

GOBLIN SKIRMISHER

Small humanoid (goblin), neutral evil

Armor Class 14 (leather armor)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

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

Skills Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Goblin

Challenge 1/2 (100 XP)

Journeyman Tier Gang (Encounter Building). The goblin skirmisher is a journeyman tier threat (3rd to 5th level) that appears in gangs of 6 to 10 creatures.

Nimble Escape (Racial). Goblins can take the Disengage or Hide action as a bonus action on each of their turns.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Sling. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

GIANT RAT

Small beast, unaligned

Armor Class 13

Hit Points 7 (2d6)

Speed 30 ft., burrow 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	11 (+0)	2 (-4)	10 (+0)	4 (-3)

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Journeyman Tier Mob (Encounter Building). The giant rat is a journeyman tier threat (3rd to 5th level) that appears in mobs of 12 to 20 creatures. Creatures that appear in mobs always do fixed damage.

Keen Smell (Racial). Rats have advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3 piercing damage, or 5 piercing damage on a critical hit.

OGRE BERSERKER

Large giant (ogre), chaotic evil

Armor Class 12 (hide armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	5 (-3)	7 (-2)	7 (-2)

Senses darkvision 60 ft., passive Perception 8

Languages Giant, Goblin

Challenge 3 (700 XP)

Journeyman Tier Pair (Encounter Building). The ogre berserker is a journeyman tier threat (3rd to 5th level) that appears in pairs of 2 creatures.

Unmovable (Racial). Ogres have advantage on saving throws against affects that would push, pull, restrain, or grapple them or knock them prone.

Reckless. At the start of its turn, the ogre berserker can gain advantage on all weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

ACTIONS

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

REACTIONS

Berserker Fury. When the ogre berserker takes damage from an attack or spell, it lashes out in blind fury against everyone around it, friend or foe. The ogre makes a club attack against each creature within 5 feet of it that it can see. Creatures hit by the attack must succeed on a DC 14 Strength saving throw or be pushed 10 feet away from the ogre.

HOBGOBLIN INFANTRYMAN

Medium humanoid (goblin), lawful evil

Armor Class 15 (studded leather, shield)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

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

Skills Athletics +5

Senses darkvision 60 ft., passive Perception 10

Languages Goblin

Challenge 1 (200 XP)

Journeyman Tier Group (Encounter Building). The hobgoblin infantryman is a journeyman tier threat (3rd to 5th level) that appears in groups of 3 to 5 creatures.

Disciplined (Racial). Hobgoblins have advantage on saving throws against being frightened or charmed as long as they are within 60 feet of a hobgoblin ally it can see and hear and that isn't incapacitated.

Shield Wall (Formation). While a formation exists of at least three creatures who possess the shield wall trait and are wearing shields, all members of the formation add 2 to their AC. In addition, the formation provides three-quarters cover to the target of any ranged attack that passes through the formation.

ACTIONS

Multiattack. The hobgoblin infantryman makes two shortsword attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

HOBGOBLIN ARCHER

Medium humanoid (goblin), lawful evil

Armor Class 14 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft.

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

Skills Athletics +4

Senses darkvision 60 ft., passive Perception 11

Languages Goblin

Challenge 1 (200 XP)

Journeyman Tier Group (Encounter Building). The hobgoblin infantryman is a journeyman tier threat (3rd to 5th level) that appears in groups of 3 to 5 creatures.

Disciplined (Racial). Hobgoblins have advantage on saving throws against being frightened or charmed as long as they are within 60 feet of a hobgoblin ally it can see and hear and that isn't incapacitated.

Indirect Fire. When attacking with a bow, the hobgoblin archer ignores all cover resulting from allied creatures or formation of allied creatures between itself and the target. Cover from other sources applies as normal.

ACTIONS

Volley. The hobgoblin archer makes two shortbow attacks.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

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

HOBGOBLIN SERGEANT

Medium humanoid (goblin), lawful evil

Armor Class 13 (studded leather)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Wis +3, Cha +4

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1 (200 XP)

Journeyman Tier Group (Encounter Building). The hobgoblin infantryman is a journeyman tier threat (3rd to 5th level) that appears in groups of 3 to 5 creatures.

Disciplined (Racial). Hobgoblins have advantage on saving throws against being frightened or charmed as long as they are within 60 feet of a hobgoblin ally it can see and hear and that isn't incapacitated.

ACTIONS

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Formation Commander. The hobgoblin sergeant commands it's allies to attack. Up to two hobgoblin allies in formation with the hobgoblin sergeant can make a single ranged or melee attack and adds a d4 to the attack roll. Each attacking creature can move 5 feet before the attack and 5 feet after the attack.