

BOOK^{of} CONFLICT

BRUTAL RACES



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BOOK of CONFLICT: BRUTAL RACES

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On the cover: A Brutal Race party returning from a raid.

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FOREWORD

Welcome to the Book of Conflict: Brutal Races demo booklet. This is a small preview of what you will receive in our book.

We are aiming to publish a book about some of the most common player choices in the game we all love which has been lacking satisfactory content for decades now.

The Orcs, Goblinoid Races and (hopefully, with our stretch goals) other races that are deemed uncivilized and brutal by the core, “civilized” races were mostly ignored by many of the content creators. It is assumed that everyone knew about what an Orc or Goblin is but truthfully that wasn’t the fact, so we plan to fill this gap with our book.

This book is dedicated for the players and Dungeon Masters who want to take their game up a notch by using our content on Orcs and Goblinoids. With the detailed information in our book, no Orc player will ever need to negotiate with their Dungeon Master to accept Half-Orc feats for their character; no Hobgoblin character will need to convince their Dungeon Master to take on that ability or features restricted to other races. The Orcs and Goblinoid players will have a great variety of tactics and methods to employ in this book.

In this book you will find lore, mechanics, new classes, new subclasses, new spells, new magical items, new monsters and a lot more useful things both for the use of the players and dungeon masters.

BRUTAL RACES DEMO BOOKLET

RACES

For the intents and purposes of this booklet we are going to provide the gorgeous **Godlike** (*Elf*), the weird **Lanky** (*Goblin*), and the ever-changing **Hobni** (*Hobgoblin*) Half-orc variants which are very different from each other. We plan to include the fearsome **Bogey** (*Bugbear*), the cunning **Virile** (*Dwarf*), the unstable **Anx** (*Gnome*), the mighty **Churgun** (*Goliath*), the sympathetic **Adole** (*Halfling*), and possibly many more in our book. Regardless of their origins, all Half-orc variants struggle to grab a place in life; whether through the nick of their skin, barely hanging or through proving their rights with their might.

HALF-ORC VARIANTS

Among all creatures, Orcs are highly prone to having carnal desires and reproductive urges. From a cultural standpoint, they have no objection to reproducing with other humanoid. However, in many realms, planes and worlds in existence, there are no known crossvariants of Orcs other than the brute and simplistic.

The deity of abstruse knowledge, unique undertakings and reproduction; Repetnuk the Progenitor has ordained all Orcs with the capability to propagate with almost all humanoid creatures. Thus, Half-orcs originating from many diverse birthrights walk on the lands touched by the Progenitor. The place of Half-orcs in both Orcish and their own respective communities vary immensely. Some of these Half-orc variants may be blessed with acceptance and kindness but most of them are subject to intolerance. Some, in extreme cases, can't even find a place in more civilized lands.

Orcish origins, blood and customs which are as potent, profound and ancient as their essence can easily tailor itself to more diverse lineages. Repetnuk's profane blessing blends Orc qualities with the distinct features of the other humanoid creatures. Thus, each Half-orc is unique.

Relationships with mutual respect among Orcs and the other humanoid creatures are a rare thing in many realms, worlds and planes but setting aside the bigotry of the more civilized humanoids, some Half-orcs are the offsprings of relationships with mutual respect. Half-orcs can hail from a many range of backgrounds which just like the other humanoid creatures.

In our completed book, we plan to include **Orcs**, **Goblins**, **Hobgoblins**, **Bugbears** and 8 different Half-orc variants. Hopefully, with the stretch goals, we plan to add 3 more races to the fold (**Gnolls**, **Kobolds** and the **Lizardfolk**) and their Half-orc variants as well.



GODLIKE (ELF/ORC VARIANT)

“NUVOLLE WAS WELL AWARE OF ALL THE EYES THAT were on her since the moment that she set foot into the tavern. Most of the men were beguiled by her beauty, jaws dropped, eyes googly and all attention on her long, gorgeous legs. The common people of such small villages were never used to or ready to see a Godlike such as herself. This was no concern to her. She was going to give them a show to remember and by that time, her accomplices were going to steal all the valuables they could carry from the rooms. She smiled lecherously and swayed like a vixen among the tables in the tavern.”

The Godlike are the controversial offsprings of two ancient rivals. Godlike are even more alluring than their fey parentage and more daring than their Orcish; they are far more elegant and graceful than both their parents. Unlike Elves, they have a fit and powerful physique, but they are far more attractive and stunning than any Orc. Many arcane scholars, sages and researchers attribute them to the exquisite marble statues of champions hailing from times of the old and this is where

their moniker, Godlike, comes from. They have somewhat elfin ears, their vibrant skin tones range from a lively green to a bright yellow and in rare cases light blue. Just like their Elven parents, they lack any body and facial hair.

Their glamorous hair grows faster than most other humanoid creatures, and they tend to be brunettes most of the time, or in rare cases they may have a vibrant dark green hair-color too. The dominant blonde hair of Elven biology is never seen among their Half-orc children.

Even the most compassionate Elven people may feel difficulty in accepting a Godlike. They might not be hostile towards the Godlike, the Elves have a secret jealousy fed against the Godlike. Elves name them “*Felas Lyceil*” which also means Hideous Abomination in the ancient Elven tongue. The bigotry in Elven elitism rarely acknowledges the possibility of an Elf willingly having a relationship with an Orc, so most of the Elves, especially nobles and more civilized ones consider Godlike a blasphemy in existence.

Sadly Godlike don't always find hospitality from their Orc tribes either, they are called “*Zargrub*”, softlings among the Orcs. Just like Elves, Orcs can't forget their ages-long enmity towards the Elves and cast away the Godlike as a result of this.

EVER GRACEFUL AND ALLURING

Godlike never fit into the world of their parents but in the diverse lands, kingdoms and realms under the rule of humans, they are much liked as any other handsome face. The elegant Godlike living in such places can be very social, so that they can live happily and quite well in such places. Godlike have a natural charm that they can employ in arduous conversations; they can socially influence opinions and easily convince people. Most Godlike are among the good folk but the social separation of two polar opposites can easily make them frustrated towards life too. Godlike can have many, colorful personalities, some malicious and treacherous too. Even the most destructive ones can't taint the positive reputation of Godlike in the diversity of lands.

CUNNING TONGUE

Godlike usually specialize in areas where they can employ their social strengths in the best ways possible. The most commonly known Godlike work as traders, actors, musicians, town criers, and peacemakers. With the aid of their natural social flexibility, Godlike can become very prosperous dancers, orators and jugglers too.

Godlike are powerfully built and socially flexible. They can master the arts of war and also make a great troubadour or skald too. Godlike may follow any path that will lead them to show off their talents in every possible way. However most Godlike lack the inner belief to have a spiritual and faithful way because their views on earthly pleasures and gains are far more higher than those. In some rare cases they become Apostles of Repetnuk who are revered greatly among Godlike.

Godlike make perfect guides, spies and entertainers.

GODLIKE TRAITS

Ability Score Increase. Either your Strength score increases by 1 and your Charisma score increases by 2; or your Charisma score increases by 1 and your Strength score increases by 2.

Age. Godlikes live more than humans, but pass away much sooner than elves. They reach physical maturity at the age of 20 and enter adulthood when they are 40 years old. They retain their youth up to age 250 and wither away and die in a few years after.

Size. Godlikes stand between 6 or 6.5 feet and weigh the same as most humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. 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 can't discern color only in darkness, only shades of gray. Godlike inherit the eyes of their elf and orc lineage.

Natural Performer. You have proficiency in the Performance skill.

Social Beast. You have proficiency with the Persuasion skill. In addition, Your proficiency bonus is doubled for Charisma (Persuasion) checks.

Smooth Moves. If you use your action and move in the same turn, as a bonus action you can add half of your movement speed to your total move.

HOBNI (HOBGOBLIN/ORC VARIANT)

THE SUN WAS SETTING WHEN THE MERCENARY KNOWN as Glaive saw the faint silhouette of the city walls ahead. His last boss got in a quarrel with an influential and wealthy merchant and one of the merchant's sons perished in the ensuing conflict. Then Glaive collected his coin and left the town. Glaive was a skilled and strong warrior but there was no need to take unnecessary risks. He was well aware that the merchant's lackeys were after him as well as his former boss. So, he traveled with a fresh horse and stole some clothes from a nearby village. As the night was setting, he examined the villager woman's clothes that he stole. It was months since his last visit here, but it wasn't a huge problem. He had a large sum of coin and since he was going to pawn off the weapons and armor he used as Glaive, the coin would last for a long time. His skin quivered rapidly and began to change. In mere seconds, his greenish skin changed to a more brown, more human color and he grew breasts. She checked her new, long and brown hair as if she was weighting it, then she decided that everything was perfect. As a woman she wore the villager woman's clothes and trotted toward the city gates. When the guard beckoned her to stop, she didn't. When the guard walked close to her, a harsh voice boomed from behind: "Am I seeing things or is this Feldys the naughty girl? Where have you been gorgeous?" As soon as she heard this, she smiled flirtatiously towards the man. "I was here... I was there... But I am back now. Do you know a nice inn for me to work in? The new guard lecherously smiled at the other one and waved the one above the gates to open them. The young girl was content going while she

walked through the gate. She could rest and enjoy her time here... Until her money ran out...

Hobni are considered as the most marvelous and outstanding of the Orc variants. The ancient lineages of their parents, Orcs and Hobgoblins, have vastly unusual histories. Usually the savage ravagers and tireless conquerors don't share much of a common ground other than both being warlike people. However their potent blood favors one another in the most unexpected way and brings out the most versatile of people into the realms.

All Hobni infants are born genderless, with no reproductive organs. In their youthful days they resemble one of both parent lineages and an onlooker can't easily identify any difference. Hobni reaches maturity at the age 14 and may choose to go through a biological transformation choosing their final true gender. This choice of gender is extremely important in both Orc and Hobgoblin tribes and accepted as a rite of passage. Some Hobni spend years living in the dilemma of this choice, never able to make a choice, remaining gender neutral.

Hobni can change their appearance, voice tone, hair color, skin complexion during the maturity period growing out of one body shape and transforming into another; looking like an Orc, changing into a Hobgoblin or something in between. If and once they make the decision, Hobni enters a period of permanence. This last period of alteration is not instant and no permanent changes occur until they are completely sure of the decision. The period of alteration and taking a permanent shape and gender can take up to 20 days. Hobni can't go through this process under command or while under duress because this is the decision of a lifetime and Hobni must be in perfect inner harmony for this.

EVERCHANGING PROWESS

The outlook of each Hobni is uniquely different, and is always on a change. Hobni have a remarkable way of thinking that lets them adapt to any situation without falling prone to emotion. Their mnemonic recall and muscle memory are perfect and they can easily take the shape of other humanoids after they adopt adulthood.

Any Hobni can live in any place and culture with the aid of their physical change and flexibility. Those who live with their fierce kindred can take their form and can fight alongside them. Regular Orcs, not understanding their nature show some slight indifference towards Hobni but any follower of Repetnuk happily accepts their ever changing nature.

Hobgoblins, who are much more practical than the Orcs approach Hobni with greater caution, but accept that they are useful in many diverse areas. They can be employed as spies against potentially hostile tribes. Hobni are superior spies and assassins employed by any wise military campaign leader, serving under the most elite of their espionage ranks.

The gender flexibility of Hobni is a major advantage for the warring Hobgoblin and Orc tribes and settlements. In a society which is torn by war, someone who has the potential to meet the needs is indeed very valuable.



A BOUNDLESS PERSPECTIVE

Most Hobni have all the essential skills to be expert spies, and can be seen in various occupations thanks to their ability to adapt. Some Hobni can be found performing unusual professions, out of curiosity and their adaptive mindset and ever changing physique help them master a skill in no time.

Even though the city folk take great care while dealing with Orcs and Hobgoblins, they think Hobni are exotic, rather than dangerous. They are a lot more accepted than compared with the other Half-orc variants. Still if the real identity of a Hobni is exposed to a society, most of the folk will show discrimination towards them and especially Orcs can act cruel toward them.

Hobni living in the civilized lands can work as bounty hunters, mercenaries, assassins and spies; successful ones rising in the ranks of their respective communities. Hobni as a general don't have patience for mediocrity in military

matters; they prefer to reject any disciples that cost them too much effort. Many researchers and sages claim that the first Hobni originated from the intervention of Vual, The Hobgoblin Deity of Independence also known as The Defier of Order.

Hobni makes perfect spies, bounty hunters and assassins.

HOBNI TRAITS

Ability Score Increase. Your Charisma score increases by 2. In addition, one other ability score of your choice increases by 1.

Age. Hobni enter maturity around the age of 14. Until they make their decision as individuals and choose their definitive gender, they remain as juvenile. After the alteration they usually live about 100 years. Genderless Hobni can live as long as 150 years.

Size. Hobni usually stand 5 to 6 feet in height and weigh around 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Skinchanger. As an action, you can change your appearance and the tone of your voice. You can determine the specifics of the changes including the coloration, hair length and gender. You can also adjust your height and weight, but not so much that your size changes. You can make yourself

appear as another humanoid creature, though none of your game statistics change. You can't duplicate the appearance of a creature you have never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this trait. You have to stay in the new form until you use an action to revert to your true form or until you die. These changes can be made only between your Alternate Identities.

Alternate Identity. You have created as many Alternate Identities as your proficiency modifier. These alternate identities need to stay in different cities, settlements or camps (unless the Dungeon Master says otherwise). You can switch between your identities and use them as social resources as you wish. If you are forced to let an Alternate Identity go you will have to spend 1 month and 100 gold pieces for the necessary documents and arrangements to create a new identity. Also, you choose a tool proficiency and become proficient with it.

Hobni Aptitudes. You gain proficiency with one of the following skill of your choice: Deception, Insight, Sleight of Hand, and Stealth.

