

BRUTAL RACES PLAYTEST 2: RACE MECHANICS

NOTICE

This is the Playtest Material for upcoming rulebook, Book of Conflict: Brutal Races for 5E. The material featured in this document does not represent the final product and subject to change.

In this document we present four core races; Bugbears, Goblins, Hobgoblins and Orcs, along with six sub-races for each.

YOUR FEEDBACK

What we hope to gain from your feedback:

- ▶ Integrity between lore and traits.
- ▶ Differences and correlation between core races and their sub-races.

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BRUTAL RACES

BUGBEAR

The Bugbears stand out as being the most scarce among the brutal races, which is for the good of the realms. Just as they are divided into different tribes, even those of the same tribe can live far apart, unlike any other race. Even though they often reside geographically close to their kind, interactions beyond hostility might be absent. Their prevalent trait is laziness, evident in matters of reproduction and childcare. Bugbear tribes have differentiated based on tribal and clan cultures, reflecting how they perceive the world, which is of utmost importance here.

Vulture Tribe Bugbears are the most well-known and relatively numerous. Due to their cautious nature and better-controlled greed, their survival rates are dramatically higher. The enigmatic Serpent Tribe Bugbears are both less crowded and visually distinct. They also possess some magical abilities. Wolverine Tribe Bugbears, besides being aggressive enough to rival Gnolls in savagery, are fearsome warriors. Moose Tribe Bugbears, while not as wild, are the largest of their kind and can be equally dangerous when provoked. Lupine Tribe Bugbears resemble fey more than they do humanoids and have abilities unique to different realms. Mammoth Tribe Bugbears, by far, are the laziest, characterized by their obese build. However, they are socially more active and remarkably successful in integrating with other societies.

BUGBEAR TRAITS

Your Bugbear character possesses a blend of physical advantages and animalistic grace in their abilities.

Ability Score Increase. Your Strength and Dexterity score increases by 1.

Age. Bugbears mature similarly to Humans. They reach maturity at 14 and live up to around 80 years.

Size. Bugbears are considerably larger and heavier than Humans. Their height ranges around 7 feet (2 meters), and they weigh about 250 to 350 lbs. (115 to 160 kilos). Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You 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.

Beastly Grace. You have proficiency in Stealth skill.

Keen Nose. You have an extraordinarily keen smell sense and gain advantage on your Perception checks that rely on smell.

Oversized Stature. You are larger and more muscular than most races of your size, which often allows you to leverage your size in surprising ways. When attempting a task that involves your size, physical bulk, or the intimidation it can create, such as reaching for something high, holding a door closed, asserting dominance, grappling, or resisting being moved, you can roll a d4 and add the number rolled to your

Strength, Dexterity, or Charisma check (choose one appropriate for the task).

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

Tribes. Raised in small and secluded clans, bugbears have gradually diverged from one another over time. While influenced by geographical conditions, the quantity of resources needed for survival has often led to differentiation among these clans. Clans in resource-scarce regions tend to be more aggressive and have smaller populations.

BUGBEAR TRIBES

Six Bugbear Tribes are presented in alphabetical order.

VULTURE TRIBE

Robust, agile, cunning, and willing to fight when necessary, this tribe is the most well-known and crowded among all Bugbears. They can be found in clans that live close to cities and towns in every geographical area. Moreover, they find their place among bandit gangs or other Brutal Race groups, communities, or organizations. Due to their racial abilities, they likely assume roles such as scouts, guards, or shock troopers in larger bands. While they are generally handy, trustworthy individuals among them are exceptionally scarce. They rarely live in large numbers, yet there is knowledge of numerous small settlements of the Vulture Tribe.

Nonetheless, they maintain caution due to distance from resources and reveal their bullying nature when encountering weaker companions. It is rare to see all warriors of the tribe engaged in battle simultaneously. Overall, they are prudent, intelligent, and skilled. They can adapt to or coexist with most other Bugbear tribes.

VULTURE TRIBE TRAITS

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

Shocking Ambush. During the first turn of any combat, if you hit an enemy who hasn't had their turn yet with a weapon attack, you deal an additional 1 weapon dice of damage with the first strike you have. Additionally, if the creature fails a Constitution saving throw against $8 + \text{your proficiency modifier} + \text{your Strength modifier}$, they become stunned until the end of your next turn.

Opportunistic Predator. Your tribe's reputation for capitalizing on moments of chaos is well-earned. When you score a critical hit or reduce an enemy to 0 hit points, you can immediately move up to half your movement speed without provoking opportunity attacks. This movement can be used to engage another target or to retreat to a more advantageous position.

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

SERPENT TRIBE

Despite their relatively low numbers, Serpent Tribe Bugbears can achieve exceptional feats and gain recognition. This has made them well-known despite their reclusive lifestyle. While most Bugbear tribes favor hiding and secure environments, the Serpent Tribe takes it to extremes. They often reside underground or within dense forests. They avoid any light source in their deep sanctuaries and become intimate with the darkness. In certain places, Serpent Tribe Bugbears might be employed by mighty shadow creatures. Sometimes, they harness weaker shadow creatures for their purposes.

They exhibit an extraordinary level of caution verging on paranoia. Their trust is hardly earned, even within their families or tribes. This approach often drives them to solitude, restricting their ability to communicate with others. The places they inhabit are pretty eerie. These locales, where light is scarce or absent, are navigated silently by the large, seldom-speaking figures, creating a gothic nightmare. Consequently, outsiders are rarely seen in their settlements. Even races accustomed to subterranean living find such places deeply unsettling. As a result, they rarely interact with other races.

Those who have somehow strayed from their tribes often become highly dangerous assassins or scouts. Their racial abilities grant them significant advantages in certain aspects. Leadership within their tribes is typically based on lineage, passed down through blood ties. Due to their paranoid nature and lack of trust in anyone, they view disobedience or rebellion against their leaders as a significant risk. Unlike many other brutal races, their leaders are not necessarily expected to be smarter, more skilled, larger, or fiercer. They rule solely by blood right, and each tribal member harbors a natural fear of their leaders.

Surprisingly, this tends to yield favorable outcomes. While some leaders can be as paranoid as their tribal members, most transcend this approach. With just a few manipulations, they can easily exploit the distrust among tribe members for their benefit. Thus, Serpent Tribe leaders exhibit much more adept governance than one might assume.

Compared to other Bugbear tribes, Serpent Tribe Bugbears have longer fur and, though slightly smaller, share similar colored coats with Vulture Tribe Bugbears. Despite their larger stature, conventional thought patterns make them cautious against their enemies, and they don't often attempt to establish physical dominance. Even when facing smaller groups, they exercise prudence, as any enemy group could harbor mighty warriors or spellcasters. Similarly, they rarely engage in bullying behavior against smaller races, if at all. Most Serpent Tribe Bugbears prefer solitude, and their most pleasant moments are spent with their kind, albeit in a limited capacity.

SERPENT TRIBE TRAITS

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

Perfect Stealth. You can add your Intelligence modifier to your Stealth checks.

Shadow Taming. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the darkness spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the blink spell once with this trait and regain the ability to do so when you finish a long rest.

WOLVERINE TRIBE

Among all Bugbear tribes, the Wolverine Tribe is a rare breed that can hardly be considered lazy. They are a fearsome tribe that supports a distinct muscular build even in their youth. Their fur comes in red, orange, or light brown shades, and their eyes are tinted in reddish hues.

They are known for adorning themselves with ornaments made from the bones of their enemies, such as earpieces or additions to their armor. They wield heavy weapons to maximize their impact in battle. Not bothering to clean their weapons is a custom, and in their culture, the finest weapons are those that have never shown their color, entirely soaked in their enemies' blood. They pay little attention to trade, commerce, or even activities like taking captives. Their primary interest is in gaining maximum gain with minimum risk to themselves. They can become a nightmare for those living in their territory or passing through. Once their existence is revealed, most disputes among neighboring communities are set aside. Expelling or eradicating the Wolverine Tribe from the region can become a shared objective.

Their interactions with civilized societies can be considered negligible. Their communication is severely limited, even with other Bugbear tribes or brutal races. The only way someone can establish any degree of contact with the Wolverine Tribe is to reduce their population and somehow capture survivors alive drastically. This is no easy task because the Wolverine Tribe rarely surrenders and is renowned for fighting to the death.

Due to both these reasons and their internal conflicts, they are among the least populous Bugbear tribes. Those who reject their people's customs and manage to escape or thrive, among others, are considered respected warriors. Having one or more Wolverine Tribe Bugbears who refuse to surrender and fight to the death in their band or army is regarded as a mark of strength and achievement for many warlords. Almost all brutal races recognize Wolverine Tribe Bugbears on sight, approaching them with the respect and fear they deserve. Without exception, the wildest and most adept fighter becomes the leader. And every leader's end ultimately comes from enemies or fellow tribe members. It is rare to witness a Wolverine Tribe leader die of natural causes.

WOLVERINE TRIBE TRAITS

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

Strong Sweep. While using melee weapons with both two-handed and heavy properties, you may add your Strength modifier twice to your weapon damage rolls once per turn.

Ongoing Damage. When you perform a critical hit with any melee weapon with both two-handed and heavy properties, you can deal extreme damage to the limbs or internal organs of your enemies. If the creature fails a Constitution

saving throw against 8 + your proficiency modifier + your Strength modifier, you roll a d4 to determine what additional effect the critical hit did.

ONGOING DAMAGE TABLE

d4	Condition	Effect
1	Blinded	Creature gets disadvantage on attack rolls until the end of your next turn.
2	Crippled	Creature loses half of their movement until the end of your next turn.
3	Bleeding	Creature takes damage equal to your Strength bonus at the start of their next
4	Confused	Creature gets disadvantage on saves and ability checks until the end of your next turn.

MOOSE TRIBE

Among Bugbears known for their physical size, the Moose Tribe resembles true giants. They possess a towering and imposing stature compared to all other tribes. While they come in various colors, their fur tends to be lighter, and the larger they are, the paler their fur becomes. When sufficiently massive, it is hard to discern the original color of their fur, and it usually takes on a shade closer to white.

Despite being incredibly skilled warriors due to their size and remarkable durability, they dislike taking action. It is not because they are not aggressive but instead due to laziness. They engage in battles far less frequently than other Bugbear tribes. Their metabolisms are rapid, and they rarely become excessively overweight, even when they can access abundant resources. Even those who move the least and consume the most food usually grow upwards rather than sideways, becoming taller. Like most Bugbear tribes, they possess a cruel and bullying nature but are less popular than the Wolverine Tribe due to being less active than them.

Few choose to live alongside their kind, but most depart from the tribe at a certain age to establish their path in life. Some band together, while others live among other sentient creatures whom they can bully freely. Even within existing tribes, they have individuals from other races that are only kept among them to fulfill their desires. In a group of twenty or more, which could be considered sizeable for a Moose Tribe, most might just eat and laze around. Individuals from other races hunt for them, prepare meals, and fulfill their desires. When the population of the tribe increases, some sets out independently for their comfort.

Due to their preference for living in very small communities, there is little need for leadership positions within their communities. They tend to find compromise and agree instead of often fighting among themselves. They do not prefer to lose members because they have so few individuals in their communities. The Moose Tribe excels at living in smaller groups of individuals and is not suitable for more

crowded societies. They are rarely seen among large Brutal Race communities and hardly ever seen in large cities.

MOOSE TRIBE TRAITS

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

Mountain Toughness. Your hit point maximum increases by 2, increases by 2 every time you gain a level.

Steady Swing. If you don't use any movement on your turn, once each turn, you can re-roll the damage of a successful melee attack once and use the higher result.

LUPINE TRIBE

The Lupine Tribe is the furthest removed tribe from any kind of civilization. Inhabiting places like forests, they have an affinity for living in harmony with nature. They strive to keep to themselves and generally do not display hostile behavior unless their resources are threatened. They maintain a close connection with animals and plants, attempting to be as neutral as possible.

Like most Bugbear tribes, they enjoy moving as little as possible, indulging in laziness and rest unless necessary. Since they live far away from major settlements and have natural abilities to find food, they might tend to gain weight. Their fur is in shades of green and tends to adapt to the local vegetation even if they reside outside forests. Their faces are more elongated than the other tribes, and their ears are slender and longer. Their arms are proportionally longer and can be mistaken for primates from a distance. Some tribes might even have slender, long tails with various colors.

They avoid encounters with other Bugbear tribes and don't favor their kind or individuals from the other brutal races. Instead, they might find kinship with different races of the wild and even denizens of the fey realms. Their settlements remain inconspicuous unless closely examined. Their natural abilities and mastery over plants can effectively hide their habitats. Someone unfamiliar with their ways could pass very close to a Lupine Tribe settlement and remain entirely unaware of their presence.

They do not necessarily require a distinct leader within their ranks. Still, since important decisions must be made for the tribe, the worlds of the eldest and wisest members carry more weight, but decisions are made collectively. Some Lupine Tribe members may attempt to expand their dominion over nature and impose their will upon it rather than adapting to their surroundings. Still, most of them live in balance and harmony with nature. Those Lupine Tribe Bugbears adopting such an approach are gently distanced from the tribe. There might be instances where the entire tribe serves malevolent forces. Such tribes can be extremely dangerous due to their natural abilities and inclination towards certain forms of magic.

LUPINE TRIBE TRAITS

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

Folk of Wilderness. You gain proficiency in Animal Handling or Survival skills.

Feylike Abilities. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the animal friendship spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the locate animals & plants spell once with this trait and regain the ability to do so when you finish a long rest.

MAMMOTH TRIBE

The Mammoth Tribe is by far the laziest of all Bugbears. Due to their reluctance to take action, they settle where resources are easily accessible. In places where social skills are more important, they have learned to adapt accordingly. They are known for their broad and noticeable smiles, which have become a signature of the tribe. Surprisingly, even if they don't genuinely smile, they make an impression on others.

Most Mammoth Tribe members lean towards avoiding any kind of action. However, their demeanor and smiles don't necessarily indicate they possess good hearts. A Mammoth Tribe Bugbear in a band of bandits might serve as a cook but could also torture captives for amusement or hesitate little to poison the food of someone they don't get along with.

They are adept at establishing social structures that can influence their surroundings with minimal effort when given the opportunity. Among these social structures, many have developed genuinely compassionate and peaceful characteristics. Those born and raised in cities might be well-liked and accepted by other citizens. They could be significantly overweight, and due to their ancestors sharing the same traits, they tend to have shorter legs than other tribes. Despite being unapparent externally, they have thick skins and don't favor wearing armor.

Additionally, a huge crowd among the general populace avoids any task requiring them to wear armor. Because of these attitudes, despite being a distinct tribe, they don't form any settlements. Establishing, managing, and sustaining a settlement requires considerable effort and likely involves conflict, which doesn't suit the Mammoth Tribe well. They might inhabit nearly any Brutal Race settlement or moderately civilized communities. Although they might not aim for high positions, they are likely to be characters who are respected and listened to in their surroundings.

MAMMOTH TRIBE TRAITS

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

Second Best Friend. You gain proficiency in Persuasion skill.

Natural Toughness. Your natural armor increased by half your proficiency modifier (rounded down). You can use this feature if you do not wear any armor.

GOBLIN

The most well-known characteristics of the Goblins are their cowardice, cunning, and agility. They are also known for their chaotic and unpredictable nature, making them potentially dangerous individuals. Due to their small stature and rapid reproduction, they have spread worldwide with their limited resources.

Goblins form their societies based on how much interaction they have with other races. While some Goblins live in tribes where their extended families specialize in a single profession, in areas close to other races, Goblins of various tribes and professions can come together to form marauding clans. Near settlements, Goblins of various tribes can be found, while in the wilderness, communities with uniform tribes are more common.

Most Goblins stick to a single social status and profession, and this system is referred to as caste among Goblins. While this caste system can be quite distinct, with various Goblin tribes having different roles, it does not establish a clear hierarchy among the Goblins, as seen in other caste systems.

There are many Goblin castes that can potentially number in dozens, but some scholars have managed to classify the most important castes within Goblin societies. The most crowded and well-known is the Wily Goblins, who take on more generalist roles in their societies. This includes hunters, thieves, scouts, and others who require agility and mobility. On the other hand, Beefy Goblins engage in heavy labor, military service, and intimidating other races to make a living. Sometimes, due to their larger size, they can take on leadership roles in mixed clans, resembling Hobgoblins in some aspects.

Muzzler Goblins hail from tribes that primarily focus on animal husbandry. They can communicate with beasts and creatures, which are traditional allies of all Goblins. They are more patient and diplomatic compared to other Goblin tribes. Snakefoot Goblins are usually found in civilized settlements. In such areas, they live on the fringes of society, away from scrutiny, pursuing their personal goals.

Eerie Goblins possess rare abilities among Goblins, and they are both few and tend to keep their abilities hidden, making them rarely encountered. It can be challenging to detect their presence among other Goblins. Jackass Goblins, on the other hand, represent a contrast between the Goblin community. They are the goblin tribe least concerned about danger and are the most mentally strong Goblins. They often undertake dangerous tasks and can be found in places other Goblins avoid.

GOBLIN TRAITS

Your goblin character has a variety of tricks full of mischief tutored to them at an early age.

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

Age. Goblins mature faster than humans. They reach maturity at age 8 and live up to around 60 years.

Size. Goblin size and weight is similar to Halflings, but your body is slightly thinner, and your limbs are longer. Your size is small.

Speed. Your base walking speed is 30 feet.

Darkvision. You 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.

Slick Move. You can double your movement speed for one turn. Once you can use this feature, you can't use it again unless you finish a short or a long rest.

Stealthy Steps. You have proficiency in Stealth skill.

Goblin Vigilance. Goblins are often labeled cowards, but their caution is a finely honed survival instinct that varies from tribe to tribe. When you make an ability check using your tribe's primary ability score (e.g., Dexterity for Wily Goblins, Wisdom for Eerie Goblins) and have a disadvantage on the roll, you can choose to double your ability score modifier for that check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

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

Tribes. Goblins have been divided into different castes over time due to their social structures based on tribes. These tribes have also been influenced by geography, diet, or magical effects, further accentuating their differences.

GOBLIN TRIBES

Six Goblin tribes are presented in alphabetical order.

BEEFY GOBLINS

Undoubtedly, the largest and most skilled in combat among the Goblins tribes are the Beefy Goblins. They tend to be larger than the others and take harsh training in their youth to better utilize a wide array of weapons. While their training may not be as rigorous or disciplined as that of Hobgoblins, it is evident that it works.

However, despite their size and proficiency with weapons compared to other Goblins, this is a relative advantage that only works against other Goblins. For instance, it is not easy for a Beefy Goblin to physically dominate a Hobgoblin or a Bugbear. Contrary to popular belief, Beefy Goblins rarely find themselves in direct combat situations. In practice, being able to beat other Goblins around them is usually sufficient. Therefore, in mixed tribes, Beefy Goblins often hold leadership positions and use their physical advantages against their kind. They don't tend to assert themselves physically unless physical combat becomes inevitable.

From this perspective, ironically, among Goblin tribes, Beefy Goblins are the most cowardly. They can be extremely timid when dealing with individuals they cannot physically threaten. Two Beefy Goblins may encounter in combat to determine the leader when leadership is in question. However, the frequency of this occurrence is relatively low. They are still Goblins, and challenging a potentially stronger leader can be dangerous. Therefore, simple yet sly competitions occur among Beefy Goblins who envy each other's positions.

They focus so much on their physical advantages that very few prioritize using their intelligence and other skills. This is why they are generally perceived as less intelligent. Those who develop themselves intellectually, in addition to their physical prowess, can become more skilled leaders than expected. While their numbers may be low, warrior tribes consisting only of Beefy Goblins can be found. In such tribes, having a Bugbear or a Hobgoblin leader is considered normal.

BEEFY GOBLIN TRAITS

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

Goblin Warrior. Your size is Medium, and you are proficient with all simple weapons and light armor.

Big Boss. When you target a creature smaller than yourself or roll a saving throw against an effect triggered by them, you gain advantage on your attack roll, skill check, or saving throw. Once you use this feature, you can't use it again unless you finish a short or long rest.

Goblin Vigilance. Strength. For Beefy Goblins, "Goblin Vigilance" manifests as a surge of adrenaline that enhances their physical power. When making a Strength-based ability check at disadvantage, you can activate this feature to double your Strength modifier for that specific check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

EERIE GOBLINS

There are rumors among Goblins about those with psychic powers, but strangely enough, very few have seen a truly psychic Goblin. This may be because these Goblins are often mistaken for being highly skilled, or their telekinetic abilities are confused with psychic powers. Eerie Goblins cannot read minds or have dominance over them. However, they can use their minds to move objects or manipulate their bodies, creating various physical effects.

This opens up many options for them in various areas. Thanks to these abilities, an average Eerie Goblin can excel in the wilderness, becoming an excellent hunter or a gatherer. They can provide tactical advantages and succeed in different operations and battles if trained and used correctly. However, being small-sized Goblins and not realizing the limits of their racial telekinetic abilities, they might be seen as a threat by those who do not want them around. This is not a desired situation.

As a result, most Eerie Goblins are very secretive about their abilities. They are generally known for being very quiet and introverted. Some say they behave this way because of their enhanced perception abilities, which makes them attentive to minor changes in their surroundings. They also look similar to Wily Goblins, which helps them blend in without drawing attention. They are relatively few but can be found in all sorts of places where other Goblins are present.

EERIE GOBLIN TRAITS

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

Eerie Telekinetics. You know the *mage hand* cantrip. When you reach 3rd level, you can cast the jump spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the levitate spell once and regain the ability to do so when you finish a long rest.

Enhanced Telekinetic Perception. You can detect and pinpoint the origin of vibrations within a 10 foot radius. Your Enhanced Telekinetic Perception can be used to detect flying creatures as well as any walking, burrowing or swimming creatures.

Goblin Vigilance. Wisdom. Eerie Goblins have keen senses and intuition. When making a Wisdom-based ability check at disadvantage, you can use "Goblin Vigilance" to double your Wisdom modifier for that specific check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

JACKASS GOBLINS

Jackass Goblins, among all Goblins, are the most insensitive to danger and even have an affinity for it. This often leads them to be reckless. Ironically, although these characteristics may lead to many risks in their later years, they help young Jackass Goblins survive more than others. Jackass Goblin children try all kinds of physical activities within their abilities. They jump from high places they can reach, head bump each other, wrestle with the domestic beasts of their tribes, throw stones at each other, and engage in all kinds of activities they shouldn't.

However, due to their small size, they cannot easily engage in genuinely life-threatening situations. Therefore, they gradually become more successful in rescuing themselves from certain death. Although all Goblin tribes successfully survive, Jackass Goblin children acquire the necessary skills much earlier. Their resilient structures also contribute to this.

When they live alongside the other Goblin tribes, they volunteer for various dangerous tasks. Even when there is no task to be done, and they are not given jobs to distract them, Jackass Goblins pester the others. They play unpleasant pranks on their neighbors, engage in unwarranted physical struggles, and seek to experience more danger. This can be annoying and even dangerous for the other Goblins. Some more sensible Goblins try to keep Jackass Goblins as busy as possible to be left alone. In this context, Jackass Goblins are like eternal children who never grow up. Tribes consisting of only Jackass Goblins can be encountered, but their populations are usually very low. Jackass Goblins tend to forget to return to their original tribes and families after chasing exciting and usually dangerous things. After losing interest in what they have seen, it is more likely for a few Jackass Goblins to try to establish a new tribe far away from their original one.

Compared to other Goblin tribes, they have a more stocky and relatively hairier build, reminiscent of Halflings. They usually walk around semi-naked, paying little attention to clothing and their health unless exposed to extreme weather conditions. They can be found among civilized populations, but the civilized populations, being much more cautious than brutal races, do not want to contact Jackass Goblins

unless they have to. Although not necessarily hostile, civilized societies view the Jackass Goblins as a huge nuisance. Jackass Goblins in cities and civilized settlements can inadvertently disrupt the order and peace of the place. The few Jackass Goblins in these areas may be involved in harsh and limited tasks. These tasks could include dealing with fires, working in challenging mine tunnels, gathering food from high tree canopies, collecting and experimenting with mushrooms that may be potentially dangerous, or even working in the entertainment industry as jesters or performers.

