

GOBLIN HEIST

A CHAOTIC GOBLIN ADVENTURE OF COZY THIEVERY



BY KAI LINDER



INTRODUCTION

SYNOPSIS

In this chaotic caper of cold and comfort, 1-6 players take on the role of a gang of greedy goblins invading a sleepy human village to steal comfy things so they can survive the winter. Goblin Heist relies on improvisation and randomly generated challenges, and includes options that alter gameplay and difficulty to make each playthrough different!

In Chapter 0, special rules for Goblin Heist are provided.

In Chapter 1, Big Boss gives the goblin gang a shopping list of items to steal from Little Humbleton. Goblins are selected, gubbins picked for the heist, weather condition and adventurer are determined, and our little thieves set off.

In Chapter 2, the goblins enter Little Humbleton and the cozy heist begins! Random generation of locations, contents, and challenges are described.

In Chapter 3, the goblins retreat from Little Humbleton back to Big Boss's cave, and a final check is made to see if the Adventurer spots them.

The Appendices contain all stat blocks and a cheat sheet of random tables.

ADVENTURE HOOK

While seeking shelter to survive the harsh winter, a gang of six goblins stumbled into the cave of a large and exceptionally greedy goblin called Big Boss. He's promised shelter in his cave if the goblins can steal enough cozy things from the sleepy village of Little Humbleton to build him the comfiest nest a goblin ever did burrow into. Fail, and the goblins are out in the freezing cold with no hope. All that stands between them and survival is a snowstorm, sturdy doors, sleeping townsfolk, and an evil adventurer!

ADVENTURE BACKGROUND

Little Humbleton is a sleepy village of farmers and loggers. As harsh winter set in, a large goblin (Big Boss) was spotted on sneaking about and trying to break into houses. Fearful and worried, the villagers secured the services of a passing adventurer to protect them from goblin attacks. They sleep much better knowing they're defended and have relaxed their guard. Besides, it's much too cold to be outside these days. No way would goblins try anything now.

CHAPTER 0: RULES!? BLEGH!

Goblin Heist uses several small rule sets to simplify and reinforce the theme of a madcap goblin caper, detailed here.

TIME PRESSURE

Goblin Heist is a time sensitive adventure. To encourage a fast pace, there is no resting. Use of a timer or hourglass is strongly recommended, both as a psychological tool and because some mechanics are tied to real-world time. You may want to set a time limit of 3 hours or less for this adventure and let your players know this from the start.

THE ENVIRONMENT

NIGHT

The adventure takes place at night, so remember to account for the effects of lighting and darkvision. Remember that:

- Darkness gives the blinded condition.
- Dim light gives disadvantage on Wisdom (Perception) checks, giving -5 to passive Perception.

WINTER WEATHER

Winter weather conditions play a large role in Goblin Heist. All outdoors ground is difficult terrain due to snow. Extreme cold rules are in effect, meaning the goblins will need to succeed on a save whenever they spend time outdoors, DC determined by weather, and suffer one level of exhaustion on a failure. When this check is made is at your discretion.

The goblins can reduce their exhaustion level by one for every 10 real-time minutes spent indoors or otherwise warm.

Before beginning the heist in Chapter 2, choose or roll for weather condition on the table below.

WEATHER CONDITIONS

d4	Weather	Effect
1	Clear	Extreme Cold DC 10 +1 pursuit level each time goblins go outside without covering their tracks
2-3	Snowing	Extreme Cold DC 12 Max visibility 40 ft.
4	Blizzard	Extreme Cold DC 14 Max visibility 20 ft. Advantage on all Dexterity (Stealth) checks

GOBLINS

Before you start with Chapter 1, have your players choose a goblin from Stubtoe, Sneako, Chunkz, Worm, Peepers, or Sweet Baboo. Each goblin has something they're the best and worst at, special abilities, and brief personality information. Their stat blocks are in Appendix B.

It's suggested that this adventure be played with four goblins minimum, so if you have less than four players feel free to give out multiple goblins.

GOBLIN THIEVING

All goblins can use their long fingernails as if they were Thieves' Tools.

GOBLIN 'HEALING'

As there are no rests or healing magic, the goblins have an alternate way to heal; stuffing their greedy mouths!

A goblin can use an action to cram food into their or another goblin's mouth, regaining hit points depending on the food. If the player roleplays eating in a horribly gobliny manner, they roll double the dice.

Normal Food. Regain 1d4 hit points.

Sweet Food. Regain 1d6 hit points.

Gross Food. Regain 1d6 hit points + Constitution modifier (negative modifiers apply, this can lose hit points).

DEATH

Instant death rules are optional. If a goblin is killed, have the player choose another goblin and join the gang when appropriate.

THE ADVENTURER

Little Humbleton has secured the services of a passing adventurer, who is now on anti-goblin duty for the village. The adventurer attempts to find and stop the goblins from completing their task, posing a powerful threat to avoid.