LANKY (GOBLIN/ORC VARIANT)

"THE GUARD CAPTAIN'S BLOW LAUNCHED SULIGGO TO the other side of the room. The Lanky's arms and legs were unusually long but as thin as rakes attached to a scarecrow. He probably wouldn't be able to carry more than a ten-year-old human child would. The Lanky wiped the blood from the corner of his mouth and gazed with a pain stricken face: "Please, my noble sire, I am starving. The last thing I had was a tree root." The captain was unphased and smacked the little man's belly with his heavy boot. "Shut up you swine! Spare me your bullshit. I know your wretched type!" Suliggo crawled to the captain's legs and started to beg." The captain, now furious and disgusted roared: "Take this piece of shit to a cell. Let the city officials decide his sorry fate." A guard grabbed his arms and dragged him to a cell. The skinny creature got up in his cell without any trouble after the guard slammed the cell door. The pouch that he just swiped off from the captain was a huge hit. The only thing he needed to do was just wait for the night when the guards were asleep."

The Orcs and the Goblins are the most commonly seen of the Brutal Races. They can be seen even in the farthest corners of the realms. These two races can't really tolerate each other too much but in some cases their tribes share the same domains and have to depend on the same limited resources that they can scrounge from the area so they encounter each other regularly.

The Lanky are the offspring of these regular encounters. They have unusually long extremities, and skinny bodies that make them look taller but they are small in size. All Orc tribes call them as Narukz, "skinnies" because of their slim and short stature. The Lanky don't usually associate themselves with their more brutish kin that bully them for being weak.



Among the goblins, they are called Ghrkl Vur, which means, “tall Goblins” and many young Lanky leave their tribes at a very young age because their inherent practical skills have little use in the hunter-gatherer lifestyle of Goblindkind.

NIMBLE TROUBLE

The Lanky tend to choose crowded cities and large towns as their homes. The dark alleyways and shady neighborhoods are the places where they can display their inherent talents. The Lanky can pass through narrow spaces and reach out wide places all because of their unusually thin physical stature. Their natural and inherent skills make them perfect scoundrels, lowlifes and thieves. Most of the Lanky keep low profiles because of their wimpy and scaredy mental aptitudes. Most of the civilized people assume that a city-dweller Lanky is always a criminal.

Lanky living in the countryside usually live settlements close or near the trade routes while others join up with bandits or work for the trade caravans. A Lanky willing to work with a caravan or a merchant is a great asset for sly folk recognize each other, and The Lanky can protect the merchant against dirty tricks and deception attempts.

The Lanky can make dreadful and fearsome assassins because of their inherent slickness, patient nature, and observant mentality. They can track their marks for weeks and wait for the right moment to strike.

LOW RISK, HIGH REWARD

The Lanky usually avoid direct confrontations, even when they are highly advantageous. They tend to prefer to stay away from heavy weaponry and armor. Lanky usually live their lives among the shadows, stealing, breaking into houses, and escaping before nobody notices them.

Many Lanky leaves the stressful, lawless lives behind and strangely start to work with the militias. They are excellent advisors when one needs to find secret dealings of scoundrels or predict their marks beforehand. As the old saying goes: “You need a trickster by your side to outtrick one.”

Lankies make perfect spies, assassins and scouts.

LANKY TRAITS

Ability Score Increase. Either your Dexterity score increases by 2 and your Wisdom score increases by 1; or your Dexterity score increases by 1 and your Wisdom score increases by 2.

Age. Lankies reach maturity at about 12 years old. They reach adulthood at age 16 and usually live about age 70.

Size. Lankies are about 3 feet tall and weigh between around 40 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Stretchy Limbs. You can add 5 feet to your reach when you make a Dexterity (Acrobatics) and a Dexterity (Sleight of Hand) check. Stretchy Limbs can help you with various tasks you need manual dexterity but your arms are too thin to make effective melee attacks from a distance.

Slippery Body. You have advantage on Strength (Athletics) and Dexterity (Acrobatics) to escape a grapple attempt.

Enhanced Senses. You have proficiency in the Perception skill. Thanks to your developed senses, you have a higher level of awareness even without having especially trained.

Smaller Stature: You can treat half cover as three-quarters cover. You can squeeze behind smaller objects, trees and barrels.

HOBGOBLIN

Hobgoblins are the most fearsome among all the Goblinoid Race, even though they are the most recent addition to their ranks. Their understanding of discipline makes them more formidable of a foe than their more disordered kin. Their ability to suppress their inborn aggression a lot better than their kind makes them fit among the other races more readily.

The Hobgoblin life, culture and religion is highly structured all around the concept of war. Their disciplined nature makes them more inclined towards a more militaristic kind of life.

According to the majority of Hobgoblins, all members of their races are born as soldiers. The commanders of the military also dictate what each Hobgoblin individual makes up with their lives too. Even so-called civilian Hobgoblins like cooks, stonemasons or any other non-combatant positions still join daily drills and mandatory training. In dire situations, every Hobgoblin knows how to fight and defend themselves. The training for a Hobgoblin starts at a very early age and doesn't discriminate between genders. Status in the society is earned through participation in battles. Every member of the society is expected to contribute to the settlement even if they are not physically in top condition. Hobgoblins with smaller frames act as scouts while those with deformities or disabilities are tasked with a labor that themselves can perform. Even more mediocre members of a society are shuffled around to make sure they don't hold back any kind of unexplored talent. The Hobgoblin society is thorough and very strict in their expectations from their members.

HOBGOBLINS AND MARTYRDOM

As an aggressive and mostly lawful races, it is expected that the Hobgoblins view the ones that fell in battle in an honorable way. In other similar cultures, dying while fighting righteously means gaining a posthumous respect. Hobgoblins view war as their main purpose, so their understanding is different. This is how they gain respect. Dying in a battle is failure for the Hobgoblins. It means that you lose your right to participate in later battles. For their understanding, the best warriors are those that survived the most battles.

At this point, this way of living can be observed as cowardice by the outsiders but in reality it is not. Any Hobgoblin that abandons any battle and is caught doing so, will be demoted to the lowest rank there is in their society. Desertion in the ranks can be punished as execution in some settlements. The call of retreat should be an order, so any individual desertion isn't tolerated at all.

Even so, lack of any kind of martyrdom is considered malicious, even traitorous by the other races. But the Hobgoblin point of view says that it is the collective aim that every Hobgoblin individual fights to their best and survives the most.



At the end, even the incompetent and weak members of the society find ways to contribute to their communities; they are not excluded from the society as long as they follow their orders. Following orders doesn't mean that they would have an easy life but it also has its merits. Hobgoblin society is extremely disciplined, harsh and furiously violent. Even the most prominent members of the society are bullied in one way or another. Each member of the society hungrily lives under the expectation of greatness. Each subordinate secretly plots and wishes to cause their superiors to fall to take their places at the top.

DAILY LIFE

Geography may change but the Hobgoblin daily life varies little from one community to another. No matter what, each and every day starts with traditional morning rites which are led by Malath priests. Only sentries and guards on duty are excluded from morning rites. The sick, the wounded and even the top ranking members of the society join the assembly each day. After the morning rites, general drills and training is performed.

After training, every member of the settlement returns to their daily duties. If a settlement is mostly Hobgoblins, most of these daily duties relate to battle. If the settlement is as small as a tribe, the members take their time to secure food and strengthen their lodgings. If the settlement is as numerous as a stronghold, their main focus is on their

defense. A Hobgoblin city may be a rare thing but in such a case, the daily duties may differ with the cities relations with their neighbors.

As the number of the individuals decrease in a settlement, the camaraderie and community bonding increases. A tribe of forty warriors usually doesn't have the concepts of personal spaces and personal belongings. Every ounce of material is used for the good of the tribe. However this can be a lot different for a stronghold housing hundreds of individuals. Hobgoblins thrive in larger groups, but as the society expands, their individuality also grows with them.

SETTLEMENTS

Size and the location of a settlement is the grandest, most important differing factor in a Hobgoblin's life. A small Hobgoblin settlement near a larger Human city mostly performs banditry or burglary and the residents of this small settlement might be as small as twenty or as much as few hundred.

On the other hand, a stronghold might have many hundreds of Hobgoblins, while a city may house thousands. The potential for war near each of these settlements may increase according to their sizes, but many also many social structures and occupations that aren't related to war might emerge too. Hobgoblins living separated from their line are a different subject altogether. They excel at adapting to their new surroundings.

Whether small or large, the defining characteristic for a Hobgoblin settlement is their defensive power. The settlement may be a cave or a camp but the typical Hobgoblin point of view dictates that all entry points must be determined and fortified first. Hobgoblins are well aware that only laying traps and preparing ambushes will only delay their enemies for so long, so instead they try to fill out the gaps in their defenses permanently.

After filling the gaps, the other defensive measures are taken care of depending on their enemies or the size of their own settlement. If a stronghold has avian enemies, weapons and measures to take them down are prioritized. If the enemy tends to use siege weaponry, walls are bolstered and the art of sabotage is trained by the soldiers. Almost no Hobgoblin settlement is caught unaware against an enemy that they have scouted before.

The Hobgoblins are well aware that this approach doesn't make them invincible because any Hobgoblin settlement which believes that itself were to be fortified enough to withstand any force might make enemies faster than they can handle. Their aggressive stance, culture and religion always ensures that they are always part of a conflict; either among themselves or with other races. Even in regions with abundant resources a Hobgoblin community never hesitates to wage war against their neighbors. There may be rare exceptions to this but their infamy has made even the most peaceful Hobgoblin communities being viewed as a potential threat and regarded with distrust.

Additionally, there will be Hobgoblin culture, adventures, encounters (with examples) and Hobgoblin pantheon in the full book.

Hobgoblins use the resources around their settlements extremely effectively, but they are notoriously famous for their disregard for sustainability. Most of the Hobgoblin settlements have a one track goal to fortify themselves, then go to war, then fortify themselves with the spoils they got from the war.

Hobgoblins are rarely seen allying with other races due to their aggressive demeanor. Contrary to their aggressive reputation, almost all of the Hobgoblin communities are loyal to their very select allies. For Hobgoblins, the act of war is a goal instead of another goal being the cause of war itself. For this reason only, Hobgoblins do not take kindly to switching sides in the middle of a battle.

As part of their alliances, Hobgoblins can interact with the other Goblinoids and depending on the circumstances, city dwelling races too. If Hobgoblins serve a higher, more powerful master and if their master supports war, their alliance can be a very strong one. A human warrior king who has proven his strength in battle or a magic user that can summon the armies of weird creatures to invade cities may gain the respect of Hobgoblins easily.

HOBGOBLIN TRAITS

Your Hobgoblin character has a variety of abilities that are hammered into their personality by constant and harsh training.

Ability Score Increase. Your Charisma and Constitution score increases by 1.

Age. Hobgoblins mature faster than humans. They reach maturity at the age of 8 and live up to around 70 years.

Size. Hobgoblin size and weight is similar to a Human's. Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to harsh conditions by aptitude and constant drills, your eyes are able to see in darkness. 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 can't discern color in darkness, only shades of gray.

Hobgoblin Training. You have proficiency in light and medium armor and shields.

Warrior Molded by Drills. Choose a fighting style regardless of class. This fighting style is added to the fighting styles you obtain from any other sources. You also gain proficiency with any two weapons that would benefit from this feature.

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

Subraces. Depending on what size your settlement was when you were growing up, you'll get a different style of training that differs immensely from the others from other types of settlements. Choose one of these subraces.

For the intents and purposes of this booklet, we provide 1 subrace. In our completed book, we plan to include 5 more, for a total of 6 subraces.

CASTELLAN HOBGOBLINS

A Hobgoblin who grows up in a castle or a stronghold is considered to be the epitome of Hobgoblin training and discipline. Almost all of the other Hobgoblins view them with envy and think that they have the best training and life for their entire race. Castle Hobgoblins think the same way, so they see themselves as above and beyond than the rest of their race and other races. Because of this, they almost always try to become the leader of any society or warband that they are a part of, even outside their castle.

Ability Score Increase. Your Strength score is increased by 1.

Castellan Training. You were trained by a capable commander. You gain proficiency in all martial weapons as well as heavy armor.

Siege Tactics. You lived through countless harsh drills on how to attack and defend fortified positions. When you and another creature are fighting in the same 5 feet space you won't get disadvantage on your attack rolls. Also, starting at 5th level, when you roll for a Dexterity saving throw for half damage and fail, as a reaction you can make a grapple attack against any creature that occupies the same 5 feet space. On a hit, you can make the creature you are grappling take the damage instead of you and end the grapple condition. If you are already grappling a creature when rolling for the Dexterity save for half damage, you can also use this feature to suffer no damage and have your opponent take it instead of you.

NEW CLASSES



WARCHIEF

The titanic Orc chief and her hunting party surround the ferocious Remorhaz, trying to determine an opening, a soft spot without compromising their own defenses. She lands one blow after another, as she observes her enemy and guides her companions for the final stage of the hunt. She increases the ferocity of her strikes as the rest of the hunting party take their positions. The huge ax of the leader finds an opening and severs two tentacled extremities toppling down the huge monstrosity. With the leader's command, the party starts to strike at the fallen beast, coordinated, quicker slashes, ending the torment of the creature.

The soldiers of the lord arrive at the location where the bandits were ready for them. Unnoticed, the elegant Godlike, who was wearing hide armor, breaks into their formation, dancing with two short blades. Her criminal companions were always on the move and the lord's exhausted soldiers always followed them in heavy armor. The Godlike gives a silent order, and the bandits immediately fall back once more, protecting each other's backs. Once again the bandits let their arrows loose and the lieutenant of the guard desperately shouts to his men. The soldiers are better equipped and have better training but they are desperate to survive against this Godlike.

