

HOBGOBLINS

War horns sound, stones fly from catapults, and the thunder of a thousand booted feet echoes across the land as hobgoblins march to battle. Across the borderlands of civilization, settlements and settlers must contend with these aggressive humanoid for conquest is never satisfied.

Hobgoblins have dark orange or red-orange skin, and hair ranging from dark red-brown to dark gray. Yellow or dark brown eyes peer out beneath their beetling brows, and their wide mouths sport sharp and yellowed teeth. A male hobgoblin might have a large blue or red nose, which symbolizes virility and power among goblinkin. Hobgoblins can live as long as humans, though their love of warfare and battle means that few do.

SCALABLE MONSTER

The hobgoblin listed here is a scalable monster. To scale the hobgoblin, simply follow these instructions:

- Find the starting statistics for the (basic) hobgoblin on page 186 of the *Monster Manual*.
- Choose your target Challenge Rating.
- Adjust the adept's statistics based on the information provided on the Hobgoblin table below.

STARTING STATISTICS

The hobgoblin's starting statistics are identified on page 186 of the *Monster Manual*.

SPECIAL TRAITS

As the hobgoblin's CR increases, it gains the following special traits.

MARTIAL ADVANTAGE

Starting at CR 1/2, 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 feet of an ally of the hobgoblin that isn't incapacitated. The amount of damage that the hobgoblin deals with this trait increases as it gains CRs as shown on the Hobgoblin Scalable Monster table.

MULTIATTACK

At CR 1, when the hobgoblin takes the Attack action it can make two melee attacks. At CR 6, the hobgoblin can make one additional melee attack, or it can make two ranged attacks in place of its three melee attacks.

MARK OF NOMAG-GAEYA

At CR 2, the hobgoblin is marked by the hobgoblin war god, Nomag-Gaeya, as a prototypical example of the species. The hobgoblin's Strength score increases by 2, its Dexterity score increases by 2, and its Charisma score increases by 2.

HOBGOBLIN TITLES

When the hobgoblin reaches CR 3, and again at CR 6, 9, 12, 15, and 18, it gains a new title as noted on the Hobgoblin table. When the hobgoblin gains a new title, its Constitution score increases by 2, its Intelligence score increases by 2, and its Charisma score increases by 2.

LEADERSHIP

At CR 3, the hobgoblin can use its action to inspire its companions. For 1 minute, the hobgoblin can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobgoblin. A creature can benefit from only one Leadership die at a time. This effect ends if the hobgoblin is incapacitated. Once the hobgoblin uses this feature, it can't use it again until it completes a short or long rest.

At CR 7, the range that the hobgoblin can affect nonhostile creatures with this trait increases by 30 feet (60 feet), and again at CR 14 (90 feet), and CR 20 (120 feet).

ABILITY SCORE IMPROVEMENT

When the hobgoblin reaches CR 4, and again at CR 8, 12, 16, and 19 it increases one ability score by 2, or two ability scores by 1 as follows:

- **CR 4:** Strength +1 (16), Wis +1 (11)
- **CR 8:** Strength +2 (18)
- **CR 12:** Strength +1 (17), Wis +1 (12)
- **CR 16:** Strength +2 (19)
- **CR 19:** Strength +1 (20), Wis +1 (13)

FIGHTING MASTER

At CR 4, the hobgoblin's proficiency bonus is doubled for its attack rolls.

STRATEGIC

Starting at CR 5, the hobgoblin has proficiency in Intelligence, Wisdom, and Charisma saving throws.

SHIELD BASH

At CR 6, if the hobgoblin is wielding a shield, it can use its action to make a melee weapon attack with its shield once per turn. On a hit, the shield deals bludgeoning damage equal to 1d4 + the hobgoblin's Strength modifier. If the target is Large or smaller, it must succeed on a Strength saving throw with a DC equal to 8 + the hobgoblin's Strength modifier + its proficiency bonus or be knocked prone.

PARRY

Also at CR 6, the hobgoblin can use its reaction to add its proficiency bonus to its AC against one melee attack that would hit it. To do so, the hobgoblin must see the attacker and be wielding a melee weapon.

