



GOBLIN ALCHEMIST

Goblins are well-known for their ingenuity when it comes to fashioning insidious and deadly traps out of whatever resources and materials happen to be available to them. It's no surprise then, that when a goblin gets their hands on a supply of dangerous and volatile alchemical reagents, that they might immediately use them to craft surprisingly effective—if predictably unstable—weapons of war.

Goblin alchemists have a high degree of both skill and intuition when it comes to their craft. This is *necessarily* true because, as with most goblin vocations, they learn almost exclusively through trial and error. Any goblins that survive this learning process when dealing with poisons, explosives, and other volatile substances will undoubtedly come out of it with an impressive, perhaps even *uncanny* ability to wreak havoc while managing to escape the effects themselves—*most of the time*, anyway.

GOBLIN ALCHEMIST

Small humanoid (goblinoid), chaotic neutral

Armor Class 17 (breastplate +1)

Hit Points 52 (8d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	15 (+2)	16 (+3)	18 (+4)	7 (-2)	11 (+0)

Saving Throws Con +5, Int +7

Skills Arcana +7, Investigation +7, Sleight of Hand +10

Damage Resistances acid, fire

Senses darkvision 60 ft. passive Perception 8

Languages Common, Goblin

Challenge 5 (1,800 XP)

Artificer Infusions. The goblin carries the following magically-infused equipment and items. If the goblin dies, these magic items retain their special properties for 4 days before reverting to their mundane form: enhanced breastplate, gloves of thievery, repeating shot light crossbow.

Alchemical Savant (4/Day). When the goblin either restores hit points or deals fire, acid, necrotic, or poison damage using a spell or an alchemical agent it has created, the hit points restored or damage dealt are increased by 4.

Fury of the Small (Recharges After a Short or Long Rest). When the goblin damages a creature with an attack or a spell and the creature's size is larger than the goblin's, the goblin can cause the attack or spell to deal 8 extra damage to the creature.

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

Spellcasting. The goblin is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The goblin has the following artificer spells prepared:

Cantrips (at will): *fire bolt*, *mending*

1st level (4 slots): *alarm*, *cure wounds*, *detect magic*, *expeditious retreat*, *false life*, *grease*, *healing word*

2nd level (3 slots): *blur*, *heat metal*, *invisibility*, *rope trick*, *web*

Actions

Multiattack. The goblin makes two attacks with either its repeating light crossbow or its dagger.

Repeating Light Crossbow +1. *Ranged Weapon Attack:* +6 to hit, range 80/320 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

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

Acid Vial. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* 7 (2d6) acid damage.

Oil. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20 ft., one target. *Hit:* If the target is a creature or object, it is coated with oil. If the target is a hard surface, it is coated with oil in a 5-foot square centered on the point of impact. If a creature or surface that is coated with oil takes fire damage before the oil dries (after 1 minute) or is rinsed off, the burning oil increases any fire damage the creature takes that turn by 5.

Alchemist's Fire. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. *Hit:* The target is ignited. An ignited target takes 3 (1d6) fire damage at the end of each of its turns. A creature can use an action to make a successful DC 10 Dexterity check to extinguish the flames, ending the damage.

Reactions

Flash of Genius (4/Day). When the goblin or another creature it can see within 30 feet of it makes an ability check or a saving throw, the goblin adds an extra bonus of +4 to the result.