

TREASURE GOBLINS

Treasure goblins are mischievous and cunning creatures that are always on the lookout for valuable items to hoard. They are small, agile, and quick, making them difficult to catch, and they will do anything to protect their precious treasures.

Coveters of Wealth. Treasure goblins are obsessed with wealth and treasure, and they will go to great lengths to acquire it. They have an uncanny ability to sniff out valuable items, and they are always on the lookout for new opportunities to add to their hoards.

Elusive and Agile. Treasure goblins are small and nimble, making them difficult to catch. They move quickly and erratically, darting in and out of hiding places and always looking for an escape route.

Portal Masters. Treasure goblins have the ability to open up portals to other dimensions as an action. These portals can be used to escape danger or to transport themselves and their treasure to a new location.

Fierce Protectiveness. Treasure goblins will fiercely defend their treasure, attacking anyone who tries to take it from them. They are not strong fighters, but they are quick and cunning, using their agility and speed to dodge attacks and strike at their enemies' weak points.

Loot Drops. When a treasure goblin is defeated, it will drop a variety of valuable items, including gold, gems, and magical items. These drops can be substantial, making treasure goblins a prime target for adventurers seeking wealth and power.

Coveted Targets. Treasure goblins are coveted targets for adventurers, who seek to raid their hoards and claim their treasure. They are elusive and difficult to catch, making them a challenge for even the most skilled adventurers. However, the rewards for defeating a treasure goblin can be great, making them a worthy target for those willing to take the risk.

The Treasure Goblin's portal leads to a pocket dimension known as the Vault of the Bag Lords. This plane is a massive treasure hoard filled with bags of holding from all over the multiverse. The goblin king, known as Grimgob the Hoarder, rules over this plane with an iron fist, and will not hesitate to crush any intruders who seek to take his treasures. The plane is filled with traps and hazards, as well as other creatures drawn to the wealth within. Adventurers who follow a Treasure Goblin through its portal must be prepared for a dangerous and unpredictable journey, where the line between friend and foe may blur in the pursuit of riches.

"Stay back! These treasures are mine, mine, mine!
You'll have to get through me and my bag of
holding before you can take a single coin!"
– Glob, a treasure goblin.



TREASURE GOBLIN LOOT TABLES

To determine the treasure found after defeating a Treasure Goblin, players should first roll a d4 to determine which table to use. They should then roll a d8 to determine which item from the table they receive. If the Treasure Goblin is taken down in a surprise round, roll on the table three times. If the Treasure Goblin is defeated in the first round of combat, roll on the table twice. Good luck, adventurers!

TABLE 1: CURIOUS ODDITIES

Roll	Item
1	A jar of fireflies that glow in different colors.
2	A map to an unknown location with cryptic clues.

Roll	Item
3	A mechanical bird that sings beautiful melodies.
4	A set of dice that always roll 7.
5	A small bell that summons a friendly spirit.
6	A magical feather that glows in the dark.
7	A music box that plays a haunting melody.
8	A miniature tree that grows different types of fruit.

TABLE 2: RUSTY TREASURES

Roll	Item
1	A tarnished silver pocket watch.
2	A set of copper goblets with an intricate design.
3	A faded tapestry depicting a long-forgotten battle.
4	A bronze candelabrum with a missing arm.
5	A dusty tome with an illegible title.
6	A tarnished brass telescope with a cracked lens.
7	A worn leather pouch with 12 copper coins.
8	A rusty iron key with no discernible lock.

TABLE 3: ARCANE ARTIFACTS

Roll	Item	Effect
1	Ring of Fiery Destruction	This silver ring is set with a glowing red gem that allows the wearer to channel destructive energy. When the wearer makes a successful melee attack, they can expend a charge to deal an additional 2d6 fire damage to the target. The ring has 3 charges and regains 1d3 expended charges daily at dawn. This item requires attunement by a creature with spellcasting ability.
2	Tome of Forbidden Knowledge	This ancient tome contains powerful arcane spells that have been banned by most authorities. The book is missing 5 pages that have been torn out by a previous owner, but the remaining spells are still potent and dangerous. A character who reads the book can choose to learn one of the spells contained within, but doing so comes with a great risk to their sanity. The character must make a DC 15 Wisdom saving throw or suffer a level of exhaustion and gain a short-term madness.
3	Dragonbone Wand of Dragon's Breath	This wand is made from the bone of a dragon and has a ruby tip that glows with inner fire. When the wand is used to cast the Dragon's Breath spell, the wielder can choose to change the type of damage dealt to match the type of dragon the bone came from. Additionally, the spell's range is increased by 30 feet when cast with the wand. This item requires attunement by a creature with spellcasting ability.
4	Journal of Forbidden Rituals	This leather-bound journal contains detailed notes on a lost ritual that was once used to summon powerful demons. The ritual is incredibly dangerous and requires a great sacrifice, but those who succeed in performing it can gain incredible power. The character who attempts the ritual must make a DC 20 Intelligence (Arcana) check, and on a failure, they suffer 6d6 psychic damage and gain a long-term madness.
5	Cloak of Dragon's Scales	This shimmering cloak is made from the scales of a powerful dragon and is enchanted to grant the wearer resistance to the dragon's elemental breath weapon. Additionally, the cloak has a dragon's head clasp that can be used to breathe a cone of elemental damage once per day. The cloak grants resistance to a specific type of elemental damage, chosen by the wearer when they first attune to the cloak. The breath weapon deals 6d8 damage of the same type and has a range of 30 feet.
6	Elixir of Flight	This swirling purple potion grants the drinker the ability to levitate for up to 1 hour. While levitating, the character can move freely in any direction and gains a +2 bonus to AC against melee attacks. After the potion's effects wear off, the character must make a DC 15 Constitution saving throw or suffer one level of exhaustion. This item requires no attunement.
7	Amulet of Elemental Resistance	This jeweled amulet grants the wearer resistance to a type of elemental damage (acid, cold, fire, lightning, or thunder). The amulet can be attuned to a specific type of damage by performing a ritual that takes 8 hours to complete. Once attuned, the amulet grants the wearer resistance to the chosen type of elemental damage. This item requires attunement.
8	Staff of Celestial Summoning	This magical staff can be used to summon a celestial steed that serves as a loyal mount for the wielder. The steed is a powerful celestial creature that can fly and has a variety of abilities that aid the wielder in combat. The staff can be used to summon the steed once per

