


5th Edition Fantasy

Hobgoblins



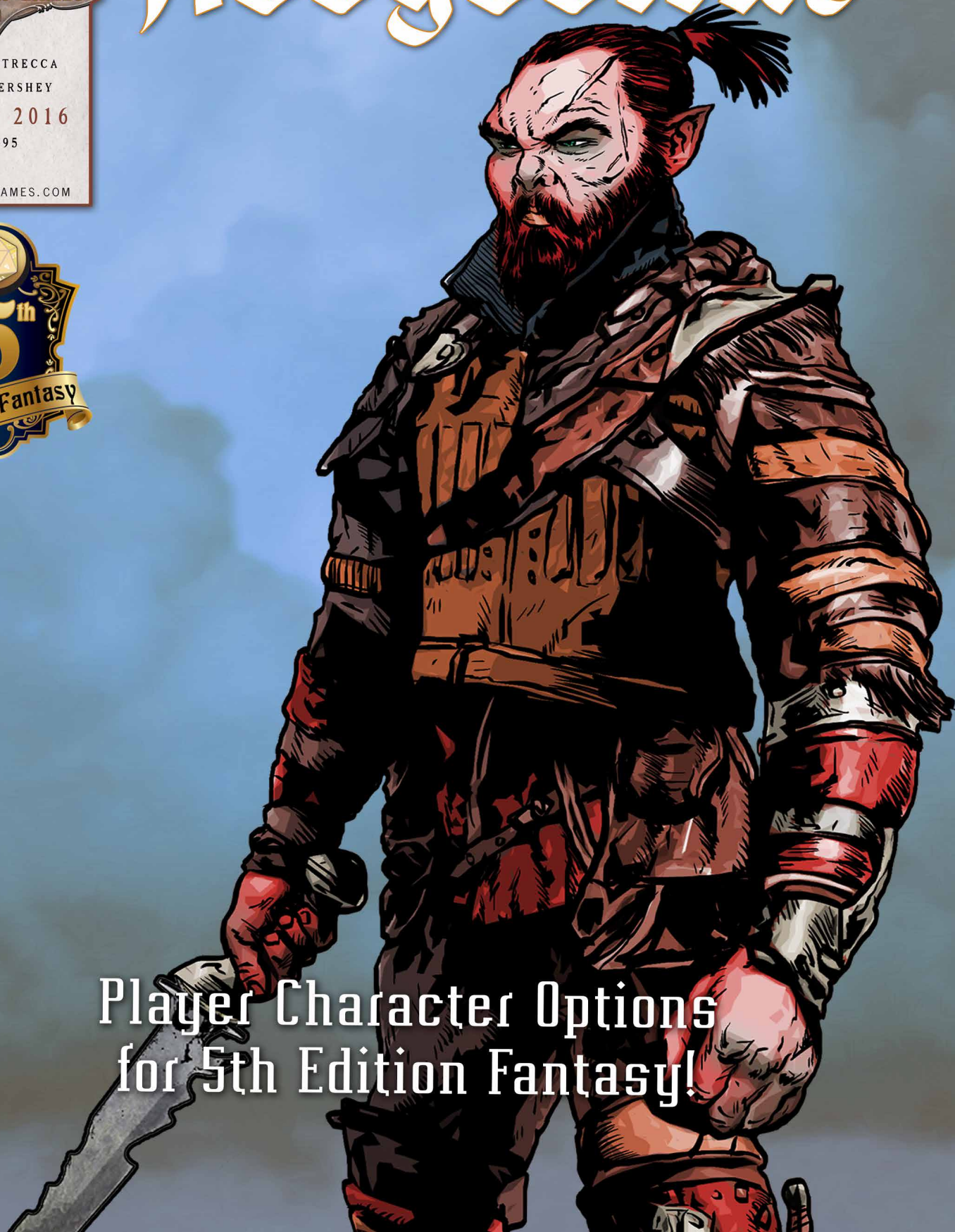
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5TH EDITION RACES HOBGOBLIN

