#### Precocial Sac Goblins – Posted on RPGMusings.com on 4/3/2017

I've recently started a new 5e D&D campaign, so I am looking forward to posting several times per month here on RPG Musings. It is a welcome change for me, and if you have followed this site for any length of time, I hope it will be a welcome change for you as well.

My new campaign takes place in a frontier region far from lands governed and protected by a king, local lord, or large knightly order. Of course, on the frontier there is danger of hordes! In the case of this campaign - goblin hordes!

Since goblins are the major enemy in the first 5 levels of the campaign, I decided that I wanted something a little bit different than your standard run-of-the-mill D&D goblin. I like the details provided in the Monster Manual and Volo's Guide to Monsters, but I want to make a few changes.

Before I get to the stats, let me tell you a little bit about these creatures, which I have named Precocial Sac Goblins. These goblins lay fist-sized eggs which then grow to the size of a bowling ball (over 4 days) with a leathery, mostly translucent covering. At that stage, the covering, which is effectively an amniotic sac (hence the sac part of the name), must be hung from a tree, rocky outcropping, or other structure high enough that the sac hangs down to about 2-3 feet off the ground. It must then be incubated with fire at the right temperature until the young goblin inside claws its way out (after about 4 days). When it does so it is fully formed - hence the name precocial - and it is small and absolutely ravenous. In the two days it spends as a hatchling, it can eat its weight in food and grow to twice its size. At that point it is a fully grown goblin. The PCs walking into a small clearing with these sacs hanging from trees all around the perimeter and small nests of eggs at various places around the clearing gives a real Aliens vibe.

Lets talk about stats then...

The unhatched goblin is still incubating in its sac and offers little resistance and only a small amount of danger. Smart PCs will understand the danger of a failed attempt at cutting down and destroying these sacs, however, since it often triggers hatching! A hatchling, while fully formed and recognizable as a goblin, does not exhibit adult goblin behavior. Instead, these little buggers claw their way out of the sac and are ravenously hungry, eating almost anything they can get their hands on.

The Precocial Sac Goblin has skin ranging from dark green to dusky grey to mottled beige - depending on what sort of environment they are in. To be clear, they are camouflaged because their skin exhibits <u>cryptic coloration</u>. This allows the goblins advantage on hiding and is reflected in the Camouflage trait.

These adults typically have light tactical skills, climbing high up into the treetops and utilizing their bows to ambush prey. Scouts patrol Sac Goblin territory riding giant rats - the goblins and rats in combination give off the distinct smell of wet dog. Tactical prowess aside, these creatures are rather dim and do not understand even the basics of creating a high quality weapon... or perhaps they just don't have the patience to sit and sharpen a knife or spear? As a result, foot soldiers in the tribe usually use primitive clubs and bows recovered from their victims.

Occasionally (about one in every dozen) a sac goblin incubates for an extra day, producing a very large and very hungry hatchling which takes on the brute form 24 hours after hatching. It spends that day eating, and more eating. This leads to a very strong (relative to the other sac goblins) brutish adult sac goblin with a thick hide and a thick skull.

The ability of the Precocial Sac Goblins to proliferate throughout their territory is dependent on the skill of the Matron. This is the goblin that ensures the correct hanging distance, tends the incubating fires, and nurtures the eggs until they reach the amniote stage. Often, the Matron has magical talent that is used to help the incubation process and ensure the survival of the tribe. A single Matron may bring forth 25 to 30 hatchlings per clearing, and it may tend up to 3 clearings per mating season. This is a highly valued position and the Matron is protected even better than the Chief or Boss.

It is important to note that these goblins do not submit to bugbears or hobgoblins. It's not that they aren't decrepit, sniveling, servile weaklings... it's that they reproduce so rapidly and have learned to use their numbers as strength. It helps that hobgoblins have not yet infested the areas Sac Goblins currently occupy. Bugbears steer clear of Precocial Sac Goblin territory because they may find themselves overtaken and enslaved by a massive band of goblins.

So that's my re-envisioning of the goblin. What do you think?

As Always, I wish you Good Gaming! ~DMSamuel

## Precocial Sac Goblin (amniote)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leathery eggshell) Hit Points 2 (1d4)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	8 (-1)	8 (-1)	8 (-1)	8 (-1)	8 (-1)

Skills none

Senses tremorsense 30 ft., passive Perception 9

Languages none

Challenge 0 (5 XP)

Leathery Eggshell Hide. The sac of the amniote goblin has a tough exterior. Damage done to the hide will seal up (effectively healing the sac 1d2 hp every round).

Hatchling. If the egg sac is knocked down and left alone, the goblin within will hatch in 1d4 rounds if there is fire within 40 feet.

#### ACTIONS

No Actions. The amniote can take no actions until the goblin within has hatched.

Tremor Response. If the goblin in the sac is within 24 hours of hatching, excessive tremors within 30 feet of the hanging sac will cause the young goblin within to try and claw its way out. If the goblin succeeds at a DC 8 strength (athletics) check it climbs out of the hanging egg one turn later. This goblin is in Hatchling form.

## Precocial Sac Goblin (hatchling)

Small humanoid (goblinoid), neutral evil

Armor Class 13 (thick skin) Hit Points 4 (1d6+1) Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	8 (-1)	8 (-1)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages none

Challenge 1/8 (25 XP)

Camouflage. The goblin has advantage on dexterity (stealth) checks made to hide in the terrain in which it was reared.

Ravenous. The goblin will try to eat anything it deems edible. If in melee range of a non-goblin creature it will attempt to bite the creature. If hidden, this attack is made with advantage.

### ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6+1) piercing damage.

# Precocial Sac Goblin (adult)

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield) Hit Points 8 (2d6 + 1) Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	9 (-1)	10 (+0)	10 (+0)	8 (-1)

Skills Stealth +6 Senses darkvision 60 ft., passive Perception 10 Languages Common, Goblin Challenge 1/4 (50 XP)

Camouflage. The goblin has advantage on dexterity (stealth) checks made to hide in the terrain in which it was reared.

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

#### ACTIONS

Club. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) bludgeoning damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

# Precocial Sac Goblin (brute)

Small humanoid (goblinoid), neutral evil

Armor Class 17 (tough hide) Hit Points 12 (3d6 + 2) Speed 30 ft.

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

Skills Stealth +2 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.

## **ACTIONS**

Multiattack. The goblin makes two attacks with its heavy club. The second attack has disadvantage.

Heavy Club. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) bludgeoning damage.