# Hobgoblin

Weekly Wonders

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# AlexRiggs, Joshua Zaback







## Designers

Alex Riggs, Joshua Zaback

# Editor

Rosa Gibbons



Necromancers of the Northwest, LLC 8123 236th St SW, Unit 102 Edmonds, WA, 98026 www.necromancers-online.com

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### Introduction

There are plenty of monstrous races whose members should typically be encountered with at least a few class levels, but rarely are. The fact of the matter is, while making new monsters isn't that hard, adding class levels to monsters can be something of an involved process, especially if the finished result is supposed to be able to hold its own against the average player character. This book presents a number of ready-made monster stat-blocks with a variety of different class levels and combat styles, at a range of CRs wide enough to accommodate groups of varying levels, but close enough together that the majority, if not all, of the stat-blocks can be used in the same adventure.

For this book, we focus on hobgoblins. This warmongering race has built a robust society, surpassing other goblinoid races. Hobgoblins have a bitter hatred of elves and their arcane magic, sometimes even distrusting those of their own kind who have magical abilities, though some of these are able to prove their worth in battle. Hobgoblin life is dependent on slavery and soldiering, with the need for fresh slaves driving most of their military actions.

#### About the Stat-Blocks in this Book

Each hobgoblin in this book was made with the standard ability score adjustments for a monster with class levels, and has standard treasure for an NPC, based on the hobgoblin's final CR. The stat-blocks were made by drawing upon resources from a variety of Paizo products, with a focus on providing a robust stat-block, rather than on minimizing the number of resources referenced. In order to help make each individual hobgoblin stand out and be memorable in play, each has been given one or two unique abilities, presented after the stat-block, in the special abilities section. Rather than increase the creature's CR to account for these abilities, we have instead had them replace a single feat that the creature would otherwise have gained. GMs interested in tweaking the stat-blocks should feel free to add an additional feat to each hobgoblin, if desired, but should be aware that this will make the hobgoblins more powerful than normal creatures of their CR.

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#### HOBGOBLIN SCOUT

XP 200

Hobgoblin slayer<sup>ACG</sup> 1

CE Medium humanoid (goblinoid)

Init +3; Senses darkvision 60 ft.; Perception +1

DEFENSE

AC 16, touch 13, flat-footed 13 (+2 armor, +3 Dex, +1 shield) hp 13 (1d10+3)

**Fort** +4, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 30 ft. **Melee** longsword +3 (1d8+2/19-20)

Ranged light crossbow +4 (1d8/19–20)

Special Attacks studied target +1 (1st, move action)

#### TACTICS

**Before Combat** A hobgoblin scout prefers to use stealth to sneak up on its enemies, sending up a signal to other nearby hobgoblins if she detects a threat, before engaging in battle. **During Combat** A hobgoblin scout fights cautiously, and is not too proud to retreat behind cover, so long as stronger hobgoblins or other more expendable warriors remain to engage their foes in melee. Though they prefer to use their light crossbows against a studied target, they are not unwilling to switch to longswords and wade into battle if the

situation calls for it.

STATISTICS

Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8 Base Atk +1; CMB +3; CMD 16 Skills Acrobatics +6, Climb +5, Escape Artist +3, Stealth +10, Survival +5, Swim +5; Racial Modifiers +4 Stealth Languages Common, Goblin SQ scouting, track +1 Combat Gear alchemist's fire (2), tanglefoot bag; Other Gear leather armor, buckler, crossbow bolts (20), light crossbow, longsword SPECIAL ABILITIES

**Scouting** (Ex) A hobgoblin scout can move at full speed while using the Stealth skill out of doors without incurring a penalty on the Stealth check.

#### HOBGOBLIN SNEAK

XP 200

 $CR_{1/2}$ 

Hobgoblin rogue 1

CE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +5

#### DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 11 (1d8+3)

**Fort** +2, **Ref** +5, **Will** +1

OFFENSE

Speed 30 ft.

Melee morningstar +2 (1d8+2) Ranged sling +3 (1d4+2)

Special Attacks sneak attack +1d6, stealth subdual

#### TACTICS

**Before Combat** A hobgoblin sneak prefers to wait in ambush for her foes, and uses the Stealth skill to hide before battle begins.

CR 1/2

**During Combat** A hobgoblin sneak usually begins battle with a surprise attack against a soft target, hoping to quickly eliminate any spellcasters. Hobgoblin sneaks usually work in small teams and attempt to gain flanking so they can use their sneak attack ability.

#### STATISTICS

Str 14, Dex 16, Con 14, Int 10, Wis 12, Cha 8	
Base Atk +0; CMB +2; CMD 15	
Skills Acrobatics +7, Bluff +3, Disable Device +6, Escape	
Artist +7, Intimidate +3, Perception +5, Sleight of Hand +7,	
Stealth +11; Racial Modifiers +4 Stealth	
Languages Common, Goblin	
SQ trapfinding +1	
<b>Combat Gear</b> <i>potion of cure light wounds</i> , alchemist's fire;	
Other Gear leather armor, morningstar, sling, sling bullets	
(20)	
SPECIAL ABILITIES	

**Stealth Subdual (Ex)** A hobgoblin sneak can always do nonlethal damage with her sneak attacks, and deals 1 additional point of nonlethal damage on any sneak attack she makes.

#### HOBGOBLIN SKIRMISHER

**XP 400** Hobgoblin fighter 2 CE Medium humanoid (goblinoid) **Init** +3; **Senses** darkvision 60 ft.; Perception +1 DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 23 (2d10+8)

Fort +6, Ref +3, Will +1 (+1 vs. fear) OFFENSE

**Speed** 30 ft. (20 ft. in armor) **Melee** greataxe +3 (1d12+1/X3) **Ranged** heavy crossbow +5 (1d10/19-20)

#### TACTICS

**Before Combat** Hobgoblin skirmishers are light troops meant to engage advance parties or ambush foes before more of their kind arrive. As such, they use their Stealth skill extensively to hide, and usually have their heavy crossbows loaded and ready to fire.

**During Combat** Hobgoblin skirmishers prefer to fight at extreme range, engaging their foes with heavy crossbows and focusing on one individual, hoping to eliminate some of the enemy combatants before they can close to melee distance. They use their mobile loader ability to stay a fair distance away from their foes while keeping up a steady stream of bolts.

STATISTICS

Str 12, Dex 16, Con 16, Int 8, Wis 12, Cha 10 Base Atk +2; CMB +3; CMD 16 Feats Point-Blank Shot, Rapid Reload Skills Acrobatics -2 (-6 to jump), Stealth +7; Racial Modifiers +4 Stealth Languages Common, Goblin SQ mobile loader Combat Gear potion of cure light wounds (2), alchemist's fire; Other Gear chainmail, crossbow bolts (20), greataxe, heavy crossbow, 33 gp SPECIAL ABILITIES

**Mobile Loader** (Ex) A hobgoblin skirmisher can reload a heavy crossbow as part of moving, provided she moves at least half her speed.

#### HOBGOBLIN TROOPER

XP 400

CR 1

Hobgoblin fighter 1/rogue 1

CE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +1

#### DEFENSE

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield) hp 21 (2 HD; 1d8+1d10+7)

Fort +5, **Ref** +4, **Will** +1

OFFENSE

Speed 30 ft. (20 ft. in armor) Melee battleaxe +3 (1d8+2/x3) Ranged javelin +3 (1d6+2) Special Attacks sneak attack +1d6, troop tactics

#### TACTICS

**During Combat** Hobgoblin troopers are rank-and-file hobgoblin soldiers, and typically use overwhelming numbers to defeat their foes. They have a fondness for gaining some tactical advantage during a fight, preferring to gain flanking and utilize higher ground. They despise retreating, and will likely fight to the death in all circumstances.

#### STATISTICS

Str 14, Dex 14, Con 16, Int 8, Wis 12, Cha 10 Base Atk +1; CMB +3; CMD 15 Feats Power Attack Skills Acrobatics +0 (-4 to jump), Intimidate +5, Ride +0, Stealth +4; Racial Modifiers +4 Stealth Languages Common, Goblin SQ trapfinding +1 Combat Gear oil of magic weapon, potion of cure light wounds (3); Other Gear chainmail, heavy steel shield, battleaxe, javelin (3), 7 gp SPECIAL ABILITIES

**Troop Tactics (Ex)** A hobgoblin trooper gains a +1 morale bonus to attack and damage rolls whenever he is adjacent to another character with this ability, or is flanking a target with another character with this ability.

#### HOBGOBLIN MARSHAL

XP 600

Hobgoblin bard 3 CE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +5 DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 23 (3d8+6)

**Fort** +2, **Ref** +5, **Will** +2; +4 vs. bardic performance, language-dependent, and sonic OFFENSE

Speed 30 ft.

