CRAGMAW TRIBE

Neverwinter Wood-West Wood

Hobgoblin-Bugbear-Goblin Tribe

* 150 combatants (12 trained for Worg combat)
* 150 non-combatants (150 adults, 50 young)
* 15 3rd-Level Sergeants
* 2 Lieutenants (one 4th-Level, one 5th-level)
* 1 8th-Level Leader
* 12 Worgs
* 2 Dire Wolves

# Dire Wolf

Large beast, unaligned

##### Armor Class 14

##### Hit Points 37(5d10+ 10)

##### Speed 50 ft. ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STR 17 (+3) | DEX 15 (+2) | CON 15 (+2) | INT 3 (-4) | WIS 12 (+1) | CHA  1. (-2) |

##### Proficiency Bonus +2

##### Skills Perception +3, Stealth +4

##### Senses passive Perception 13

##### Challenge 1(200 XP)

**Keen Hearing and Smell.** The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

#### Description

#### Actions

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Worg

Large monstrosity, neutral evil

Armor Class 13

Hit Points 26(4d10+ 4)

Speed 50 ft. ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STR  16 (+3) | DEX  13 (+1) | CON  13 (+1) | INT  7 (-2) | WIS  11 (0) | CHA   1. (-1) |

Proficiency Bonus +2

Skills: Perception +4

Senses: Dark vision 60 ft., passive Perception 14

Languages: Goblin, Worg

Challenge: 1/2(100 XP)

Keen Hearing and Smell. The worg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Description

A worg is an evil predator that delights in hunting and devouring creatures weaker than itself. Cunning and malevolent, worgs roam across the remote wilderness or are raised by goblins and hobgoblins. Those creatures use worgs as mounts, but a worg will turn on its rider if it feels mistreated or malnourished. Worgs speak in their own language and Goblin, and a few learn to speak Common as well.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Dire Wolf

Large beast, unaligned

Armor Class: 14

Hit Points: 37(5d10+ 10)

Speed 50 ft. ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STR  17 (+3) | DEX  15 (+2) | CON  15 (+2) | INT  3 (-4) | WIS  12 (+1) | CHA   1. (-2) |

Proficiency Bonus: +2

Skills: Perception +3, Stealth +4

Senses: passive Perception 13

Challenge: 1(200 XP)

Description

**Keen Hearing and Smell**: The wolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics**: The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

**Bite:** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Hobgoblin Warlord

Medium humanoid (goblinoid), lawful evil  
  
Armor Class 20 (plate, shield)  
Hit Points 97 (13d8+39)  
Speed 30 ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STR | DEX | CON | INT | WIS | CHA |
| 16 (+3) | 14 (+2) | 16 (+3) | 14 (+2) | 11 (0) | 15 (+2) |

Saving Throws Int +5, Wis +3, Cha +5  
Senses Darkvision 60 ft.  
Languages Common, Goblin  
Challenge 6 (2,300 XP)

Martial Advantage. Once per turn, the hobgoblin can deal an extra 14 (4d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.  
\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Actions \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
Multi-attack. The hobgoblin makes three melee attacks. Alternatively, it can make two ranged attacks with its javelins.  
  
Longsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.  
  
Shield Bash. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 14 Strength saving throw or be knocked prone.  
  
Javelin. Melee or Ranged Weapon Attack: +9 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.  
  
Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated.  
  
Reactions

Parry. The hobgoblin adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

Hobgoblin Lieutenant (War5) CR4

Male or female hobgoblin [warrior](https://d20npcs.fandom.com/wiki/D20_NPCs_by_Primary_Character_Class#Warrior)   
LE Medium ([goblinoid](https://d20npcs.fandom.com/wiki/D20_NPCs_by_Creature_Type#Goblins))  
Init +1; Senses dark-vision 60 ft., Listen +4, Spot +4  
Languages Common, Goblin

AC 16 (+1 Dex, +4 scale mail, +1 light shield),   
hp 32 (5 HD)  
Fortitude +6, Reflex +2, Will +0

Speed: 20 ft. (4 squares)   
Melee: longsword +9 (1d8+2)  
Ranged javelin +7 (1d6+2)  
Base Attack: +5; Grapple: +6

