

## HOBGOBLIN STANDARD BEARER

Medium • Fey (Goblinoid) • Lawful Evil

**Armor Class** 15

**Initiative** +3 (13)

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

**Speed** 30 ft.

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

**Saving Throws** Str +4

**Skills** Performance +4, Persuasion +2

**Gear** breastplate, quarterstaff

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Goblin

**CR** 1 (XP 200; PB +2)

**Battle Standard.** While in a 30-foot emanation originating from the hobgoblin, the hobgoblin and its allies have the following effect: If damage reduces them to 0 hit points, they drop to 1 hit point instead, unless the damage is from a critical hit. A creature can only drop to 1 hit point this way once per day.

### ACTIONS

**Standard Strike.** *Melee Weapon Attack:* +4, reach 10 ft. *Hit:* 13 (2d10 + 2) bludgeoning damage.

## HOBGOBLIN STANDARD BEARER — WEAKER

**Armor Class** 14

**Initiative** +2 (12)

**Hit Points** 9 (2d8)

**Speed** 30 ft.

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

**Skills** Performance +4, Persuasion +2

**Gear** breastplate, quarterstaff

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Goblin

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

### ACTIONS

**Standard Strike.** *Melee Weapon Attack:* +3, reach 10 ft. *Hit:* 3 (1d4 + 1) bludgeoning damage.

## HOBGOBLIN STANDARD BEARER — STRONGER

**Armor Class** 16

**Initiative** +4 (14)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	10 (+0)	14 (+2)	12 (+1)

**Saving Throws** Str +5, Dex +4, Wis +4, Cha +3

**Skills** Performance +5, Persuasion +3

**Gear** breastplate, quarterstaff

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Goblin

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



**Wave the Banner.** Allies in a 20-foot emanation originating from the hobgoblin that can see or hear it gain 4 (1d8) temporary hit points, which last for 1 minute.

**Rallying Signal (1/Day).** Allies in a 30-foot emanation originating from the hobgoblin that aren't deafened can use their reaction to move up to their speed.

**Wave the Banner.** Allies in a 15-foot emanation originating from the hobgoblin that can see or hear it gain 2 (1d4) temporary hit points, which last for 1 minute.

**Rallying Signal (1/Day).** Allies in a 20-foot emanation originating from the hobgoblin that aren't deafened can use their reaction to move up to their speed.

**Battle Standard.** While in a 30-foot emanation originating from the hobgoblin, the hobgoblin and its allies have the following effect: If damage reduces them to 0 hit points, they drop to 1 hit point instead, unless the damage is from a critical hit. A creature can only drop to 1 hit point this way once per day.

## **ACTIONS**

**Standard Strike.** *Melee Weapon Attack:* +5, reach 10 ft. *Hit:* 29 (4d12 + 3) bludgeoning damage.

**Rallying Signal.** Allies in a 60-foot emanation originating from the hobgoblin that aren't deafened can use their reaction to move up to their speed.

## **BONUS ACTIONS**

**Wave the Banner.** Allies in a 30-foot emanation originating from the hobgoblin that can see or hear it gain 5 (1d10) temporary hit points, which last for 1 minute.