JACKASS GOBLIN TRAITS

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

Last Breath. Your will to live is so immense. When you drop to 0 hit points, if there are no physical obstacles to prevent your move, you can make a free disengage action. You fall unconscious at the end of your movement.

Relentless Maniacs. Jackass Goblins have resistance to the bludgeoning damage that they get from falling and have advantage on saving throws against effects that would cause them to be frightened.

Goblin Vigilance. Constitution. Jackass Goblins are known for their resilience. When making a Constitution-based ability check at disadvantage, you can use "Goblin Vigilance" to double your Constitution modifier for that specific check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

MUZZLER GOBLINS

As a small and often struggling tribe, Goblins have few places to turn for support. Some Goblin tribes have developed excellent communication with various beasts, especially those closely related to certain beast species and monstrosities such as worgs in addition to beasts like giant rats, bats, wolves, and grutnek-wurms. They possess advanced social skills and communicate effectively with beasts and other creatures.

Due to these alliances with the beasts, they can play a significant role in finding food and fighting in mixed Goblin tribes. The Muzzler Goblins have much more empathy than most others so they can hold important positions within large and mixed tribes. Unlike many Goblins, they approach matters as a group rather than individually. In this sense, they act as a binding force within mixed tribes.

Tribes composed solely of Muzzler Goblins, thanks to their trusty steeds, have excellent mobility and can become a real problem for the settlements close. Such specialized tribes are often located in remote and hard-to-reach regions, where they can find shelter and resources with the help of their accompanying beasts.

The Muzzler Goblins are known for wearing elaborate clothing and capes made from animal furs. They are generally well-fed, resulting in sturdy builds and more vibrant hair colors. It is rare to come across a weak and pale Muzzler Goblin. They occasionally make efforts for leadership because the other Goblin tribes highly respect them. Nevertheless, they tend to enjoy the companionship of different beasts and creatures more than any other tribe.

Some Muzzler Goblins may choose to leave their tribes and live entirely alone in the wilderness. These loner Muzzler Goblins are greatly respected and admired by others because, despite the numerous conflicts, most Goblins lack the skills or courage to survive independently. If these loner Muzzler Goblins encounter other Goblins and decide to live with them, their words are highly trusted.

MUZZLER GOBLIN TRAITS

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

Savage Partners. You gain proficiency in Animal Handling skill. Also, while dealing with bats, grutnek-wurms, rats, wolves, their dire versions, and some monstrosities like winter wolves or worgs, you can use double your proficiency bonus on your animal handling checks. If the related creature can speak, you can use your animal handling skill instead of persuasion skill while dealing with such creatures.

Dire Breeder. If you have any ally beasts mentioned in savage partners, you can spend one week in an extreme training and feeding program. Every day, you roll Animal Handling checks to see the success of your training. If you succeed in three consecutive checks (DC 15) within a week, your animal becomes the dire version of itself three days after your last successful check. If you fail, your animal is unfit for such a transformation, and you cannot try to enhance it again.

Goblin Vigilance. Charisma. Muzzler Goblins excel in social situations. When making a Charisma-based ability check at disadvantage, you can activate "Goblin Vigilance" to double your Charisma modifier for that check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

SNAKEFOOT GOBLINS

Undoubtedly, the most cunning among the Goblin tribes are the Snakefoot Goblins. The best word to describe them would undoubtedly be devious. They are agile and silent like all Goblins but often resort to the most sly methods because of their keen intellect. Within mixed Goblin tribes, they have by far the highest individual ambitions. They can manipulate other Goblins, sow discord among them, steal their food and belongings, frame others for their misdeeds, and do not hesitate to run away or endanger others to save their skin.

The misconception is that they live entirely in civilized lands because they are often encountered there. However, the skillful Snakefoot Goblins are scattered and found in various places. They are not as prominent as the other tribes because they stay in the background of things, prefer to go unnoticed and manipulate the other Goblins. In mixed tribes, they can sometimes hold leadership positions and often serve as influential advisors who guide Beefy Goblins.

Their biggest disadvantage in this regard is their difficulty in getting along with each other. Their individualistic nature and ambitious desires do not allow them to establish mutually supportive social structures quickly. When they collaborate, they can create unshakable leadership and discipline the Goblin tribes they are part of. However, in most cases, they cannot become undisputed leaders of Goblin

tribes due to their rivalry for leadership positions, which are sometimes shared with the Beefy Goblins or occasionally with Muzzler Goblins.

In terms of appearance, they are taller than the other Goblin tribes but relatively slender. They tend to have lighter skin tones. Those living in civilized regions can take on various roles, and some can rise to essential positions even among civilized societies. Due to their nature and skills, they are most commonly found in criminal organizations within cities. This is how they contribute to the prejudice against Goblins in cities. Some Snakefoot Goblins can excel in trade and become successful merchants. They may join major merchant guilds or serve well-known merchants, and it wouldn't be surprising to see them involved in roles related to magic within these positions.

SNAKEFOOT GOBLIN TRAITS

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

Street Bastard. In dim light and dark environments, you can add your Intelligence modifier to Charisma (Deception) and Charisma (Intimidation) checks.

Contacts. If any ally within 30 feet of you fails any Intelligence-based skill check, you can remind them of little tricks and help them. If you are proficient in the same skill, you can use your reaction to make your ally re-roll the skill check and add your Intelligence modifier to the second roll. You can use this feature a number of times equal to your proficiency modifier, and you regain expanded uses after you finish a long rest.

Goblin Vigilance. Intelligence. Snakefoot Goblins are the thinkers among their kind. When making an Intelligence-based ability check at disadvantage, you can activate "Goblin Vigilance" to double your Intelligence modifier for that check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

WILY GOBLINS

The most well-known Goblin tribe is the Wily Goblins, and they can be found almost anywhere. Their natural agility and abilities in areas such as theft, hunting, and hasty escape give them an advantage in increasing their chances of survival. They are generally the most successful and, by far, the most populous Goblin tribe. Whether in cities or the wilderness, in Goblin clans or bandit groups, Wily Goblins can be found in virtually every conceivable place and are perhaps the most common and crowded tribe among all the brutal races.

Wily Goblins are the caricatured Goblin type that comes to most people's minds when Goblins are mentioned. They are known for being cunning, selfish, cowardly, yet successful at survival. They can manage independently and often find themselves under the dominion of other races. Due to their traits and culture, they may struggle to establish a common structure, but they can function well under the right conditions and with dominant leadership. Nevertheless, the best way to get the most out of Wily Goblins is to leave them with minimal room for maneuvering and thinking. Otherwise, they tend to act exceptionally independently.

WILY GOBLIN TRAITS

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

Sneaky Stalker. Wily Goblins can attempt to hide even when only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Unpredictable Movement. Wily Goblins can use their reaction to halve the damage from an attack that hits them by quickly dodging. You need to see the attack. Once you can use this feature, you can't use it again unless you finish a short or long rest.

Goblin Vigilance. Dexterity. Wily Goblins rely on their agility and quick reflexes. When making a Dexterity-based ability check at disadvantage, you can use "Goblin Vigilance" to double your Dexterity modifier for that check. Starting at 5th level, you can use this feature twice. Once you use this feature, you regain your expanded uses once you perform a short or a long rest.

HOBGOBLIN

The Defeated One created Hobgoblins to be the perfect Goblinoid race. After the Great Hobgoblin Rebellion, they flourished under the watchful eyes and leadership of the Gheru-bareg pantheon. They multiplied rapidly and spread to different realms. Their disciplined nature allowed them to establish settlements of varying sizes and adapt themselves accordingly. Through their complex social structures, Hobgoblins eventually diversified into different tribes based on their settlements. After years of shared education and camaraderie, their bloodlines began to differentiate.

Among these, the Castellan Hobgoblins are the most elite warriors and the least altered and are often regarded as the original Hobgoblin tribe. Alongside Grunt Hobgoblins, they typically constitute most of the Hobgoblin population in most realms, and these tribes are usually found together. In such communities, the positions of rulers and commanders are almost always held by Castellan Hobgoblins, while Grunt Hobgoblins work in lower-level tasks. Grunt Hobgoblins may be quite resilient but are often on the front lines during any battle, so their life expectancy is short. However, those who survive to become veterans can become strong, steadfast commanders.