There are four possible adventurers that can protect Little Humbleton. Each influences the adventure in a different way and affects the overall difficulty. Before the adventure begins, choose one adventurer or roll on the table below. A lower Pursuit Threshold indicates a greater challenge.

LITTLE HUMBLETON ADVENTURER

d4	Adventurer	Pursuit Threshold
1	Bill Bash, The Fighter	8
2	Elyn Vinespeaker, The Cleric	7
3	Shrike, The Rogue	6
4	Hanna Hilltopple, The Wizard	5

ADVENTURER PURSUIT

The adventurer prowls the town looking for signs of trouble, tracking the goblins. How close the adventurer is to catching the goblin gang is measured by Pursuit Level.

The Pursuit Level begins at 2. If it reaches the adventurer's Pursuit Threshold, the goblins get one round to prepare and then the adventurer catches and confronts them. This will often take the form of combat, but could be a chase, hiding attempt, or conversation. After a confrontation is resolved, decrease the pursuit level by 2.

If Pursuit Level decreases to 0, the adventurer loses the goblins' trail and doesn't gain levels until something happens that you judge would draw their attention anew.

Chases. If a chase occurs, goblins can throw gubbins or cozies at the adventurer. If they hit, the adventurer's move speed is reduced by 10 until the end of their next turn. If the adventurer is reduced to 0 move speed or is 35 feet or more from the nearest goblin, the goblins can make a group stealth check against the adventurer's passive Perception. On a success, the chase ends and the goblins escape. On a failure, they can try again after the adventurer's next turn. A chase also ends early if the pursuit level decreases below threshold.

The Pursuit Level can increase or decrease in the following ways:

- +1 every 30 real-world minutes.
- +1 whenever a combat occurs.
- +1 whenever a villager who's noticed the goblins alerts the adventurer.
- +1 whenever the goblins fail a group stealth check outdoors.
- -1 if the goblins cover their trail, requiring a successful Wisdom (Survival) check against the adventurer's Wisdom (Survival) check.
- -1 if the goblins are indoors for 10 real-world minutes without being noticed.
- -1 if the goblins split into multiple groups. Each has its own Pursuit Level.

Other ways of affecting the pursuit level may come up, in which case you should use your best judgment. For example, if the goblins cause an explosion you might increase the pursuit level by 1, or even 2!

RELEASE YOUR INNER GOBLIN!

Be sure to encourage your players' thieving gobliny roleplaying by rewarding them with things like inspiration, and remember... sometimes the goblin way is better than the logical way!

CHAPTER 1: WE DO WHAT NOW?!

The adventure begins with the six goblins standing before Big Boss in his cave, where he tells them the deal and what he wants them to get for him and offers them each a helpful item from his pile of “gubbins”.

Read or paraphrase the following:

You hunch together in a dim cavern. It's chilly, but not as bad as the freezing winter outside.

In the middle of the cave, a large goblin wriggles uncomfortably on an old chair, surrounded by clutter and holding a dirty stuffed rabbit with no fluffs left. He's called Big Boss. Big Boss glares then sighs heavily.

“Fine I let you hide from winter in my cave, but first you help make me comfy. Big Boss must be cozy, you go to Little Humbleton village steal best cozies and snikkity snacks. Make the comfiest nest... Just want to be comfyyyy...” he whines, twisting to try and get comfortable.

“You make Big Boss comfy or else!” Big Boss flashes his pointed teeth and a rusty toe knife. Then he swoons dramatically.

“For best cozy you get what I say okay? If you bring more maybe I share, you can be cozy too. Goblins must be cozy! Yes? I tell you get what. Also adventurer is in town, very dangerous, you take gubbins for help.” Big Boss gestures at the clutter around him, then begins listing his dream things for you to steal.

SHOPPING LIST

Big Boss demands the goblin gang get him a specific ‘shopping list’ of cozy items, or “cozies”. He always demands:

- 2x Blanket
- 4x Pillows
- Chocolate
- A new stuffed toy

He also demands several other cozy items as the fancy strikes him. Determine which extra cozies he wants by rolling three times on the Special Cozies table to the right.

GUBBINS

Big Boss allows each goblin to take one ‘gubbin’ from his pile of stuff. Have each player choose or roll on the Gubbins table (in Appendix A).

SPECIAL COZIES

d20	Special Cozy
1	Extra blanket
2	Two extra pillows
3	Three snikkety snacks
4	Hot water bottle
5	Onesie
6	Bathrobe
7	Fur coat
8	Big kettle
9	Mattress
10	Musical Instrument
11	Storybook with lots of pictures
12	Hot chocolate
13	Shiny mittens
14	Red mug
15	Nightlight
16	Big beanbag
17	Scented candles
18	Warm socks taken off someone's feet
19	A puppy
20	Something from the adventurer

DEPARTURE

Once each goblin has chosen a gubbin, it's time for the goblins to head to Little Humbleton and begin the cozy heist!

Select or roll for the Weather Condition and Adventurer. Then, read or paraphrase the following:

Standing in the shelter of Big Boss's cave, you look out into the piercingly cold snow and begin to shiver. Oh, to be buried in pillows before a roaring fire... You glance at each other hesitantly, then tighten your grasps on your gubbins and step bravely into the chill wind. COLD! GAH!



CHAPTER 2: SNATCH THE COZIES!

This chapter is the heist portion of the adventure, in which the goblins sneak through the village of Little Humbleton stealing all their cozies. Detailed here are rules for generating locations, challenges, and where to find special cozies.

To begin the chapter, read or paraphrase the following:

You scabble your way over another icy ridge and spot it; Little Humbleton. The pointed houses look like bitey teeth against the snow, but the rising chimney smoke and the glow of soft yellow light tells you there's warmth and comfort. There's certainly good cozies for you to steal here! Together you begin to creep closer through the night.

Little Humbleton is a small village of around 70 people, with over a dozen houses, a stable, a general store, and a tavern. Each location has things of interest to the goblin gang. It's up to the players to decide how they approach the village, where they would like to go, and what they would like to do. Their actions are completely up to them.

GENERATING LOCATIONS

Each location provides a number of details and instructions to help randomly generate their contents and challenges.

Defenses. Each location has a defense DC, which is determined by rolling that location's specified number of dice. Attempts to enter a building are made against this DC, such as picking a lock, prying open a window, or sliding safely down a chimney. The defense DC is rolled only once for the entire building when the goblins first try to interact with it. Other notable defenses will also be listed here.

Residents. Each location has resident NPCs (use Villager stats in Appendix B), the number of which is determined by rolling that location's specified number of dice. NPC details are up to the DM, including name, race, gender, and whether they're sleeping or awake.

The DC of stealth-related checks for a given location is equal to 10 + the number of residents.

Inventory. Each location has a few notable items, with the rest being filled out however the DM likes.

Special. Some locations have extra things worth noting.

SPECIAL EVENTS

Whenever the goblins enter or leave a location, or whenever the DM feels is appropriate, have a player roll on the Special Events Table (see Appendix A) to see if an event happens.

LOCATION: HOOTING OWLBEAR INN

This tavern is the village's main social hub, a two-story timber and flagstone building located in the middle Little Humbleton. It has a taproom warmed by a large fireplace, a decently stocked kitchen and larder, outhouses, four guest rooms on the second floor, and the owner's bedroom.

Defenses. Defense DC 2d10 + 2, external doors are always unlocked. Roll separate defense DC for each tavern room, if lower than 10 it is unlocked.

Residents. Barman and 2d4 patrons currently in the taproom. The tavern has four rooms upstairs, 1d4 of which have a person sleeping inside.

Inventory. Variety of drinks, fully stocked kitchen, hot water bottles, bedding in rooms. On the mantle over the fireplace is a velvet cushion on which sits a stuffed owlbear toy. 50% chance a specific item or special cozy is inside, increased to 75% if food related.

Special. While the pursuit level is zero, the adventurer is in the taproom.

LOCATION: THE GENERAL STORE

The general store stocks supplies necessary for workers and traders going through the region, from snowshoes to rations. It's built from lumber with a flat roof where food is laid out to dry in warmer seasons.

Defenses. Defense DC 1d12 + 10.

Residents. This, That, and It (three CN cats).

Inventory. All basic adventuring gear worth 25gp or less, winter gear, a large wooden sled. 50% chance a specific item or special cozy is inside.

Special. The sled is a land vehicle capable of carrying up to four goblins and can move up to 40 feet per round over snow.

LOCATION: THE STABLE

The stable is a modest and drafty wooden structure housing the village's beasts.

Defenses. Defense DC 2d8, if less than 10 the doors are unlocked. If either dice result is a 1, a stable hand is working late.

Residents. **Bodacious** the pig (see Appendix for stats), an excitable guard **mastiff**, 2d4 **horses** and **mules**. If the total is odd, Bodacious is awake. If either roll is a 1 then a stable hand is working late

and the inside is brightly lit, otherwise it's dark.

Inventory. Horse blankets, hay, apples and carrots, manure. 10% a specific item or special cozy is inside, increased to 75% if it's animal related.

Special. Bodacious is a Large and temperamental pig. She's asleep in her pigpen snoring beneath an exceptionally thick and warm looking blanket. She loves her blanket.

LOCATION: HOUSES

Houses in Little Humbleton are largely made of timber from the nearby forest, and have a thatched roof with chimney, one or two windows, and a wooden door. The less well constructed might be drafty or have improper fittings, while the better crafted will be sturdy enough to be warm and comfortable inside through many winters.

