

HOBGOBLIN LONGBLADE

Medium • Fey • Lawful Evil

Armor Class 16

Initiative +3 (13)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	13 (+2)	10 (+0)	11 (+0)	9 (-1)

Gear greatsword, half plate

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

CR 1 (XP 200; PB +2)



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.

Tight Grip. The hobgoblin can't be disarmed while it is not incapacitated.

ACTIONS

Greatsword. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 12 (3d6 + 2) slashing damage. Additionally, one creature of the hobgoblin's choice within reach takes half as much damage.

HOBGOBLIN LONGBLADE — WEAKER

Armor Class 15

Initiative +2 (12)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	11 (+0)	10 (+0)	11 (+0)	9 (-1)

Gear greatsword, half plate

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

CR 1/8 (XP 25, PB +2)



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.

Tight Grip. The hobgoblin can't be disarmed while it is not incapacitated.

HOBGOBLIN LONGBLADE — STRONGER

Armor Class 17

Initiative +4 (14)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	10 (+0)	11 (+0)	9 (-1)

Saving Throws Str +5, Con +5

Gear greatsword, half plate

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

CR 4 (XP 1,100, PB +2)



REACTIONS

Imposing Strike. *Trigger:* A creature within 5 feet of the hobgoblin makes an attack against a creature other than itself. *Response:* The attacker has disadvantage on its attack roll.

ACTIONS

Greatsword. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 6 (1d10 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3, reach 5 ft. or range 20/60 ft. *Hit:* 4 (1d4 + 2) piercing damage.

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.

Tight Grip. The hobgoblin can't be disarmed while it is not incapacitated.

ACTIONS

Multiattack. The hobgoblin makes two Greatsword attacks.

Greatsword. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) slashing damage. Additionally, one creature of the hobgoblin's choice within reach takes half as much damage.

REACTIONS

Imposing Strike. *Trigger:* A creature within 5 feet of the hobgoblin makes an attack against a creature other than itself.

Response: The attacker has disadvantage on its attack roll.