The Hobgoblin presses on with his shield raised, his dark-colored armor shining with symbols of malice. Crossbow bolts rain on the Hobgoblin but he cares little about his companions. A body next to him fell impaled by three crossbow bolts to the chest and two to the head but it was dead before it slammed onto the ground. More of the shadowy figures takes its place forming a cover for their master. The Hobgoblin glances towards his opponent, an injured dwarven crossbowman. He first lays an ancient curse upon his rival and slays him with his blade. As the dwarf hits the ground its eyes go pale white to slowly raise again as an undead to inflict more chaos in the dwarven ranks.

LEAD BY EXAMPLE

Being a Warchief isn't just a title, but it is an extremely important status for the warriors. They can wield a variety of weapons, don various armor and play a very active role on the battlefield. A Warchief can fight on the frontlines, act as a guerilla on a hit-and-run tactic, or stay in the ranged

We plan to provide 5 unique classes that each have their own core mechanics in our completed book. Every class will have 3 subclasses that expand their play style immensely.

combat when necessary. The Warchief aids their comrades to utilize their abilities at their fullest. The commands they employ give unique effects to the comrades around them. When cornered alone, the Warchief can also use these commands individually, which makes them durable warriors.

BRILLIANT TACTICIANS

Regardless of their location in the battlefield, Warchiefs are excellent observers of the battlefield. They seek to utilize all the advantages and disadvantages of their surroundings: The geography, places of ambush, places where one can camouflage, natural or unnatural dangers by the wilderness, and the positions of their opponents are all extremely important values for a Warchief. Warchiefs always have a tendency to fight in the most advantageous way possible and guide their comrades as such.

CREATING A WARCHIEF

When creating a Warchief character, it is important to think how to determine how they differentiate from the other martial classes. Talk with your DM and think outside of your background here.

When and how did you become an inspirational figure in your tribe? Even though you had the same training with the other people of your tribe, how did you specifically become the Warchief? While others act out as warriors, scouts and shamans, what was the reason to back them up in such a way?

Regardless of your past, determining your current place in your society is extremely important. You may be a defender of a weaker group struggling against a stronger foe. Or you may be a hunter who has limited resources but employs clever tactics and ranged combat against hordes of monsters. You may have risen among the ranks of your tribe to fight side by side with them inspiring them in their darkest moments.

Perhaps you lost trust of your tribesman, and found the benefits of the darkest of magics to surround yourself with the restless, dread corpses of your enemies. You may thrive in destruction and death; but found a weaker tribe that is readily manipulated by you as your agents of chaos. Similar questions and answers will help you shape your character and their roleplay style.

Warchiefs use commands to grant certain effects to themselves as well as their companions. All of these commands trigger in certain situations, while many are more useful for a more aggressive fighting style, some are useful in defensive situations.

QUICK BUILD

You can create a Warchief character quickly by following these suggestions. First, browse the Warchief Paramounts and decide on what option you will select when you level up. If you decide to be the High Chief, select Charisma or Intelligence as your highest ability scores, followed by

THE WARCHIEF

Level	Proficiency bonus	Features	Commands Known	Use per Short Rest
1st	+2	Fighting Style	-	-
2nd	+2	Chieftain Commands	3	2
3rd	+2	Warchief Paramount Feature	3	2
4th	+2	Ability Score Improvement	3	2
5th	+3	Extra Attack, Refreshing Presence	4	3
6th	+3	Warchief Paramount Feature	4	3
7th	+3	Call of Inner Strength	4	3
8th	+3	Ability Score Improvement	5	3
9th	+4	Command Mastery	5	4

Strength. If you lean towards Master Hunter you will need Dexterity as highest and will probably want your Intelligence to be your secondary. If you are going to be a Dread Lord, you definitely want your Strength, followed by your Charisma to be your highest attributes. Constitution is always a wise choice too, because you will almost always be on the front lines.

CLASS FEATURES

As a warchief, you gain the following class features.

HIT POINTS

Hit Dice: 1d10 per warchief level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per warchief level after 1st

PROFICIENCIES

Armor: All armor, shields

Weapons: Simple weapons, martial weapons

Tools: None

Saving Throws: Strength and Constitution

Skills: Choose two from Acrobatics, Animal Handling, Athletics, History, Insight, Intimidation, Perception, Stealth, Survival

FIGHTING STYLE

You adopt a particular style of fighting as your specialty. Choose one of the following options. You can't take a Fighting Style option more than once, even if you later get to choose again.



Archery. You gain a +2 bonus to attack rolls you make with ranged weapons.

Defense. While you are wearing armor, you gain a +1 bonus to AC.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Protection. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to impose disadvantage on the attack roll. You must be wielding a shield.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

WARCHIEF COMMANDS

Starting at 2nd level, you learn two commands of your choice, which are detailed under the “Warchief Commands” list given in our book but we will include a smaller list in this document. These Commands enable you or your allies to perform faster, stronger and more subtle in combat.

- **Command Definitions:** Commands trigger on certain circumstances, such as attacking with a melee weapon against your enemy or taking elemental damage from spells.
- **Command Type:** Commands can be used in three different types, which determine the area of effect and total number of allies that can benefit from a command. All of the command types (personal, tactical, and inspirational) are available to a Warchief who has that command in their arsenal. The Warchief may choose among the use of any of the three options at their own accord.
- **Personal Commands** have the effects that you can only target yourself. **Tactical Commands** have their effects within 60 ft. radius and effects a number of allies equal to your Intelligence modifier. **Inspirational Commands** have their effects within 15 ft. radius, unless otherwise noted.
- You can use one command per turn. You gain more options as commands as you go up in levels and you regain expended uses when you perform a short rest.

WARCHIEF PARAMOUNT

When you reach 3rd level, your presence and influence grows and shapes the way you lead others into battle. Choose High Chief, Master Hunter or Dread Lord to determine the nature of your leadership, all are detailed at the end of the class description. Your paramount grants you features at 3rd level and again at 6th, 10th and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

REFRESHING PRESENCE

Starting at 5th level, you can use your action to heal yourself and a number of allies up to your proficiency modifier for 1d6 hit points per half of your Chieftain level. (Maximum of 5d6 hit points at level 10). You must finish a long rest before you can use this feature again.

CALL OF INNER STRENGTH

Starting at 7th level, you gain the ability to invigorate an ally's used up power or magic reserves. Once per day when you finish a Short Rest, you can roll a d4 and have your ally recover expended class feature uses or spell slots for that amount. (The ally can't separate the spell levels gained in this way, a roll of 3 will make them recover any 1 spell slot up to 3rd level spell slot.) You must finish a long rest before you can use this feature again. This ability will increase to 1d4+1 at 11th, and 1d4+2 at 15th level.

COMMAND MASTERY

Starting at 9th level, your warchief commands become even more powerful. You gain a bonus of +1 to your AC and Attack rolls when you use a Personal Command. The target gets 1d6 temporary hit points from any use of Inspirational Commands. The target gets +10 movement speed from any use of Tactical Commands.

These effects will persist as long as the effect of the command lingers.

WARCHIEF COMMANDS

Starting at 2nd level, you learn two warchief commands. In this section only 5 of the warchief commands are presented. The original book will have over 20 commands.

BEWARE

Triggered when an ally who you see within 60 ft. is hit by a weapon or a spell attack, you can use your reaction to use one of the following command types.

Personal. You gain resistance to that damage type until the start of the next turn of your attacker. Furthermore you can move up to 10 ft. and make a weapon attack against the same attacker.

Tactical. Your ally gains resistance to that damage type until the start of the next turn of the attacker. Furthermore

your allies can move up to 10 ft.

Inspirational. Your ally gains resistance to that damage type until the next turn of the attacker. Furthermore, your allies gain temporary hit points equal to 1d6 + your Charisma modifier.

CUMULATIVE MOVEMENT

Triggered when you move an amount equal to your full speed, (including any modifiers due to class, race, magic or similar effects) you can use your bonus action to use one of the following command types.

Personal. After you use your action for movement, you can move again equal to your speed.

Tactical. Your allies may move 10 feet when under the effect of this command even if it's not their turn. This movement is a bonus movement not costing their original movement speed.

Inspirational. Your allies may move 15 feet in the direction you command them to move when under the effect of this command even if it's not their turn. This movement is a bonus movement not costing their original movement speed.

EXECUTION

Triggered when you score a critical hit with a weapon attack, you can use your bonus action to use one of the following types.

Personal. At the start of your next turn, if you hit the same creature again, you deal the maximum amount of damage to it.

Tactical. Your allies will gain advantage on the next melee attack roll against the same target.

Inspirational. Your allies will gain advantage on the next ranged attack roll against the same target.

NO DEFEAT

Triggered when a creature scores a critical hit on you or an ally within 30 feet. Use your reaction to use one of the following:

Personal. You spend one hit dice, adding your Constitution modifier on the rolled amount and subtract that much damage from the damage that the critical hit deals. You spend the hit dice you use to subtract the damage.

Tactical. Triggering ally gains an immediate 15 feet movement to move away from the triggering opponent even though it is not their turn. This movement does not provoke an opportunity attack.

Inspirational. Your allies gain temporary hit points equal to 1d6 + your Charisma modifier. The triggering ally heals for the same amount instead if below their maximum hp. If the ally was not damaged somehow (by magic or abilities) they gain temporary hit points.

POSITIONING ATTACK

Triggered when you make a melee or ranged weapon attack against one creature, you can use your bonus action to use one of the following types.

Personal. You instantly move up to 15 ft. and you don't

provoke an opportunity attack from the creature.

Tactical. Your allies' speed will increase by +10 until the start of your next turn.

Inspirational. Your allies can instantly move up to 5 ft. towards the creature you attacked and gain temporary hit points equal to 1d6 + your Charisma modifier.

RETALIATION

Triggered when any creature hits and damages you with a weapon attack, you can use your reaction to use one of the following types.

Personal. You can make a melee weapon attack against the attacker if they are within 5 ft. of you. If not, you can move up to 15 ft. towards the attacker.

Tactical. The movement speed of your allies increases by 15 until the start of your next turn.

Inspirational. Your allies can add your Charisma modifier to their weapon attacks against the same attacker until the start of your next turn.

NEW CLASS ARCHETYPES

WARCHIEF

WARCHIEF PARAMOUNT

DREAD LORD

Some people flee the battlefield, some of them succumb to their wounds and some of them lose their motivation and ultimately their lives. However, the warchief is constantly on the front lines as an undisputed leader of the battlefield. Some warchiefs prefer their allies to always be on their side and to be more subservient. Warchiefs that prefer this route turn into the dark arts and raise their fallen foes as effective foot-soldiers. Dread Lords are formidable masters of the front lines with their undead soldiers.

DAMNATION

Starting at 3rd level, with the use of your bonus action you may empower your weapon attacks with unholy energies. With each successful attack you deal an extra 1d6 necrotic damage. The effects of Damnation will linger for up to 1 minute and you will need to hold concentration to keep it active. If a humanoid is killed while Damnation is active on them they will be raised as the appropriate undead type according to your level shown under the table. These undead will take telepathic orders from the Dread Lord when they are within 300 feet to them. If any dread corpse raised by you somehow leaves 300 feet of you, their control will be lost and they will lose their dread enchantment in 1 minute attacking at random targets. You will not regain the control of a dread corpse if lost this way.



Also, if you use any inspirational commands that grants temporary hit points, your dread corpses will heal for the exact amount if they are hurt instead of gaining temporary hit points. This is the only way to heal dread corpses. The dread corpses do not benefit from any other kind of healing including a long rest. They cannot be dismissed; the bond between the lord and the dead can only be severed by distance or final death. All of your dread corpses are considered as allies to you and your companions in the battlefield. In combat, the dread corpses share your initiative count, but you have to use your bonus action to order them to move or attack. They will use their turn after yours. If you don't issue any command at all, they will take the dodge action and use their movement to avoid any foreseen danger.

The maximum number of dread corpses you can animate at one time is equal to your proficiency modifier.

Level	Undead Type
3rd-4th	Skeletons
4th-5th	Zombies
6th-7th	Ghouls
8th-10th	Specters
11th-13th	Ghasts
13th-16th	Wights
17th-20th	Wraiths

UNDEAD PRESENCE

Starting at 6th level, Dread Lord and their dread corpses inspire fear when they are seen together. Undead presence can be used as a bonus action. If a Dread lord has a dread corpse within 10 feet of them, every enemy within 30 feet of the dread lord needs to succeed at a Wisdom saving throw (DC 8+your proficiency modifier + charisma modifier). A target automatically succeeds on this save if it is both blind and deaf or somehow unaware of your presence. On a failed save, a target becomes frightened for 1 minute. If the frightened target takes any damage, it can repeat the saving throw, ending the effect on itself on a success. Once you use this feature, you can't use it again until you finish a short or long rest.

BLOOD OF THE UNDEAD

Starting at 10th level, when you use any of your commands that grants temporary hit points, your dread corpses gain an additional 1d6 temporary hit points.

Also, once per day, when any one of your dread corpses drops to 0 hit points, it won't die immediately and regain 1d6 hit points. This ability doesn't trigger if you're unconscious.

SACRIFICE DREAD CORPSE

Starting at 17th level, you can sacrifice a dread corpse as a bonus action and drain its energy to yourself. When you use this ability, you regain 8d8 hit points.



We plan to include 3 subclasses for each class we provide, for a total of 15 subclasses in our completed book. We will also provide 6 more subclasses for core classes given in the original content of the game.

WARLOCK

WARLOCK PATRON

THE DECEIVER

Only small glimpses of information is available about the origins of the Deceiver. It may be widely known in name, but this primeval entity’s agenda and nature is only speculated by the scholars. Some historians debate on the Deceiver being more than a singular entity; or a legion of beings or even an unknown horror to mankind.

The Deceiver opposes civilization, prosperity, and technological progress. The Deceiver harbors great hatred towards the fact that sentient humanoid form strong societies and prosper together. The Deceiver and its followers are behind any plot that leads a mighty empire to a cataclysmic fall, a prosperous metropolis to crumble into dust, or a peaceful kingdom be torn apart by war and destruction. People living as barbarian tribes and nomadic clans as scattered societies is the end goal of the Deceiver because in this way most of the people won’t adopt any written traditions and can’t dabble with ancient and complex magic.

