Silkfang

Large Monstrosity, Unaligned

Armor Class 12	CR	STR
Hit points 136 (13d10 +65)	8	18 (+4)
Speed 30 ft., climb 30 ft.	PROF.	DEX
Skills Perception +5, Stealth +5	+3	15 (+2)
Damage resistances Acid; Poison	INIT.	CON
Condition immunities Poisoned; Prone	+2 (12)	20 (+5)
Senses Darkvision 120 ft., Passive Perception 15		INT
		10 (+0)
Spider Climb. The silkfang can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.	WIS	
		14 (+2)
	CHA	
		8 (-1)

Web Sense. While in contact with a web, the silkfang knows the exact location of any other creature in contact with the same web.

Web Walker. The silkfang ignores movement restrictions caused by webbing.

Actions

Multiattack. The silkfang makes three attacks: one with its Bite and two with its Claws.

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8+4) piercing damage plus 14 (4d6) acid damage.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6+4) slashing damage

Bonus Actions

Web (Recharge 5–6). *Ranged Weapon Attack:* +5 to hit, range 60 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 12; hp 15; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Reactions

Acid Blood. When the silkfang takes piercing or slashing damage, it can use its reaction to splash its acidic blood up to 20 feet toward its attacker, the attacker taking 10 (3d6) acid damage.

Warped Goblin

Small Fey, Chaotic Evil

Armor Class 15 (natural armor)	CR	STR
Hit points 112 (15d6 +60)	6	16 (+3)
Speed 25 ft.	PROF.	DEX
Damage resistances Acid; Poison	+3	18 (+4)
Condition immunities Charmed; Poisoned	INIT.	CON
Senses Darkvision 60 ft., Passive Perception 11	+4 (14)	18 (+4)
Languages goblin, sylvan		INT
		10 (+0)
Toxic Pustules. When a creature hits the goblin with a melee attack, the attacker takes 7 (2d6) acid damage as the pustules burst and expel harmful substances.	WIS	
		12 (+1)
	CHA	
		8 (-1)

Actions

Multiattack. The Warped Goblin makes two Claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 7 (1d6+4) slashing damage plus 9 (2d8) acid damage.

Radioactive Burst (Recharge 5–6) The goblin can cause the pustules on its body to burst, releasing a toxic cloud in a 10-foot radius around it. Each creature in that area must succeed on a DC 15 Constitution saving throw taking 21 (6d6) acid damage on a failed save. If the save fails by 5 or more, the target also gain one level of exhaustion.

Bonus Actions

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

Goblin of the Faerie Gift

Small Fey, Chaotic Neutral

Armor Class 16 (natural armor)	CR	STR
Hit points 123 (19d6 +57)	8	10 (+0)
Speed 30 ft.	PROF.	DEX
Skills Nature +5, Perception +6, Stealth +7	+3	18 (+4)
Damage resistances Bludgeoning, Piercing, and Slashing from Nonmagical Attacks that aren't Silvered	INIT.	CON
Condition immunities Charmed	+4 (14)	16 (+3)
Senses Darkvision 60 ft., Passive Perception 16		INT
Languages common, elvish, goblin, sylvan		14 (+2)
	WIS	
		16 (+3)
	CHA	
		18 (+4)

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

Regenerative Faerie Blessing. The goblin regenerates 10 hit points at the start of its turn if it has at least 1 hit point remaining.

Actions

Multiattack. The goblin makes three Thorn Bolt attacks.

Thorn Bolt. Ranged Spell Attack: +7 to hit, range 120 ft., one target. Hit: 18 (4d6+4) piercing damage

Innate Spellcasting. The goblin casts one of the following spells, requiring no components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *Detect Magic*, *Invisibility (self only)*, *Animal Friendship*
1/day each: *Dominate Person*, *Suggestion*, *Hypnotic Pattern*

Bonus Actions

Ensnaring Vines (Recharge 5–6). The goblin causes vines to sprout in a 10-foot radius around a point within 60 feet. Each creature in the area must succeed on a DC 15 Dexterity saving throw or be restrained by the vines. As an action, a restrained creature can make a DC 15 Strength check, freeing itself or another creature within reach on a success. The vines last for 1 minute or until the goblin uses this ability again.

Reactions

Faerie Dodge. When the goblin is targeted by an attack that it can see, it can use its reaction to cast *Invisibility* on itself and move up to 30 feet without provoking opportunity attacks.

Atûlukain, the last Goblin King

Medium Humanoid, Any Alignment

Armor Class 21 (Fey Ancestry)	CR 11	STR 10 (+0)
Hit points 150 (20d8 +60)	PROF. +4	DEX 20 (+5)
Speed 30 ft.	INIT. +5 (15)	CON 16 (+3)
Skills Arcana +6, Deception +10, Perception +6, Stealth +13	INT 15 (+2)	WIS 14 (+2)
Senses Darkvision 120 ft., Passive Perception 16	CHA 22 (+6)	
Languages Common, Goblin		

Legendary Resistance (3/Day) If the goblin king fails a saving throw, it can choose to succeed instead.

Fey Ancestry The goblin king's AC includes its Charisma modifier, it can't be targeted by divination magic or features that would read its mind or determine its creature type, it has advantage on saving throws against being charmed, and magic can't put the the goblin king to sleep.

Actions

Multiattack The goblin king makes three attacks, only once of which can be a Wyrd Ray.

Wyrd Ray Ranged Spell Attack: +10 to hit, range 120 ft., one target. Hit: 19 (3d8+6) force damage.

Paralysing Blade Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6+5) slashing damage and the target must make a DC 18 Constitution saving throw. On a fail, the goblin king speaks "Frozen" and the creature is 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.

If the Paralyzed creature is touched in one shoulder by another creature who speaks "Unfrozen", the effect ends.

Cursed Touch Melee Spell Attack: +10 to hit, reach 5 ft., one target. Hit: 9 (1d6+6) necrotic damage and the target must succeed on a DC 18 Constitution saving throw or becomes Charmed for 1 minute. While charmed, the target has disadvantage on Attack rolls and Saving throws. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Bonus Actions

Invisibility The goblin king magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the goblin king wears or carries is invisible with it.

Nimble Escape The goblin king escapes nonmagical restraints and ends the grappled condition on itself, then moves up to its speed without provoking opportunity attacks.

Fey Step The goblin king magically teleports up to 30 feet to an unoccupied space it can see.

Reactions

Fey Evasion When an attacker the goblin king can see hits the goblin king with an attack, the goblin king halves the attack's damage against it.

Legendary Actions 3

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

Goblin Leadership The goblin king commands up to three Goblin Warriors to attack, each of them can move up to half its speed without provoking opportunity attacks, and make one weapon attack.

Faery Embrace (Costs 2 Actions) The goblin king casts a green dim light on a 30 feet radius around itself that lasts until the end of its next round. Any creatures of the goblin king's choice within this area have half cover. Any other creatures within this area have a glowing aura around them, attacks against them have advantage, they can't have Half or Three-quarters cover, but Total Cover still works on them.

Summon Reinforcements (Costs 2 Actions) The goblin king call for goblin reinforcements. At the end of the round 2d4 Goblin Warriors arrive in empty spaces within 60 feet without provoking opportunity attacks.

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