

Brigand

written by A J | September 14, 2015



Uncommon | Medium | Neutral | Humanoid

Bandits, brigands, and highwaymen hone their craft along the roadsides and byways of the world, where they leap from the shadows to plunder the spoils of passing travelers

Armor Class	Hit Points	Move
14	4 (1 Hit Dice)	walk 90 ft
Appearing	2d4	
Habitat	Any	

Negotiation yes

Morale DC 10

Challenge 0.4 (120 XP per monster)

Ability Scores

STR DEX CON INT WIS CHA

1 1 0 0 0 0

Combat

Has 1 attack. Hit Bonus +3. Damage Sword. 1d8 +1 or by weapon damage

Treasure

Individual: 3d8 cp, 2d4 gp, 1d4 gems

Lair: None