Hobgoblin

written by CresthavenRPG Guru | November 20, 2014



Uncommon | *Large* | *Chaotic evil* | *Humanoid*

Hobgoblins are relatives of goblins, but are bigger and meaner.

Armor Class	Hit Points	Move
14	8 *(2 Hit Dice)*	walk 90 ft

Appearing	3d6
Habitat	Hills,Mountains,Underground
Negotiation	yes
Morale DC	8
Challenge	0.7 (210 XP per monster)

Ability Scores

STR	DEX	CON	INT	WIS	CHA
1	1	1	0	0	-1

Combat

Has 1 attack. Hit Bonus +1. Damage Sword. 1d6 +1 damage damage

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Treasure

Individual: 3d12 cp, 2d8 gp

Lair: 1d8×1,000 cp (75%), 1d12×1,000 sp (60%), 1d6×1,000 gp (50%), 5d4 gems (50%), 1d6 jewelry (25%), 1 potion (15%)