Meleemwk longsword +5 (1d8+2/19-20)Rangedlight crossbow +4 (1d8/19-20)Special Attacksbardic performance 10 rounds/day(countersong, distraction, fascinate [DC 13], inspirecompetence +2, inspire courage +1)Bard Spells Known (CL 3rd; concentration +5)

**1st** (**4**/**day**)—animate rope, cause fear (DC 13), cure light wounds, grease

o (at will)—daze (DC 12), flare (DC 12), ghost sound (DC 12), mending, message, resistance

TACTICS

**Before Combat** Hobgoblin marshals always begin combat by using their inspire courage bardic performance. Hobgoblin marshals usually cast *bull's strength* on their most impressive ally, and use *resistance* if they believe they are fighting spellcasters.

**During Combat** A hobgoblin marshal prefers to let his allies handle the frontline fighting, and uses his magic to support them, either by sowing panic among his enemies or by providing healing to the wounded. If he must use weapons, he prefers to do so from a distance, using his javelins.

STATISTICS

#### **Str** 14, **Dex** 14, **Con** 12, **Int** 12, **Wis** 8, **Cha** 14 **Base Atk** +2; **CMB** +4; **CMD** 16

Feats Commander Of Goblinkind<sup>MC</sup>

Skills Acrobatics +6, Escape Artist +6, Intimidate +8, Knowledge (local) +8 (+13 regarding other goblinoids), Perception +5, Perform (oratory) +8, Stealth +10; Racial Modifiers +4 Stealth

Languages Common, Goblin, Orc

**SQ** bardic knowledge +1, hobgoblin rally, versatile performance (oratory)

**Combat Gear** *potion of bull's strength, potion of sanctuary;* **Other Gear** chain shirt, crossbow bolts (20), light crossbow, mwk longsword, 28 gp

SPECIAL ABILITIES

**Hobgoblin Rally (Ex)** Hobgoblins affected by the hobgoblin marshal's inspire courage bardic performance receive twice the normal benefit from the inspire courage ability.

#### HOBGOBLIN OUTRIDER

#### XP 600

CR 2

Hobgoblin cavalier<sup>APG</sup> 3

LE Medium humanoid (goblinoid) **Init** +2; **Senses** darkvision 60 ft.; Perception +1 DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 33 (3d10+12)

Fort +6, Ref +3, Will +2

#### OFFENSE

**Speed** 30 ft. (20 ft. in armor) **Melee** battleaxe +5 (1d8+2/x3) or mwk lance +6 (1d8+3/x3) **Ranged** composite shortbow +5 (1d6+1/x3) **Space** 5 ft.; Reach 5 ft. (10 ft. with mw lance) **Special Attacks** cavalier's charge, challenge 1/day (+3 damage, allies gain +1 to hit), crashing charge, tactician 1/day (Distracting Charge<sup>ACG</sup>, 4 rounds)

CR 2

#### TACTICS

**Before Combat** Hobgoblin outriders drink a portion of *bull's strength* before engaging in combat.

**During Combat** Hobgoblin outriders are mounted combatants that act in small cavalry units. They prefer to charge into battle and focus their attacks on the most heavily armed foe. They are fond of challenging the strongest warrior, and will often seek out personal combat with other mounted characters. Believing themselves to be valuable combatants, they use their superior mobility to flee when reduced to below 5 hit points.

STATISTICS

**Str** 14, **Dex** 14, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10 **Base Atk** +3; **CMB** +5; **CMD** 17

**Feats** Distracting Charge<sup>ACG</sup>, Mounted Combat **Skills** Acrobatics -2 (-6 to jump), Handle Animal +6, Ride +4, Stealth +8, Survival +1 (+2 to provide food and water for allies or to protect allies from harsh weather); **Racial Modifiers** +4 Stealth

Languages Common, Goblin

**SQ** aid allies, mount (yzobu), order of the dragon **Combat Gear** oil of magic weapon, potion of bull's strength, potion of cure light wounds; **Other Gear** breastplate, arrows (20), battleaxe, composite shortbow (+1 Str), mwk lance, 9 gp

#### SPECIAL ABILITIES

**Crashing Charger** (**Ex**) A hobgoblin outrider who hits with his charge attack deals an additional 1d6 points of damage to the target, and may make a bull rush attack against that creature as a free action without provoking an attack of

#### HOBGOBLIN BATTLE BRAWLER

XP 800

Hobgoblin brawler<sup>ACG</sup> 4

CE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +2 Dex, +1 dodge) hp 42 (4d10+16)

**Fort** +7, **Ref** +6, **Will** +2

OFFENSE

#### Speed 30 ft.

**Melee** unarmed strike +6 (1d8+2) or unarmed strike flurry of blows +4/+4 (1d8+2)

**Special Attacks** brawler's flurry, knockout 1/day (DC 14), maneuver training (grapple +1), martial flexibility 5/day, pummel

TACTICS

**Before Combat** A hobgoblin battle brawler uses her *potion* of blur to decrease her chances of being hit in combat. **During Combat** A hobgoblin battle brawler adjusts her tactics to fit the situation, using the Combat Expertise feat when confronted with mighty warriors, the Power Attack when fighting softly-armored foes, and attempting to grapple arcane spellcasters and take them out of the fight early. Usually, hobgoblin battle brawlers accompany small squads of hobgoblins as elite commandos, directing their attacks where they feel they can do the most damage.

STATISTICS

**Str** 15, **Dex** 14, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +4; CMB +6 (+7 grapple); CMD 19 (20 vs. grapple) Feats Combat Expertise, Improved Unarmed Strike, Jabbing Style<sup>ACG</sup>

Skills Acrobatics +8, Intimidate +6, Perception +8, Sense Motive +8, Stealth +5; Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ brawler's cunning, martial training

**Combat Gear** *potion of blur, potion of bull's strength*; **Other Gear** +1 *chain shirt,* 135 gp

SPECIAL ABILITIES

**Pummel** (Ex) If a hobgoblin battle brawler hits a foe with 2 or more unarmed attacks in a single round, she may make an additional unarmed strike against that foe at her highest base attack bonus –5.

#### HOBGOBLIN ELFMASHER

#### XP 800

CR 3

Hobgoblin barbarian 2/ranger 2 CE Medium humanoid (goblinoid) **Init** +2; **Senses** darkvision 60 ft.; Perception +1 CR 3

#### DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

**hp** 44 (4 HD; 2d10+2d12+14)

Fort +9, Ref +5, Will +1

Defensive Abilities uncanny dodge

#### **OFFENSE**

Speed 40 ft. (30 ft. in armor)

Melee mwk battleaxe +5 ( $1d8+2/x_3$ ) or mwk light pick +5 ( $1d_{4+1}/x_4$ )

**Ranged** composite longbow +6 ( $1d8+2/x_3$ )

**Special Attacks** combat style (two-weapon combat), favored enemy (elves +2), rage (9 rounds/day), rage power (powerful blow +1)

#### TACTICS

**Before Combat** Despite their skill, hobgoblin elfmashers rarely employ stealth tactics unless part of another unit, preferring to engage directly in bloody combat. They always enter a rage on or before the first round of battle.

**During Combat** Hobgoblin elfmashers are straightforward warriors who use their great strength to demolish their foes. They prefer to attack elves if at all possible, and use the Power Attack feat unless they have trouble hitting their foes. Assuming no elves are present, hobgoblin elfmashers attempt to attack spellcasters.

STATISTICS

Str 15, Dex 14, Con 16, Int 8, Wis 12, Cha 10 Base Atk +4; CMB +6; CMD 18 Feats Power Attack, Two-Weapon Fighting Skills Climb +4, Stealth +8, Survival +8, Swim +4; Racial Modifiers +4 Stealth

Languages Common, Goblin

**SQ** elfmasher, fast movement, track +1, wild empathy +2 **Combat Gear** *potion of bull's strength, potion of cat's grace, potion of cure light wounds* (2), tangleburn bag<sup>UE</sup>; **Other Gear** chainmail, arrows (20), composite longbow (+2 Str), mwk battleaxe, mwk light pick, 35 gp

SPECIAL ABILITIES

**Elfmasher** (Ex) So long as he remains within 30 feet of an elf, a hobgoblin elfmasher can maintain his rage without spending additional rounds of rage.

#### HOBGOBLIN ELITE TROOPER

#### XP 1,200

Hobgoblin fighter 5 CE Medium humanoid (goblinoid) **Init** +2; **Senses** darkvision 60 ft.; Perception +1 DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +3 shield) hp 57 (5d10+25)

Fort +7, Ref +3, Will +2 (+1 vs. fear)

OFFENSE

Speed 30 ft.

