

Hobgoblin

Medium, Humanoid (Goblinoid), Lawful Evil

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ARMOR CLASS

18

HIT POINTS

11 (2d8 + 2)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed	Walk 30 ft.
Initiative	+1
Saving Throws	N/A
Skills	N/A
Senses	Darkvision 60 ft.; Passive Perception 10
Passive Perception	10
Languages	Common, Goblin

STR

13
+1

DEX

12
+1

CON

12
+1

INT

10
+0

WIS

10
+0

CHA

9
-1

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 an ally of the hobgoblin that doesn't have the Incapacitated condition.

Actions

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

Longbow. Ranged Attack Roll: +3, range 150/600 ft. Hit: 5 (1d8 + 1) Piercing damage.

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