Defenses. Defense DC 2d10 + 2, if less than 10 the doors are unlocked. If either roll is a 1, all residents are awake.

Residents. 1d6 residents.

Inventory. One blanket per two residents, one pillow per resident. 25% chance a specific item or special cozy is inside.

DEVELOPMENT

RETREAT

When the goblins decide they have enough cozies and would like to withdraw, they can retreat back to Big Boss's cave by saying "Let's get outta here!" together. The adventurer makes one final Wisdom (Perception) check see if they notice the goblins escaping, with the DC equal to 8 + the current pursuit level.

Once the goblins have retreated, proceed to Chapter 3 after reading or paraphrasing the following:

You scamper over the ridge and into the night, Little Humbleton fading from sight. What must be hours later, you finally spot Big Boss's cave entrance. Hopefully you grabbed enough cozies!

FAILURE

If the goblins are still in Little Humbleton after 3 real-time hours have passed the adventure ends with failure. Read or paraphrase the following

Harsh sunlight pokes up, glaring across the snow. Doors open and villagers step outside to begin their day. They notice you. Suddenly you're in the middle of a lively town full of big folk. The snow crunches ominously behind you and you turn to see the adventurer staring at you. There's no escape this time. No cozies for goblins.

CHAPTER 3: SO... WE STAY?

Here we find out how successful the goblin's cozy heist has been, and if Big Boss holds up his end of the deal.

To find out if the goblins have succeeded, calculate their Cozy Points. One cozy from the shopping list (eg chocolate, or two blankets) counts as 3 cozy points, while one cozy not on the shopping list counts as 1 point. It's up to the DM to decide which items count as a cozy.

If total number of cozy points is less than 21, the goblins have failed. Go to the "Failure" section.

If total number of cozy points is between 21 and 26, the goblins have succeeded. Go to the "Success" section.

If total number of cozy points is 27 or more, the goblins have made a great success! Go to the "Great Success" section.

OUTCOME 1: FAILURE

Big Boss's sad and angry voice is muffled by the snow and wind. "Big Boss said bring more! Now he not cozy still so no sharing cave!"

You pull each other out of the snowbank he'd tossed you into and see Big Boss pointing away from his cave, looking as if he's about to cry. You shiver as the cold burrows quickly under your skin. You try to argue, but Big Boss will not listen.

Your gang turns and begins hopping desperately through the snow together. Maybe there's another cave nearby? Maybe if you're fast enough...

OUTCOME 2: SUCCESS

In the center of the cave is a mound of blankets and pillows covered in bits of food. Gangly goblin limbs poke from under fluffy pillows.

Wrapped snugly in the nest, Big Boss wears an angry pout. He is surrounded by the goblin gang, who have snuggled up close to him. They sigh sleepily, a happy green ball of cuddly goblin warmth.

"Cozy was supposed to be for only meeee" he cries out, unheeded.

OUTCOME 3: GREAT SUCCESS!

In the biggest blanket nest, Big Boss;s large dark eyes and the top of his head pea over a piled up blanket. A muffled "hehehe..." of satisfaction emerges.

Around him is a group of smaller nests, where each of the goblin gang has buried themselves in warmth with delighted fury.

The cave is warm. The goblins are cozy. This is going to be a wonderful winter.

THE END!

That's it, my fellow cozy-hunting goblins! Hopefully you enjoyed Goblin Heist and have gotten yourselves all comfortably nested. From here it's all appendices, everyone's favourite part of adventures. For new experiences and challenges, feel free to attempt this adventure multiple times with different goblins, weather conditions, and adventurers. Thank you so much for playing!

AUTHOR'S NOTE

Don't forget to rate and leave a review of this product on DMsGuild, it really helps!

AUTHOR BIO

Hi I'm Kai Linder ([@Paradoliak](#)), an RPG editor and writer with an international background and an education in psychological research. I DM, am a player on the [Dastardly Dungeons podcast](#), love goblins and gnomes, and am hard at work on several releases hitting the DMsGuild in the coming months, including:

- The Mad Lab of Dr Zakari in the Bloodties Anthology, a body horror adventure of mad druidic science.
- Scientific Secrets of Saltmarsh, a book of aquatic monsters inspired by real-world animals.
- Artifacts of the Old World, a collection of magical items from European mythology.
- Unbridled, a herd of short adventures about hags, unicorns, and hags riding unicorns.

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APPENDIX A: TABLES

WEATHER CONDITIONS

d4	Weather	Effect
1	Clear	Extreme Cold DC 10 +1 pursuit level each time goblins go outside without covering their tracks
2-3	Snowing	Extreme Cold DC 11 Max visibility 40 ft.
4	Blizzard	Extreme Cold DC 12 Max visibility 20 ft. Advantage on all Dexterity (Stealth) checks

EXHAUSTION EFFECTS

Level	Effect
1	Disadvantage on ability checks
2	Speed halved.
3	Disadvantage on attack rolls and saving throws
4	Hit point maximum halved
5	Speed reduced to 0
6	Death

COZY SHOPPING LIST

Blankets x2, pillows x4, chocolate, a new stuffed toy, and three random cozies.

SPECIAL COZIES

d20	Special Cozy
1	Extra blanket
2	Two extra pillows
3	Three snikkety snacks
4	Hot water bottle
5	Onesie
6	Bathrobe
7	Fur coat
8	Big kettle
9	Mattress
10	Musical Instrument
11	Storybook with lots of pictures
12	Hot chocolate
13	Shiny mittens
14	Red mug
15	Nightlight
16	Big beanbag
17	Scented candles
18	Warm socks taken off someone's feet
19	A puppy
20	Something from the adventurer

GOBLIN GUBBINS

d12 Gubbin

1	Dread Helm. Your eyes glow red while wearing this helmet, giving you +1 AC and advantage on Charisma (Intimidation) checks.
2	Brass Earhorn. If you place the earhorn against a wall and succeed on a DC 10 Wisdom (Perception) check, you can hear through that wall.
3	Vermin Loincloth (3 uses). You can use an action while holding this to summon your choice of a bat , frog , or rat . It magically appears from the loincloth and is a normal animal not under your control. It disappears after one hour.
4	Kobold Gold. A pile of fake coins totaling 50gp. A DC 14 Intelligence (Investigation) check reveals the deceit.
5	Bangstik. As an action you can strike this gubbin against a flammable object, setting it on fire with a small bang. Fire deals 1d4 fire damage per round until put out as an action.
6	Ogre Floss. 60 ft. rope that can reconnect itself after being cut.
7	Goblin Medicine (1 use). As an action you can drink this thick potion then slap a dead goblin to cast the revivify spell on that goblin.
8	The Only Blanket. While wrapped in this blanket you're immune to extreme cold. When someone asks for the blanket, if you reply "No! Only me!" and don't share it, you gain 1d6 + 4 temporary hit points for the next hour.
9	Nap dust (1 use). As an action you can throw this dust in a 15 ft. cone. You and creatures in the cone must succeed on a DC 12 Constitution save or fall asleep for 10 minutes, or until woken as an action.
10	Dramatico Exito (1 use). As an action you make this gnomish gubbin explode, filling a 15 ft. radius around you with thick smoke and ball bearings. Creatures in that radius are blinded, and anyone entering or starting their turn in it must succeed on a DC 10 Dexterity save or fall prone.
11	Sovereign Glue (2 uses). One dry, this glue binds any two things together permanently, breakable only by a wish spell. It takes an action to apply and 1 minute to dry.
12	Pork Potion (1 use). When drunk by a goblin as an action, this fizzy hammy liquid causes a Wild Magic Surge (<i>Player's Handbook</i> , pg. 104) every round for the next minuted centered on the drinker, with targets determined randomly. When drunk by anything else... Who knows?

GOBLIN HEALING

A goblin can use an action to cram food into their or another goblin's mouth, regaining hit points depending on the food. If the player roleplays eating in a horribly gobliny manner, they roll double the dice.

Normal Food. Regain 1d4 hit points.

Sweet Food. Regain 1d6 hit points.

Gross Food. Regain 1d6 hit points + CON modifier (negative modifiers apply).

SPECIAL EVENTS

d10	Outdoor Event	Indoor Event
1	Adventurer Confrontation.	
	A villager walks near the goblins from one location to another. The goblins must pass a DC 10 group Dexterity (Stealth) check, or the villager becomes suspicious and investigates their current position.	A sleeper yells in their sleep. Each sleeping resident has a 50% chance of waking up.
2		
3	A talking frog strikes up conversation. It's bored and very cold. It will trade special info about the town for the goblins' best blanket. This info could be a tip about the adventurer's whereabouts to give -1 pursuit level, a secret way into a location, a treasure trove of food (the stable, which has lots of bugs to eat), or something of your own invention.	
4	A small child named Stan spots the goblins and he insists he wants to be a goblin too and steal things. Stan can help steal something the goblins can't reach or is in a place full of adults, after which he yawns "that was fun" and goes home. He can also take the blame if the goblins are spotted or get in the way to stall the adventurer, allowing them to escape. Either gets Stan in big trouble and sent home.	
5	The goblins find a random gubbin in the snow.	Any residents currently awake in the location go to bed.
6-7	The goblins must save against extreme cold.	Nothing.
8-10	Nothing.	