**Melee** +1 heavy pick +10 (1d6+6/x4)

**Special Attacks** greater troop tactics, weapon training (axes +1)

TACTICS

**Before Combat** Hobgoblin elite troopers usually prefer to ambush their foes, assuring that they have some tactical advantage to exploit, such as favorable terrain or higher ground, before beginning combat.

**During Combat** Hobgoblin elite troopers are better trained and better armed hobgoblin troopers and employ many of the same tactics. They prefer to fight side-by-side and use their magical picks to smash down their enemies. STATISTICS

Str 15, Dex 14, Con 16, Int 10, Wis 12, Cha 8 Base Atk +5; CMB +7; CMD 19 Feats Power Attack, Shield Focus, Toughness, Weapon Focus (heavy pick), Weapon Specialization (heavy pick)

Skills Intimidate +7, Stealth +9; Racial Modifiers +4 Stealth Languages Common, Goblin

SQ armor training 1

**Combat Gear** potion of bull's strength, potion of cure light wounds; **Other Gear** breastplate, heavy wooden shield, +1 heavy pick, 92 gp

SPECIAL ABILITIES

**Greater Troop Tactics (Ex)** Hobgoblin elite troopers gain a +2 morale bonus to attack and damage rolls whenever they are next to a character with either the greater troop tactics or troop tactics special ability, or when flanking with such a character. Hobgoblin elite troopers count as having troop tactics for the purposes of that ability.

#### HOBGOBLIN SHAMAN

XP 1,200

CR<sub>4</sub>

Hobgoblin shaman<sup>ACG</sup> 5

CE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +2

**init** +3; **Senses** darkvision 60 it.; Perception +2

DEFENSE

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)

**hp** 41 (5d8+15) **Fort** +5, **Ref** +4, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee spear +2  $(1d8-1/x_3)$ 

Ranged javelin +6 (1d6–1)

**Special Attacks** hexes (battle ward, fury)

**Shaman Spells Prepared** (CL 5th; concentration +7)

**3rd**—trial of fire and acid (DC 15); fireball<sup>s</sup> (DC 15) or magic vestment<sup>s</sup>

2nd—aid, barkskin, bull's strength; fog cloud<sup>s</sup> or resist energy<sup>s</sup>

**1st**—burning hands (DC 13), cure light wounds, doom (DC 13), protection from good; burning hands<sup>s</sup> (DC 13) or enlarge person<sup>s</sup> (DC 13)

o (at will)—bleed (DC 12), resistance, touch of fatigue (DC 12), virtue

<sup>s</sup> spirit magic spell; **Spirit** Battle **Wandering Spirit** Flame TACTICS

**Before Combat** Hobgoblin shamans always cast a bevy of spells before beginning combat, including *bull's strength* and *blur*. They tend to reserve these for warriors accompanying them, using any leftover spells on themselves.

**During Combat** Hobgoblin shamans focus on keeping their allies in the fight, using their spells and hexes to improve and bolster their allies before using their limited offensive spells in combat. If the battle is going well, they favor starting fights with *trial of fire and acid* targeted on a combatant who appears frail or likely to die in short order.

STATISTICS

Str 8, Dex 16, Con 14, Int 10, Wis 15, Cha 12 Base Atk +3; CMB +2; CMD 15 Feats Great Fortitude, Hobgoblin Discipline<sup>ARG</sup> Skills Acrobatics -2 (-6 to jump), Spellcraft +8, Stealth +10, Survival +10, Use Magic Device +6; Racial Modifiers +4

Stealth Languages Common, Goblin

**SQ** battle spirit, hobgoblin surge, spirit animal (toad), touch

of flame

**Combat Gear** *potion of fly, wand of magic missile*; **Other Gear** chainmail, javelin (3), spear

SPECIAL ABILITIES

**Hobgoblin Surge (Su)** Hobgoblin shamans are practiced in keeping their fellows alive in the heat of battle. The hobgoblin shaman can cast spells with a range of touch on any hobgoblin within 30 feet.

