

Tribal Warrior

March 8, 2023



Medium humanoid (any race), any alignment

Armor Class 12 (hide armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	8 (-1)	11 (+0)	8 (-1)

Saving Throws

Skills

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 10

Languages any one language

Challenge 44934 (25 XP)

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. **Tribal warriors** live beyond civilization, most often subsisting on fishing and hunting. Each tribe acts in accordance with the wishes of its chief, who is the greatest or oldest warrior of the tribe or a tribe member blessed by the gods.