

# HOBGOBLIN WAR PRIEST

Medium • Fey (Goblinoid) • Lawful Evil

**Armor Class** 14

**Initiative** +3 (13)

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

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	13 (+1)	17 (+3)	14 (+2)

**Skills** Medicine +5, Religion +3

**Gear** chain shirt, holy symbol, quarterstaff

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

**Languages** Common, Goblin

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



**Crusader's March.** While in a 30-foot emanation originating from the hobgoblin, the hobgoblin and its allies don't suffer penalties for a fast travel path and have advantage on saving throws against exhaustion from traveling.

**Iron Conviction.** The hobgoblin has advantage on saving throws to maintain its concentration.

## ACTIONS

**Dispelling Strike.** *Melee Spell Attack:* +5, reach 5 ft. *Hit:* 16 (3d8 + 3) radiant damage, and one spell of level 2 or lower affecting the target is dispelled.

**Holy Command.** The goblin casts *command*. As part of the spell, it can say two words instead of one.

## HOBGOBLIN WAR PRIEST — WEAKER

**Armor Class** 13

**Initiative** +2 (12)

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

**Speed** 30 ft.

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

**Skills** Medicine +5, Religion +3

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

**Languages** Common, Goblin

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



**Crusader's March.** While in a 20-foot emanation originating from the hobgoblin, the hobgoblin and its allies don't suffer penalties for a fast travel path and have advantage on saving throws against exhaustion from traveling.

## ACTIONS

**Dispelling Strike.** *Melee Spell Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) radiant damage.

**Spellcasting.** The hobgoblin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 13):

At will: *resistance*, *thaumaturgy*

1/day: *aid*, *haste*, *hold person*, *mass cure wounds*, *slow*

## REACTIONS

**Test the Faithless (2/Day).** *Trigger:* A creature within 20 feet of the hobgoblin that it can see succeeds on a saving throw.

*Response:* The target must reroll that save, using the new roll.

**Spellcasting.** The hobgoblin casts one of the following spells, using Wisdom as the spellcasting ability (spell save DC 11):

At will: *resistance*, *thaumaturgy*

## REACTIONS

**Test the Faithless (1/Day).** *Trigger:* A creature within 10 feet of the hobgoblin that it can see succeeds on a saving throw.

*Response:* The target must reroll that save, using the new roll.

# HOBGOBLIN WAR PRIEST — STRONGER

**Armor Class** 15

**Initiative** +4 (14)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.



**STR**

14 (+2)

**DEX**

14 (+2)

**CON**

16 (+3)

**INT**

15 (+3)

**WIS**

19 (+4)

**CHA**

16 (+3)

**Saving Throws** Wis +6, Cha +5

**Skills** Medicine +5, Religion +3

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

**Languages** Common, Goblin

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

**Crusader's March.** While in a 60-foot emanation originating from the hobgoblin, the hobgoblin and its allies don't suffer penalties for a fast travel path and have advantage on saving throws against exhaustion from traveling.

**Iron Conviction.** The hobgoblin has advantage on saving throws to maintain its concentration.

## ACTIONS

**Multiattack.** The hobgoblin makes two Dispelling Strikes. It can replace one of these attacks with a use of Holy Command or Spellcasting.

**Dispelling Strike.** *Melee Spell Attack:* +5, reach 5 ft. *Hit:* 19 (3d10 + 4) radiant damage, and one spell of level 4 or lower affecting the target is dispelled.

**Holy Command.** The goblin casts *command*. As part of the spell, it can say two words instead of one.

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

At will: *resistance*, *thaumaturgy*

1/day: *aid*, *haste*, *hold person*, *mass cure wounds*, *slow*

## REACTIONS

**Test the Faithless (3/Day).** *Trigger:* A creature within 30 feet of the hobgoblin that it can see succeeds on a saving throw.

*Response:* The target must reroll that save, using the new roll.