CR 2

#### HOBGOBLIN BATTLECASTER

CR 5

XP 1,600

Hobgoblin fighter 2/psychic<sup>OA</sup> 4 CE Medium humanoid (goblinoid) Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 19, touch 11, flat-footed 18 (+8 armor, +1 dodge) hp 37 (6 HD; 4d6+2d10+8) Fort +5, Ref +3, Will +5 (+1 vs. fear)

OFFENSE

Speed 30 ft. (20 ft. in armor) Melee +1 longspear +7 ( $1d8+4/x_3$ ) **Ranged** javelin +6 (1d6+2) Space 5 ft.; Reach 5 ft. (10 ft. with +1 longspear) Special Attacks painful reminder (1d6, 2/day), phrenic amplifications (conjured armor<sup>OA</sup>, intense focus<sup>OA</sup>), phrenic pool (3 points), psychic accident **Psychic Spell-Like Abilities** (CL 4th; concentration +6) 1/day—detect thoughts (DC 10) Psychic Spells Known (CL 4th; concentration +6) **2nd** (4/day)—blur, pain strike<sup>APG</sup> (DC 14) 1st (7/day)—cause fear (DC 13), mage armor, magic missile, persuasive goad<sup>UM</sup> (DC 13) o (at will)—bleed (DC 12), daze (DC 12), flare (DC 12), ghost sound (DC 12), resistance, virtue Psychic Discipline pain

#### TACTICS

**Before Combat** A hobgoblin battlecaster uses *bull's strength* and *heroism* before combat, and uses *mage armor* on allies with poorer armor.

**During Combat** A hobgoblin battlecaster uses a mix of spells and spear attacks, as the situation suits him, mostly choosing to rely on his and his allies' weapons to force their enemies to retreat, then using a surprise *magic missile* or his psychic accident ability to pick off foes.

#### **STATISTICS**

**Str** 14, **Dex** 14, **Con** 12, **Int** 15, **Wis** 12, **Cha** 8 **Base Atk** +4; **CMB** +6; **CMD** 19

**Feats** Combat Casting, Combat Expertise, Dodge, Expanded Phrenic Pool<sup>OA</sup>

Skills Acrobatics -5 (-9 to jump), Intimidate +8, Perception +10, Spellcraft +11, Stealth +8; Racial Modifiers +4 Stealth Languages Common, Dwarven, Goblin, Orc SQ detect thoughts, power from pain (maximum 1)

**Combat Gear** *potion of cure moderate wounds*; **Other Gear** half-plate, +*1 longspear*, javelin (5), 540 gp

#### SPECIAL ABILITIES

**Psychic Accident (Sp)** A hobgoblin battlecaster is adept at hiding his psychic powers from his kin, and uses his gifts to arrange deadly accidents for his foes. As a standard action, a hobgoblin battlecaster can expend 1 point from his phrenic pool in order to deal 1d6 points of damage per psychic level to a single character within 30 feet. A successful Reflex save (DC 12) halves this damage.

#### HOBGOBLIN RAKE

#### XP 1,600

Hobgoblin swashbuckler<sup>APG</sup> 6

CE Medium humanoid (goblinoid) Init +5; Senses darkvision 60 ft.; Perception -1

#### DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge) hp 61 (6d10+24)

Fort +4, Ref +8, Will +1

**Defensive Abilities** charmed life 4/day, hobgoblin dare, nimble +1

OFFENSE

### Speed 30 ft.

Melee +1 rapier +12/+7 (1d6+4/15-20+6 Precision) Ranged dart +9 (1d4+2/19-20+6 Precision) Special Attacks deeds (derring-do, dodging panache, kip-up, menacing swordplay, opportune parry and riposte, precise strike, swashbuckler initiative), panache (1), swashbuckler weapon training +1

#### TACTICS

**During Combat** Hobgoblin swashbucklers are daring combatants, usually the first into the fray. They use their high mobility to move about, striking at weak or injured opponents in the hopes of scoring a quick kill to keep up their panache points. They make liberal use of their Acrobatics skill to finish off foes for their friends.

#### **STATISTICS**

#### Str 14, Dex 16, Con 14, Int 10, Wis 8, Cha 13 Base Atk +6; CMB +8; CMD 22

Feats Power Attack, Toughness, Weapon Focus (rapier) Skills Acrobatics +11, Bluff +10, Escape Artist +11, Stealth +15; Racial Modifiers +4 Stealth

Languages Common, Goblin

SQ swashbuckler finesse

**Combat Gear** potion of blur (2), potion of bull's strength, potion of eagle's splendor, potion of enlarge person, potion of jump, potion of protection from good, potion of protection from law; **Other Gear** mwk chain shirt, +1 rapier, dart (10), 25 gp

SPECIAL ABILITIES

**Hobgoblin Dare** (Ex) A hobgoblin swashbuckler can expend 1 point of panache whenever she would be hit by a melee attack to force the foe to reroll the attack roll. If the second attack roll hits, then the attack is also a critical threat.