Worldly Hobgoblins consider themselves superior to their kin. In the presence of other Hobgoblins, especially during battles, they strive to rise to higher positions. Many Worldly Hobgoblins might have integrated into society and lived apart from their kin in different societies. They often hold leadership positions and excel at supporting each other in cities predominantly inhabited by Hobgoblins, particularly in intrigues and political maneuvers that other Hobgoblin tribes tend to avoid.

Much like Worldly Hobgoblins, Sellsword Hobgoblins can also be seen everywhere. Unlike them, they rarely seek social status within society. Most of them pursue personal wealth or power. Their loyalty to their kind or generally other people is weaker than most of the Hobgoblins. Due to both this and their physical appearance, there are occasional debates about whether they are even a distinct Hobgoblin tribe.

Tribal Hobgoblins are likely the wildest and most aggressive among all Hobgoblins. Their aggressive nature and superior archery skills lead to a mix of fear and respect from the other Hobgoblin tribes. Often isolated within their tribes, they engage in their small battles. Yet, those who stray from their tribes can easily find a place in any Hobgoblin settlement.

Due to their distinct appearance and shamanistic lifestyle, Nomad Hobgoblins stand apart. They prioritize respect for family and ancestral spirits. They are skilled warriors but also value the skills of a warrior, which should be employed meaningfully. They rarely integrate with the other Hobgoblin tribes. Instead, they prefer a distinct life, separated from their kind and most other races.

HOBGOBLIN TRAITS

Your Hobgoblin character has various abilities 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 age 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. You 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 styles you obtain from other sources. You also gain proficiency with any two weapons.

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

Tribe. 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 settlements.

HOBGOBLIN TRIBES

Six Hobgoblin tribes are presented in alphabetical order.

CASTELLAN HOBGOBLINS

A Hobgoblin who grows up in a castle or a stronghold is considered 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 species. Castellan Hobgoblins think the same way, so they see themselves above and beyond the rest of their race and other races. Because of this, they almost always try to become the leader of any society or warband they are a part of, even outside their castle. They are the most crowded and well-known Hobgoblin tribes in many realms.

Castellan Hobgoblins, who live solely for warfare, stands out as the most warlike people among all the brutal races, not just among their kind. Individually, they may not be the strongest or most skilled warriors. Still, when viewed as a community, they are at the forefront of combat effectiveness, so much so that the tactics employed by the Castellan Hobgoblins are advanced within the brutal races and in a league of their own among more civilized races. Apart from the integration of their entire society into warfare, it is rarely the case for those without warrior skills to rise within their ranks.

CASTELLAN HOBGOBLIN TRAITS

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

Fruitful Drills. When you deal slashing, piercing, or bludgeoning damage with a simple weapon, you reroll any 1s you roll for damage and accept the new roll for damage.

Tactical Coordination. Your innate sense of tactical advantage in close combat is unmatched. When you are within 5 feet of an allied creature, you can use your reaction

to grant that creature advantage on their next attack roll before the start of your next turn. You can use this feature a number of times equal to your proficiency bonus, regaining all expended uses after finishing a long rest.

GRUNT HOBGOBLINS

Due to their resilient and warlike nature, as well as their disciplined demeanor, Grunt Hobgoblins are excellent foot soldiers for most armies. They are not only favored by powerful Hobgoblin warlords but can also be found in the armies of various other races, leaders, magi, and even outsiders. Grunt Hobgoblins have undergone a rigorous selection and training program spanning hundreds of years to stand steadfast in the front lines. Apart from being more durable than other Hobgoblins, they are known for their effective use of heavy armor. Similarly, they possess valuable knowledge that has been passed down through generations concerning the crafting of such heavy armor.

They have been accustomed to wearing heavy armor and subjected to intense physical exercises from a young age. As a result, they often have a slightly hunched posture, with their neck and shoulder areas notably broader than average. This physical structure can give them a somewhat primitive appearance, even leading to discrimination from their kind. However, any skilled commander would recognize their value on the battlefield. Their endurance in physically demanding tasks can rival that of Dwarves, evoking envy. Grunt Hobgoblins are not typically known for founding their settlements. Most have not seriously considered taking on responsibilities requiring different skills and perspectives. Thus, they lack the training and inclination for such endeavors. Occasionally, some Grunt Hobgoblins can be found working alongside Worldy Hobgoblins or residing in settlements established by them.

GRUNT HOBGOBLIN TRAITS

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

Grunt Training. You were trained to become a perfect foot soldier. You gain proficiency in heavy armor. In addition, while wearing both heavy armor and shield, you take 1 less damage from bludgeoning, piercing, and slashing sources, and do not get any speed penalties due to heavy armor.

Keep on Fighting. When you drop to 0 hit points, you automatically start with 2 successful death saving throws. Once you use this feature, you must finish a long rest before you can use it again.

NOMAD HOBGOBLINS

Nomad Hobgoblins are known for their nomadic lifestyle and unique appearances, often mistaken for different races due to their exotic skin and hair colors. Unlike the other Hobgoblin tribes, their skin color can range from shades resembling blue, purple, and green. Their hair colors can encompass the entire spectrum of known colors. Due to their nomadic way of life, relatively small numbers, and distinctive appearance, they might not be immediately recognized as a Hobgoblin tribe.

Nevertheless, like all other Hobgoblin tribes, they are well-versed in combat and never shy away from a fight when needed. Whether individually or in groups, they will see it through to the end if they commit to a battle. To do otherwise would be considered dishonorable and frowned upon. Honorable and reserved, they value courage and individual skills at an extreme level. Even those who excel in various areas focus on how their achievements contribute to their family. Even the bravest and most skilled warrior within the family is considered useless if their talents aren't used for the family's benefit.

Although they may seem closed-off outwardly, their social bonds and sense of kinship are remarkably strong within their community. They have vast knowledge about their extended family members, even if they moved away due to marriage or other means. Distance doesn't sever their ties to each other. It is common for relatives to go far away while remaining connected to their roots. A Nomad Hobgoblin might choose to follow the leader of another tribe or join them out of necessity. When they briefly and adequately explain their reasons, their family usually appreciates and approves their decisions. Such departures don't signify the end of kinship, so there's a connection between tribes even when they're far apart. Simple records kept orally or in writing enable most Nomad Hobgoblins to have some kind of connection with each other, even across considerable distances.

Among Nomad Hobgoblins, braveness in speech is considered a great virtue. They also expect this trait and loyalty to the family from their leaders. Unlike many of their counterparts, they select leaders from within their ranks, and leadership disputes are extremely rare. They are aware that they share a common ancestry with all other hobgoblin subspecies, and although they may seem distant from their kin, they are not insensitive toward them. They simply hesitate to intermingle. Due to their remote living conditions, they strongly connect with the animals in their regions. They keep track of the offspring of the animals they live alongside and consider them a part of their family. Their nomadic lifestyle makes them practical in their daily lives, and possess few personal possessions. However, they are deeply attached to their belongings, and if they were to lose them, they would put in incredible effort to recover or reclaim them.

NOMAD HOBGOBLIN TRAITS

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

Natural Awareness. You have proficiency in Animal Handling or Perception skill.

Family Bonded. You have a deep connection with a species of animal that your entire family has previously accepted. This bond allows you to have an animal companion selected from the following list: badger, bat, camel, cat, crab, dog, eagle, frog, hawk, horse, lizard, owl, pony, snake, rat, raven, or weasel.

SELLSWORD HOBGOBLINS

Sellsword Hobgoblins are a distinct tribe, and they consider their situation to be far more than having a profession. While not all of them may serve as sellswords, their lives have been spent across countless different regions, and many of them have non-Hobgoblin ancestry, including Humans and other

racers. This leads to them being looked down upon by the more dominant Hobgoblin tribes, but other races more readily accept them.

Hailing from diverse backgrounds, these Hobgoblins resemble Humans more than the other tribes. Their skin color can closely match the skin tones of the Humans that live in their regions. Due to these interactions between different races and the ever-changing cultural landscapes, Sellsword Hobgoblins are known for their versatility and intelligence compared to their counterparts. They are inclined towards different combat tactics and can quickly adapt to various roles in combat. However, they do not establish their settlements or gather in large numbers. They are widely scattered worldwide, and each one follows their path.

