Goblin Wolfrider

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Small humanoid (goblinoid)

Armor Class 15 (Leather armor, shield)
Hip Points 11 (3d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (+0)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6, Riding Wolf + 6
Senses Darkvision 60 ft., Passive Perception 9
Languages Common, Goblin
Challenge 1/2 (100 XP) Wolf calculated seperately.

Bonus Actions:

Nimble Escape The Goblin Wolfrider can take the Disengage or Hide action as a bonus action.

Ride: The Goblin Wolfrider can mount and dismount the wolf, as a part of its movement without penalty.

Actions

Javelin *Melee weapon attack:* +4 to hit, reach 5 ft., one target. Hit: 7 (1d6+3) piercing damage.

Javelin *Ranged weapon attack*: +4 to hit, range 30 ft./120 ft., one target. Hit: 6 (1d6+2) piercing damage.

Wolfriding

The Goblin Wolfriders ride **wolves** into combat. They can control the wolf to attack whomever within range as a free action. You can make it a harder challenge for the players by making them ride **Worgs** instead.