Abilities Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8  
Feats: Alertness, Weapon Focus (longsword)  
Skills: Hide +3, Move Silently +7  
Possessions masterwork scale mail, light shield, masterwork longsword, 2 javelins  
Total Gear Value 4,300 gp

Hobgoblin Sergeant (War3) CR2

Hobgoblin Sergeant    [CR 2](https://d20npcs.fandom.com/wiki/Special:SearchByProperty/Challenge_Rating/2)

Male or Female [Hobgoblin](https://d20npcs.fandom.com/wiki/Special:SearchByProperty/Race/Hobgoblin) [Warrior](https://d20npcs.fandom.com/wiki/Warrior)

LE Medium [Humanoid](https://d20npcs.fandom.com/wiki/Special:SearchByProperty/Type/Humanoid) (Goblinoid)

Init +1, Senses Listen +2; Spot +2; dark-vision 60 ft.

Languages Common, Goblin

AC 15 (+1 Dex, +3 studded leather, +1 light shield)

HP 19 (3 HD)

Fortitude: +5, Reflex: +2, Will: +0

Speed: 30 ft.

Melee: longsword +6 (1d8+1)

Ranged Attack: javelin +4 (1d6+1)

Base Attack: +3; Grapple +4

Abilities Str 13 (+1), Dex 13 (+1), Con 14 (+2), Int 10 (+0), Wis 9 (-1), Cha 8 (-1)

Feats Alertness, Weapon Focus (longsword)

Skills Hide +1, Move Silently +5

Possessions studded leather, light shield, masterwork longsword, 2 javelins (total value 2,500 gp)

|  |
| --- |
| Hobgoblin, 1st-Level [Warrior](http://www.d20srd.org/srd/npcClasses/warrior.htm) |
| [Size/Type](http://www.d20srd.org/srd/monsters/intro.htm#sizeAndType): | [Medium](http://www.d20srd.org/srd/combat/movementPositionAndDistance.htm#bigandLittleCreaturesInCombat) [Humanoid](http://www.d20srd.org/srd/typesSubtypes.htm#humanoidType) ([Goblinoid](http://www.d20srd.org/srd/typesSubtypes.htm#goblinoidSubtype)) |
| [Hit Dice](http://www.d20srd.org/srd/monsters/intro.htm#hitDice): | [1d8+2](javascript:void(0);) (6 hp) |
| [Initiative](http://www.d20srd.org/srd/monsters/intro.htm#initiative): | [+1](javascript:void(0);) |
| [Speed](http://www.d20srd.org/srd/monsters/intro.htm#speed): | 30 ft. (6 squares) |
| [Armor Class](http://www.d20srd.org/srd/monsters/intro.htm#armorClass): | 15 (+1 Dex, +3 studded leather, +1 light shield), |
| [Base Attack/Grapple](http://www.d20srd.org/srd/monsters/intro.htm#baseAttackGrapple): | [+1](javascript:void(0);)/[+2](javascript:void(0);) |
| [Attack](http://www.d20srd.org/srd/monsters/intro.htm#attack): | Longsword [+2](javascript:void(0);) melee ([1d8+1](javascript:void(0);)) or [javelin](http://www.d20srd.org/srd/equipment/weapons.htm#javelin) [+2](javascript:void(0);) ranged ([1d6+1](javascript:void(0);)) |
| [Full Attack](http://www.d20srd.org/srd/monsters/intro.htm#fullAttack): | Longsword [+2](javascript:void(0);) melee ([1d8+1](javascript:void(0);)/) or [javelin](http://www.d20srd.org/srd/equipment/weapons.htm#javelin) [+2](javascript:void(0);) ranged ([1d6+1](javascript:void(0);)) |
| [Space/Reach](http://www.d20srd.org/srd/monsters/intro.htm#spaceReach): | 5 ft./5 ft. |
| [Special Attacks](http://www.d20srd.org/srd/monsters/intro.htm#specialAttacksAndSpecialQualities): | — |
| [Special Qualities](http://www.d20srd.org/srd/monsters/intro.htm#specialAttacksAndSpecialQualities): | [Darkvision](http://www.d20srd.org/srd/specialAbilities.htm#darkvision) 60 ft. |
| [Saves](http://www.d20srd.org/srd/monsters/intro.htm#saves): | Fort [+4](javascript:void(0);), Ref [+1](javascript:void(0);), Will [-1](javascript:void(0);) |
| [Abilities](http://www.d20srd.org/srd/monsters/intro.htm#abilities): | Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8 |
| [Skills](http://www.d20srd.org/srd/monsters/intro.htm#skills): | [Hide](http://www.d20srd.org/srd/skills/hide.htm) [+3](javascript:void(0);), [Listen](http://www.d20srd.org/srd/skills/listen.htm) [+2](javascript:void(0);), [Move Silently](http://www.d20srd.org/srd/skills/moveSilently.htm) [+3](javascript:void(0);), [Spot](http://www.d20srd.org/srd/skills/spot.htm) [+2](javascript:void(0);) |
| [Feats](http://www.d20srd.org/srd/monsters/intro.htm#feats): | [Alertness](http://www.d20srd.org/srd/feats.htm#alertness) |
| [Environment](http://www.d20srd.org/srd/monsters/intro.htm#environment): | Warm hills |
| [Organization](http://www.d20srd.org/srd/monsters/intro.htm#organization): | Gang (4-9), band (10-100 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th-6th level), warband (10-24), or tribe (30-300 plus 50% noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, 2-4 [dire wolves](http://www.d20srd.org/srd/monsters/direWolf.htm), and 1-4 [ogres](http://www.d20srd.org/srd/monsters/ogre.htm) or 1-2 [trolls](http://www.d20srd.org/srd/monsters/troll.htm)) |
| [Challenge Rating](http://www.d20srd.org/srd/monsters/intro.htm#challengeRating): | ½ |
| [Treasure](http://www.d20srd.org/srd/monsters/intro.htm#treasure): | Standard |
| [Alignment](http://www.d20srd.org/srd/monsters/intro.htm#alignment): | Usually lawful evil |
| [Advancement](http://www.d20srd.org/srd/monsters/intro.htm#advancement): | By character class |
| [Level Adjustment](http://www.d20srd.org/srd/monsters/intro.htm#levelAdjustment): | +1 |