HOBGOBLIN

CR	Prof. Bonus	AC	hp (HD)	Attack Bonus	Martial Advantage	Traits
1/2	+2	18	11 (2d8 + 2)	+3	2d6	Martial Advantage
1	+2	18	16 (3d8 + 3)	+3	2d6	Multiattack (2 melee attacks)
2	+3	18	22 (5d8 + 5)	+3	2d6	Mark of Nomog-Gaeya
3	+2	17	39 (6d8 + 12)	+4	3d6	Hobgoblin Title (Captain), Leadership
4	+2	17	52 (8d8 + 16)	+7	3d6	Ability Score Improvement (+1 Str, +1 Wis), Fighting Master
5	+3	17	82 (11d8 + 13)	+9	3d6	Strategic
6	+3	20	97 (13d8 + 39)	+9	4d6	Hobgoblin Title (Warlord), Multiattack (3 melee, or 2 ranged), Shield Bash, Parry
7	+3	20	112 (15d8 + 45)	+9	4d6	Improved Leadership (60 feet)
8	+3	20	135 (18d8 + 54)	+10	4d6	Ability Score Improvement (+2 Str)
9	+4	20	170 (20d8 + 80)	+12	5d6	Hobgoblin Title (Conquerer)
10	+4	20	187 (22d8 + 88)	+12	5d6	Heightened Reflexes
11	+4	20	212 (25d8 + 100)	+12	5d6	Innate Spellcasting (<i>aid, compelled duel, detect evil and good</i>)
12	+4	20	247 (26d8 + 130)	+12	6d6	Ability Score Improvement (+1 Str, +1 Wis), Hobgoblin Title (Chosen of Maglubiyet), Maglubiyet's Blessing, Legendary Actions (Move, Attack, Shield Bash)
13	+5	20	256 (27d8 + 135)	+14	6d6	Improved Leadership (90 feet), Magic Weapons
14	+5	20	275 (29d8 + 145)	+14	6d6	Improved Innate Spellcasting (branding smite)
15	+5	20	315 (30d8 + 180)	+14	7d6	Hobgoblin Title (Avatar of Nomog-Gaeya), Elemental Adaptation
16	+5	20	336 (32d8 + 192)	+15	7d6	Ability Score Improvement (+2 Str)
17	+6	20	346 (33d8 + 198)	+17	7d6	Improved Legendary Actions, Improved Innate Spellcasting (aura of vitality)
18	+6	20	346 (33d8 + 198)	+17	8d6	Hobgoblin Title (Spirit of Acheron), Magic Resistance
19	+6	20	346 (33d8 + 198)	+18	8d6	Ability Score Improvement (+1 Str, +1 Wis), Legendary Resistance
20	+6	20	402 (35d8 + 245)	+18	8d6	Improved Leadership (120 feet), Improved Innate Spellcasting (banishment)

HEIGHTENED REFLEXES

Starting at CR 10, the hobgoblin has proficiency with Dexterity saving throws and it gains proficiency in the Strength (Athletics) skill.

INNATE SPELLCASTING

At CR 11, the hobgoblin's connection to Maglubiyet allows it to innately cast spells as noted below. Charisma is its spellcasting ability for these spells.

- At will: *compelled duel, detect evil and good*
- 1/day: *aid* At CR 14, the hobgoblin can also cast branding smite once per day, at CR 17, the hobgoblin can cast aura of vitality once per day, and at CR 20, the hobgoblin can cast banishment once per day.

MAGLUBIYET'S BLESSING

Beginning at CR 12, the hobgoblin's type changes to fiend (goblinoid) and it gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. Also, it learns to speak Abyssal and Infernal.

LEGENDARY ACTIONS

At CR 12, the hobgoblin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hobgoblin regains spent legendary actions at the start of its turn.

- **Move.** The hobgoblin can move up to half its movement speed without provoking opportunity attacks.
- **Attack (Costs 2 actions).** The hobgoblin makes one melee weapon attack as long as the attack is made with a sword.

OPEN GAMING LICENSE 5E

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

- Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other forms in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphics, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
- The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
- Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License

- **Shield Bash (Costs 3 actions).** The hobgoblin makes one shield bash attack.

At CR 17, the cost for Attack decreases by 1 (1), and the cost for Shield Bash decreases by 1 (2).

MAGIC WEAPONS

At CR 13, the hobgoblin's weapon attacks are magical.

ELEMENTAL ADAPTATION

At CR 15, the hobgoblin gains resistance to cold, fire, and lightning damage.

MAGIC RESISTANCE

Starting at CR 18, the hobgoblin has advantage on saving throws against spells and other magical effects.

LEGENDARY RESISTANCE

At CR 19, when the hobgoblin fails a saving throw it can choose to succeed instead. The hobgoblin can use this feature three times; it regains all expended uses at the end of a long rest.

NOTE: HOBGOBLIN ARMS AND ARMOR

The hobgoblin depicted here uses the arms and armors standard for their title: basic hobgoblins use longswords and longbows and wear chainmail while wielding a shield. Meanwhile, captains wear half-plate and carry a greatsword. For warlords and beyond, the Hobgoblin Scalable Monster table assumes all hobgoblins are equipped like warlords with plate armor, shields, longswords, and javelins. Feel free to equip your hobgoblin however you like.

- Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
- Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title, and interest in and to that Product Identity.
- Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
- Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
- Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc., System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE