

HILL GOBLIN BOMBER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	10 (+0)	8 (–1)	9 (–1)	8 (–1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The hill goblin bomber 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.

Bomb. The hill goblin bomber throws a bomb to a location within 30 feet. When it explodes, all creatures within 10 feet of the bomb must make a DC 13 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much on a successful one. Additionally, all creatures within 20 feet, of the bomb must make a DC 10 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save, or half as much on a successful one.

REACTIONS

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

WEAPONS, ARMOR & ITEMS

10 *goblin bombs* (p. 169), dagger, leather armor, shield, 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 14 (4d6) cp
12	A +1 <i>steel shield</i>

Pairing goblins' innate ingenuity when it comes to dangerous and painful weapons with the more advanced craft available to the hill troops, **bombers** make use of a rudimentary gunpowder consisting of sulphur, charcoal and bat guano, generally paying for their craft with a finger or two.

