Brigand

written by CresthavenRPG Guru | 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

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Treasure

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

Lair: None