EXPANDED SPELL LIST

The Deceiver lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Spell Level	Spells
1st	<i>alarm, disguise self</i>
2nd	<i>alter self, enhance ability</i>
3rd	<i>clairvoyance, nondetection</i>
4th	<i>compulsion, polymorph</i>
5th	<i>creation, modify memory</i>

LESSER SHAPECHANGE

Starting at 1st level, you can mimic the unique traits of the humanoids that you are familiar with. As an action, you choose a humanoid that you have observed for at least one week and enter a process that physically changes your body for 1 minute. You can gain two Specie features of the humanoid you choose for the next 24 hours.(Example: If you shapechange into a Halfling you can benefit from their Lucky and Nimble Specie features) You will keep your own features and gain the new benefits of the new features. You can’t gain features of the other humanoids if you have no information about them or you haven’t studied them for at least seven days. You can use this feature once and regain the use of it when you perform a long rest.

Additionally, if you are under a spell or effect that changes your appearance to this particular humanoid, observing creatures have disadvantage on Intelligence (Investigation) checks to discern your spell or effect.



UNCANNY GRUB

The Brutal Races often live in harsh environments when compared to more civilized humanoid. Disease-ridden marshes that no traveler returns from, chilly mountains that travel is impossible from, arid deserts that few people survive in; these are the realms and domains filled with endless tunnels that are cursed to be shrouded in darkness, dust filled dungeons housed by dangerous monsters, ancient paths to forgotten cities that no one dares to dwell in but the Brutal Races make these places usually uninhabitable by others, their homes.

Them surviving in these harsh environments is not because of their luck, determination or adaptability, it is because of necessity. Besides having all of those, Brutal Races have some well kept secrets that help them survive too. These well kept secrets increase their chances of survival dramatically.

The most important of these is undoubtedly the consumption of many materials that other humanoids would never dare to touch with a ten feet pole. A corpse housing writhing maggots, fungi that grow on certain creatures, ivy that only grows where a magical beast's saliva drips or the ingredients from a specific creature type probably aren't in the recipes of the civilized humanoids.

However, the Brutal Races tried these ingredients out of necessity and found that most of their beneficial and detrimental effects and formed a traditional cooking style that passed from one generation to the next out of them. Much of the Uncanny Grub has been developed by the Devouring Behaviors of the Talon (A class option of the Talon class that we plan to include in our completed book) who consume their fallen foes to gain more power.

Despite this, Uncanny Grub is a tradition mostly developed through trial and error. Any information on them is passed down as a part of oral tradition. These so-called recipes have been tried by culinary experts that have the times and means to formulate them. It is a known fact that these experts left behind a huge amount of documentation and these can be found in various settlements that the Brutal Races have once lived and still live. These documents can be in the form of books or manuscripts; or they can be seen in the form of cave paintings, tattoos or other more or less exotic depictions too.

Even though they provide a lot of beneficial effects, most of the grub have negative effects too. All of them require time and expertise to prepare. With the required expertise, one can benefit from the Uncanny Grub a lot better.

The Uncanny Grub is separated into 4 Tiers. These tiers are not arranged according to their effectiveness, but their difficulty to achieve and prepare.

In our completed book, we will provide 20+ different Uncanny Grub, as well as instructions on how to create your own Uncanny Grub recipes.

REFLECTIVE MIRROR

Starting at 6th level, you can create your when under danger, you can create illusory copies of yourself. When you are attacked by a creature, (before the attack die is rolled) you can use your reaction to cast mirror image spell on yourself without expending a spell slot or using material components to create these copies. Once you use this feature, you can't use it again until you finish a long rest.

FACE OF A DECEIVER

Starting at 10th level, as a bonus action, you can induce the minds of other creatures with the horrifying visage of the Deceiver. Seeing the face of the Deceiver does not mean understanding the Deceiver in any way. Any creature within 30 feet to yourself will have disadvantage on attack rolls against you for 1 minute.

Alternatively, you can use this feature as a bonus action to gain advantage on any Charisma (Deception) check you make for the duration of 1 minute. Any creature immune to charm effects or conditions are also immune to both these effects. Once you use either of these features you can't use them again until you finish a short or long rest.

PERSONAL ANCHOR

Starting at 14th level, when you make a successful Charisma ability or skill check, you can add some subtle random magical effect on this successful check. As a bonus action you can target one sentient creature that can understand the language you speak. The target creature must succeed at a Wisdom saving throw against your spell save DC and on a failed save the target suffers one of the following conditions for 1 minute.

d6	Effect
1	Blinded
2	Charmed
3	Deafened
4	Frightened
5	Paralyzed
6	Unconscious

Once you use this feature, you can't use it again until you finish a long rest.

Common Tier Uncanny Grub, which are mostly consumed raw, can be known and prepared by anyone who has the patience and desire for it. Most of the Brutal Races have information on them and use them appropriately. Even if the people of more civilized races know these, both the unfamiliarity of the tastes and vulgarity of the preparation methods make them undesirable for them. There are no requirements to prepare Common Tier Uncanny Grub, but the Brutal Cook feat is required to prepare higher tiered Uncanny Grub.

Uncommon Tier Uncanny Grub preparation is more tedious than the Common Tier. They are harder to prepare, take more time to cook and need special cooking methods.

Rare Tier Uncanny Grub contains more specific recipes and the components to form a recipe are harder to achieve. Nevertheless, they grant more significant powers. Unlike the Common and Uncommon Tiers of Uncanny Grub, they will need Intelligence (Arcana), Intelligence (Nature) or Wisdom (Medicine) skill checks to prepare.

Unique Tier Uncanny Grub are extremely hard to find and prepare. Each of them will probably require a quest of their own to even acquire.

Uncanny Grub may have beneficial and detrimental effects when consumed, but in most cases they can't replace regular food. Every Uncanny Grub description has detailed information on how many portions it will create. The Dungeon Master may choose to replace them with daily rations if appropriate.

Also, no effect from two Uncanny Grub will stack. Even if they are prepared extremely carefully, in the end, each Uncanny Grub contains very dangerous materials and consuming more than one at a time will have disastrous effects. In a case where someone consumes two

Uncanny Grub the benefits of both of them will cancel out each other, but the detrimental effects of both will remain. The Dungeon Master is the final arbiter of these effects but they should be as harsh as possible.

The portion sizes are different in each Uncanny Grub and they are the minimum amount to benefit from the effects for a single medium sized creature. Splitting a portion would have no effect and waste the portion.

COMMON, SLUDGY WORMS

"If you want to survive today, shut up and eat these you big oaf!"

Description: This Uncanny Grub can be prepared by using a worm growing inside the eyes of any medium or larger sized beast type creature's corpse. The beast needs to die in an extremely contaminated place such as a sewer or a swamp. A medium corpse that has been rotting for at least one week will provide 1d10 worms. Each size difference from medium will yield an extra 1d10 more worms while small and tiny beasts will have none. Sludgy Worms can be eaten raw or can be wrapped in any kind of leaves which masks their horrible, horrendous taste a little bit.



SPECIAL TIER UNCANNY GRUB

The special recipes are based on specialized settings. Special Tier shouldn't be considered with the other Tiers in hardness to achieve or produce. It is a setting dependent Tier. They can require parts from some specific creatures, environments, situations and preparation methods relating to your personal setting. The Dungeon Master will be the final arbiter in creating the system, preparation and rarity of these Uncanny Grub.

Harvesting/Preparation: Harvesting and wrapping a worm inside a leaf without breaking it needs a DC 10 Wisdom (Medicine) skill check for each one. Failure means the worm will be crushed and will yield no benefit.

Effect: Consuming Sludgy Worms like this will heal 1 hit point.

Duration: When wrapped in any kind of tree leaf, the Sludgy Worms retain their benefits for 3 hours, then they shrivel and die.

Drawback: Consuming more than 3 a day will need a DC 8 Constitution saving throw which will increase by 3 for each one consumed. Failure means projectile vomiting and 1d4 hours of poisoned condition. Hit points gained from prior worms eaten will be lost if any of the saves are failed. After a failed save the person who eats the worms won't gain any benefits from eating Sludgy Worms again. Creatures immune to poison will not benefit from Sludgy Worms.



Brutal Cook Benefit: Sludgy Worms prepared by people with the Brutal Cook feat have their Constitution saving throw lowered by 2 and the need for saving throws start after consuming 5 worms. Hit points gained from prior worms eaten won't be lost if any of the saves are failed. The Sludgy Worms will retain their benefits for 12 hours.

UNCOMMON, ROTTING BONE BROTH

"Bones of the damned permeate through you and imbue you. Never fear! Death is afar!"

Description: This broth, made out of the bones of undead is potentially very beneficial and extremely dangerous at the same time. For this reason only, it is not consumed that often even though it is very easy to prepare. A meal enough for 20 people can be prepared from the bones of any medium sized undead creature. With any size increase, the number of people who can benefit from this will double and with each size decrease it halves.

Harvesting/Preparation: During the preparation phase, all of the bones are cleaned very thoroughly. Roots, spices and herbs are added to improve the taste. The bones need to be boiled in this special root, spice and herbs mixture for 5 hours per 20 people. The cook needs to succeed at a DC 15 Wisdom (Medicine) skill check or else the broth will spoil and the benefits will not apply.

Effect: When consumed, anyone who consumes the broth needs to succeed at a DC 17 Constitution save. If this save is failed, the imbiber will take 4d6 points of necrotic damage. If the save is failed, the imbiber will not benefit from consuming Rotting Bone Broth for one month and each portion will deal 4d6 necrotic damage again if tried.

In the case of success, the person who consumes the broth will feel no hunger, thirst or sleep. Also, any constitution checks and saves will be made with advantage. Even if the save is successful, and the benefits are gained, the consumer will have to wait for another month to benefit from the effects of Rotting Bone Broth again. If the consumer tries to consume Rotting Bone Broth multiple times in a given month, all the following saves will be considered failed.

Duration: The effects of the broth will be persistent for one seven days. Rotting Bone Broth retains its properties as long as its boiling, but the effects will vanish when it grows cold.

Drawback: The breaths of any imbibers will reek of death and rot so that they will have disadvantage on all their Charisma checks and they will also have vulnerability against radiant damage. Creatures immune to necrotic damage will not benefit from Rotting Bone Broth.

RARE, SHADOWSCALE MOLD

"It's time for you to blend with the shadows, brother. Now, the sun is your enemy and the darkness is your greatest ally. Godspeed in your hunt!"

Description: This very rare mold grows between the scales of any scaly creature that has been in darkness for at least one week prior to its death.

Harvesting/Preparation: The mold needs to be harvested by a very sharp silver blade. A small creature yields 1 portion, a medium creature yields 2 portions, a large creature yields 4 portions, and any size larger doubles the yield of the portions for each size. The harvesting person needs to roll a DC 15 Wisdom (Medicine) or Wisdom (Survival) check and needs to spend 10 minutes of time for each portion. Any failure will mean the loss of that portion. The Shadowscale Mold can be stored very easily in a glass container and can be used later on as long as it does not come in direct contact with sunlight. The Shadowscale Mold needs to be cooked with a kind of meat while it fries.

Effect: After harvesting Shadowscale Mold grants great energy and acute senses to the person who consumes it. The imbiber will gain darkvision up to 60 feet, will have advantage on Wisdom (Perception) checks while in complete darkness and dim light. Additionally the imbiber will gain +10 feet bonus movement speed and will be able to use dodge as a bonus action.

Duration: The person who eats the Shadowscale Mold will benefit from the effects for 1 hour.

Drawback: If the person who eats the Shadowscale Mold comes in direct contact with direct sunlight, they need to succeed at a DC 15 Constitution saving throw. If this saving throw fails, they will be blinded for 1 minute and lose the benefits of Shadowscale Mold. Even if the save is successful, the effects of the mold will persist only for 1 minute after direct sunlight exposure.

DEITIES

NAUCTION, THE THUNDER-SEEKER

Lesser Deity

Symbol. Two side by side lightning bolts zig zagging

Alignment. Chaotic Neutral

Worshippers. Barbarians, berserkers, warriors

“Raise your axes and roar my kinsmen, those giants have found their match this time! Hahahaha!”

—Wurrec Stormbane, *Orc Warchief*

Some Orcs live far from the wrath of the malicious deities like Shazvor and Reputnuk, on the peaks of the mountains, barren lands and forgotten caverns. Naughtmor the Thunderseeker; the harbinger of storms, eruptor of volcanoes and shaker of quakes takes these feral Orcs under his banner and protection.

Naughtmor’s ferocious and destructive personality matches perfectly with the inherent brutality of the Orcs.

This ferocious deity expects his followers to unleash their anger as his agents of chaos and annihilation, as the force of nature that he is. The followers of the Thunder-seeker need to be violent and cause ruin as if they are like a storm; impulsive and unforgiving.

Naughtmor is as reckless and unforgiving as the hurricane itself. He doesn’t possess any kind of vileness or evil but he represents the rage and might of the thunder storms and earthquakes.

AVATAR

Naughtmor is depicted as a large and burly Orc. He wears a blood stained hide armor without armbands and leggings. His arms are knotted with veins and muscles. He carries tribal tattoos on his face and chest.

He carries a horrific greataxe, Frongaddur (Demolisher) on his back and when he wields it chaotic elemental forces aid him. As Thunder-seeker’s mood changes, so does Frongaddur’s elemental energies; from time to time it burns like volcanoes, or freezes like the northern winds.

HISTORY

It is not known when Naughtmor walks among the Orcs but many speculate that he comes down more regularly than the other deities. Some even say that he was always present inside the inherent chaos within the Orcs and one day ascended as a divine being. None can be certain of this for no divine follower of Naughtmor has passed such knowledge down as records. Even the oral tradition of storytelling passed from one generation to another does not provide viable information on this fact. There is almost no information on Naughtmor, when compared with the other Orcish deities.