Culturally, they are distanced from the other Hobgoblin tribes and rarely worship the Hobgoblin deities or adhere to their people's adopted ways. Nevertheless, seeing some of them living among other Hobgoblins isn't surprising. However skilled they may be, it's rare to find them in leadership positions among Castellan or Worldly Hobgoblins, no matter their prowess.

SELLSWORD HOBGOBLIN TRAITS

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

Tactical Insight. You possess a keen mind capable of swiftly adapting to the fluid nature of combat. Whenever you roll a 1 on an attack roll, you can choose to reroll the die, but you must use the new roll. You can use this feature a number of times equal to your Intelligence modifier (minimum of once) and regain the expanded uses when you finish a long rest.

Versatility. You gain one skill proficiency of your choosing, but the skill proficiency must be from another class's proficiency list than your starting one.

TRIBAL HOBGOBLINS

Among all Hobgoblin tribes, Tribal Hobgoblins are perhaps the most ruthless, maintaining their appetite for war while relying heavily on hit-and-run tactics. For Tribal Hobgoblins, war is not the purpose but a means to acquire what they desire, claim new territories, or defend their own. This doesn't mean they engage in warfare less frequently than others. On the contrary, they are renowned for being perhaps the most commonly involved in battles. Living in small tribal groups, Tribal Hobgoblins can be found in dangerous lands where others might be unwilling to settle.

They are known for being much less patient than the other tribes, but this changes regarding their bows and arrows. They can exhibit incredible patience in producing and maintaining their bows and arrows. They have a sacred connection with their ranged weapons, which they use for hunting, warfare, and resolving disputes within their societies. In addition to this, they possess great expertise in crafting these weapons. Their aggressive nature makes them reluctant to trade, especially with the other races. If their interests align, they may establish partial communication and engage in barter in rare situations.

Living in much smaller tribes than their counterparts, leadership among Tribal Hobgoblins frequently changes hands. These changes are often through violence, resulting in the death of the former chief. Settling disputes between two tribe members can involve a common practice of fighting with only bows and a limited number of arrows, and often completely naked. Naturally, these duels almost always result in the death of one or both parties. While approaches such as assassinations are frowned upon in their internal conflicts, they are skilled at setting the perfect ambushes while at war with people other than their tribes.

Physically, they appear taller and leaner compared to other Hobgoblin tribes. Despite their aggressive and quick-to-anger nature, they earn significant respect among other Hobgoblins tribes due to their incredible archery skills. They harbor distrust towards any kind of heavy armor that restricts their movement. A typical Tribal Hobgoblin hunting party operates very differently from the usual tactics of the other Hobgoblin tribes, focusing on ranged weapons and constant movement.

TRIBAL HOBGOBLIN TRAITS

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

Long Legged. You gain 5 feet of bonus movement speed.

Tribal Bow Bond. Every Tribal Hobgoblin is born with an innate connection to bows, a bond that grows stronger as they mature. Each bond is activated by a bonus action. When you successfully finish a long rest each morning, you can attune to one of the following features. Once attuned, you can use that chosen feature a number of times equal to your proficiency modifier. All expended uses are regained after a long rest:

- ▶ **Bow's Whisper.** When you release an arrow, it carries a silent command. If the arrow successfully hits your target, you can force the target to make a Wisdom saving throw at a Difficulty of 8 + your proficiency modifier + your Wisdom modifier or have disadvantage on their next attack roll they make before the end of their next turn.
- ▶ **Bow's Precision.** Your connection with your bow is so profound that you can feel the heartbeat of your prey. You can gain advantage on your attack roll you make before the end of your turn with your bonded bow.
- ▶ **Bow's Unity.** When you stand united with your allies, your bond amplifies their strength. If an ally is within 5 feet of your target, you will gain an additional 1d4 damage bonus on your successful attacks until the end of your turn.
- ▶ **Bow's Pursuit.** The bond between you and your bow ensures that no prey escapes. If you miss an attack with your bonded bow, you can immediately make another attack roll against the same target.

A Tribal Hobgoblin can only use the feature they've attuned to for that day, and they cannot switch abilities until after their next long rest.

WORLDLY HOBGOBLINS

Among the brutal races, Hobgoblins are undoubtedly the ones best fit into the societal structures of other races due to their disciplined nature. Over generations, this tribe, which

lives in mixed or solely in Hobgoblin settlements, has a slightly bulkier physical build than the other tribes. Even those who exercise regularly might gain weight faster or have a more prominent belly due to their lower metabolic rate. Worldly Hobgoblins are highly skilled traders and merchants. They tend to be more individualistic than Hobgoblins from the other tribes and are accustomed to communal living.

They adapt well to the culture and rules of the places they inhabit and establish highly effective trade and intelligence networks. They enjoy wearing the most stylish garments and the most flashy jewelry. They have a fondness for splendidly crafted armor and weapons. They commonly find such items and sell them to interested parties, including other Hobgoblins, at prices well above their actual market value. Some even use such items and aspire to become renowned knights with impressive titles and glorious appearances. They generally don't get along well with the warlike Castellan Hobgoblins, who consider themselves superior. Castellan Hobgoblins view Worldly Hobgoblins as soft and inept. Even the most powerful Worldly Hobgoblin knights don't earn respect among the Castellan Hobgoblins.

On the other hand, the Worldly Hobgoblins find Castellan Hobgoblins foolish. Although they are accustomed to conflict and warfare, they believe many things can be resolved without battle. This difference in perspective and approach between the two tribes prevents them from coming together except in exceptional circumstances.

WORLDLY HOBGOBLIN TRAITS

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

Worldly Habits. You gain proficiency in Intimidation or Persuasion skills.

Dependable Presence. As a bonus action, you can add your Charisma modifier to one ability check, skill check, or saving throw of one ally who is within 30 feet. Once you use this feature, you must finish a short or a long rest before you can use it again.

ORC

Orcs, among most other races, have been most subjected to the intervention of Gods. Because of this, a significant portion of Orcs is fanatically devoted to their deities. Their culture often prevents them from entertaining different thoughts. This structure centered around Gods has led to the division of Orcs into various tribes.

Pureblood Orcs, the most well-known and crowded among them, are dedicated to the mighty God Shazvor. These masses are aggressive and skilled warriors, embodying many depicted ideas associated with Orcs. Thunderborn Orcs, though resembling the Pureblood Orcs, are much fewer in number and are known for their larger stature. They adeptly wield the elemental powers bestowed upon them by the Thunder Seeker Naucthmor and view battles as a form of entertainment.

Sanctuary Orcs, unlike most other Orc tribes, are a benevolent and helpful society. Even though their numbers are considerably lower, they prefer not to socialize with other races due to prejudice against Orcs held by the other races. If there is an even more distinct type of Orc, it is undoubtedly the Faithless Orcs. Their unfathomable mystical powers and worldview place them at the apex of the diversity among the Orc tribes.

Golden Orcs are a long-lost, recently rediscovered Orc tribe that has remained separated from the other Orcish tribes. Some have been rescued from the clutches of nameless outsider entities by Vortenn Southblade. They are short-statured, introverted, and skilled people. On the other hand, the Branded Orcs have chosen their name for themselves, and their lineage is mixed. They often live alongside Half-Orcs and do not consider themselves entirely Orc-like. While they do not harbor specific animosities toward other Orc tribes, they generally view them beneath them. Physically, they resemble other humanoid races more than traditional Orcs. They seldom form tribes and are much more civilized, though they can be as ruthless as Pureblood orks, if not more so.

ORC TRAITS

Your Orc character has inherent skills that countless battles shaped into their perfect forms.

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

Age. Orcs mature faster than Humans. They reach maturity at 12 and live up to around 90 years.

Size. Orcs are larger and bulkier than Humans. Their heights typically exceed 6.3 feet (1,92 cm), and their weights are around 200 lbs (90 kilos). Your size is medium.

Speed. Your base walking speed is 30 feet.

Darkvision. You 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.

Enrage. When you drop below your half-hit points, you gain advantage on your first attack roll or saving throw, whichever happens first. You must finish a long rest before you can use this feature again.

Orcish Durability. You can use a bonus action to regain hit points, equalling 1 hit dice + your Constitution modifier. Once you use this feature, you must finish long rest before you can use it again.

