



# goblins

**Nimble**  
A fast, tactical TTRPG

# GOBLINS

Green, cunning, and thriving on chaos, Goblins are quick to flee and even quicker to mock you mercilessly if given the chance. They tend to live on the margins of society and the edges of civilization, not because they must—but because that's where the fun is. Goblins find joy in causing chaos, they trap caves and byways for laughs, steal anything not nailed down (and sometimes even things that are), and view any sign of order as an irresistible target for sabotage.

Disorganized by nature, Goblins can be forced into temporary cohesion when bullied by a stronger leader—typically a cruel Taskmaster or a Bugbear. But even then, their discipline is tenuous, held together with threats (and only while the boss is watching). They're at their best when they're left to scurry, squabble, and scavenge, always laughing, always scheming, and always just one insult away from starting another fight. Their favorite game? "Throw Rocks at Your Friends"—a pastime with no rules, no teams, and a dubious win condition.

## GOBLIN LORE

- **Goblin Minion.** The cannon fodder of goblin society: lazy, sneaky, and only slightly more threatening than a thrown boot. Their job is mostly to get in the way, shout insults, and die in amusing ways. They function less as warriors and more as living obstacles (and they're proud of it).
- **Goblin.** The backbone of any raiding party, especially when it comes to setting up makeshift traps, stealing food, and heckling anyone who will listen.
- **Goblin Ratrider.** Riding into battle atop mangy giant rats, these goblins are thrill-seekers and scouts. Their mounts are as diseased and unpredictable as their riders.
- **Goblin Taskmaster.** The rare goblins mean enough to boss others around and survive the attempt. They often work under the heel of Bugbears, screaming secondhand orders and threats they usually can't deliver.
- **Bugbear.** Big, brutish, and deeply grumpy, Bug-

bears are the heavy muscle of Goblin society. They despise noise and disorder—Bugbears tolerate Goblins' antics in exchange for servitude and a steady supply of things to hit.

- **Bugbear Chieftain.** Chieftains rule with fear, iron clubs, and a zero-tolerance policy for goblin antics (except the useful kind). Under their leadership, goblins become surprisingly efficient raiders—at least for a few weeks.
- **Nilbog.** Every Goblin's dream is rising to the rank of Nilbog—a rare Goblin so chaotic that, when one appears, the tribe descends into madness or worship. Minions throw themselves off ledges in reverence and Taskmasters weep in frustration.

## ADVENTURE SEEDS

- **Urban Goblin Colonies.** Gobbos will sometimes infest a city's underworks like rats, stealing anything that can be reached by a mad dash from the sewer access points: shoes, small animals, etc.
- **Slork's "Things I Found" Pop-up Shop.** He can show up anywhere, with various items ranging from the magical to mundane. Always very poorly described: "Slork finded stick" could be a magical wand, a rare key, a venomous snake, or an actual stick. At least his prices are reasonable.
- **Goblin Civil War.** Two warrens fighting over a crossbow that's been out of bolts for weeks. "We stole it first!"
- **Goblin Fortress.** A hill fortress made entirely of junk, chicken wire, and angry rodents. Booby-trapped beyond reason. The Goblins claim it's "impregnantble."

## GOBLIN LOOT:

Live mouse (a snack for later), moldy bread, smooth stones, sharp sticks, teeth (forcibly removed), arrows, LOTS of blades (jagged, but effective), dead captive (forgot to feed him), shiny junk (bits of metal, broken glass, and buttons), slug farm (a jar of slimy, wriggling slugs), unidentifiable jerky. A notebook tracking bizarre trades and bets, boots (too big).



# RUNNING GOBLINS

Goblins are chaos. They prefer to stab close up, and run away afterwards to attempt to provoke Heroes into making Opportunity Attacks (increasing the odds of triggering their "Haha, Missed Me!" ability). They'll attack from Range but only if all enemies are too far away.

Goblins work best in dense terrain: caves, ruins, alleyways—anywhere they can set up ambushes or bait you into chasing them into a trap. Their goal is rarely total victory—they mostly want to humiliate, loot, and live long enough to tell the story.

## GOBLIN ENCOUNTERS

- **Minion Tutorial.** (VS level 1 heroes) Composed only of Goblin Minions, use this group to teach the basics of combat: initiative, movement, and attacking. These Goblins use the most basic tactics.
- **Raiding Party.** (VS levels 2–3 heroes) Composed of regular Goblins, Minions, and the occasional Ratrider for extra movement. Goblins will actively move into melee range and run away before their turn ends to provoke Heroes into wasting their actions on less efficient opportunity attacks.
- **Ambush Party.** (VS levels 3–4 heroes). Something (e.g., Goblins, treasure, "hostages") are used as bait to draw Heroes in and Goblins jump out, followed by Bugbears when the party is occupied. Sprinkle in a trap or two for maximum chaos.
- **Rat Force Strike Team!** (VS levels 3–5 heroes) Lead by a Taskmaster, this team has numerous Ratriders who charge in trying their best to knock heroes over. ALL the Goblins gang up on whom-ever goes Prone.
- **Alpha Squad.** (VS levels 3–6 heroes) Lead by a Cheiftain and multiple Taskmasters, this party uses the most intelligent tactics: they gang up on vulnerable Heroes, and use powerful weapons like the Ratapult to great effect. Taskmasters stay at Range behind a good-sized Spikefield, and Pit Traps are used to separate and slow the party.

## INCREASING THE DIFFICULTY

- **Goblins.** If a hero is less than 6 spaces away, run up to them, stab then run away in hopes of triggering an Opportunity Attack. Goad heroes into it with verbal taunts: "You can't catch me!" feigning fear (especially if you miss, or seeing them survive

your best stab) "Ahh! Run awaayy!"

- **Bugbear.** Bugbears are patient ambushers. They almost always start combat hidden and will jump out, attacking any hero who has strayed too far from his party, or their back lines. Heroes who assess intelligently may spot them before they jump out from behind the back lines. They preferring to attack last in a round after heroes have already Interposed & Defended.
- **Taskmaster.** Are the rare Goblin that is happy to stay in the back lines, calling minions to battle and shooting from Range. They always keep a minion within Interpose range. These are VERY tempting targets for heroes to chase down (into a trap!).
- **Ratrider.** Hunt down backline and isolated heroes. With their incredibly fast speed they can regularly stay out of reach of melee heroes, and can set up powerful attacks for Bugbears when they knock Heroes Prone.

## TRAPS

A way to increase the difficulty without adding more monsters. Use them as single use monsters, only where it makes sense and only occasionally. The threat of a trap is almost as good as a trap itself.

## DECREASING THE DIFFICULTY

- **Bugbears.** Attack from Range to deal less damage, and can spread their damage around rather than focusing on badly injured heroes, or ones that have already Defended.
- **Goblins.** Very injured Goblins can run past multiple heroes, and less injured Goblins can remain adjacent to melee heroes rather than running away to save them an action moving.
- **Taskmasters.** May "run out" of minions to call to the battlefield or their minions may be out of position to Interpose for them.
- **Ratriders.** Can stay more stationary or spread their damage around.

## TPK ALTERNATIVE

- **Ransom.** If the Heroes lose, Goblins are happy to take them hostage and hold them for ransom if that seems like more fun than killing them.

