

HOBGOBLIN

Hobgoblin, 1st-Level Warrior
Medium Humanoid (Goblinoid)

Hit Dice: 1d8+2 (6 hp)

Initiative: +1

Speed: 30 ft. (6 squares)

Armor Class: 15 (+1 Dex, +3 studded leather, +1 light shield), touch 11, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)

Full Attack: Longsword +2 melee (1d8+1/19–20) or javelin +2 ranged (1d6+1)

Space/Reach: 5 ft./5 ft.

Special Attacks: —

Special Qualities: Darkvision 60 ft.

Saves: Fort +4, Ref +1, Will –1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +2, Move Silently +3, Spot +2

Feats: Alertness

Environment: Warm hills

Organization: Gang (4–9), band (10–100 plus 50 noncombatants plus 1 3rd-level sergeant per 20 adults and 1 leader of 4th–6th level), warband (10–24), or tribe (30–300 plus 50 noncombatants plus 1 3rd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 2–4 dire wolves, and 1–4 ogres or 1–2 trolls)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +1



Hippogriff

Hobgoblins' hair color ranges from dark reddish-brown to dark gray. They have dark orange or red-orange skin. Large males have blue or red noses. Hobgoblins' eyes are yellowish or dark brown, while their teeth are yellow. Their garments tend to be brightly colored, often blood red with black-tinted leather. Their weaponry is kept polished and in good repair.

Hobgoblins speak Goblin and Common.

Most hobgoblins encountered outside their homes are warriors; the information in the statistics block is for one of 1st level.

COMBAT

These creatures have a strong grasp of strategy and tactics and are capable of carrying out sophisticated battle plans. Under the leadership of a skilled strategist or tactician, their discipline can prove a deciding factor. Hobgoblins hate elves and attack them first, in preference to other opponents.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

The hobgoblin warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

HOBGOBLIN SOCIETY

Hobgoblins are a military breed: They live for war and believe strongly in strength and martial prowess as the most desirable qualities for individuals and leaders alike. A hobgoblin leader is likely to be the biggest and strongest in the group, maintaining authority by enforcing strict discipline. Hobgoblins are often leaders among tribes of goblins and orcs, whom they bully and treat as inferiors. Hobgoblin mercenaries sometimes enter the service of wealthy evil humanoids.



Hobgoblin

This burly humanoid stands about 6-1/2 feet tall. It has hairy skin, feral eyes, and a flat nose and chin.

Hobgoblins are larger cousins of goblins. They are far more aggressive and organized than their smaller relatives and wage a perpetual war with other humanoids, particularly elves.

Hobgoblin society is organized into tribal bands, each intensely jealous of its reputation and status. Meetings between rival bands are likely to erupt in violence if the troops are not restrained. Only an exceptionally powerful leader can force them to cooperate for any length of time. Each band has a distinctive battle standard that it carries into combat to inspire, rally, and signal the troops. Hobgoblin gangs and warbands are almost exclusively male. Bands and tribes include females who help with defense. Noncombatant hobgoblins are children too young to fight effectively.

These creatures usually make lairs in places that either boast natural defenses or can be fortified. Cavern complexes, dungeons, ruins, and forests are among their favorites. Typical lair defenses include ditches, fences, gates, guard towers, pit traps, and crude catapults or ballistas.

Most hobgoblins revere Maglubiyet, who is also the patron deity of goblins.

HOBGOBLIN CHARACTERS

Hobgoblin leaders tend to be fighters or fighter/rogues. Hobgoblin clerics worship Maglubiyet. A hobgoblin cleric has access to two of the following domains: Evil, Destruction, or Trickery. Most hobgoblin spellcasters, however, are adepts. Hobgoblin adepts favor spells that deal damage.

Hobgoblin characters possess the following racial traits.

- +2 Dexterity, +2 Constitution.
- A hobgoblin's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +4 racial bonus on Move Silently checks.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Dwarven, Infernal, Giant, Orc.
- Favored Class: Fighter.
- Level adjustment +1.

HOMUNCULUS

Tiny Construct

Hit Dice: 2d10 (11 hp)

Initiative: +2

Speed: 20 ft. (4 squares), fly 50 ft. (good)

Armor Class: 14 (+2 Dex, +2 size), touch 14, flat-footed 12

Base Attack/Grapple: +1/−8

Attack: Bite +2 melee (1d4−1 plus poison)

Full Attack: Bite +2 melee
(1d4−1 plus poison)

Space/Reach: 2-1/2 ft./0 ft.

Special Attacks: Poison

Special Qualities:

Construct traits, darkvision 60 ft., low-light vision

Saves: Fort +0, Ref +4, Will +1

Abilities: Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7

Skills: Hide +14, Listen +4, Spot +4

Feats: Lightning Reflexes

Environment: Any

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Any (same as creator)

Advancement: 3–6 HD (Tiny)

Level Adjustment: —

Homunculus



This creature has a vaguely humanoid form. It stands about 18 inches tall and has wings spanning about 2 feet. Its skin looks rough and warty, and it has a mouth full of needlelike teeth.

A homunculus is a miniature servant created by a wizard. These creatures are weak combatants but make effective spies, messengers, and scouts.

A homunculus's creator determines its precise features.

Homunculi are little more than tools designed to carry out assigned tasks. They are extensions of their creators, sharing the same alignment and basic nature. A homunculus cannot speak, but the process of creating one links it telepathically with its creator. It knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet. A homunculus never travels beyond this range willingly, though it can be removed forcibly. If this occurs, the creature does everything in its power to regain contact with its master. An attack that destroys a homunculus deals 2d10 points of damage to its master. If the creature's master is slain, the homunculus also dies, and its body swiftly melts away into a pool of ichor.

COMBAT

Homunculi land on their victims and bite with their venomous fangs.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

CONSTRUCTION

A homunculus is shaped from a mixture of clay, ashes, mandrake root, spring water, and one pint of the creator's own blood. The materials cost 50 gp. The creature's master may assemble the body or hire someone else to do the job. Creating the body requires a DC 12 Craft (sculpting) check or a DC 12 Craft (pottery) check. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 500 gp to establish. If the creator is personally constructing the creature's body, the building and ritual can be performed together.

A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

Craft Construct (see page 303), *arcane eye*, *mirror image*, *mending*, *caster* must be at least 4th level; Price — (never sold); Cost 1,050 gp + 78 XP.

HOWLER

Large Outsider (Chaotic, Evil, Extraplanar)

Hit Dice: 6d8+12 (39 hp)

Initiative: +7

Speed: 60 ft. (12 squares)

Armor Class: 17 (−1 size, +3 Dex, +5 natural), touch 12, flat-footed 14

Base Attack/Grapple: +6/+15

Attack: Bite +10 melee (2d8+5)

Full Attack: Bite +10 melee (2d8+5) and 1d4 quills +5 melee (1d6+2)

Space/Reach: 10 ft./5 ft.

Special Attacks: Quills, howl

Special Qualities: Darkvision 60 ft.

Saves: Fort +7, Ref +8, Will +7

Abilities: Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8

Skills: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks)

Feats: Alertness, Combat Reflexes, Improved Initiative