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

Tribes. Depending on the influence of their Gods, Orc tribes undergo drastic changes. Sometimes, these Gods directly alter their physical structures and add new abilities, while other times, they shape the people's culture and way of life, compelling them to change.

ORC TRIBES

Six Orc Tribes are presented in alphabetical order.

BRANDED ORCS

As a result of Reputnuk The Life Giver's gift to Orcs, the ability to breed with all other races has given rise to many different Half-Orc variations. Moreover, the offspring of all these Half-Orcs reuniting with Orcs can result in a distinct Orc breed that also carries traits of other races. These offsprings, born from this mixture, are known as the Branded Orcs, and they perceive themselves as quite distinct from their Orcish kin. Some even refer to themselves as the "chosen elite" or "the future race," as they may resemble their parents or ancestors in appearance. Branded Orcish features can vary from being highly pronounced to subtle.

The Branded Orcs are the products of countless genetic crossovers often residing in densely populated regions. They tend to be outgoing and confident, finding suitable occupations that align with the traits inherited from their diverse lineage. They generally chart their paths in life. While some among them may follow the teachings of Reputnuk, creating structures akin to churches, cults, or orders, there is no evidence of Branded Orcs establishing a fixed settlement of their own. Many lean towards pursuing their interests rather than contributing to society.

Their population is larger than anticipated. However, due to their appearance and residence in major cities, some Branded Orcs may not be readily recognized as Orcs, leading to their numbers often being underestimated. Nonetheless, they still fall short in total numbers compared to the Pureblood Orcs. Known for their ambitious nature, they might also be interested in various magic domains.

BRANDED ORC TRAITS

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

Weak Ancestry. You choose your ancestral race and gain one related ability score and one racial feature. For example, if you decide on Gnome ancestry, you may get a +1 Intelligence bonus and Gnome Cunning feature. If you choose Dwarven ancestry, you may get +1 Constitution bonus and Dwarven Resilience etc.

WEAK ANCESTRY TABLE

Race	Ability Score	Feature
Dragonborn	Strength or Charisma	Breath Weapon
Dwarf	Constitution or Wisdom	Dwarven Resilience
Elf	Dexterity or Intelligence	Fey Ancestry
Gnome	Constitution or Intelligence	Gnome Cunning
Halfling	Dexterity or Charisma	Lucky
Human	Any one ability score	Choose any skill proficiency
Tiefling	Charisma or Intelligence	Infernal Legacy
Bugbear	Strength or Dexterity	Keen Nose
Gnoll	Strength or Dexterity	Hunter's Reflex
Goblin	Dexterity or Constitution	Slick Move
Hobgoblin	Constitution or Charisma	Warrior Molded by Drills
Kobold	Dexterity or Charisma	Natural Trappers
Lizardfolk	Strength or Dexterity	Amphibian Lungs
Troglodyte	Strength or Constitution	Disturbing Odor
Minotaur	Strength or Constitution	Avid Contestants

FAITHLESS ORCS

Among the Orcs who possess a rigid worldview and are shaped by the active interventions of their Gods, the Faithless Orcs are regarded as a kind of aberration. Emerging from the merciless yoke of cruel deities during an undefined era, these Orcs have dedicated themselves to deep mysticism, dreams, and various arts. Some who reside in isolated tribes might be said to exist mentally in a different reality. Their physical needs are occasionally met by themselves or those around them, and they experience intricate dreams, murmur vague prophecies, and mentally traverse incomprehensible foreign realms.

Though not all Faithless Orcs delve as far mentally, they differ significantly from most other tribes. They tend to eat different types of mushrooms, and they like to either cloud or expand their minds. Distancing their mental faculties from their senses is quite normal for Faithless Orcs. Nonetheless, most tribes contain a few members with their wits about them who prevent the others from continually getting into trouble.

Faithless Orcs rarely care about who their leader is. One of them can step up and declare themselves as the leader, and usually, no one takes notice, and even the previous leader might not object. However, once they recognize someone as their leader, they listen and try to implement their words. Consequently, the Faithless Orc tribes can have widely divergent orientations. The others would comply if the recognized leader wished to raid neighboring lands.

If leaders seek to engage with civilization and in fair trade, they would support that.

Those who manage to depart from their tribes, although difficult, can integrate with other races and carve a place for themselves using their exceptional abilities. Particularly as seers, fortune tellers, or producers of peculiar food and drink, they can earn their livelihoods. They are physically similar to regular Orcs, yet many possess a distinct demeanor on their faces, especially in their eyes. It is known that the eyes of some occasionally gleam with different colors.

Their racial traits resemble those of priests and only reveal things to Faithless Orcs that only the Gods would know. Yet, no one knows the source of these answers. In some manner, Faithless Orcs only exhibit the abilities acquired by those devoted to the Gods. Among the few researchers who study these enigmatic people, one claims that an ancient Orcish deity is the source of these insights. Another alleges they acquire these insights from nameless, alien forces beyond the universe. However, the ultimate answer remains elusive. The source of the insights possessed by Faithless Orcs continues to be one of the greatest mysteries.

FAITHLESS ORC TRAITS

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

Future Sense. As a bonus action, you can lock onto any creature within 60 feet of yourself and sense its exact movements for a single round. Your opponent must roll a Wisdom saving throw with a Difficulty of 8 + your proficiency modifier + your Wisdom modifier. On a failed save, for 1 minute, while you are locked onto the creature at the beginning of its turn, you will fully understand where it will move and what it will do during that turn. If the creature makes an attack, casts a spell, or does a similar harmful action targeting you, all the attack rolls made towards you will be made at disadvantage. If you are required to make a saving throw against any effect from that creature, you make the throw with advantage. You can use this feature once and must finish a long rest to use it again.

Tangled Visions. You know *true strike* cantrip. When you reach 3rd level, you can cast the augury spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the commune spell once and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

GOLDEN ORCS

An Orc tribe that has not been seen but recorded in history books has been enslaved by unnamed malevolent entities. In a manner not fully understood, a legendary Orcish warrior and later Demigod, Vortenn Southblade, rescued them from enslavement. In the long years that followed their liberation, their numbers grew under Vortenn Southblade's protection and only in a place blessed by him. Eventually, as they began appearing in the realms, they became known as the Golden Orcs.

They are likely to originate from the Pureblood Orcs, yet ironically, they have shades of dark gray, brown, and even black colors. Despite being shorter than many other Orc

tribes, they are not weak. Likely due to the characteristics they acquired during their thousands of years of captivity, they are much more detail-orientated, patient, and intelligent.

Although they may resemble The Golden Boy Vortenn Southblade's people, their relationship is not as straightforward as it might seem. Being a new deity, Votrenn Southblade requires followers, and the Golden Orcs, in turn, need a protective deity. While indebted to Vortenn Southblade for their liberation, they are highly pragmatic. Consequently, unlike many other Orc tribes, their relationship with their God is more akin to a business arrangement.

Practical and clever, they prefer to live in smaller yet well-protected settlements, especially underground. A typical Golden Orc settlement is guarded by potent magic and well-equipped guards. They can overcome most threats in their environment unless faced with overwhelming odds. Contrary to popular belief, few join the Golden Army of Dead and abandon their settlements. Those who leave their people often prefer to forge their path.

Leadership is usually passed down through bloodlines, yet if a leader's offspring are not sufficiently crafty, they are removed from power either through diplomacy or, if necessary, force. In such cases, the individual most trusted for their intelligence becomes the leader, and leadership rights transfer to their family. Occasionally, foreigners might be present in the settlements. They are particularly open to people who produce magical equipment and those who sell them, and their approach to them is quite benevolent. While accepting of different races, they are reluctant to integrate with other Orc tribes. The Golden Orcs also craft magical equipment and enjoy trident hem with the other races. While they cannot be called cruel, they exhibit selfishness from their practicality and pragmatism. Other races conducting business with them are aware of these traits, yet they maintain communication due to the profitability of working with the Golden Orcs.

GOLDEN ORC TRAITS

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

Magical Artisan. Your deep connection to magic items and your natural aptitude for craftsmanship have merged into a unique ability. You can attune to one more magical item beyond the normal limit, provided that the item requires attunement. This allows you to benefit from the properties of more magical items simultaneously, enhancing your versatility and power.