#### HOBGOBLIN GLADIATOR

#### XP 2,400

Hobgoblin barbarian 1/fighter 5/ranger 1 CE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 21, touch 13, flat-footed 18 (+6 armor, +3 Dex, +2 shield) hp 60 (7 HD; 6d10+1d12+15) Fort +10, Ref +6, Will +2 (+1 vs. fear) Defensive Abilities duelist's strike

OFFENSE

#### OFFENSE

Speed 40 ft. Melee +1 battleaxe +12/+7 (1d8+6/x3) Ranged throwing axe +11 (1d6+3) Special Attacks favored enemy (elves +2), rage (6 rounds/ day), weapon training (axes +1)

#### TACTICS

**Before Combat** A hobgoblin gladiator drinks her *potion of displacement* before combat. A hobgoblin gladiator enters a rage on the first round of combat.

**During Combat** Hobgoblin gladiators attempt to demoralize their foes using the Dazzling Display feat before beginning battle in earnest. Hobgoblin gladiators prefer to fight elves if they are present, but will happily engage whatever foe is in front of them.

#### STATISTICS

#### Str 15, Dex 16, Con 14, Int 10, Wis 12, Cha 8 Base Atk +7; CMB +9; CMD 22

**Feats** Dazzling Display, Disheartening Display<sup>ACG</sup>, Power Attack, Savage Display<sup>UC</sup>, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

**Skills** Acrobatics –2 (+2 to jump), Intimidate +9, Perception +10, Stealth +12; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ armor training 1, fast movement, track +1, wild empathy +0

**Combat Gear** potion of aid, potion of barkskin +2, potion of bull's strength, potion of cure moderate wounds, potion of displacement, potion of enlarge person, potion of heroism; **Other Gear** breastplate, heavy steel shield, +1 battleaxe, throwing axe (4), 38 gp

SPECIAL ABILITIES

**Duelist's Strike** (Ex) Whenever the hobgoblin gladiator attacks a foe, she may choose to gain a +2 dodge bonus to AC against all other foes. If she does, she suffers a -2 penalty to her AC against the foe she is attacking.

#### HOBGOBLIN SLAVER

#### XP 2,400

CR6

Hobgoblin inquisitor of Slavery<sup>APG</sup> 7 LE Medium humanoid (goblinoid) **Init** +4; **Senses** darkvision 60 ft.; Perception +12

#### DEFENSE

AC 19, touch 13, flat-footed 17 (+6 armor, +1 deflection, +2 Dex)

CR 6

hp 56 (7d8+21)

Fort +7, Ref +4, Will +7

**OFFENSE** 

Speed 30 ft. (20 ft. in armor)

Melee +1 spear +8 (1d8+4/x3) or net +7 (entangle) Special Attacks bane (7 rounds/day), judgment 3/day, net caster Domain Spell-Like Abilities (CL 7th; concentration +9) 5/day—battle rage (+3) Inquisitor Spell-Like Abilities (CL 7th; concentration +9)

At will—detect alignment, discern lies (7 rounds/day) Inquisitor Spells Known (CL 7th; concentration +9)

**3rd (1/day)**—*dispel magic, heroism* 

**2nd (4/day)**—aid, cure moderate wounds, darkness, silence (DC 14)

**1st (5/day)**—bless, cure light wounds, divine favor, magic weapon, shield of faith

o (at will)—acid splash, bleed (DC 12), daze (DC 12), detect magic, resistance, virtue

#### Domain War TACTICS

**Before Combat** Hobgoblin slavers cast *bull's strength* and *divine favor* before combat, and use *judgment* on the first round of combat.