Hobgoblin

Medium humanoid (goblinoid), lawful evil

Armor Class: 18

Hit Points: 11(2d8+ 2)

Speed: 30 ft. ft.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| STR  13 (+1) | DEX  12 (+1) | CON  12 (+1) | INT  10 (0) | WIS  10 (0) | CHA  9 (-1) |

Proficiency Bonus: +2

Senses: dark-vision 60 ft., passive Perception 10

Languages: Common, Goblin

Challenge: 1/2(100 XP)

Description

Martial Advantage: Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 feet of an ally of the hobgoblin that isn't incapacitated.

Actions

Longsword. Melee: Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage, or 6 (1d10 + 1) slashing damage if used with two hands.

Longbow. Ranged Weapon Attack: +3 to hit, range 150/600 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

[Goblin Worg Rider](https://www.dndbeyond.com/monsters/225904-goblin-worg-rider)

Large humanoid (goblinoid), neutral evil

Armor Class 15 (Leather Armor, Shield)

Hit Points 42 (5d10 + 15)

Speed 50 ft.

STR 16 (+3) DEX 14 (+2) CON 14 (+2) INT 10 (+0) WIS 12 (+1) CHA 8 (-1)

Skills [Perception](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Perception) +5, [Stealth](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Stealth) +6

Senses [Darkvision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision) 60 ft., Passive Perception 15

Languages Common, Goblin

Challenge 2 (450 XP)

**Description**

Certain goblins are raised alongside the worgs of the tribe. These goblins raise, train, and bond with a certain worg until the two can act as one. These Worg Riders combine the strength and speed of the worg with the stealth and cunning of the goblin rider.

**Nimble Escape**: The Goblin Worg Rider can take the Disengage or Hide action as a bonus action on each of its turns.

Keen Hearing and Smell. The Goblin Worg Rider has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Charge**: If the Goblin Worg Rider attacks from a place of hiding, the Bite attack has advantage and the target's saving throw has disadvantage.

Dismounted. When the Goblin Worg Rider is reduced to half of its total hit points, **it loses** its Nimble Escape and Multi-Attack traits, the Drag action, and either the Spear attack action or Bite attack action. If it loses Bite action, its speed is also reduced to 30.

