

THE WANDERER'S CREATURE FEATURE
WINTER'S WAR
GOBLIN

*Stats for Goblins from
The Huntsman : Winter's War*



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Winter's War Goblin

GOBLIN, WINTER'S WAR

Black skinned and horned, these brawny humanoids have a lust for gold, going so far as to melt it down and paint their horns with it. Cooling liquid gold is often painted onto their skin, marking their place in the hierarchy of goblin society. Using their abnormally long, almost apish arms, they swing through trees and climb difficult surfaces with ease.

Horned Humanoids. Goblin's horns begin growing when they reach the age of 10 or so, starting as nubs on the skull. Goblins who are strong enough to survive see their horns get longer and curve back, much like those of a ram.

GOBLIN, WINTER'S WAR

Medium humanoid, neutral

Armor Class 13 (natural armor)

Hit Points 120 (16d8+48)

Speed 35 ft., climb 25 ft.

STR 17 (+3)

DEX 15 (+2)

CON 16 (+3)

INT 7 (-2)

WIS 12 (+1)

CHA 9 (-1)

Skills Athletics +6, Perception +4

Senses passive Perception 14

Languages -

Challenge 6 (2,300 XP)

Head Rebuttal. As a reaction, a goblin can make a headbutt attack against a creature that attacks it, whether that creature hit or missed.

High Ground. Moving through trees or other high ground, goblins tend to use their elevation to their benefit. A goblin can drop on prey up to 20 ft. below them without taking falling damage, and gains advantage to make a slam attack. They may jump up to 10 feet out from their launching point when making such an attack.

ACTIONS

Multiattack. The goblin makes two slams and a headbutt attack, or two spear attacks.

Slam. *Melee Weapon Attack* : +6 to hit, reach 5 ft., one target. *Hit* : 12 (2d8+3) bludgeoning damage.

Headbutt. *Melee Weapon Attack* : +6 to hit, reach 5 ft., one target. *Hit* : 9 (1d10+3) bludgeoning damage. On a successful hit, the target creature is Medium or smaller, it must succeed on a DC 15 Strength saving throw or be knock back 5 ft. and fall prone.

Spear. *Melee or Ranged Weapon Attack* : +6 to hit, reach 5 ft. or range, one target. *Hit* : 8 (1d8+3) piercing damage.

OTHERWORLD GOBLINS

Goblins. If you've played a fantasy RPG, you've probably run into them before. They are a staple for fantasy settings, and as a player, you probably have gotten used to them. But what happens when you run into goblins from a different setting?

Goblins of the huntsman's world are larger than those of other realms. They are also less intelligent, if that is possible. What they lack in thought they make up for in violence and greed, however. Goblin lairs are veritable treasure troves, usually crammed full of gold, whether they be ingots, coins, goblets, or even gigantic statues.

While they do not possess a true language, their grunts and screams are understandable by one another, and they can call to other goblins over long distances with a shrill cry.