

Backgrounds of Faerûn: Nations of Destruction

Enrich your characters with this supplement containing backgrounds for 10 of the Forgotten Realms dangerous denizens: the brutish bugbear, the vicious verbeeg, the friendly firbolg, the greedy goblins, the violent voadkin, the horrific hobgoblins, the harrowing half-ogres, the savage grimlocks, the fierce formorian and the mixed-up mogrelfolk!



WELCOME TO THE REALMS

In the "Backgrounds of Faerûn" supplement, we focused on the human kingdoms. In each of these smaller supplements, we investigate groups of the other races that inhabit the world. Thematically, they'll be grouped by family such as Dwarf, Elf, or Gnome.

Each supplement will contain races both old and new, their equipment, their spells, and many other features for these races. Existing races will be given the regions they're native to with bonds for each. If you're picking one of these races, they're intended to work with the existing backgrounds in the *Player's Handbook* or with the backgrounds from the "Backgrounds Of Faerûn" supplement.

If you use a new race, they'll include the race as well as a background specific to that race. Additionally, they'll come with extra content to help you get into the mindset of playing these rare and unusual races. As with the "Backgrounds Of Faerûn" supplement, the backgrounds for new races are intended to be mixed with another background or can be used as is.

Remember to always check with your Dungeon Master if you wish to play one of these races.

HOW TO COMBINE BACKGROUNDS

Let's say you wanted to be an bugbear but you wanted to combine the "Chief" background with the "Folk Hero" from the *Player's Handbook*.

First, you would choose which of the two backgrounds you want to take the skill, tool and language proficiencies from. This is the background you also take your equipment from.

Second, you choose which of the two backgrounds you want to take your feature from. Either the minion companion from the bugbear or the rustic hospitality that the folk hero enjoys.

Lastly, you'll pick one trait, ideal, bond, and flaw, one each from either background table. For example, you could choose the folk hero trait and ideal, but use the bugbear bond and flaw.

ON THE "BACKGROUNDS OF FAERÛN"

The supplement "Backgrounds of Faerûn" is another title written by myself on the Dungeon Master's Guild. It's intended to be a supplement for the human dominated kingdoms of the realms and is otherwise the same as this book. It's not a books of racial specific backgrounds, as many cities in the Forgotten Realms allow all sorts of different folks from different backgrounds.

If you don't own it, don't worry. The rules contained in each of these smaller supplements are more than enough to use for your characters.

If you do happen to own it, then the rules here are easily combined with those rules. Instead of just having a "Halruaan Bounty Hunter", you could mix the Halruaa background with the star elf background and the folk hero background to have a star elf folk hero that's native to halruaa, with the bonds, traits, ideals, flaws, equipment and features of all three backgrounds!

ART CREDITS

Covers: The Ruins of Holyrood Chapel by Louis Daguerre, 1824

Page 1: Goblin Gunslinger by Shaman's Stockart

Page 2: WotC-4e_MM_goblin by Wizards of the Coast

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Page 26: The Subsiding of the Waters of the Deluge - Thomas Cole, 1829.

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INSPIRATION

The Complete Book of Humanoids by Bill Slavicsek for 2nd edition Dungeons And Dragons.

Giantcraft by Ray Winninger for 2nd edition Dungeons and Dragons.

Dragon Magazine #242, Ecology of the Mongrelmen by Johnathan M. Richards.

Races of Faerûn by Eric L. Boyd, Matt Forbeck, and James Jacobs for 3rd edition Dungeons and Dragons.

Dragon Magazine #327, Ecology of the Grimlock by Mark A. Hart

Monstrous Races by Tyler Kamstra found at

<http://www.dmsguild.com/product/230312/Monstrous-Races>

GOBLINOIDS

"Sure, the little green guys and big ol' furry ones might not look related but most goblins all follow the same rules: follow what's bigger than you. Of course, there ain't much bigger than a bugbear in goblin society!"

– Turk, Goblin Expert

Goblinoids come in a variety of different races. The smallest and most well known are the green skinned goblins. Their more brutish cousins are the bugbear, an overmuscled tower of hostility that can easily overpower adventurers that aren't careful. The militant hobgoblin are the most intelligent and structured of the goblins.

CONQUERED CONQUERERS

In their ancient pasts, the various goblinoid races all held their own social rules, strategies, magical practices, and religions, that doesn't matter today. Maglubiyet the goblinoid god crushed resistances and strapped all the gods worshipped by goblinoids under his control. No matter what differences there are between goblins, hobgoblins, and bugbears, they are all children of Maglubiyet.

