

TRIBAL WARRIOR

Medium Humanoid (Any Race), Any Alignment

Armor Class	Hit Points	Speed	Challenge	PB	
12 (hide armor)	11 (2d8 + 2)	30 ft.	1/8 (25 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Senses passive Perception 10

Languages any one language

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

ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.