

# HOBGOBLIN

*Medium humanoid (goblinoid), lawful evil*

- **Armor Class** 18 (chain mail, shield)
- **Hit Points** 11 (2d8 + 2)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

- **Senses** darkvision 60 ft., passive Perception 10
- **Languages** Common, Goblin
- **Challenge** 1/2 (100 XP)
- **Martial Advantage.** Once per turn, the hobgoblin can deal an extra 7 (2d6) damage to a creature it hits with a weapon attack if that creature is within 5 ft. of an ally of the hobgoblin that isn't incapacitated.

## ACTIONS

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- **Longsword (One-Handed).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d8 + 1) slashing damage.
- **Longsword (Two-Handed).** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d10 + 1) slashing damage.
- **Longbow.** *Ranged Weapon Attack:* +3 to hit, reach 150/600 ft., one target. *Hit:* (1d8 + 1) piercing damage.