

Goblin Chief

Small humanoid (goblinoid), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 33 (6d6+12)

Speed 30 ft.

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

Skills Stealth +7

Senses darkvision 60ft; passive perception 9

Languages Common, Goblin

Challenge 1 (200 xp)

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

ACTIONS

Multiattack. The goblin chief makes two melee attacks.

Battleaxe. Melee Weapon Attack +4 to hit, reach 5ft, one creature. Hit 6 (1d8 +2) slashing damage

REACTIONS

Redirect Attack. When a creature the goblin chief can see targets it with an attack, the goblin chief chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.