


# Hobgoblin

written by A J | 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%)