A CALL TO ARMS

When called, the lazy bugbears are stirred and hobgoblins begin making plans while goblins begin marking territories. No one group sees each other as anything other than "Goblin".

This gathering of goblinoids is known as a Host and the creation of a Host is something most goodly races keep an eye out for, ready to send in heroes should the need arise.

GOBLINOID TRAITS

Your goblinoid character has the following racial traits.

Alignment While their outlook varies between the three races, nearly all goblinoids are Evil.

Size Your size is medium.

Speed Your walking speed is 30 ft.

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 in darkness, only shades of gray.

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

Subrace. Goblinoids are organized into three subraces: the covetous goblin, the prideful hobgoblin, and the slothful bugbear. Choose one of these subraces. You gain the traits listed under your chosen subrace in addition to those above.

WHY SUBRACES?

While these races work exactly as presented in *Volo's Guide To Monsters*, they've been divided into subraces. It's not what the race/subrace dynamic usually represents, in this case it makes modifying more subraces easier.

If you're not a fan of this modification all that's been done is finding the common elements between the three races, and putting them here. If you take the traits here and combine them with the racial blocks for each, you'll have recreated the races as presented in that book.



GOBLIN

"Dead of night / Is time to fight
Cut and crush, / And burn and bite!
Hunt the meat / That bleeds and cries
Hobble feet / And gouge the eyes!"
– Goblin Poem

The most populated of all the goblinoids and likely second only to kobolds when you consider other monstrous races, goblins are a threat known in nearly every corner of every realm. When attacking foes in great numbers, goblins are dangerous and reckless. When outnumbered themselves, they fawn over such power and offer their services in hopes to survive. At their core, goblins are likely to do whatever it is they need to in order to gain an edge on the world around them.

A FAMILY DIVIDED

Goblins divide their society into four castes: Lashers, Hunters, Gatherers, and Pariahs.

At the bottom of goblin life is the Pariah, who get all the worst jobs and are treated nearly as inferior beasts. However, Pariahs are the ones who get to raise and control beasts which itself is a valuable job.

Gatherers are second only to the Pariah, charged with stealing food, equipment, and slaves. The cooks of the tribe, they are also responsible for crafting the poisons that the goblins will use on the battlefield.

Above Gatherers are Hunters, the most skilled combatants of the tribe. They are respected and generally treated quite well.

Lording above all goblins are the Lashers, families of goblins who understand combat strategy, traps, construction, and most importantly, religion. Booyagh (magic) goblins are always Lashers.

TALENT FOR BEASTS

In the same way that goblins have divided their families up in a show of status, as a race they claim lordship over the beasts of the realms. Keeping animals for food, for war, and for companionship, is a crucial part of any goblin tribe.

STATUS CHASERS

In order to show their superiority to others in their tribe, many goblins collect trinkets and other status symbols. Of course, in goblin society one needs to beware the others that view your status symbol as something to covet and take from your cold, dead corpse.

GOBLIN ADVENTURERS

A goblin adventurer is unlikely to be a volunteer. More commonly, there is a task that no one wanted to do and so it was assigned as a task to complete. However, if successful, the tribe is more and more likely to continue using those same goblins as they seem to have greater luck than the rest of the tribe.

NAMES OF THE GOBLINS

Goblin names tend to be simple, as most goblins outside their tribe won't need to know their names. Things like Jurd, Pak, Drit, or Chak are examples of goblin names. However, goblins are fans of adding titles to their name as a show of status. Lekrurv the Mighty or Yennek the Savage are examples of these titles.

GOBLIN (GOBLINOID SUBRACE)

Your Goblin character has the following racial traits.

Ability Score Increase Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age Goblins reach adulthood at age 8 and live up to 60 years.

Alignment Most goblins are typically take a neutral view, but many tribes have a lawful or chaotic leaning that might influence that view.

Fury of the Small When you damage a creature with an attack or a spell and the creature's size is larger than your own, you can cause the attack or spell to deal extra damage to the creature. The extra damage equals your level. Once you use this trait, you can't use it again until you finish a short or long rest.

Nimble Escape You can take the Disengage or Hide actions as a bonus action on each of your turns.

GOBLIN SIZE

Gender	Average Height	Average Weight
Male	3'0" - 4'4"	40 - 80 lbs
Female	2'10" - 4'	42 - 72 lbs



GOBLIN TRIBESMEMBER

GOBLIN

Every goblin belongs to someone. Be it the leader of their tribe, a powerful non-goblinoid that has moved into their region, or even something as powerful as a dragon. Goblins often lead by throwing themselves at the mercy of whatever powerful creatures come into their range (often with plans to dispose of said creature at a later time).