**During Combat** Hobgoblin slavers usually begin combats by casting nets before charging in with their magical spears. They always switch to saps when foes are injured, in order to effectively capture slaves. Because of the risk they pose to this process, hobgoblin slavers usually try to take clerics out of the fight early. If more than one slaver is present in a combat, after casting nets, one always stands ready to counter spell. STATISTICS

**Str** 14, **Dex** 14, **Con** 14, **Int** 10, **Wis** 15, **Cha** 8 **Base Atk** +5; **CMB** +7; **CMD** 20

**Feats** Distracting Charge<sup>ACG</sup>, Exotic Weapon Proficiency (net), Hobgoblin Discipline<sup>ARG</sup>, Improved Counterspell, Judgment Surge<sup>UM</sup>, Precise Strike<sup>APG</sup>

**Skills** Acrobatics –2 (–6 to jump), Bluff +9, Intimidate +12, Perception +12, Sense Motive +5, Spellcraft +10, Stealth +12, Survival +12; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

**SQ** monster lore +2, solo tactics, stern gaze +3, track +3 **Combat Gear** *potion of owl's wisdom* (2); **Other Gear** breastplate, +1 spear, net (3), ring of protection +1 SPECIAL ABILITIES

**Net Caster** (Ex) A hobgoblin slaver never provokes an attack of opportunity for throwing a net. Additionally, whenever he hits with his net attack, the target must succeed on a Reflex save (DC 15) or suffer 1d6 points of nonlethal damage.

#### HOBGOBLIN COMMANDER

XP 3,200 Hobgoblin bard 8 CE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +10 CR 7

#### DEFENSE

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 71 (8d8+32)

**Fort** +5, **Ref** +8, **Will** +5; +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 30 ft. (20 ft. in armor)

**Melee** +1 greatsword +10/+5 (2d6+5/19–20) **Special Attacks** bardic performance 20 rounds/day (move action; countersong, dirge of doom, distraction, fascinate [DC 16], inspire competence +3, inspire courage +2, suggestion [DC 16])

Bard Spells Known (CL 8th; concentration +10) 3rd (2/day)—cure serious wounds, displacement, good hope

2nd (5/day)—blur, heroism, rage, tactical acumen<sup>UC</sup>
1st (5/day)—cure light wounds, dancing lantern<sup>APG</sup>, earpiercing scream<sup>UM</sup> (DC 13), grease, unseen servant
o (at will)—dancing lights, daze (DC 12), message, resistance, summon instrument, unwitting ally<sup>APG</sup> (DC 12)

TACTICS

**Before Combat** A hobgoblin commander casts *good hope* before combat begins.

**During Combat** A hobgoblin commander lets other hobgoblins do the bulk of the fighting, using her bardic performance to rally the troops and wading in wherever the battle seems harsh. Apart from *good hope*, hobgoblin commanders rarely cast spells during combat except to heal themselves and their fellows, relying instead on their greatswords.

#### **STATISTICS**

Str 16, Dex 14, Con 16, Int 10, Wis 8, Cha 14 Base Atk +6; CMB +9; CMD 21 Feats Arcane Strike, Martial Weapon Proficiency (greatsword), Power Attack Skills Acrobatics –1 (–5 to jump), Escape Artist +10, Intimidate +13, Perception +10, Spellcraft +11, Stealth +14, Use Magic Device +13; Racial Modifiers +4 Stealth Languages Common, Goblin SQ bardic knowledge +4, inspirational slaying, lore master 1/ day, versatile performances (oratory, percussion) Other Gear +1 chain shirt, +1 greatsword, belt of giant strength +2, 2,400 gp

SPECIAL ABILITIES

**Inspirational Slaying (Ex)** Whenever a hobgoblin commander reduces a foe to o or fewer hit points, all hobgoblins within 30 feet, including herself, gain a +2 morale bonus to AC and on all saving throws.



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# Assemble the Hobgoblin Hordes!

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hobgoblins are fiercely trained warriors with rigid military discipline. Their armies are comprised of the best of the best except when they're all the same CR1/2 fighter from the Pathfinder Roleplaying Game Bestiary. Of course, adding class levels to a monster is hard work just as much so as building an entire character from scratch. While there are certainly times where only a specially-made stat-block will do, there are also plenty of times where you just need a CR-4 hobgoblin, and don't want to pore over a dozen different sourcebooks to put one together.

This book includes fifteen stat=blocks for hobgoblins, ranging from CR1/2 up to CR7, featuring a wide variety of different classes and roles. Each stat=block also includes one or more unique special abilities that enhance its combat tactics and ensure it will provide a memorable encounter.

Whether you want to provide variety to the stat-blocks in an existing adventure featuring hobgoblins, or create your own from scratch, these stat-blocks can be combined in dozens of ways to make interesting and unique encounters.



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Necromancers of the Northwest

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