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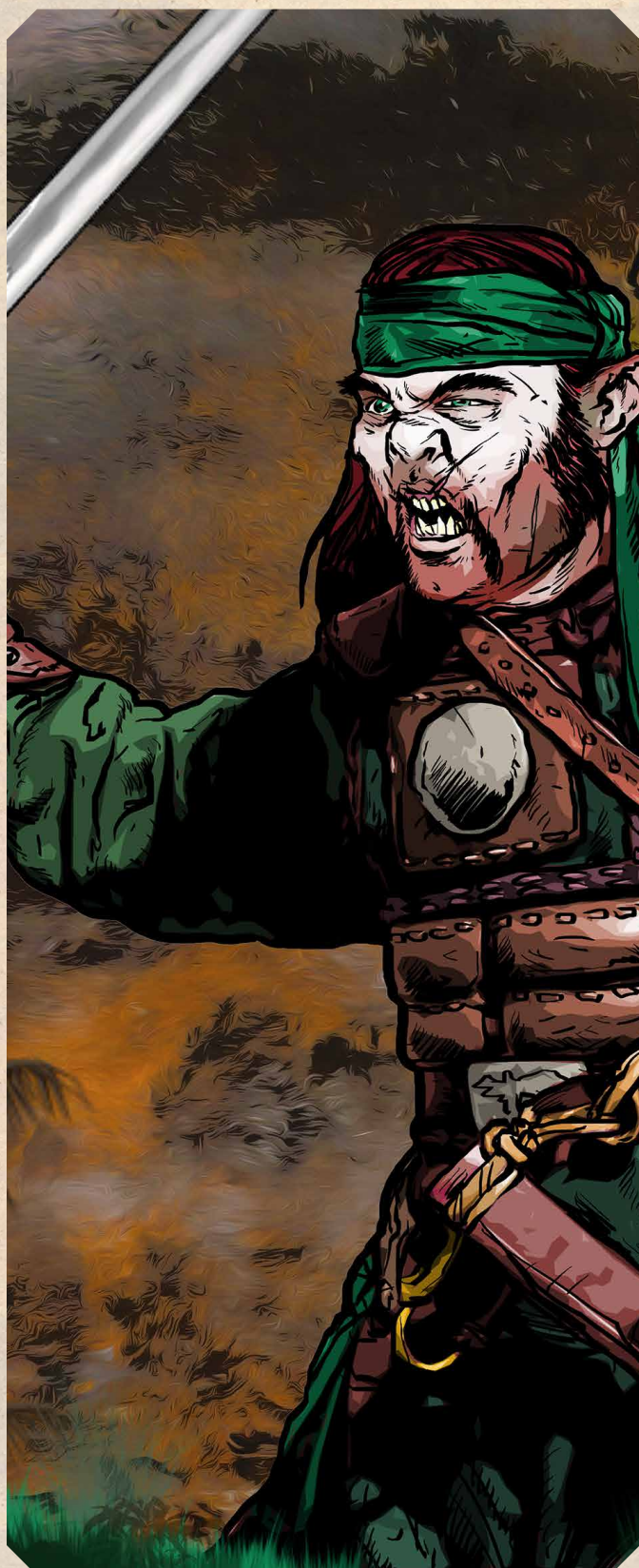
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HOBGOBLIN

General Thoril inspected the latest troops to join The Eviscerators. Conscripts. Pathetic dirty goblin conscripts. He glared scornfully at Gish, their clan leader, a typically slothful goblin who couldn't muster enough pride to put his helm on straight, let alone keep his disorganized troops in any formation. And those troops - so undisciplined they report here drunk on human ale. Still, he thought, they'll do their part - they'll charge when I say charge.

A rider approached.

"Your feint has worked" reported the scout Hargrul, "the bugbears have drawn half of the human forces away from the keep to defend the simpering townfolk 20 miles to the west. For the moment the city's defenses are minimal."

"Excellent," Thoril turned to the 500 assembled Hobgoblins, their armors polished, blades sharpened, and bloodlust building. "A month ago our goblin allies cut off their right arm, burning their eastern fields and making easy work of their weak counter attack. A week ago our bugbear allies cut off their left arm, burning their western mill town, and making easy work of their weak counter attack. Tonight - we march on their city and cut out their hearts! To War!"