PURSUIT LEVEL

Pursuit level changes in the following ways:

- +1 every 30 real-world minutes.
- +1 whenever a combat occurs.
- +1 whenever a villager who's noticed the goblins alerts the adventurer.
- +1 whenever the goblins fail a group stealth check outdoors.
- -1 if the goblins spend time covering their trail, requiring a successful Wisdom (Survival) check against the adventurer's Wisdom (Survival) check.
- -1 if the goblins are indoors for 10 real-world minutes without being noticed.
- -1 if the goblins split into multiple groups. Each has its own Pursuit Level.

Other things may come up that could affect the pursuit level, so the DM should feel free to use their own judgment about whether something will affect the pursuit level and, if so, how. For example, you might decide that causing an explosion increases the pursuit level by 1, or convincing a villager to help lie about your location decreases it by 1.

APPENDIX B: CREATURE STAT BLOCKS

BODACIOUS

Large beast, chaotic evil

Armor Class 10 (Thicc body)

Hit Points 19 (2d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	18 (+4)	3 (-4)	15 (+2)	5 (-3)

Damage Resistances cold, poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Charge. If Bodacious moves at least 20 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage.

Plow forward. Bodacious does not suffer the effects of difficult terrain created by mud or snow.

Stench. Any creature that starts its turn within 5 feet of Bodacious must succeed on a DC 12 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench for 1 hour.

ACTIONS

Headbutt. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 3) bludgeoning damage and the target must succeed on a DC 13 Strength saving throw or be knocked prone.

CAT

Tiny beast, unaligned

Armor Class 12

Hit Points 2 (1d4)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	10 (+0)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

Keen Smell. The cat has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Claws. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 slashing damage.

MASTIFF

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

VILLAGER

Medium humanoid (any race), neutral good

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

Unarmed. *Melee Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 bludgeoning damage.

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80 ft./320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

APPENDIX C: ADVENTURERS

Bill Bash is a stubborn human mercenary who prefers to shield bash first, ask questions later. Failing a contract might mean his family back home go hungry, so there's no way he's letting goblins get Little Humbleton. Armed with a spear, a shield with a child's finger-painting of a knight, and muscles bigger than a goblin's head, Bill is ready to shout challenges, kill goblins, and make it back to his favorite people in the world in no time.

BILL BASH, THE FIGHTER

Medium humanoid (human), lawful neutral

Armor Class 14 (leather armor, shield)

Hit Points 85 (10d10 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Str +7, Con +6

Skills Athletics +7, Intimidation +4

Senses passive Perception 10

Languages Common

Challenge 5 (1,800 XP)

Pursuit Threshold. 8

Doorknocker. While pursuit level is 2 or more, Bill walks around town knocking on doors to check on people. For every 10 real-time minutes the goblins spend in one location, there's a cumulative 25% chance Bill knocks on the door and wakes the inhabitants.

Juggernaut. Bill has advantage on checks to push through barriers, and hitting him with a thrown item slows him by 5 ft. instead of 10 ft.

ACTIONS

Multiattack. Bill makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d4 + 4) bludgeoning damage and the target must succeed on a DC 14 Strength saving throw or be knocked prone.

REACTIONS

Parry. Bill adds 2 to his AC against one melee attack that would hit him. He must be able to see the target and wielding a melee weapon.

Elyn Vinespeaker is a thin, kindhearted half-elf in light green cleric's robes. They've lived in Little Humbleton for many years, performing blessings and rites with the authority of their woodland gods. Elyn is a pacifist and not much of a fighter, so has enlisted the villagers to help capture the goblins. Elyn likes to sing comforting songs while patrolling each night, and the weather tends to calm where they walk.

ELYN VINESPEAKER, THE CLERIC

Medium humanoid (half-elf), chaotic good

Armor Class 10

Hit Points 65 (10d8 + 20)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	10 (+0)	18 (+4)	14 (+2)

Saving Throws Wis +7, Cha +5

Skills Insight +7, Perception +7, Religion +3

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Goblin

Challenge 5 (1,800 XP)

Pursuit Threshold. 7

Hometown Advantage. Elyn knows the best places to hide in the village. If a confrontation is resolved and Elyn did not capture any goblins, reduce the pursuit level by 1 instead of 2.

Inspire Villagers. Elyn is a great friend of Little Humbleton. As an action they can call out for aid, summoning 1d4 **villagers** who appear after three rounds help against the goblins.

Nature God's Favor. The first time the pursuit threshold is reached, the weather condition decreases by one for the rest of the game: from Blizzard to Snowy, Snowy to Clear, or if Clear then moonlight shines through, bathing all outdoor areas in dim light.

Pacifist. Elyn refuses to kill. Goblins reduced to 0 hit points within 60 feet of them are unconscious but stable. Elyn tries to capture goblins one at a time, tying them up in Hooting Owlbear Inn. Treat capture the same as death, though rescuing a captured goblin is possible.

Fey Ancestry. Elyn has advantage on saving throws against being charmed, and magic can't put them to sleep.