TABLE 4: POTENT TREASURES OF LEGEND

Roll	Item	Effect
1	Staff of Elemental Command	This staff is made from a rare wood that has been infused with the power of the elements. The wielder can choose to control one of the four elements (earth, air, fire, or water) and gain resistance to that element while holding the staff. The staff can be used to cast powerful spells related to the chosen element and summon elemental creatures to fight for the wielder.
2	Boots of the Shadowdancer	These boots are made from a rare black leather that absorbs light, making the wearer nearly invisible in darkness. The boots grant the wearer advantage on stealth checks made in dim light or darkness and allow them to move across difficult terrain without penalty.
3	Cloak of the Chameleon	This magical cloak is made from the hides of chameleons and can change color and pattern to match its surroundings. The wearer gains advantage on stealth checks made to hide in natural terrain and can use an action to gain temporary invisibility by blending into their surroundings.
4	Pendant of Starfall	This necklace contains a powerful gemstone that can be used to cast a devastating spell that causes a cascade of shooting stars to fall from the sky. The spell deals radiant damage to all creatures in a 40-foot radius centered on the target point. The gemstone can be used to cast the spell once per week.
5	Helm of Telekinesis	This helmet is made from a rare metal that enhances psionic abilities. The wearer gains the ability to move objects with their mind, allowing them to use an action to move an object within 60 feet of them that weighs up to 500 pounds. The object can be moved up to 30 feet in any direction and can be used to attack enemies or solve puzzles.
6	Gauntlets of Thunderous Strikes	These gauntlets are made from a rare metal that conducts electricity. The wearer can use a bonus action to imbue their melee weapon with electrical energy, dealing extra lightning damage on their next attack. The damage dealt is equal to the wearer's Strength modifier plus 1d6. Additionally, the gauntlets grant the wearer resistance to lightning damage.
7	Robe of Timeless Spells	This magical robe is made from an otherworldly fabric that allows the wearer to cast spells as if they were at a higher level than they actually are. The wearer can choose to increase the level of any spell they cast by one level, up to a maximum of 9th level. Once the robe has been used to cast a spell, it cannot be used to cast another spell at a higher level until the wearer completes a long rest.
8	Ring of Necrotic Immunity	This ring is made from a rare metal that is imbued with the power of negative energy. The wearer gains immunity to necrotic damage and the effects of necrotic spells and abilities. Additionally, the ring can be used to heal the wearer by draining the life force of an enemy. Once per day, the wearer can use an action to deal 4d8 necrotic damage to a target within 30 feet and regain hit points equal to the damage dealt. If the target is killed by this effect, the wearer gains temporary hit points equal to twice the target's hit point maximum. The ring regains its use at dawn.

TREASURE GOBLIN

Small humanoid (goblinoid), neutral

- **Armor Class** 14 (leather armor)
- **Hit Points** 22 (5d6 + 5)
- **Speed** 30 ft.

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

- **Skills** Sleight of Hand +5, Stealth +5
- **Senses** darkvision 60 ft., passive Perception 9
- **Languages** Common, Goblin
- **Challenge** 1/2 (100 XP)

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

Treasure Hoard. The treasure goblin carries a sack filled with valuable items.

ACTIONS:

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

REACTIONS:

Evasive. When the goblin is targeted by an attack, it can use its reaction to dodge out of the way, imposing disadvantage on the attack roll.

Portal Escape. On its third round in combat, the Treasure Goblin can use a reaction to open a portal to another dimension. Creatures within 10 ft. can attempt a DC 13 Dexterity saving throw to follow the goblin. Success transports them to the other dimension. Failure leaves them behind. Once the portal closes, the goblin and any creatures who followed it are transported to a random location in the other dimension, which could be dangerous.