Additionally, when you use a magical item that has charges, such as a wand or staff, you have a 10% chance of not expending a charge when you activate it. Your keen understanding of magic and craftsmanship grants you control over the energy within these items, allowing you to use them more efficiently.

Moreover, you have an innate ability to investigate magical items. You can cast the identify spell once without expending a spell slot or requiring material components. This feature recharges after a long rest. Your exceptional skill in analyzing magical properties and craftsmanship allows you to uncover hidden secrets and unlock the full potential of enchanted items.

Arcane Precision. Your keen intellect allows you to strike precisely in combat. When you make a weapon attack using a magical weapon, you can use your Intelligence modifier instead of Strength or Dexterity for the attack and damage rolls. You must have proficiency with the weapon to use this feature.

PUREBLOOD ORCS

Undoubtedly, the Pureblood Orcs are the most crowded and widespread among orcs. Under the absolute dominion of Shazvor, these Orcs are merciless towards outsiders and generally believe they are the chosen people. They rarely accept other races into their midst and harbor an even greater hostility towards Half-Orcs. In their belief, all Half-Orcs are a grave insult to their existence. For the Pureblood Orcs, Orcish blood is considered sacred and should not be mixed with other races. Apart from their fanatic devotion to Shazvor, they can be highly paranoid and aggressive. Although some attempt to escape this way of life, the number of Orcs who flee from Shazvor-devoted tribes is not insignificant. Even if they run away from their devoted tribes, they retain the physical abilities they gained over generations.

The Pureblood Orcs possess many traits that are prejudiced by other races when it comes to brutal races. In this sense, they can even be considered the most average tribe among the brutal races. Some prejudices about the Pureblood Orcs lead to the misconception that all other brutal races are the same. Many brutal races, even if they are not religious fanatics or conservative, assume that all well-known Pureblood Orcs are like that, leading to the belief that others are similar. Similarly, their aggressiveness and physicality create an impression that these characteristics are common throughout the brutal races.

PUREBLOOD ORC TRAITS

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

Fanatical Trance. When you roll initiative against any non-Orc humanoid, you call on your mystical bond with Shazvor to mark this individual. At the start of your first turn of each combat; if you take the Attack action on that turn, you can make your weapon attack with a 1d6 damage bonus of weapon's damage type.

Savage Retaliation. If any creature successfully hits you and you attack back at the same creature the following turn, you gain advantage on your attack.

SANCTUARY ORCS

Among Orcs who prioritize physicality and momentum, being weak, sick, or disabled can be seen as a significant flaw, making survival even more challenging. In this context, such Orcs find solace in the merciful embrace of the Lemertel, the Silent Mother. Living under Lemertel's watchful gaze for many years, these Orcs have diverged from their Orcish roots. Unlike their kin, they are physically much smaller and rarely exceed 6 feet (1,80 meters) in height. They possess a much leaner physical build compared to the other tribes.

Their fragile appearance can be deceiving. Often dwelling in small tribes, they are resourceful in surviving the wilderness and highly agile. While they might seem distant from

civilization due to their existence in nature, that is not the case. Open-minded societies recognize that Sanctuary Orcs pose no threat and are, in fact, benevolent neighbors. Hence, they can find allies around them and engage in trade to some extent. Those needing assistance can temporarily or permanently reside within Sanctuary Orc tribes.

This diversity within the Sanctuary Orc tribes makes assessing their strength quite complex. A tribe might include a powerful and robust giant physically impaired, an enigmatic magic user from an exotic race with inexplicable powers, a highly skilled warrior who has deliberately secluded themselves from settlements for a time, or even some hard-to-tame creatures. Some of the outsiders they aid might consider these tribes a true sanctuary and view them as their haven. Despite their inclination to help almost everyone, they don't readily accept unkind and ill-intentioned outsiders. However, when encountering foreigners who resemble their Goddess's teachings, they harbor no hesitation. Such foreigners can even hold authoritative positions and leadership roles within the tribe.

In Sanctuary Orc tribes, the leader is typically the most experienced divine spellcaster. As one might expect, these leaders are notably proficient in healing magic. Physical barriers or robust structures are generally absent where their tribes reside. They protect their territories with adept scouts and divine spellcasters. Instead of stone or wood buildings, they opt for simple yet sizable and sturdy tents. Despite their high virtues, they approach Pureblood Orcs with significant suspicion and bias. An Orc devoted to the malevolent deity Shazvor is a potential enemy, and breaking free from Shazvor's influence is not easy. However, they do not hold any special bias against other orc breeds. They assess all individually, apart from their respective races.

SANCTUARY ORC TRAITS

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

Isolated Survivalist. You gain proficiency in Stealth and Survival skill.

Lemertel's Touch. You know the resistance cantrip. When you reach 3rd level, you can cast the goodberry spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the lesser restoration spell once and regain the ability to do so when you finish a long rest.

THUNDERBORN ORCS

The Orc tribe that lives in the most secluded and dangerous places is undoubtedly the Thunderborn Orcs. Favored by Naucthmor, the Thunder Seeker, these Orcs are known for their affinity for different elemental types and exceptional physical abilities. Thanks to these abilities, they can inhabit unimaginable locations. They might establish small settlements right next to a volcano or on a peak of an ice-covered mountain.

Although their numbers are fewer than the Pureblood Orcs, their tremendous courage and rage that cloud their vision in battle can make them noteworthy foes and valuable allies. However, tempting or directing them to follow others' purposes is problematic. They generally listen to the

voices of their hearts and souls rather than following a leader. Leadership within the Thunderborn Orc tribes is mostly symbolic. While a chief exists, their orders and instructions might not always be followed. Therefore, those among them who possess more wisdom can assume leadership positions. Despite their physical prowess, they don't necessarily expect their leaders to have exceptional leadership skills. According to the Thunderborn Orcs, a leader should interfere with others the least and be the most intelligent individual.

Despite their cruelty and prowess in combat, Thunderborn Orcs rarely harbor malevolent intentions. They have a unique concept of honor based on courage, physical struggles, and frequent bursts of anger that can reach irrational levels. Once their work is understood, they are easier to comprehend than initially expected. They have a strong sense of humor and enjoy experiencing different emotions beyond anger. This brings along an odd yet developed sense of aesthetics and art appreciation. However, the number of individuals who can exhibit patience to work on any subject for an extended period is rare. Thus, they may enjoy various artistic creations, even at a fundamental level. Someone well-versed in the art would find Thunderborn Orcs' tendencies in this regard to be childish and lacking detail.

Nevertheless, this does not prevent them from deriving pleasure. They might enjoy singing very simple songs together. They also appreciate good stories but become bored if they become too lengthy. Their favorite stories rarely exceed fifteen sentences. They never shy away from entering battles; they swiftly achieve significant results. Retreat or surrender is never an option for Thunderborn Orcs. They are fond of large and flashy weapons; if they can find them, many Thunderborn warriors have collections of such weapons. Naturally, the more experienced individuals possess a greater variety and number of weapons.

THUNDERBORN ORC TRAITS

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

Birth Sign. Thunderborn orcs have different birth signs. When you are born, your soul decides which natural disaster you are affiliated with. You can choose an earthquake, blizzard, lightning storm, or a volcano. Your birth sign gives you different abilities.

- ▶ **Earthquake Sign.** You gain resistance against thunder damage. When you deal a critical hit with a melee weapon with heavy quality, every creature within 10 feet of your target must succeed at a Dexterity saving throw at a Difficulty equalling the damage dealt. If they fail this saving throw, they are knocked prone.
- ▶ **Blizzard Sign.** You gain resistance to cold damage. When you hit a creature with a melee attack, you can invoke the power of the blizzard. The target must succeed on a Constitution saving throw against a DC equal to 8 + your Strength modifier + your proficiency modifier or have its movement speed reduced by half until the start of your next turn, and it loses its reaction for that turn.
- ▶ **Lightning Storm Sign.** You gain resistance against lightning damage. You gain 10 feet of bonus movement speed and proficiency in Athletics skill.

► *Volcano Sign.* You gain resistance against fire damage. When you take as much damage as one-quarter of your remaining hit points in a single melee or ranged strike, you can make a single melee attack against your attacker as a reaction. If your attacker is beyond your melee reach, you can make your attack against any creature within your reach.