Spellcasting. Elyn's spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They can cast the following spells as long as they have their holy amulet:

At will: *guidance, light, word of radiance*

3/game each: *bless, blindness/deafness, command, cure wounds, speak with plants and animals*

1/game each: *plant growth, spike growth*

ACTIONS

Branch Staff. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

Hanna Hilltopple is a short-haired cold-hating halfling girl. Her college dissertation is past due which might lose her funding. Luckily, a villager promised to help find her contact if she protects Little Humbleton. Hanna uses her magic to ward the town, and her owl familiar Rosy scouts so she can sip her hot cocoa flask in the warm tavern.

HANNA HILLTOPPLE, THE WIZARD

Small humanoid (halfling), neutral good

Armor Class 11 (14 with *mage armor*)

Hit Points 35 (10d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	10 (+0)	18 (+4)	12 (+1)	10 (+0)

Saving Throws Int +7, Wis +4

Skills Arcana +7, History +7, Investigation +7

Damage Vulnerabilities cold

Senses passive Perception 11

Languages Common, Dwarvish, Elvish, Halfling

Challenge 5 (1,800 XP)

Pursuit Threshold. 5

Magical Wards. Hanna has cast *arcane lock* on all houses and the general store, increasing their defense DCs by 5 on doors specifically. An *alarm* spell has also been cast inside the stable; if the goblins enter it the pursuit level increases by 1.

Thin Skinned. Hanna has disadvantage on attack rolls while outdoors and on saves made against having her feelings hurt.

Watchful Familiar. Hanna stays in the Hooting Owlbear Inn until her pursuit threshold is reached, while her owl familiar Rosy scouts the town from above. Each time the goblins go outside they must make a DC 13 group Stealth check. On a failure the pursuit level increases by 1. When the pursuit threshold is reached, the goblins have three rounds before the confrontation begins.

Halfling Nimbleness. Hanna can move through the space of creatures that are Medium or larger.

Lucky. When Hanna rolls a 1 on the d20, she can reroll it and use the new roll.

Spellcasting. Hanna's spellcasting ability is Intelligence (spell save DC 14, +7 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *minor illusion*

1st level (4 slots): *alarm*, *color spray*, *mage armor*, *Tasha's hideous laughter*

2nd level (3 slots): *arcane lock*, *mirror image*, *misty step*

3rd level (2 slots): *fly*, *lightning bolt*

ACTIONS

Fire bolt. *Ranged Spell Attack:* +7 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4 - 1) bludgeoning damage.

Shrike is a grim young dwarf assassin fresh from her training and looking for her first job. Her family disappeared near goblin caves when she was but a pebble, and her desire for revenge has led her to take Little Humbleton's job without pay. She's inexperienced but well trained; a capable spotter, skilled with trap and dagger, and stealthy enough that in her snowy white leather all that is seen of her is the blur of her braided red hair and long red scarf as she darts between cover.

SHRIKE, THE ROGUE

Medium humanoid (dwarf), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Saving Throws Dex +7, Int +3

Skills Acrobatics +7, Perception +5, Stealth +10

Senses darkvision 60 ft., passive Perception 15

Languages Common, Dwarvish

Challenge 5 (1,800 XP)

Pursuit Threshold. 6

Trapper. Shrike has set bear traps throughout the town, hidden under the snow (DC 12 to spot, or DC 14 in blizzard weather). Whenever the goblins travel outdoors, each goblin has a 25% chance of stepping on a trap, taking 1d6 piercing damage and becoming restrained (escape DC 12).

Ambusher. When the pursuit level reaches threshold, Shrike confronts the goblins without warning. The goblins do not get a round to prepare for the confrontation and are surprised.

Cunning Action. Shrike can use a bonus action to take the Dash, Disengage, or Hide action.

Dwarven Resilience. Shrike has advantage on saving throws against poison and resistance against poison damage.

Evasion. If Shrike makes a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the save and only half if she fails.

Sneak Attack (1/turn). Shrike deals an extra 10 (3d6) damage when she hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

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

Light Crossbow. *Ranged Weapon Attack:* +7 to hit, range 80/320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

REACTIONS

Uncanny Dodge. Shrike can halve the damage from one attack if she can see the attacker.

APPENDIX D: THE GOBLINS



Chunkz is the largest and toughest of the goblin gang, and capable of happily eating anything. He's exceptionally greedy.

CHUNKZ

Medium humanoid (goblinoid),

Armor Class 14 (chain shirt, shield)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	8 (-1)	16 (+3)	10 (+0)	10 (+0)	8 (-1)

Saving Throws Str +3, Con +5

Skills Athletics +3, Deception +1, Medicine +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

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

Sugar Rush. Chunkz gains the effects of the *haste* spell for 30 seconds after eating something sweet. He has resistance on saves against poison.

Stubborn. Chunkz has advantage on checks and saves against being physically moved.

