

# HOBGOBLIN HOUNDMASTER

Medium • Fey (Goblinoid) • Lawful Evil

**Armor Class** 15

**Initiative** +5 (15)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	11 (+0)	15 (+2)	13 (+1)

**Skills** Animal Handling +6, Perception +4, Survival +6

**Gear** dagger, longbow, studded leather

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Goblin

**CR** 3 (XP 700, PB +2)



**Beast Bond.** The hobgoblin can communicate simple ideas and commands with Beasts.

**Coordinated Pack.** The allied Beasts within 30 feet of the hobgoblin have advantage on their initiative roll.

**Pack Tactics.** The hobgoblin has advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The hobgoblin makes two Dagger or Longbow attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +5, reach 5 ft or range 20/60 ft. *Hit:* 8 (2d4 + 3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5, range 150/600 ft. *Hit:* 12 (2d8 + 3) piercing damage. Beasts have advantage on Wisdom (Perception or Survival) checks for 1 hour to locate the target.

**Spellcasting.** The hobgoblin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

1/day: *animal messenger, locate animals or plants, pass without trace*

## BONUS ACTIONS

**Sic' Em (Recharges after a Rest).** The hobgoblin chooses a creature within 30 feet that it can see. Each allied Beast that can hear the hobgoblin can use their reaction to move up to its speed toward the target. Further, whenever a Beast hits the target with an attack, the target's speed is cumulatively reduced by 10 feet until the end of its next turn.

# HOBGOBLIN HOUNDMASTER — WEAKER

**Armor Class** 14

**Initiative** +4 (14)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	10 (+0)	13 (+1)	11 (+0)

**Skills** Animal Handling +5, Perception +3, Survival +5

**Gear** dagger, longbow, studded leather

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Goblin

**CR** 1/2 (XP 100, PB +2)



**Beast Bond.** The hobgoblin can communicate simple ideas and commands with Beasts.

**Coordinated Pack.** The allied Beasts within 30 feet of the hobgoblin have advantage on their initiative roll.

**Pack Tactics.** The hobgoblin has advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Dagger.** *Melee or Ranged Weapon Attack:* +4, reach 5 ft or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +5, range 150/600 ft. *Hit:* 6 (1d8 + 2) piercing damage.

**Spellcasting.** The hobgoblin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 12):

1/day: *animal messenger, locate animals or plants, pass without trace*

## BONUS ACTIONS

**Sic' Em (Recharges after a Rest).** The hobgoblin chooses a creature within 30 feet that it can see. Each allied Beast that can hear the hobgoblin can use their reaction to move up to its speed toward the target. Further, whenever a Beast hits the target with an attack, the target's speed is cumulatively reduced by 10 feet until the end of its next turn.

# HOBGOBLIN HOUNDMASTER — STRONGER

**Armor Class** 15

**Initiative** +6 (16)

**Hit Points** 135 (18d8 + 54)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	17 (+3)	13 (+1)	17 (+3)	15 (+2)

**Saving Throws** Dex +6, Wis +6

**Skills** Animal Handling +9, Perception +6, Survival +9

**Gear** dagger, longbow, studded leather

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Goblin

**CR** 6 (XP 2,300, PB +3)



**Beast Bond.** The hobgoblin can communicate simple ideas and commands with Beasts.

**Coordinated Pack.** The allied Beasts within 30 feet of the hobgoblin have advantage on their initiative roll.

**Pack Tactics.** The hobgoblin has advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally isn't incapacitated.

## ACTIONS

**Multiattack.** The hobgoblin makes three Dagger or Longbow attacks.

**Dagger.** *Melee or Ranged Weapon Attack:* +6, reach 5 ft or range 20/60 ft. *Hit:* 9 (2d4 + 3) piercing damage.

**Longbow.** *Ranged Weapon Attack:* +6, range 150/600 ft. *Hit:* 16 (3d8 + 3) piercing damage. Beasts have advantage on Wisdom (Perception or Survival) checks for 1 hour to locate the target.

**Spellcasting.** The hobgoblin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 14):

*2/day: animal messenger, locate animals or plants, pass without trace*

## BONUS ACTIONS

**Sic' Em (Recharges 5-6).** The hobgoblin chooses a creature within 60 feet that it can see. Each allied Beast that can hear the hobgoblin can use their reaction to move up to its speed toward the target. Further, whenever a Beast hits the target with an attack, the target's speed is cumulatively reduced by 10 feet until the end of its next turn.