The legion roared in raucous response. All but one.

Hobgoblins are a regimented, militant warrior race bent on victory at arms and conquest. Given their first blade at birth, hobgoblins are born into conflict. A hobgoblin's life worth is measured by his deeds in battle, and at death his soul finds its way to the eternal battlefields of Acheron. This society breeds cold, cruel creatures who relish violence, though at times an individual hobgoblin might yearn for a life beyond the daily weapons training, forced marches, and invasions. Such a hobgoblin might be you.

DIplomacy with Other Races

Hobgoblins view other races in simple pragmatic terms - can we use them as allies in battle or shall we look to conquer their lands. To that end hobgoblins tolerate or even respect other violent races, while looking on in disdain at those who prefer the stagnation of peace.

Humans - Humans may appear soft and weak, but one must be cautious. They can be spurred to fight, show impressive tenacity on the battlefield, and do not surrender easily. Still, their cultivated lands are often ripe for the picking. Successful conquest of a human kingdom is a victory worthy of song.

Gnomes - Those obnoxious little tinkers and their annoying illusions. If I had my way I would crush them all under my boots.

Elves - I hate elves with every fiber of my being.

Bugbears - Bugbears are useful in battle, but I would prefer them more if they showed loyalty. Mercenaries are useful, so long as the pay suits them, but I would not trust them with vital information. Best to keep their orders limited, and dismiss them when their tasks are through.

GOBLINOIDS

Hobgoblins are the most ambitious of the goblinoids, a family of humanoids that includes goblins and bugbears. Hobgoblins frequently utilize their goblinoid cousins in the ranks of their armies, often hiring bugbears as shock troops and conscripting goblins as fodder. There are some scholars who speculate that hobgoblins bred the first goblins and bugbears to be their servants.

WARRIORS IN BIRTH AND DEATH

Strength of arms, glory in battle, vanquished enemies and conquered lands - these are what hobgoblins value most. Hobgoblins strive to prove themselves in battle and value military conquest above all else. They don't fear death, for they know that their souls will join the eternal hobgoblin legions on the battlefields of Acheron when they die.

Hobgoblins are trained in a wide variety of weapons and take pride in crafting and maintaining their arms and armor. They proudly wear the bold colors of their tribe or legion.

MIGHT MAKES RIGHT

Hobgoblin territories are ruled by the strong, bold, and willful hobgoblins who've proven themselves in battle. With conquest the goal, hobgoblins who lead their legions to victory earn respect and garner power. Those leaders maintain their positions through continued victories, while ruling their subjects with the iron fist those subjects expect.



STRATEGY EARNS VICTORY

Hobgoblins are not bloodthirsty beasts who rush foolishly to battle unprepared. Rather, strong hobgoblin rulers are patient, long term strategic thinkers interested in conquering and holding lands while expanding their territories. They fortify their defenses, gather their resources, scout their enemies, and devise intricate strategies before an invasion.

CASTES AT BIRTH

The regimented existence of hobgoblin life extends to reproduction as well. Hobgoblins are bred and born into a caste through selective breeding meant to focus traits useful to the legion. The Rhakhan (warriors) are by far the most numerous, but the Shaghal (cavalry) and Agaken (spellcasters) each serve their purpose in conquest. Warband leaders might arise from the ambitious of any caste, using their unique traits to establish dominance and guide their legion to victory.

HOBGOBLIN NAMES

Hobgoblins give their offspring fierce and strong names reminiscent of their militaristic attitudes. As such their names tend to sound guttural, whether male or female. Family names are of no interest to hobgoblins.

Male Names: Barlog, Dragomir, Gauker, Kargash, Kurtul, Maxeter, Tormont, Utruss, Rutt, Tyrantor

Female Names: Ecna, Erni, Cindal, Anise, Venja, Jara, Mara, Kertru, Edja, Venakma

Alternate Names: Hobgoblins frequently name the armies they lead, to promote esprit de corps

in their troops, and to instill fear in the hearts of their enemies. The Marching Doom, The Rolling Thunder, The Shield Splitters, and The Red Hand exemplify the names of hobgoblin legions.