**Knock Unconscious.** Monsters can knock unconscious instead of dealing a hero a final Wound.



# GOBLIN STATBLOCKS

**Haha, Missed Me!** Whenever an attack misses you, deal 1 psychic damage in return.

**GOBLIN MINION** LVL 1/4, SMALL  
**Stab.** 1d6 (follows minion rules).

**GOBLIN** LVL 1/3, SMALL **15**  
**Stab.** 1d6+2 (or Shoot, Range 8).

**BUGBEAR** LVL 2 **M 30**  
• **Cleave.** 2d6+4. OR:  
• **Javelin.** 1d6+2 (Range 8).

**BUGBEAR CHEIFTAIN** LVL 4 **M 40**  
**Cleave.** (Reach 2) 2d6+10, can also damage a 2nd target within Reach.

**GOBLIN TASKMASTER** LVL 2, SMALL **M 30**  
**Meat Shield.** Can force other goblins to Interpose for him.

- **Stab.** 1d6+2 (or Shoot, Range 8). Then:
- **Get in here!** Call a goblin minion to the fight.

**GOBLIN RATRIDER** LVL 2 **30 10**  
**CHAAARGE!** If you move at least 4 spaces in a straight line, attack with advantage once.  
**Bite & Stab (2x).** 1d6+2. On crit: Prone.

**NILBOG** LVL 3 **30**  
**Backwards Chaos.** Attacks that would hit a Nilbog instead miss, attacks that would miss, hit instead.  
**Neener Neener!** Reaction, when a hero's attack misses a Goblin or when a hero *could* opportunity attack a Goblin, but *doesn't*: Deal 4 psychic damage.

## GOBLIN HAZARDS

**TRIPPING HAZARD** LVL 1/2

**Hidden Trap!** Hasty Movement. Creatures who move more than once are knocked Prone on a failed DC 10 Perception check!

**GOBLIN SPIKEFIELD** LVL 1 (PER HERO)

**Obvious Hazard!** When a non-Goblin moves, they suffer 1 damage per space unless they treat the area as difficult terrain.

**GOBLIN PIT TRAP** LVL 1

**Hidden Trap!** When a Medium or larger creature steps into the area. DC 12 Perception to spot it and halt movement, otherwise DEX save.

- **1-9.** 8 damage, fall 10 ft. land Prone.
- **10-14.** 4 damage, fall 10 ft.
- **16+.** Leap harmlessly across.

**Escape.** Standing up costs 3 spaces of movement, climbing out costs 4 more.

**RATAPULT** LVL 2

**Static Weapon.** Instead of attacking, a creature can trigger this. Single use; a strong creature (e.g. Bugbear) can reload.

**Smell Ya Later!** (Range 8) Launch a dead Giant Rat: 8 Damage, Prone, and Poisoned 1 minute (roll 1d6).

- **6-5.** DC 16 DEX save for half damage only.
- **4-3.** DC 12 DEX save for half damage only.
- **2-1.** Misfire. Enemy chooses where rat lands.



Level 2 Solo Angry Bugbear

## **KROGG, GOBLIN KING**

75 M STR+, DEX+

**ACTIONS:** After each hero's turn, choose one:

- **Manglemaul.** Move 6. 2d6+3 damage, Grappled (escape DC 10). OR:
- **Crack Skulls.** Move 6. Swing a Grappled creature at another creature. Both take **2d6+3** damage, ending the Grapple.

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**BLOODIED:** At **38 HP**, Krogg's damage increases to **2d8+3**.

**LAST STAND:** Krogg is dying! If he takes **20** more damage he dies. Until then, he has Heavy armor.

Level 3 Solo Goblin & Large Rat Cavalry

## **VERMIS & SKITTERSNACK**

120

STR+, DEX+

**Mangy Rat.** When Skittersnack is struck, summon 1 giant flea (a d4 minion, on hit: 1 damage).

**ACTIONS:** After each hero's turn, alternate using your 2 abilities:

- **Chaaarrge!** Move 10 in a straight line, deal 2d6 damage to all in your path (2 spaces wide).
- **Itchy Fleas.** Move 4. Skittersnack summons 1 giant flea/hero (they act at the end of each round).

**BLOODIED: Flea Bitten Varmint!** At **60 HP** Skittersnack summons 3 Giant Fleas per hero.

**LAST STAND: Fleas, Please!** Veris & Skittersnack are dying! **30** more damage and they die. Until then, they perform both actions each turn.