Thick Skinned. Chunkz has advantage on saves against cold and having his feelings hurt.

ACTIONS

Fork. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage. If the target is holding food they take an additional 2d4 piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.



Worm is the smartest of the goblins, a brilliant planner who found a book of booyagh (magic) and has learned to cast some of its spells. However, he pays others little mind and is extremely rude.

WORM

Small humanoid (goblinoid),

Armor Class 12 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	16 (+3)	8 (-1)	6 (-2)

Saving Throws Dex +3, Int +5

Skills Arcana +5, History +5, Investigation +5, Nature +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Big Brain. Once during the game you can shout "Worm planned for this!". You may then describe something Worm did in the past to prepare for the current situation, as if he'd planned it all along. For example, if being chased Worm could declare he put a bucket on top of a door, which now falls on the chaser's head.

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

Wielder of Booyagh. Worm has an old book that allows him to cast spells (spell save DC 13). He knows the following spells and can cast them while he has his book.

At will: *produce flame*, *message*, *mold earth*.

1st level (4 spell slots): *catapult*, *chaos bolt*, *color spray*, *grease*, *jump*.

ACTIONS

Book Throw. *Ranged Weapon Attack:* +2 to hit, range 10/30 ft., one target. *Hit:* 3 (1d6) bludgeoning damage.

Papercut. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Peepers is a sickly female with shiny yellow goggles that magnify her big yellow goblin eyes. She's anxious and paranoid, and there's no one better at spotting danger.

PEEPERS

Small humanoid (goblinoid),

Armor Class 12 (leather armor)

Hit Points 4 (3d6 - 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	6 (-2)	8 (-1)	16 (+3)	12 (+1)

Saving Throws Wis +5, Cha +3

Skills Insight +5, Perception +5, Stealth +3, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 1 (200 XP)

Got A Bad Feeling. The DM must tell Peepers all Stealth check DCs.

Dodgy. When Peepers is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she takes no damage on a success and half damage on a failure. If you yell "Saw that comin!" you have advantage on the save.

Magic Eye. As an action Peepers powers on her goggles. For the next 30 seconds she can see through solid walls and objects to a range of 60 ft. The goggles can only be used twice this way.

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

ACTIONS

Shortbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.



Stubtoe is the strongest and fastest goblin, though her speed combines badly with her clumsiness. She's devoted most of her time to muscle over mind and has an awful memory.

STUBTOE

Small humanoid (goblinoid),

Armor Class 12 (hide armor)

Hit Points 10 (3d6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	10 (+0)	6 (-2)	12 (+1)	10 (+0)

Saving Throws Str +5, Con +2

Skills Animal Handling +3, Athletics +5, Deception +2, Intimidation +2

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1 (200 XP)

Clumsy. Stubtoe has disadvantage on saves and checks to avoid falling prone.

Go For The Toes. As an action, Stubtoe spins her club in a circle. All creatures within 5 ft. must succeed on a DC 13 Dexterity saving throw or fall prone. If you shout "Toes! Haha!", creatures who fail the save also take 1d4 bludgeoning damage.

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

Yeet. As an action, Stubtoe can throw a fellow goblin 1d4 x 5 feet in a straight line.

ACTIONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Javelin. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Sneako is the stealthiest goblin, great at picking locks with his nails being mean to people. His long hair hangs in front of his eyes, giving him a tendency to blunder into things.

SNEAKO

Small humanoid (goblinoid),

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	12 (+1)	6 (-2)	10 (+0)

Saving Throws Dex +5, Int +3

Skills Acrobatics +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 8

Languages Common, Goblin

Challenge 1 (200 XP)

Long Fringe. Sneako can't see further than 30 feet.

Nimble Escape. Sneako can take the Dash, Disengage, or Hide action as a bonus action on each of its turns.

Nosepicker. Sneako adds an extra +2 when making checks to open things with his fingernails.

That's Not Very Nice. Sneako knows the *vicious mockery* cantrip, spell save DC 11.

ACTIONS

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.



Sweet Baboo is the smallest babyest goblin, with cuteness enough to stop a lich (don't try it though). He absolutely loves attention, but is small and fragile, so protect this precious boy!

SWEET BABOO

Small humanoid (goblinoid),

Armor Class 13 (leather armor)

Hit Points 7 (3d6 - 3)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	8 (-1)	10 (+0)	10 (+0)	16 (+3)

Saving Throws Dex +4, Cha +5

Skills Animal Handling +2, Performance +5, Persuasion +5, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Baby. Sweet Baboo cannot carry anything heavier than 10 pounds.

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

Puppy Eyes. Sweet Baboo can cast the following spells without components as long as the targets can see him (save DC 13):

1st level (3 slots): *bless*, *charm person*, *hellish rebuke*, *sanctuary*

1/day: *calm emotion*

ACTIONS

Shank. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

