

# Hobgoblin Warlord

Medium, Humanoid (Goblinoid), Lawful Evil

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**ARMOR CLASS****20****HIT POINTS****97 (13d8 + 39)****CHALLENGE****6 | 2,300 XP****PROFICIENCY****+3****Speed**

Walk 30 ft.

**Initiative**

+2

**Saving Throws**

Con +6, Dex +5, Str +6

**Skills**

Athletics +6, Intimidation +5

**Senses**

Darkvision 60 ft.; Passive Perception 10

**Passive Perception**

10

**Languages**

Common, Goblin

**STR****16**  
+3**DEX****14**  
+2**CON****16**  
+3**INT****14**  
+2**WIS****11**  
+0**CHA****15**  
+2

## Traits

**Martial Advantage.** Once per turn, the hobgoblin can deal extra damage to a creature it hits with a weapon attack if that creature is within 5 feet of one of the hobgoblin allies.

## Actions

**Multiattack.** The hobgoblin makes three melee attacks or two ranged attacks.

**Longsword.** Melee Attack Roll: +6, reach 5 ft. Hit: 7 (1d8 + 3) Slashing damage, or 8 (1d10 + 3) if used with two hands.

**Shield Bash.** Melee Attack Roll: +6, reach 5 ft. Hit: 5 (1d4 + 3) Bludgeoning damage, and the target may fall Prone.

**Javelin.** Melee or Ranged Attack Roll: +6, reach 5 ft. or range 30/120 ft. Hit: 6 (1d6 + 3) Piercing damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the hobgoblin can inspire allies, granting a bonus to attack rolls and saving throws.

## Reactions

**Parry.** The hobgoblin adds 3 to its AC against one melee attack that would hit it.

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