We will provide a pantheon for each of the Brutal Races in our completed book. They will have their own history, intricate relationships, goals and ambitions for you to include in your games.

Also we plan to provide an original concept of godhood in our Goblin pantheon, where worship and beliefs are murky and ever-changing and their gods are adapted to this reality.

RELATIONSHIPS

Quite uncharacteristically, Naughtmor pays his respects to Shazvor, the Destroyer. He allows the tribes under his reign to worship Shazvor openly, as he accepts the Destroyer as the savior of the Orcs. While Shazvor never acknowledges and respects the Thunder-seeker, it is obvious that this is a one way respect that only benefits Shazvor in some way.

The relationships between Naughtmor and the other Orc deities are very limited. However he shows a unique interest in the deities of war across all races and realms; he has a special respect towards the deities of the Brutal Races. He desires to clash in battle with each and every deity of war. It is a known fact that he has an eye on the newest member of the Orc pantheon; Vorteen Southblade.

WORSHIPPERS

The tribes that follow Naughtmor are composed of the most ferocious and wildest Orcs in the realms. Many are reckless berserkers. They accept that losing their sense of the common world is the greatest virtue that is. Those who fight violently and in a brutal manner are accepted as

greater warriors. As such, they do not implement any basic battle tactics or standart combat maneuvers while fighting.

Even the commoners of these tribes; the children and the non-combatant females are expected to join raids from time to time. As expected, only the most ferocious and mighty among them become chieftains. Their will to survive and see another day to fight is fueled by their instinctual ferocity. Despite their love for battle, followers of Nauctmor aren't heartless murderers. They possess a very strong sense of honor. Their understanding of honor may be vastly different from the concept of honor among the city dwellers. Holding meaningless grudges, striking from behind and using cheap tricks while in combat are frowned upon. Surrendering, showing weakness, or showing pity towards a weak opponent is unacceptable. Just like the forces of nature that have no pity, shame or bias; neither should the warriors of the Thunder-seeker have such weaknesses.

Unlike the tribes under Shazvor's reign, the Half-orcs can feel more welcome within the tribes under Nuactmor's reign. Especially strong warriors from Virile and Churgun Half-orc variants are accepted with open arms. According to his believers the Thunder-seeker isn't just an Orc deity, but an elder and primal deity. It was the Orcs' fault that they discovered him and started to worship him lately.

CLERICS AND RITUALS

Nauctmor's priests don't have the patience and focus to master intricate miracles and extensive rituals. As themselves are warriors, they choose to cast supportive miracles and join the battle.

These priests usually employ their miracles and blessings upon the chieftains or mightiest warriors and join the battle themselves too. By employing divine magic during the battle itself is very rare among them. Of course, before and during the battle, calling out the furious deities name is a common religious practice.

After victory, Nauctmor's followers rarely show the ruthlessness and cruelty they showed during battle. They are against taking prisoners of war and they never abuse their opponents who have perished. They never fight to pillage or murder but they fight for the sake of the fight itself. They may attack travelers on the road without provocation, but after the battle they surprisingly invite the survivors (as long as they fought valiantly) to join in with their tribe. For this reason only, they may be hard to communicate with, but they are easy to understand.

BELFUUN, THE FIREBORN

Lesser Deity

Symbol. Plus sign and elements in every corners

Alignment. Lawful Evil

Worshippers. Spellcasters, sages, loremasters

"I say we cast three fireball spells at the same time, just to be sure of course."

– Feezri the Flamer, *Hobgoblin Sorcerer*

Belfuun is a very important figure among the Hobgoblin deities. She is the consort of Malath, the chief deity and the leader of the Hobgoblin pantheon, (Gheru-bareg) and twin sister of Chaxar, who is one of the greatest and most valiant of warriors. She is the center of the intrigues circling the Gheru-bareg. Despite her sibling and consort being rivals, she successfully keeps her relationship with both of them in balance. This position makes her into one of the most advantageous deities in the Hobgoblin pantheon.

Belfuun is the mistress of lost and dangerous arts of magic. With the influence of Belfuun, Hobgoblins have the most magic users among all the Brutal Races even though magic is pursued a lot less compared with the civilized races.

War is an important aspect of life for Belfuun just like the other members of Gheru-bareg. Magic being the greatest asset of a battlefield and can inflict a lot more damage than the most mighty warrior, The Fireborn teaches and guides Hobgoblins to be the most dangerous assets in all battlefields.

Belfuun scorns the Hobgoblins who fail to pursue the art of magic. According to her, spellcasters of any kind should be on top of any hierarchy. She also holds similar ideologies for herself and desires to take Malath's seat in the pantheon. Sadly, Fireborn is not as powerful and worshiped as commonly as her consort.



AVATAR

Belfuun occasionally walks among Hobgoblins, a lot more than her peers. While the other Hobgoblin deities aren't as significant as the other pantheons, Belfuun is an exception. She appears as a tall and slender Hobgoblin, wearing a gray robe reflecting different shades, made from enchanted spidersilk. Bare'nzgor, (Steelrobe) is adorned with rubies and etched with runes. This robe is said to be of Elven origin, forged by the eldest of the Elven deities but how it came to Belfuun's possession isn't known. Belfuun surrounds herself with all manners of protection spells. She never tries to hide any magic she performs, instead she exaggerates all magic she performs as a sign of her mastery and power over the magical arts. She wears magical rings on both hands and wields her staff, Heart of Fury which radiates heat for hundreds of feet and orbs of magical fire encircles the head of the staff.

HISTORY

Just like the other founding members of Gheru-bareg, Belfuun is one of the first Hobgoblins created. At first, the Fireborn wasn't one of the most powerful Hobgoblin magic users. Belfuun managed to survive in the relentless society of Hobgoblins with the aid of his twin brother Chaxar who was among the best warriors of his generation. Chaxar was always out of their camp for numerous raids leaving Belfuun open to threats of other Hobgoblins so Belfuun concentrated on her studies eventually becoming the apprentice of the first Hobgoblin master magician, Vargan the Dark. Belfuun was ambitious but impatient which resulted in her master to constantly punish her. Later on, after years of suffering and pain, Fireborn would eventually master her own magic to slay her master during the Great Revolt of Hobgoblins.

After the Great Revolt of Hobgoblins, Belfuun was anxious to prove herself, so she challenged her twin to a duel. Chaxar was not only skilled, he was far more experienced in battle. Although Belfuun was the master of magic, the art of war was still unfamiliar for her so she lost the duel against Chaxar. After that momentous duel that Belfuun bitterly lost, she challenged Chaxar again and again but she never won, even once. As time progressed, her desire to prove her worth would be replaced with a very profane, cold fury.

In those days, Malath was the High Priest of the first chief deity and creator of all Goblinoid Races, who later came to be known as the Defeated One. Eventually Malath would gather a small but very elite group to make an extraplanar journey. Chaxar was one of the obvious members of the group, but Belfuun wasn't included. Despite her powerful magic, Malath didn't want her included. After arduous negotiations with Malath, Belfuun was also accepted into the group later on but Belfuun never forgot how she joined the group that would be later known as Gheru-bareg.

In the following years, Belfuun's cold fury grew towards her sibling and she grew closer to High Priest Malath. Malath was a fierce leader and a ruthless warrior. Belfuun knew that

Malath wouldn't show any favor or sympathy towards her. For Malath she was nothing more than an interesting toy. Belfuun spent her days plotting for Malath's fall, and rule Gheru-bareg alongside his brother.

Belfuun drew the interest of Malath only after she got significantly powerful after her deals with numerous devils. He managed to contact higher devils via the ones Belfuun summoned and began to feel warm to the idea of vanquishing their creator, the Defeated One.

Thus, the Great Revolt of Hobgoblins began. Under the strong arm of Malath, Gheru-bareg destroyed their chief deity and attained godhood. During this battle Belfuun saved their lives with the aid of her magic.

After the victory of Gheru-bareg, the surviving Hobgoblins gathered around the group and accepted them as their new deities. Despite all the glory, Belfuun was not satisfied. Malath was much more powerful than ever as the new chief deity of the Hobgoblins, but now he had noticed Belfuun's potential. It was the first time Malath had really noticed Belfuun. Malath took Belfuun as his spouse, and led the deities of Gheru-bareg to new heights.

Chaxar was different from his kin, and Belfuun knew that her sibling and spouse would eventually clash in battle. So, she, by manipulating her brother, hastened this process to cause the most devastating battle among the deities. Chaxar challenged Malath and defeated him in single combat. Just as Belfuun thought that after so many years and so many setbacks she was going to get what she deserved, Chaxar spared the fallen deity, not slaying him. Chaxar abandoned Gheru-bareg, along with a few devoted followers and took on a path not even Belfuun would dare say.

After Chaxar abandoned Gheru-bareg, she became the second in command of the pantheon as Malath's spouse.

Belfuun has a lot less followers in number than her peer deities in the pantheon. But their cunning, intelligence and the insatiable desire to learn the art of magic makes them more valuable among their kin.

RELATIONSHIPS

Belfuun and Chaxar's relationship, after everything considered, is still problematic. Belfuun never forgets how she came to be a part of Gheru-bareg in the first place and how Chaxar protected and saved him on numerous occasions. But her fury towards her sibling never ceases, because she never had the chance to beat him even once.

The Fireborn still continues her plots to overthrow her spouse and chief deity of the Hobgoblins, Malath. She considers him a threat to herself, but accepts that she can never take him down alone. So she submits to his will, and watches for an opportunity to take action. There is mutual respect between her and the cold-blooded Ychelgu, the grim and mysterious deity of assassins. Belfuun openly dislikes and belittles the newest member of Gheru-bareg, Ovgorad, the demi-god who built the capital of Malathgargon for the glory of Malath. The hatred Belfuun harbors for Vual, however, is unmatched by any. Vual's ascension to godhood

is not recognized by Gheru-bareg, and their methods are considered dangerous for their order. Malath may not take Vual seriously, but Belfuun finds their presence alarming and dangerous. Belfuun will go by any means to destroy Vual.

Belfuun tries to keep in contact with the other deities outside Gheru-bareg, especially deities who have no ethical boundaries against the use of magic. Surprisingly, she has established a secret connection with the Orcish deity Reputnuk the Progenitor.

WORSHIPPERS

Belfuun is the deity of the Hobgoblin magic users and she is also the matron of all females. While most of the other Hobgoblin deities are seen as saviors and paragons to be idealized, Belfuun demands a lot more than that.

She is extremely jealous and demands her followers to only worship herself. She is the one deity in Gheru-bareg that demands their followers to devote themselves to only one deity. She grants favors to very few of her worshippers. The Fireborn never fully answers any prayer if she doesn't get proper praise in return.

Lately, Belfuun has increased her dominance over the female population of Hobgoblins, because of Vual's interference. She aims to keep females away from Vual's influence

CLERICS AND RITUALS

Divine magic and rituals are rarely used among Belfuun's priests. Many of them are primary magic users with some blessings bestowed upon them. Unlike the magic deities of other races, Belfuun wills her priests to specialize on offensive magic and rituals only. Other practices of different areas of magic are extremely rare. Magic isn't accepted as a practice of academics or research but instead it is considered something purely practical, much like the general Hobgoblin perspective.

Magic is only used as a beneficial tool for the Hobgoblin settlements and the advancement of the military. Also, Belfuun wants to eliminate any possibility of her followers becoming too carefree and acting as her rivals.

Hobgoblins devoting themselves to Belfuun have no interest in leadership, management and such desires. Because of their magical abilities they are feared and respected figures in the military but they are almost never commanders, generals or chiefs of the communities.

On top of the hierarchy in settlements following Belfuun's rule, sit the most powerful arcane spellcaster. The Hobgoblin who has the most power in magic, holds the position of High Acolyte of The Fireborn. The duty of the High Acolyte is to determine the best and most advantageous ways to use battle magic, prepare war mages to take positions in the armies and report to the commander of the forces.

The other ranks under the hierarchy of a High Acolyte are a special type of judges called Vagroha. In many settlements of Hobgoblins, there are only one Vagroha taking care of inspection of the settlement. Only the largest of cities have more than one Vagroha. The Vagroha only specialize in divine

magic as the priests of Belfuun. They have complete and adamant authority over the laws of their own settlements. They take records of arcane spells, tomes, their amounts, their information, possession and location. They have extensive information on magic and the use of magic in its respectful fields. They also ban the magic that is not approved by Belfuun. This is probably Belfuun's will to destroy any competition even before it is born. The Vagroha control the number and power of magic users in the name of Belfuun.

Belfuun's hierarchy is more obscure when compared with the other structures in the Hobgoblin society. Two warriors can settle the differences or a challenge for leadership with their blades and be praised for acting as such but a spell war between two magic users has the most severe and unpredictable results. That's why there are no desire to lead in Belfuun's followers and as a result to that there are very few power struggles.

SUPERSTITIOUS MAGIC

Learning Magic, in the life of the Brutal Races is harder than it is in the lives of more civilized ones. The lack of magical institutions, traditions and discoveries cripples the growth of magical knowledge. Obtaining magic by divine and infernal sources may grant any individual a disproportionate amount of political power, and political power in such a violent community always carries a fatal risk. Also, any kind of personal power is guarded arduously, jealously and secretly so that it doesn't pass on smoothly to the posterity.

Any kind of magical tradition that is passed down to posterity is unreliable, imperfect or outright fabricated. By this way the Brutal Races have developed an orally-passed down and quite unreliable kind of magic. It combined half-complete spells, partial alchemical formulas, pleas to higher beings and mispronounced ancient words spoken in long lost languages, alongside many improvised methods and incantations.

