

HILL GOBLIN ALCHEMIST

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 10 (4d6 – 4)

Speed 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|--------|---------|--------|---------|---------|--------|
| 8 (–1) | 14 (+2) | 8 (–1) | 10 (+0) | 10 (+0) | 8 (–1) |

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Hallucinogen Immunity. The hill goblin alchemist has immunity to the effects of its hallucinogenic potions as long as it is wearing its mask.

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

ACTIONS

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

Hallucinogenic Potion. The hill goblin alchemist throws a potion to a location within 40 feet. When it strikes the ground or another hard surface, it shatters and releases a cloud of green gas that fills a 20-foot-radius. The cloud spreads around corners and its area is lightly obscured. It lasts for up to 5 minutes or until a wind of light or greater speed (at least 5 miles per hour) disperses it. All creatures that enter the cloud on their turn or start their turn there must succeed on a DC 15 Constitution saving throw or suffer one of the following effects (roll a d4):

1. The target's vision is distorted and their balance is off. They make attacks with disadvantage.
2. The target can't tell friend from foe and must spend their turn making a melee attack or casting a cantrip against a random creature within range. If no target is within range, they must move up to their speed towards the nearest creature and make an attack against it.
3. The target's reaction time is slowed. All attacks made against them have advantage and their speed is reduced by 10 feet.
4. In their mind's eye the target see their greatest fear manifested. It drives them mad and they must use their action to Dash in a random direction.

Creatures affected by the hallucinogen can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success. The effects of the hallucinogen end after a creature spends 1 minute outside the hallucinogenic cloud.

Healing Potion. The hill goblin alchemist throws a potion to a location within 30 feet. When it strikes the ground or another hard surface, it shatters and releases a cloud of maroon gas in a 15-foot-radius. The cloud lasts for up to 1 minute or until a wind of light or greater speed (at least 5 miles per hour) disperses it. All goblinoids who enter the cloud for the first time on their turn or start their turn there regain 3 (1d6) hit points. All non-goblinoid creatures who enter the cloud for the first time on their turn or start their turn there must make a DC 13 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Slippery. If an attack on the hill goblin alchemist misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

5 alchemist potions (p. 168), dagger, leather armor, and roll a d12:

| d12 | Item(s) |
|-------|--|
| 1–6 | 1d4 days' rations consisting of beef jerky, hard cheese, and stale bread |
| 7–9 | A trinket (p. 69) |
| 10–11 | A tattered coin purse containing 21 (6d6) cp, and 7 (2d6) sp |
| 12 | A vial of poison |

Alchemists are able to create a surprisingly advanced array of experimental explosives, and will often carry a variety of concoctions designed to harm and hinder enemies and, on occasion, help fellow goblins.

