

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 <i>Hit Dice</i>)	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

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%)