Usually, Superstitious Magic is just plain old superstition and usually has no effect at all. But rarely does it really have an effect. By sheer luck, by the intervention of a higher being, or by the whims of fates a magical effect occurs. These effects are usually unreliable and mostly depend on what kind of higher power grants the magic and why this power grants it. A specific deity may have plans for a superstitious tribe so that they can grant some sort of fickle power as a result of fulfilling some sort of worthy superstition and when the time is right they may withdraw this power, leaving the superstition as a random act with no benefit at all.

Magical entities and forces that grant the power to Superstitious Magic not necessarily be the ones that pleas are directed against. A tribe of Goblins which has started their

In our completed book, we plan to provide you with 10+ very interesting Superstitious Magic examples and their underlying superstitions. We will also include instructions and tables on how to randomly generate new superstitions and their magic.

formidable journey towards being creatures of good intentions may have their superstitions granted by good deities, celestial beings or beneficial creatures with magical powers to steer them towards the path of light; even though they unknowingly pray to their destructive deities. And when these said good entities withdraw their granted blessings when they would be used for evil, the failure of these superstitions would be blamed on the deities of evil.

Unlike an infernal pact of a thrall or a divine relationship of a shaman, Superstitious Magic is not binding in any way. Wielders of this type of magic know this and try to get every little ounce of advantage they can get from it.

Superstitious magic has some unique features and guidelines to be followed, many of them very flexible. What makes these powers unreliable comes because of this flexibility. This knowledge passed down to posterity as an oral tradition and this means that the superstition details are always ever-changing.

The first important element of Superstitious Magic is its very goal. Every superstition needs to have a goal to achieve. It may be getting rid of one's enemies; it may be to gain an advantage on an endeavor; it may be to find plentiful food; or it may be to get a good night's sleep. Once you determine the goal, you have to determine your taboo.

The Taboo in a superstition are the detailed instructions on how to perform this so-called magical ritual to achieve the goal. It can involve actions from painting or tattooing your skin; behaving in a certain, maybe weird way; or even sacrificing something or someone important to you.

Once the Taboo is set, the Dungeon Master secretly rolls if the superstition has any kind of magic evolving around it at all. The Dungeon Master is the final arbiter on how the system of the Superstition Magic will work. The Superstition Magic can have a percentile dice roll, or it may be a simple d20 roll.

Even though the superstitions are mundane by nature, by the power of belief, they may have some slight magical effects too if decided so by the Dungeon Master. In that case, the magical powers will be added on top of the mundane powers.

If left to chance by the Dungeon Master, chance for any superstition to have magical effects manifested starts with a flat 20%. The Dungeon Master can increase or decrease the primary chance of success according to role play or sacrifices made by the character. Every time Superstitious Magic is used successfully, the next time the chance increases by 5% and when a fail occurs the chance resets back to 20% starting again. The chance of success will never increase beyond 80%.

Every superstition has a mundane power which can be used by anyone.

After each and every failed attempt, the user of a superstition has a chance of making a DC 14 Charisma (Deception)



or Dexterity (Sleight of Hand) check to blame anything else for the failure other than the superstition to avoid rendering it completely useless. If the superstition has manifested its magical effects at least once, these checks will be made with advantage.

Any person can benefit from one mundane and one magical power from Superstitious Magic, these two can be of different superstitions.

Here are three examples of superstitions:

STICK OF LEADERSHIP

This is an object that grants authority over believers. It can take the form of any rod, staff or any object of royalty. In this case, it is a piece of stick which crudely resembles a scepter.

Mundane power: The wielder of the Stick of Leadership has advantage on any Charisma (Persuasion) or Charisma (Deception) checks against the members of any community that believes the stick has divine purpose.

Magical power: If the Stick of Leadership is granted magical power, the wielder of it can use their action to unleash its power to enthrall the people believing them as if casting a charm person spell as a 3rd level slot once every 7 days.

Taboo: The Stick of Leadership must always be in the possession of the leader. If the Stick of Leadership changes hands, so does the leadership. The old wielder has to obey the new leader too or they would anger the community. The believer community immediately becomes hostile to any previous user who refuses the Stick of Leadership's authority. The community needs extensive and routine convincing to believe in Stick of Leadership. If the Stick of Leadership isn't maintained by succeeding on at least one Charisma check each day, it will lose both mundane and magical properties.

SPEED PAINT

These paints are rumored to grant powers of wind, sky or raging flames upon the wielder. The colors are always different from one story to another. Sometimes blue is used to represent the endless skies; sometimes hues of white are added to represent mighty winds; sometimes strokes of red are painted to remind ever-burning flames; and sometimes blotches of green are smeared to resemble greenery. The paint is usually applied in lines and sharply pointed tribalistic designs.

Mundane power: The wielder of the paint has advantage on checks to convince others that they are faster than usual. They will never lose in a mundane running race if the opponent is convinced the paint does grant speed. Once a day, the wielder of the Speed Paint may get +1 to their AC on one ranged attack made against them; but the wielder needs to declare they want to activate this effect before the dice roll's result is declared.

Magical power: The wielder truly gains magical power of speed. When the Wielder of the Speed Paint activates the Superstitious Magic as a bonus action, they will get +5 ft. to their movement speed for one minute. When using the Dash or Disengage actions they will get an additional +5 ft. (total of +10) on top. The ability to use this Superstitious Magic will be restored on a long rest.

Taboo: The paint needs to be of a particular color. Finding, producing or purchasing the paint will require at least 15 gp of wealth spent. Also, the paint needs to be carried for at least one day after applying, for wet paint will have no effect at all.

EVIL EYE

The Evil Eye is used as a protection against ill-intentioned people and their negative thoughts. The power of sight is considered to have reign over people and Brutal Races need a way to protect themselves against such a power. An idol in the shape of an eye is made from glass and kept as an accessory.

Mundane power: If the eye is visible on a person, the first skill check in a day made against the person wielding their eye by any person believing in the powers of the Evil Eye will be made in disadvantage. The opponents will have wavering confidence against the famous powers of the evil eye.

Magical power: Wielder of the Evil Eye can use their reaction against any gaze based magical attack to reflect it back upon the source. The ability to use this power will be renewed at a long rest. Also, any scrying attempt on the user will alert the person carrying the Evil Eye in a subtle way and the attempt will fail.

Taboo: Forging an Evil Eye needs expertise. They are made by specialist artisans proficient in the use of Glassblowers Kit and each will cost 50 gp. The Evil Eye needs to be worn in a visible way to have an effect. They will lose all mundane or magical properties when broken.

GROUP BACKGROUNDS

Group Backgrounds are intended for player characters that share their past as a whole. They can hail from the same tribe, being in the same family; they may be a part of an elite group of soldiers; or they may be the agents of a religious organization. The purpose of the group backgrounds is to unify the group in their backstories and provide a division of roles to fill outside of combat scenes.

Any group of players who have a number higher than two can choose a group background. The players choose their roles in that particular group and get their skills and traits from these said background pool. The largest designated group background is designed for eight people, but filling all the roles isn't necessary. Also, during the character creation process, players may decide not to use the group backgrounds and choose individual backgrounds too. Any groups of players who chooses the group backgrounds needs to use the information below:

If or when a character dies while using a Group Background and the player wants to use the Group Background again, they can join in with their new character too. It is easy to think that the group might have invited another tribesman to the fold that may fill the role or rather they can seek another person with similar skills. The group may even train some newbie to fill in the shoes of their fallen comrade. The new character doesn't need to have the same trait or skills. They can choose their skills as they want as long as they follow the roles and traits given in the same group background.

Using the Group Backgrounds is extremely easy: Each character selects a role from the list, gains the skills related to the role and chooses one of the traits. The traits don't need to match the theme of the role. An ambusher can be the cook of the group, while the scout can act as the face of the group while interacting with other people.

Below we are giving you an example of a group background. In the book, there will be a total of 5 group backgrounds.

BRIGAND GANG

A Brigand Gand is a group of people who dedicate their lives to ambushing travelers and trade caravans to strip them of their material wealth, while dodging the authorities and occasionally performing petty robberies. They excel in living on the periphery of civilization, always hiding and always tending to their own needs. Select a role from below. Unless specifically stated, each role must be taken only once. Roles in a Brigand Gang are as follows:

The Trapper: The Trapper is the person who is responsible for setting up traps. They also look out for any traps that other people may have laid for the Brigand Gang. If you select The Trapper as a background, you gain proficiency in the two of the following skills: Nature, Perception,

Investigation, or Survival. You also gain proficiency in Tinker's Tools or Thieves' Tools.

The Robber: The Robber is the person who intimidates the preys of the Brigand Gang, distracting them to avoid unnecessary battles. If you kill every traveler who journeys through your area, you won't get any more travelers. The Robber needs to be convincing. If you choose The Robber as a background, you gain proficiency in the two of the following skills: Intimidation, Deception, Insight, or Persuasion. You also gain proficiency in the Disguise Kit.

The Lookout: The Lookout is the person who is responsible for spotting the danger and the prey alike. It is one of the most important roles in the gang. If you select The Lookout as a background, you gain proficiency in the two of the following skills: Perception, Athletics, Survival, or Stealth. You also gain proficiency in Cartographer's Tools.

The Brute: The Brutes are the most common gang members. So, more than one person can choose to be The Brute in the group. They are the muscle of the gang. If you select The Brute as a background, you gain proficiency in the two of the following skills: Athletics, Intimidation, Medicine, or Stealth. You gain proficiency in any tool the gang members haven't gained proficiency for yet. You may also gain proficiency in a Gaming Set of your choice too.

The Handler: The person who is responsible for the arrangement of the escape after the crime has been committed. Getting the mounts and vehicles ready for an escape, securing the loot and standing ready when needed are the responsibilities of The Handler. If you select The Handler as a background, you gain proficiency in the two of the following skills: Animal handling, Acrobatics, Nature, or Stealth. You also gain proficiency in either Vehicles (Land), Vehicles (Sea) or Navigator's Tools.

TRAITS

Any member of the Brigand Gang can choose a trait from the following list. Each member should choose a different trait for better flavor but it is not necessary.

Able Cook: A Brigand Gang that lives in the wilderness needs a very good cook. As long as materials are provided, you can prepare a nourishing meal for up to 10 medium sized humanoids each day. If the food is scarce and the meals are rationed carefully, you can feed up to 20 medium sized humanoids, staving off exhaustion from lack of food but not satisfying any of them. If the food is scarce and the meals are rationed, you as the cook must provide the people you feed with good amounts of food every three days or they will suffer a level of exhaustion. Meal portions are halved for each size increase and doubled for each size decrease (5 and 10 for large, 20 and 40 for small).

Hideout Fixer: As the Hideout Fixer, you have learned the ways to prepare a residence or a small community for the Brigand Gang to hide in. You have learned how to hide your Brigand Gang from authorities or your enemies through intimidation or persuasion. As long as the members of



We plan to include 5 group backgrounds in our completed book, each very diverse and extremely useful.

the Brigand Gang don't harm the actual residents of the hideout directly, leave the hideout for more than a week or rob the actual residents of the hideout, you can use the hideout as a base of operations. If or when the Brigand Gang harms a resident, leaves the hideout unattended for a long time, or robs the actual residents; the residents might try to alert the Brigand Gang's enemies or authorities. If half or more of the original hideout residents are dead or missing for any reason, the hideout will be rendered useless and a new one needs to be acquired.

Skilled Fence: The Fence is the gang member who is responsible to hoard and sell the acquired goods and loot. Most of the time dealing with criminally acquired loot is risky, cheap, or even worse, both. You can sell the ill-gotten goods the Brigand Gang acquires close to a market price. In the case that you somehow acquire a black market contract and your goods are adequate, the payment you will receive for them will be at the original market's listing price. Also, you may try to acquire magical items from special vendors, but the price isn't guaranteed to be reasonable.

Gracious Motivator: Most of the Gracious Motivators in a Brigand Gang act as the leaders of the gang but sometimes it's the chief's right hand that holds the gang together. By convincing, threatening or even lying; you maintain the integrity of the Brigand Gang and keep the members united under the banner of their common goal. If there

are communities near your hideout, you can try to acquire some new talent who is sympathetic to your Brigang Gang once every week. You will be responsible for acquiring contacts from outside the Brigand Gang. As long as you keep in touch with your contacts at least once a month, you can benefit from the small bits of information they provide you. The contacts you have will be considered friendly towards you as long as they are not risking their lives or possessions directly. These contacts will not spend any significant resources, but they will provide subtle assistance when they can.

Insightful Misfit: As the Insightful Misfit of your Brigang Gang, you are the special snowflake of the group. You take on the odd jobs that no other person in the Brigand Gang is willing to do. You are usually either bullied into doing such jobs or do them out of volition to stay away from the people. In your seclusion you have procured unique ways to contribute to your team. You can roll an Intelligence, Wisdom, or Charisma ability check (not skill) against DC 10 to find an embarrassing way out of a difficult or potentially dangerous situation which is outside of a battle. Finding a solution doesn't mean that the rest of the Brigand Gang members will accept this usually embarrassing solution. The Dungeon Master is the final arbiter in such a situation but for such a solution to be effective, at least half the Brigand Gang that are present must follow the way you devised for it to be successful.

Formidable Trainer: As the trainer and drillmaster of the Brigand Gang you provide fitness and readiness to all members of the Brigand Gang. The Brigand Gang can also apply a trainer from outside for any of their skills but in that case this individual needs to be compensated in some way. As the drillmaster of the gang, you train your gang in the skills and weapons that you are proficient in. When you decide to take a pupil seriously you help them drop down the required day (250 days) and gold (250 gp) cost to 200 each. (This is explained under the Training a Skill or Language rules given in appropriate books of the system.)

Ambush Master: You can prepare a place to hide your Brigand Gang while they wait for your prey. You can scout and observe the areas near to your ambush point for a perfect hiding place. While you are present in an ambushing party, you can give any Brigand Gang member an advantage on their Wisdom (Survival) skill checks once a day. Also, if you prepare an ambush; the Dexterity (Stealth) skill check to remain hidden in one place will be active for one day without the need to roll more as long as you or the other Brigand Gang members don't move more than 10 feet away from where they rolled for their individual Dexterity (Stealth) skills originally.