Suggested Classes: Fighter, Rogue

FEATURE: CASTE SYSTEM

Due to splitting their society into four castes, your proficiencies and equipment are based upon the caste in which you were born into.

With your DMs permission, choose or randomly determine which caste your goblin character was born into. This changes how other goblins treat you.

LASHER

Skill Proficiencies: Choose two skills from the following: Investigation, Religion, Animal Handling, Medicine, Persuasion, or Intimidation.

Tool Proficiencies: Two tool proficiencies of your choice.

Equipment: A tool with which you are proficient, three trinkets, a set of goblin style clothing, and an art object worth 15gp.

HUNTER

Skill Proficiencies: Your choice of Animal Handling or Nature, and Stealth.

Tool Proficiencies: Your choice of two tools from the following: Leatherworker's Tools, Smith's Tools, Weaver's Tools, or Woodcarver's Tools.

Equipment: A tool which which you are proficient, two hunters traps, a set of goblin style clothing, and a trophy from a creature you've killed such as a cape made of their hide or a necklace of claws.

GATHERER

Skill Proficiencies: Nature and Survival

Tool Proficiencies: Your choice of Brewer's Supplies or Alchemist's Tools, and Cook's Utensils

Equipment: A set of tools with which you are proficient, a set of manacles, 5 empty glass bottles, a set of goblin style clothing, and a pouch with 15gp worth of gems pilfered from slaves.

PARIAH

Skill Proficiencies: Animal Handling and Nature

Tool Proficiencies: Cook's Utensils and Leatherworker's Tools

Equipment: A set of tools with which you are proficient, a high quality saddle of your own making, a bag of animal food you personally cook (it grants advantage on Animal Handling checks to change the attitude of animals), and a string of animal claws and teeth worth 15gp.

SUGGESTED CHARACTERISTICS

Goblins are cowardly when faced with powers greater than their own, and are reckless when they feel they have the advantage. Consummate deal makers, they're always willing to sell out their own for survival.

d8 Goblin Personality Trait

- 1 I fill my pockets with anything I can put my hands on, provided no one is looking.
- 2 You can't really know someone if you don't taste them first.
- 3 A short temper? IS THAT A SHORT JOKE?! WAGHA!
- 4 The idea of bathing is as offensive to me as I am to your nose!
- 5 Everything is a joke to me, especially things I don't understand.
- 6 I'm not against fighting dirty. Or dealing dirty. Or pretty much anything else, dirty.
- 7 If I get something, I hold onto it as though it were my own hand: you'll have to cut me to get it!
- 8 Eating the things I defeat is just a little thing I like to do.

d6 Goblin Ideal

- 1 **For The Tribe:** We can't survive if we don't work together. **(Lawful)**
- 2 **Self:** Only we are responsible for our own actions. **(Neutral)**
- 3 **Greater Good:** The world won't get better if we never try to make it better. **(Good)**
- 4 **Suffering:** Goblins suffer the whims of others, making others suffer makes them see the goblin way. **(Evil)**
- 5 **Might:** We follow strength, strongest smartest goblins rule the rest! **(Evil)**
- 6 **Status:** Above all other things, show off how awesome you are. It's all about you baby! **(Evil)**

d6 Goblin Bond

- 1 Big bad calls tribe. Tribe comes, big bad eats tribe. I get away, but want to KILL big bad!
- 2 Booyagh says dark clouds mean doom for tribe. Goblin heroes go try to stop cloud or join it!
- 3 Scary humans came and killed tribe. I was little goblin, so they don't kill me. Mercy opened eyes, now I mercy hero too!
- 4 Best goblins are Booyagh goblins! Me travel to learn to be Booyagh!
- 5 Host calls and goblins walk many many fars to get there. I got bored and walked away. See what fun I can find!
- 6 To master the Whip is to become a Lasher. It's the only way to improve your station in goblin life. I will master the whip!

d6 Goblin Flaw

- 1 When the going gets tough, I get down on my knees and beg to join it!
- 2 Some goblins understand when they're in danger, not me! I treat everything like I can kill it!
- 3 I want to take everything shiny. EVERYTHING.
- 4 I cut things, to watch them bleed. Not a lot, just enough to make me happy.
- 5 I refuse to fight fair. If there's no way I can cheat, I refuse to fight at all.
- 6 My fight or flight senses seem to be wired permanently to flight.