Actions

**Multi-Attack**. The Goblin Worg Rider makes two attacks: one with its Bite attack and one with its Spear attack or the Drag action.

**Bite. Melee Weapon Attack**: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Spear. Melee Weapon Attack**: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the Goblin Worg Rider has advantage, add 3 (1d6) piercing damage.

**Drag.** This action can only be taken on a prone target. The Goblin Worg Rider grapples the target and can drag it in any direction, at half speed. The target can escape the grapple, Escape DC13. The Goblin Worg Rider can only attack with its Spear attack on subsequent turns while grappling.

[Goblin Wolf Rider](https://www.dndbeyond.com/monsters/83486-goblin-wolf-rider)

Medium humanoid, neutral evil

Armor Class 13 (Leather Armor)

Hit Points 20 (4d6 + 5)

Speed 40 ft.

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

Skills [Perception](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Perception) +2, [Stealth](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Stealth) +4

Senses [Darkvision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision) 60 ft., Passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

**Nimble Escape**. The goblin wolf rider can take the Disengage or Dash action as a bonus action on each of its turns.

**Pack Tactics**. If the goblin wolf rider hits a target with either the Bite or Claw actions, allies targeting the same target have advantage with melee attack Actions until the beginning of the target's next turn.

**Multi-Attack**. The goblin wolf rider makes two attacks: one with its schimitar or shortbow, and one with its bite or claw.

**Dismounted**. When the goblin wolf rider is reduced to half of its total hit points, it **loses** its Nimble Escape and Multi-Attack traits, and loses either Scimitar and Short bow actions or Bite and Claw actions. If it loses Bite and Claw actions, its speed is also reduced to 30.

Actions: Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

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

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

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

Description

Goblins Wolf Riders are goblins that have trained wolfs to be used as mounts. Fast and mobile, they are often used as scouts to patrol Goblin territories. They can be very threatening when attacking unprepared enemies in groups.

[Goblin, elite guard](https://www.dndbeyond.com/monsters/20047-goblin-elite-guard)

Small humanoid, neutral evil

Armor Class 17 (Chainmail, Shield)

Hit Points 10 (2d8)

Speed 30 ft.

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

Skills: [Stealth](https://www.dndbeyond.com/compendium/rules/basic-rules/using-ability-scores#Stealth) +4

Senses: [Dark-vision](https://www.dndbeyond.com/compendium/rules/basic-rules/monsters#Darkvision) 60 ft., Passive Perception 9

Languages: Common, Goblin

Challenge: 1/4 (50 XP)

Description

Goblins are small, black-hearted humanoids that lair in despoiled dungeons and other dismal settings. Individually weak, they gather in large numbers to torment other creatures. Elite goblins typically serve as guards for chieftains or serve as shock troops.

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

Actions

Mace. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.   
Short bow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Goblin

Small humanoid (goblinoid), neutral evil

Armor Class: 15

Hit Points: 7(2d6)

Speed: 30 ft. ft.

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

Proficiency Bonus: +2

Skills: Stealth +6

Senses: Darkvision 60 ft., passive Perception 9

Languages: Common, Goblin

Challenge: 1/4(50 XP)

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

Description

Actions

Scimitar. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

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

**BUGBEAR**

Medium: (goblinoid), chaotic evil

**Armor Class** 16 (hide armor, shield)  
**Hit Points** 27 (5d8 + 5)  
**Speed** 30 ft.

**STR** 15 (+2) **DEX** 14 (+2) **CON** 13 (+1) **INT** 8 (-1) **WIS** 11 (+0) **CHA** 9 (-1)

**Skills** Stealth +6, Survival +2

**Senses** Dark-vision 60 ft., Passive Perception 10

**Languages** Common, Goblin

**Challenge** 1 (200 XP)

**Brute**. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

**Surprise Attack**. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

**ACTIONS**

**Morningstar. Melee Weapon Attack:** +4 to hit, reach 5 ft., one target. Hit: 11 (2d8 + 2) piercing damage.

Javelin. Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 9 (2d6 + 2) piercing damage in melee or 5 (1d6 + 2) piercing damage at range.

Description: Bugbears are hairy goblinoids born for battle and mayhem. They survive by raiding and hunting but are fond of setting ambushes and fleeing when outmatched.