

Medium Fey (Goblinoid), Lawful Evil

AC	Init.	HP	Speed	CR
17	+4 (14)	58 (9d8 + 18)	30 ft.	3 (XP 700; PB +2)
		MOD SAVE	MOD SAVE	MOD SAVE
STR	15	+2 +2	DEX 14	+2 +2
INT	12	+1 +1	WIS 10	+0 +0
				CON 14
				CHA 13

Gear Greatsword, Half Plate Armor, Longbow

Senses Darkvision 60 ft., Passive Perception 10

Languages Common, Goblin

TRAITS

Aura of Authority. While in a 10-foot Emanation originating from the hobgoblin, the hobgoblin and its allies have Advantage on attack rolls and saving throws, provided the hobgoblin doesn't have the Incapacitated condition.

ACTIONS

Multiattack. The hobgoblin makes two attacks, using Greatsword or Longbow in any combination.

Greatsword. *Melee Attack Roll:* +4, reach 5 ft. *Hit:* 9 (2d6 + 2) Slashing damage plus 3 (1d6) Poison damage.

Longbow. *Ranged Attack Roll:* +4, range 150/600 ft. *Hit:* 6 (1d8 + 2) Piercing damage plus 5 (2d4) Poison damage.