RACE TRAITS

Your Hobgoblin character has an assortment of inborn abilities that reflect its militaristic upbringing.

Ability Score Increase The martial culture of the hobgoblins ensures fitness. Your Strength and Constitution scores each increase by 1.

Age Longer lived than the weaker goblins, a hobgoblin can live as long as a human, if violence doesn't send her to Acheron sooner. You will reach adulthood at age 15 and may live as many as 70 years.

Alignment Hobgoblin society is regimented and cruel and tends towards lawful evil. Hobgoblin adventurers may have a more open minded outlook.

Basic Training Regardless of caste all hobgoblins receive a basic training in arms and armaments. You are proficient with simple weapons and light armor.

Size Hobgoblins grow to between 6 and 6 ½ ft and weigh 190-240 pounds. Your size is Medium.

Speed Your base walking speed is 30 feet.

Darkvision You are adept at seeing in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You cannot discern color in darkness, only shades of gray.

Language You can read, write and speak Common and Goblin.

SUBRACES

Hobgoblins use eugenics to selectively breed members into distinct castes useful for military conquest. Choose one of these castes as your subrace.

RHAKHAN

Rhakhan is a hobgoblin word that roughly translates to infantry or footsoldier in the common tongue. The Rhakhan are the most common caste of hobgoblins. Rhakhan comprise the bulk of a legion's front line. They are bred for strength and endurance and have the following traits:

ABILITY SCORE INCREASE. Choose either your Strength or your Constitution score. That score increases by 1.

MARTIAL ADVANTAGE Once on a turn you can deal an extra 7 (2d6) damage to a creature you hit with a weapon attack if that creature is within 5 feet of an ally that isn't incapacitated. This damage increases to 10 (3d6) at 6th level, to 14 (4d6) at 11th level, and to 17 (5d6) at 16th level.

After you use your Martial Advantage you can't use it again until you complete a short or long rest.

WEAPONS AND ARMAMENTS TRAINING

From a young age you received extensive training in both the handling and care of arms and armaments. You are proficient with the battleaxe, longsword, morningstar, pike, warhammer, longbow, medium armor and shields. You are also proficient with either artisan's tools (leatherworker's tools) or artisan's tools (smith's tools).

SHAGHAL

Shaghal is a hobgoblin word that roughly translates to cavalry in the common tongue. Though less common than Dhuukul, the Shaghal nevertheless play key roles as scouts, spies and mounted troops. They have been bred with keen senses, good instincts, and nimble feet.

ABILITY SCORE INCREASE. Choose either your Dexterity or your Wisdom score. That score increases by 1.

CAVALRY TRAINING From a young age you received extensive training in reconnaissance, riding, and mounted combat. You are proficient with the lance. You have advantage on Wisdom (Animal Handling) checks with domesticated animals. You can mount or dismount using only 5 feet of your movement.

FLEET OF FOOT You can use the Dash or Disengage action as a bonus action on each of your turns.

KEEN INSTINCTS You are keenly aware of your surroundings. You have advantage on Wisdom (perception) checks used to notice hidden threats.

AGAKEN

Agaken is a hobgoblin word that roughly translates to sorcery in the common tongue. These very rare hobgoblins have spellcasting talents that are quite valued. They are the artillery and the siege engines of a hobgoblin legion. They have been bred with an eye toward intellect and willpower.

ABILITY SCORE INCREASE. Choose either your Intelligence or your Charisma score. That score increases by 1.

AGAKEN WILL You have advantage on all Intelligence, Wisdom and Charisma saving throws used against magic.

MAGICAL TRAINING From a young age you received extensive training in offensive arcane arts. You know your choice of two of the following cantrips - *acid splash*, *fire bolt*, *poison spray*, *ray of frost* or *shocking grasp*.

NEW MAGIC ITEMS

BOOTS OF FORCED MARCH

Wondrous item, uncommon

While wearing these boots a creature can travel for 16 hours before making Constitution saving throws to avoid exhaustion. Additionally, that creature has Advantage on each such Constitution saving throw.

HELM OF BATTLEFIELD COMMAND

Wondrous item, legendary (requires attunement)

Enchanted by the Agaken warlord Gorlaggen, this magnificent gleaming silver helm with black faceguard confers strength of will and confidence to its wearer while bolstering nearby allies.