Expert Communicator: As the silent communication expert of your Brigand Gang, you are responsible for the most quick and stealthy communication between your gang members. You train them in reflecting light,

mimicking animal sounds, performing hand signs or any other means by training at least four hours a week. This communication method is always dependent on simple and predetermined phrases. Among many examples are; "incoming enemy", "incoming prey", "you can advance", "time to strike" or likewise. This method of communication is impossible to detect because of your arduous work and dedicated tutorship.

BLOOD HUNT

Unlike the city dwellers, the Brutal Races are always under threat of being hunted. Any city-dweller races can experience conflict or battle but not as often as a member of a Brutal Races can. Even in times of war, city dwellers have many traditions and rules that provide safety and respect for each other.

The Brutal Races are almost constantly intertwined with the concepts of violence and bloodshed. They fight among each other as much as they fight with the civilized races and other external threats too. Even if they don't settle into larger settlements, their aggression against each other is higher in comparison when compared with the city dweller races.

For this reason, only, any party that mostly or fully consists of Brutal Races can be constantly under threat of being hunted by any parties. With each thwarted hunt they become bigger targets. Even their people can have grudges against them. They might want to prove themselves against the might of the player group; may want to take some specific loot from them; or may simply be violently jealous.

The city dwellers, in addition to the previous reasons, might consider a powerful Brutal Races group as a threat and may want to stop them. For all these reasons and many more, a party that mostly consists of Brutal Races is always under threat of a Blood Hunt.

The Dungeon Master may trigger the Blood Hunt mechanics at any time. The enemies may begin their pursuit when the group reaches a special milestone; when the group defeats an important monster or an important Non-Player Character figure; when they are particularly successful; when they get ahold of an important artifact with great power; or when they make a name for themselves. Even though not all the Blood Hunt objectives are to destroy the group, all encounters with them include some significant violence and action serving different kinds of game plays.

Also, the Dungeon Master may want to trigger these events once in a few sessions or in certain level milestones (such as every five levels or every proficiency tier of the group).

The Blood Hunt mechanics present you with customizable encounters that will increase the tempo of the game and open new paths for the game to advance into. The group may want to retaliate against their pursuers resulting in many different stories to form, just by themselves.



The mechanics for the blood hunt is optimized for a 4 person party. If the party is less or more crowded than these, the Dungeon Master will need to adjust the encounters as they see fit.

BLOOD HUNT SCENARIOS

SCENARIO A

While performing a mission in the area, the group which consists of Hobgoblins, Orcs, Half-orcs, and Goblins draws the attention of Dushoiin the Elven Ranger and his two friends who are protectors of Vaashkniniel Forest in the realm of the Elves. The group will also need to overcome the animal companions they summon to their aid. After an arduous chase, they defeat Dushoiin and his Blood Hunt party but the rumor of Dushoiin being defeated triggers another Blood Hunt party.

At this point more than one scenario can be followed:

- Dushoiin's sibling, who is a ranger too, can form a larger Blood Hunt party and hunt the Brutal Races group.
- Dushoiin's legendary weapon, the Green Bow, is captured by the Brutal Races group. A human mercenary named Velas, who wants the bow for himself, goes after the Brutal Races group with his private army.
- The Brutal Races group bothers a strong regional Hobgoblin chief, Shurruk by causing a ruckus in the area defeating Dushoiin and undermining his status. He fears that the Brutal Races group is after his position and scalp so he gathers his most elite soldiers and begins hunting the adventurers.

SCENARIO B

Four Orcs from the same tribe have fought and eliminated the threat of a Hill Giant clan that has been terrorizing their area. Even though the Hill Giants are a disagreeable and dangerous bunch, it is also unacceptable that a group of Orcs were those who bested them. Those Orcs that can kill half a dozen Hill Giants are a larger and smarter threat to the civilized races.

This may be a reason for a Blood Hunt to begin too. If you follow the tables we provide in our book, you can arrive at similar scenarios too.

- Fandrún Stonehelm is the leader of the Dwarves living near the area where the Hill Giants once lived and he now wants to send a select, elite force to eliminate these new threats bordering his lands. An experienced Dwarven Paladin is selected and sent after these four Orcs. Their sole goal is to destroy or drive them away from the surrounding areas.
- Another alternative is the notorious mercenary commander Charguus, who feels overshadowed by the success of these four Orcs. He was once considered one of the deadliest warriors in the area but these wretched Orcs have surpassed his fame. For this reason, he yearns to face these Orcs in battle and restore his reputation. He recruits some mercenaries to his cause and begins the Blood Hunt
- A Human magic user named Mershav needs some items from the slain Hill Giants for her magical research. She traveled to the cave complex where the Hill Giants once

lived but found them ransacked thoroughly and their remains were picked clean by the scavengers and wild animals. So out of anger and frustration, she contacts a few of her acquaintances and begins hunting these foul Orcs, believing that they have the research equipment on them.

The Dungeon Master can create many encounters like those using the tables below.

FORMING A BLOOD HUNT PARTY

Following six tables in order, the Dungeon Master can form a Blood Hunt party to hunt the group. The Dungeon Master may choose the options from the tables as they want, or they may choose to roll the dice to determine the details too.

TABLE 1: REASONS FOR A BLOOD HUNT

The First Table is the reason for the Blood Hunt. It determines why the Blood Hunt party was formed and what is their reason to exist.

TABLE 2: THE LEADER OF THE BLOOD HUNT

The Second Table determines the class of the Blood Hunt party's leader. This leader has class levels and abilities similar to the player characters and many varying abilities. For higher-level leaders, the Subclassed for these leaders should be determined by the Dungeon Master. Also, the leader adds the Perks and Flaws from their respective groups on the table affecting either themselves, the hunted group, or their followers. The behavior of a Blood Hunt changes according to their leader. There are two complexity ratings for the Blood Hunts, if you want it to be less complex pick two Perks and one Flaw; if you want it to be a little bit more complex pick all three Perks and one Flaw. The definitions of these Perks and Flaws are given after the tables.

TABLE 3: THE RACE OF THE LEADER

The Third Table can give cosmetic inspiration for the follower tables, as it helps the Dungeon Master to choose the origin of the leader. When a blood hunt party is hunting a group of outlaw Orcs and Hobgoblins it would be hard to visualize an Elven blood hunt leader hunting them.

TABLE 4: THE POWER LEVEL OF THE LEADER

The Fourth Table determines the power of the Blood Hunt leader. According to this table, the leader of a Blood Hunt can be as high as 2 levels higher in Challenge Rating than your group or as low as 2 levels lower than them. The Challenge Rating of the group is determined by the average character level of the characters. These statistics are best used for groups of 4. If the number of player characters is below or higher, the Dungeon Master is advised to adjust any result of these tables.

TABLE 5: THE FOLLOWERS

The Fifth Table can be used to determine the followers who are working for the leader of the Blood Hunt. The larger the hunting party, each individual will have lesser power; but in reverse the smaller the hunting party, the individual will have greater power.

TABLE 6: POWER OF THE FOLLOWERS

The Sixth Table will determine who these followers will be. They may be coming from noble families or they may be hired men from the darkest guilds. The Dungeon Master is advised to change the types of followers as they see fit. A high-level Orcish leader with a party of Orcs and Goblins may not have an Archmage with them, so the Dungeon Master may take the statistics and use them as an Orcish Shaman.

REASONS OF A BLOOD HUNT

d8	Reason
1	Revenge. Taking revenge for people or beings the players killed or harmed.
2	Fame/Infamy. Jealousy of the group's success and wanting to challenge the players to benefit from their fame. Sometimes seeing the fame/infamy of the group to be a threat to themselves.
3	Banishment/Chasing away. To end the threat the players pose by chasing them away or making them leave by any means(including killing them).
4	Material gain. Thinking the players gained enormous wealth by their exploits and wanting the riches for themselves.
5	Acquisition. Trying to take an important item, information, magic or person the players acquired in their adventures.
6	Divine/Order/Cult. Exploits of the group threatening a particular faith or organization, threatening or conflicting their world view.
7	Misunderstanding. Thinking the players slighted them in a way and starting the hunt, when the party actually did not.
8	Mercenary. Being hired by someone else for a specific reason against the party and the reason not being clear to the blood hunt members. The client might have any of the other 7 reasons, but does not join the hunt themselves.

THE LEADER OF THE BLOOD HUNT

d100	Class	d100	Class
1-4	Wizard	54-60	Barbarian
5-8	Sorcerer	61-67	Fighter
9-12	Bard	68-73	Ranger
13-17	Cleric	74-80	Talon
18-22	Paladin	81-88	The Pack
23-27	Warlock	89-94	Warchief
28-33	Monk	95-99	Marauder
34-39	Druid	100	Dualclassed (Dual-classed Leaders are not advised but it is completely up to the Dungeon Master to use them)
40-46	Ancestral Shaman		
47-53	Rogue		



THE RACE OF THE LEADER

d100	Race	d100	Race
1-4	Elf	49-54	Kobold
5-8	Half-elf	55-62	Human
9-12	Gnome	63-68	Lizardfolk
13-17	Halfling	69-74	Gnoll
18-21	Tiefling	75-80	Orc
22-26	Dragonborn	81-99	Half-orc Variant
27-31	Dwarf	100	Any other Exotic race
32-36	Goblin		
37-42	Hobgoblin		
43-48	Bugbear		

LEADER POWER LEVEL TABLE

d10	Party Level
1-2	-2
3-4	-1
5-6	Same as party
7-8	+1
9-10	+2

FOLLOWER POWER LEVEL

d10	Number of Followers	Follower Total CR
1	20 followers	Blood Hunt Leader Level + (1d4)
2	15 followers	Blood Hunt Leader Level + (1d4+2)
3	12 followers	Blood Hunt Leader Level + (1d6+2)
4	10 followers	Blood Hunt Leader Level + (1d8+3)
5	9 followers	Blood Hunt Leader Level + (1d8+4)
6	8 followers	Blood Hunt Leader Level + (1d8+5)
7	7 followers	Blood Hunt Leader Level + (2d6+3)
8	6 followers	Blood Hunt Leader Level + (2d6+4)
9	5 followers	Blood Hunt Leader Level + (2d6+6)
10	4 followers	Blood Hunt Leader Level + (2d6+8)

POWER OF THE FOLLOWERS

d20	Type of Follower	Challenge Rating
1	Noble	1/8 CR
2	Cultist	1/8 CR
3	Guard	1/8 CR
4	Bandit	1/8 CR
5	Acolyte	1/4 CR
6	Tribal Warrior	1/2 CR
7	Thug	1/2 CR
8	Scout	1/2 CR
9	Spy	1 CR
10	Druid	2 CR
11	Priest	2 CR
12	Cult Fanatic	2 CR
13	Bandit Captain	2 CR
14	Berserker	2 CR
15	Knight	3 CR
16	Veteran	3 CR
17	Gladiator	5 CR
18	Mage	6 CR
19	Assassin	8 CR
20	Archmage	12 CR

PERKS

Offensive Tactics. The Blood Hunt Party analyzes the flaws and the disadvantages of their enemies quicker and fights accordingly. All the Blood Hunt party members receive +1 to their weapon and spell attack rolls and +2 to all their damage rolls.

Defensive Tactics. The Blood Hunt party knows of its own weaknesses and disadvantages, and thus fights defensively. All the Blood Hunt party members receive +1 to their Armor Class and all saving throws rolled against the hunted party.

Loner. The Blood Hunt party is led by a Loner who is not used to leading a party. The Blood Hunt party leader gets a +1 bonus on their Leader Power Level table roll but the size of their hunting party is smaller. They will receive a -2 on the Follower Total CR Roll table.

Charismatic. The Blood Hunt party is led by a Charismatic figure who is good with the crowds. The Blood Hunt party leader gets a +3 on the Follower Total CR Roll table.

Quick on the Feet. The Blood Hunt party is led by an expert who can move crowded parties with ease. The movement speed of all the individuals is increased by 20 when they are on the hunt. **Unrelenting.** The Blood Hunt party is led by a leader who won't back down even if they are injured and will hunt till the last person in their hunting party dies. All the members of the hunting party will have advantage on all saving throws against Exhaustion during the hunt.

Special Info. The Blood Hunt party has special information obtained by extensive research or through magical means. All of the members of the hunt have advantage on any Intelligence or Wisdom skill checks to notice, follow, and recall information about the party they are hunting.

Hit and Run. The Blood Hunt party is led by a leader who has the upper hand in combat by retreating swiftly and accurately. All the members of the hunt have advantage on their initiative rolls during the hunt.

Magical Bond. The Blood Hunt party is led by a spellcaster who uses familiars and other magical monsters. The Blood Hunt party leader has 2 CR elemental creature assisting it. This is an addition to the Followers table.

Natural Bond. The Blood Hunt party is led by a spellcaster who has a strong connection with nature. The Blood Hunt party leader has 2 CR beast or fey creature assisting it. This is an addition to the Followers table.

Spiritual Bond. The Blood Hunt party is led by a spellcaster who can bring the dead back to life, and command the holy forces. The Blood Hunt party leader has 2 CR undead or celestial creature assisting it. This is an addition to the Followers table.

Outsider Bond. The Blood Hunt party is led by a spellcaster who can reach behind the planes and is in contact with unimaginable beings. The Blood Hunt party leader has 2 CR aberration or celestial fiend assisting it. This is an addition to the Followers table.

Healing. The Blood Hunt party is led by an able healer who can actively use healing abilities. All healing effects received by all the members of the hunt are doubled.

Trapmaster. The Blood Hunt party is led by an able trap master who can use the traps to their maximum effect. All the saving throws against any trap prepared by this hunt group are done with disadvantage and their damages are doubled.

