

HILL GOBLIN WARRIOR

Small humanoid (goblinoid), neutral evil

Armor Class 20 (plate armor, shield)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	8 (–1)	8 (–1)	7 (–2)

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

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

ACTIONS

Spiked Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6 + 1) bludgeoning, plus 2 (1d4) piercing damage.

REACTIONS

Slippery. If an attack on the hill goblin warrior misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Spiked mace, plate armor, shield, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A <i>potion of hill giant strength</i>

The best fighters amongst the rank-and-file, **warriors** are the most able to acquire (and keep hold of) good quality weapons and armor, and act as leaders amongst raiding parties.