Your Charisma score is 19 while you wear this helmet. This feature has no effect if your Charisma score is already 19 or higher. In addition the helmet has the following features -

Battlefield Bravery - You and any allies within 60 feet of you who can see you have advantage on saving throws against fear while you wear this helmet.

Tactical Command - As a bonus action while you wear this helmet, on each of your turns you can issue useful tactical commands to one ally within 60 feet of you who can hear you. In doing so you grant that ally one extra action. That action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide or Use an Object action.

Battle Cry - Once per day while you wear this helmet you can issue a battle cry as a bonus action that inspires all allies nearby. All allies within 60 feet who can hear you gain advantage on all rolls until the start of your next turn. After using the Battle Cry, you cannot use the Tactical Command or Battle Cry feature until after you complete a long rest.

FOG OF WAR HORN

Wondrous item, uncommon (requires attunement)

This simple looking horn is fashioned from a steer. The horn has 7 charges. You can use an action to blow the horn, expending 1 or more of its charges to cast the *fog cloud* spell from it. For 1 charge, you cast a 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The horn regains 1d6+1 expended charges daily at dawn. If you expend the horn's last charge, roll a d20. On a 1, the horn crumbles to ashes and is destroyed.

NEW FEAT

COMBAT LEADERSHIP

You have learned to be an inspiration to those around you.

Increase your Charisma score by 1, to a maximum of 20.

As a bonus action you may issue a motivational command when a creature that you can see within 30 feet makes an attack roll or saving throw. That creature can add a d4 to its roll provided it can hear and understand you. A creature can only benefit from one such die at a time. You may use this feature a number of times equal to your Charisma modifier (a minimum of once).

You regain any expended uses of Combat Leadership after you finish a short or long rest.



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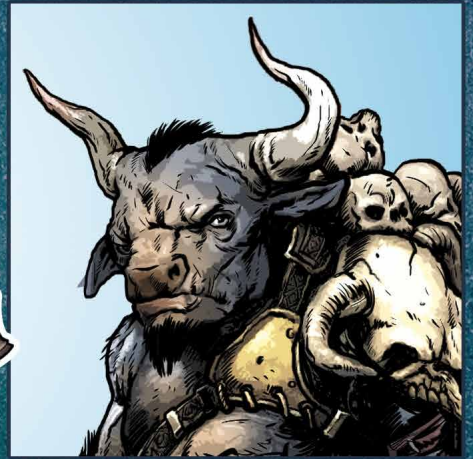
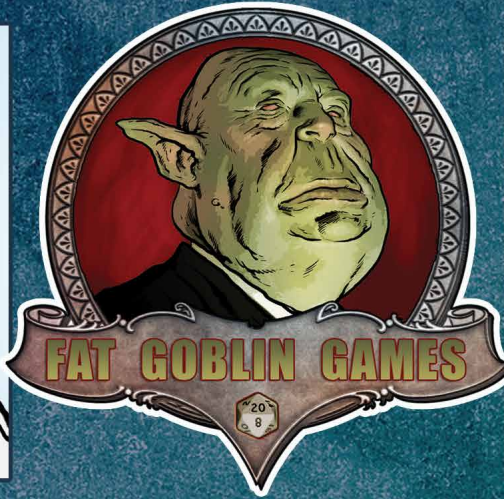
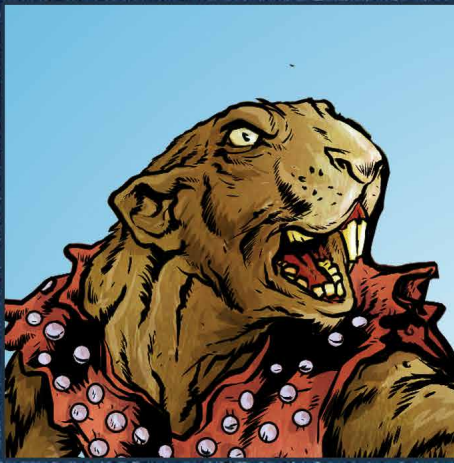
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