Unexpected. The Blood Hunt party is led by a leader who always has a trick up their sleeve. The leader of the hunt possesses a powerful magical item that can change the tide of the battle. The Dungeon Master is advised to use this under caution.

Observant. The Blood Hunt party is led by a leader who watches their targets extremely carefully for a long time, learning about their tactics, magical features, and mundane abilities. All of the hunting party members will have advantage in their saving throws against any magical or nonmagical effect that the hunted party forces them to make.

Harder to Kill. The Blood Hunt party is led by a leader who performs arduous drills with their teams. All the members of the hunting party will have 10 temporary hit points.

Powerful Backer. The Blood Hunt party is connected to a certain hierarchy, organization, or cult. All the equipment at this hunting party is a lot better than usual gear, perhaps even enjoying a few consumables like scrolls and potions.

Hard to Catch. The Blood Hunt party leader is adept at escaping and fighting for another day. When the party leader calls for a retreat all the party members can use the Disengage action as a bonus action and will receive +10 to their movement speed.

FLAWS

Convincible. Some Blood Hunt party leaders are prone to corruption. Such leaders can be persuaded to abandon the hunt more easily, by means of bribery, intimidation, or agreement. Such leaders have a disadvantage on any dice rolls on any skill checks or saving throws against the hunted party in a case of negotiation.

Easy to Spot. Some Blood Hunt party leaders are easier to be spotted because of their noisy natures. All the members of such parties have a disadvantage on any Dexterity (Stealth) skill checks.

Fragile. Some Blood Hunt party leaders are fragile and can easily be disheartened when their prey holds their own and show unremarkable resolve. Such hunting parties will retreat if more than half of their numbers are down.

Territorial. Some Blood Hunt party leaders can perform extremes in their chosen areas but won't be much effective when they leave their lands. Such hunting parties will not follow their prey if they leave the borders of their lands.

Vengeful Hunter. Some Blood Hunt party leaders show great hatred and determination when they lose their companions are critically hurt or are dead. The leader will gain the Reckless Attack feature on all of its attacks when half of the members of their hunting party are down.

Reckless Tactics. Some Blood Hunt party leaders can be disorganized more than usual. Such parties have no coordination in their attacks thus gaining disadvantage on all their spell or weapon attack rolls if there is another member of their hunting party 5 feet from them.

Paranoid. Some Blood Hunt party leaders are insecure to work with their hunting parties. Whenever a critical miss occurs in the hunting party they are sure to hit one of their comrades and start inside fighting.

EQUIPMENT

MUNDANE EQUIPMENT

CLAW WEAPON

The Battle Claw is a weapon type that was once seen in many warrior cultures. It is extremely simple to conceal and carry, and very up close and personal to employ; it is the weapon of choice for many close-combat enthusiasts. It comes with diverse varieties to its design. The one that deals slashing damage is called the Battle Claw. The one that deals piercing damage is called the Punching Dagger. The one that deals bludgeoning damage is called the Mace Mitten. (Simple Weapon Proficiency)

PHALANX SPEAR

Also known as the Sarissa, the Phalanx Spear is an unusually long spear which is meant to be used behind allied lines and provide a longer-reach aid while the allies defend the spear line. The Sarissa can reach targets up to 15 feet away without having handicaps at all. If the target is 10 feet away you can attack them with a disadvantage. If the target is 5 feet away, you can't attack them without moving away first. Also, if you ready an attack action to attack an approaching enemy with the Sarissa and they enter your attack's threat range, you deal an extra dice of damage with the Sarissa as part of the same readied attack. (Martial Weapon Proficiency)

MAGICAL STUFF

BLADE OF EXTENDED FOCUS (LEGENDARY)

The melee weapon is imbued with an inspirational magic enchantment. Anyone who is attuned to this weapon has their voice enchanted to be heard from up to 300 feet. The atunee can use their reaction to decrease the magical bonus of this weapon on any attack to +1 to grant any allies in 10 ft. radius to gain +2 on their attack and damage rolls against the enemy the atunee successfully strikes.

Also, the weapon has +3 bonus to attack rolls and damage rolls.

We plan to provide 25+ interesting magical items in our completed book. For the intents and purposes of this booklet, we give you three examples.

We also plan to provide more mundane equipment, weapon properties and armor in our completed book. For the intents and purposes of this booklet, we give you two examples.

BANNER OF FEROCITY

The banner is a single handed item that requires an empty hand to employ, carry and activate. The atunee activates the banner with an action to share the effects of their own Rage feature with any allies within 60 feet. This rage will persist up to 1 minute and follow the same requirements of the Rage feature. This effect will end early for them if any of the allies lose consciousness or wander off from 60 feet of the atunee. If the atunee loses consciousness or somehow ends the Rage feature, the effect will end entirely.

The banner can only be activated once each day.

SOLID STUBBORNNESS

This piece of stone can resemble any hard stone with runes embedded onto it. Unless it is smashed on the head of a male goat, it is a normal, useless rock. When it is smashed on the head of a male goat it shatters into smaller pieces of useless rocks, transforming the poor goat into a Gronghar (Statistics included in the monsters section) for the duration of 24 hours (or until it's slain). A Gronghar created this way will obey and understand all the verbal commands of its creator for the duration of the day. When the duration ends (or Gronghar is slain) it reverts back to its original form, dying in horrible agony.

The only way to avoid this horrible fate is to feed the Gronghar another piece of Solid Stubbornness. This will extend the duration for another 24 hours and heals the Gronghar for 17 (3d10) hit points.



PHALANX SPEAR

MUNDANE EQUIPMENT

Name	Cost	Damage	Weight	Properties
Battle Claw	10gp	1d4 slashing	2lb	Light, finesse
Punching Dagger	10gp	1d4 piercing	2lb	Light, finesse
Mace Mitten	10gp	1d4 bludgeoning	2lb	Light, finesse
Phalanx Spear	15gp	1d8 piercing	4lb	Versatile (1d10), special (reach, readied attack)

MONSTERS & NPC'S

GRONGHAR

The Gronghar resembles an overgrown goat. Its skin and fur may be perceived as if it is made of stone but in actuality it is not. The horns of the Gronghar are very thick and dense. The Gronghar, foams acidic fumes off its mouth. The Gronghar is over 20 feet tall and 40 feet in length. It is very possible to place a howdah for archers on top of this huge beast.

The Gronghar is a hefty goatish beast, usually native to the Feywild. When observed from afar, it appears as if it looks like a boulder with horns coming out of it. The thick fur enveloping the body of a Gronghar is usually ashen gray in color and the shape of the beast resembles a normal sized goat, just a lot bigger. These free-spirited beasts are usually playful and harmonious but can be furious and aggressive at times too. The Gronghar prefers to dwell in the highest mountaintops of the Feywilds. The Gronghar are usually captured, tamed and used as siege beasts by the Brutal Races.

Mountain Dwellers. A Gronghar can climb even the most steep slopes without any real effort. They have a very distinctive diet and can digest a very large variety of rocks, crystals and stones. They can soften strong rock formations with their acidic saliva and devour them lavishly. The Gronghar generally live on the highest peaks of the mountains when they exist wildy in the Feywild. They can be always seen to spend time with their youth playfully or fight among each other to show supremacy to their trippe.

Siege Beasts. Various and numerous cultures and races use captured and tamed Gronghars as beasts of burden and siege beasts. The Gronghar are very effective siege beasts and can easily overwhelm attackers with their acidic saliva. They can demolish most fortifications quite effectively and in a short time. If indoctrinated and tamed properly a Gronghar can carry a basic wooden howdah that can double as an archery tower that can fit four medium sized or one large sized creature. Although it is not easy to build and maintain such a howdah on the huge beast, since Gronghars lose their tempers quite easily, if one is set up it will stay there as long as the beast is still alive.

We plan to include 10+ various monsters and NPC's to spice up your game with various challenges. Below, you'll find 2 examples of what we'll bring to your table.

GRONGHAR

huge monstrosity, chaotic neutral

Armor Class 15 (Natural Armor)

Hit Points 138 11(11d12 + 66)

Speed 30 ft. 30ft climbing

STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	22 (+6)	5 (-3)	11 (+0)	9 (-1)

Saving Throws Str +10, Con +9

Damage Immunities acid

Condition Immunities prone

Senses passive Perception 10

Language can take commands in both Sylvan and whatever language Brutal Races speak

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Charge. If the Gronghar moves at least 20 feet straight toward a target and hit it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. (included in the attacks section) If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the Gronghar can make one stomp attack against it as a bonus action.

Siege Beast. The Gronghar deals double damage to objects and structures.

Tower's Endurance. If the Gronghar hasn't taken its turn yet, any attacks against it will deal half the damage.

ACTIONS

Multiattack. The Gronghar makes two attacks; a gore and a bite, a gore and a stomp or a bite and acid spray.

Gore. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 30 (5d8 + 7) piercing damage.

Bite. Melee Weapon Attack: +10 to hit reach 5 ft., one target. Hit: 21 (4d6 + 7) piercing damage plus 9 (2d8) acid damage.

Stomp. Melee Weapon Attack: +10 to hit, reach 5 ft., one prone creature. Hit: 29 (4d10 + 7) bludgeoning damage.

Acid Spray (Recharge 6). The Gronghar spits acid in a cone that is 30 feet long and 5 feet wide. Each creature in that cone must make a DC 15 Dexterity saving throw, taking 21 (6d6) acid damage on a failed save, or half as much damage on a successful one. This acid attack deals double damage to structures and buildings.

MORT-ZARAN MASTER MONK

Ychelgu The Grim is a mysterious and much feared deity among the Hobgoblins. There are secretly placed monasteries dedicated to him hidden in large strongholds, ancient cities and dense jungles. Monks of Mort-zaran train relentlessly in such monasteries. These monks travel for deadly missions across all the realms; they travel from the darkest forests to deepest caverns without a shred of fear or a speck of doubt.

Way of the Four. Mort-zaran Monastery functions in groups of four just like the pantheon of Hobgoblins does. The highest person on the hierarchy, the master, fulfills the actual missions such as assassinations or other crucial and deadly tasks. Under the tutelage of the master, the two acolytes are assigned to the master as scouts, investigators and skirmishers. Lastly, the apprentice doesn't really attend to the missions but only lives to serve the master and the acolytes. Masters are superior to acolytes and the apprentice in every way, tutoring them in every aspect of life to improve their skills. Teams known as The Way of the Four have a notorious reputation for being able to handle a group of soldiers with ease.



MORT-ZARAN MASTER MONK

medium humanoid (Hobgoblin), lawful evil

Armor Class 15 (Unarmored Defense)

Hit Points 98 (15d8 + 30)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	10 (+0)

Saving Throws Str +6, Dex +7

Skills Acrobatics +7, Insight +6 Stealth +7

Senses Darkvision 60 ft., Passive Perception 12

Language Common, Hobgoblin

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Blows. Mort-zaran Master Monk's unarmed attacks count as magical.

Unarmored Defense. While Mort-zaran Master Monk is wearing no armor and not wielding a shield, their Armor Class equals 10 + Dexterity modifier + Wisdom modifier. (Added)

Steps from Darkness. While Mort-zaran Master Monk is in dim light or darkness, as a bonus action they can teleport up to 60 ft. unoccupied space that is also in dim light or darkness that they can see. Mort-zaran Master Monk also has advantage on the first melee attack before the end of its turn.

ACTIONS

Multiattack. Mort-zaran Master Monk can make either three unarmed strikes or three dart attacks.

Dart. Ranged Weapon Attack: +7 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Unarmed Strike. Melee Weapon Attack: +7 to hit, reach 5 ft.,

one target. Hit: 8 (1d8 + 4) bludgeoning damage.

Precision Strikes (3/Day). If the Mort-zaran Master Monk hits a creature with Unarmed Strike they can choose one of the following effects:

The target must succeed on a DC 16 Constitution saving throw or be stunned until the end of the Mort-zaran Master Monk's next turn.

After Mort-zaran Master Monk takes the attack action they can make one additional unarmed strike as a bonus action

After Mort-zaran Master Monk takes the attack action they can take the Disengage or Dash action as a bonus action.

REACTIONS

Missile Deflection. Mort-zaran Master Monk can use his or her reaction to deflect or catch the missile when targeted with a ranged attack. The damage from the attack is reduced by 12 (1d10 + 7). If the damage is reduced to 0, they can catch the missile if at least one hand is empty.

Careful Landing. Mort-zaran Master Monk can use his or her reaction to reduce any falling damage to an amount equal to 12 (1d10 + 7).

LEGENDARY ACTIONS

The Mort-zaran Master Monk can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Mort-zaran Master Monk regains spent legendary actions at the start of its turn.

One with Darkness. Mort-zaran Master Monk can cast darkness or silence spells without providing any material components.

Unseen Blows. Mort-zaran Master Monk can use his reaction to make one additional unarmed strike.

Iron Body (Costs 2 Actions). Mort-zaran Master Monk regains a number of hit points equal to 1d8 + 4 hit points.

Shadow Killers. Mort-zaran monks have mastered the techniques of stealth and camouflage as well as the magic dedicated to manipulate shades and darkness. As they attend only to important and special missions, monks of Mort-zaran are privileged to access a variety of specialized equipment like potions, elixirs, and scrolls. Even though they have extensive materials, equipment and arsenal, they rarely operate openly. They almost never fight head on and prefer to handle their jobs with the use of stealth techniques and expert deception.

Enforcers and Warlords. A monastery of Mort-zaran in a settlement is a sign of might and influence of the local Hobgoblin warlords. The monks of Mort-zaran can continue their activities in places where order and law are ensured. Training a Mort-zaran monk is a collective process which is also extremely expensive and difficult. Many of the young Hobgoblin trainees perish due to harsh training sessions. At times, in the ruins of destroyed cities or among the survivors of defeated war camps, individual Mort-zaran monks can be encountered. These pariahs search for new warlords who are worthy of their services. People with secular or personal ambitions are shunned from the idea of teaching in Mort-zaran.

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