FEAT: NILBOG

Prerequisite: Goblin

You gain **Innate Spellcasting**, **Nilbogism** and **Reversal of Fortune** when you take this feat.

Innate Spellcasting: Your innate spellcasting ability is Charisma. You can innately cast the following spells, requiring no material components.

At will: *Mage Hand*, *Vicious Mockery*

3/day: *Tasha's Hideous Laughter*

1/day: *Confusion*

Nilbogism: When you are attacked by another creature, you may use your reaction to try and charm them.

The attacker must succeed on a Charisma saving throw with a DC of 8 + your Charisma modifier + your proficiency, or become charmed until the end of your next turn. Charmed creatures must spend their action praising you.

You cannot use this ability again until you complete a short rest.

Reversal of Fortune: You receive no benefit from magical healing. When a creature deals damage to you, as a reaction you may reduce this damage to 0 and instead regain a number of hit points equal to 1d6 + your Constitution modifier + your Charisma modifier.

After you use this ability, you may benefit from magical healing.

You cannot use this ability again until you complete a long rest.

WEAPON: GOBLIN SPEAR

This wicked black spear has a dangerous edge filled with barbed hooks. Designed to painfully rip and tear the flesh of creatures struck by the horrific blade.

The weapon is identical in all respects to a regular spear, however it also deals 1d4 extra slashing damage.

VARIANT: GOBLIN-QUALITY WEAPONS

As it's unlikely for a goblin to just walk into a shop and purchase things, goblins need to make things or steal them. When goblins make weapons and armor, the attention to quality is somewhat lacking.

Goblin weapons break when rolling a 1 on attack and goblin armor breaks when critically hit. However, goblin gear costs 25% of the regular versions.

HOBGOBLIN

"The problem when you're fightin' hobgoblins is that you need to think two steps ahead of where they've already thought you'll think."

– Berkark, dwarven strategist.

Masters of all things martial, the hobgoblin is a most fearsome foe. Unlike goblins and bugbears, one does not catch hobgoblins alone. They always move as a unit, organized with plans outlying their precise orders.

WAR IS EVERYTHING

Every aspect of hobgoblin life in one way or another is a facet of war. A hobgoblin painter might only see beauty in the battlefield, with their artwork representing horrific combats and wars. A hobgoblin clothier might seek ways to reinforce clothing, keeping it lightweight but offering additional protection. There isn't a career that can't be applied to war.

DEATH BEFORE DISHONOR

To be a coward and run, to disobey orders, to spit on the image of the gods, or to give insult to others, are all cases where hobgoblins would eject their own from society. Much like their god Nomog-Geaya, they are expected to be obedient, loyal, and upstanding.

EVERYTHING IN ITS PLACE

Dividing their kind by rank, education, skill set, and capabilities, hobgoblins are tested even as young children and all are put into their place. The only way to change your own destiny is to work hard through the militaristic structure and earn the respect of your peers. However, unlike other goblinoids, hobgoblins treat even the lowliest ranks well for a motivated soldier could one day be your general.

HOBGOBLIN ADVENTURERS

As with all aspects of hobgoblin life, there are two main reasons that one would become an adventurer. Either it's to commit to war (likely as part of an elite strike force, as an agent of one of the hobgoblin organizations such as the Iron Shadows or Academy of Destruction) or to find glory. Perhaps your character was dishonored and is trying to regain the trust of the tribe, or maybe they're one of the secret police and they're investigating hobgoblin affairs in distant lands.

NAMES OF HOBGOBLINS

Hobgoblins have three names: their personal name, their clan name, and their rank. The personal name is given at birth while their clan name changes whenever they join a new clan. Their rank is whatever they've earned for themselves and can only be changed by those of higher rank.

Examples of names are Aruget, Ekhaas, Jhezon, and Uhl. Clan names are typically simpler, such as Baaz, Volar, or Karuk.

Ranks on the other hand (from lowest to highest) are as follows: Soldier, Fist, Spear, Fatal Axe, Captain, General, and Warlord.

HOBGOBLIN (GOBLINOID SUBRACE)

Your hobgoblin character has the following racial traits.

Ability Score Increase You Constitution score increases by 2, and your Intelligence score increase by 1.

Age Hobgoblins have lifespans identical to humans, attaining adulthood at roughly the same time.

Alignment Hobgoblins are often lawful although some are neutral. They are rarely ever chaotic.

Martial Training Choose two martial weapons. You have proficiency with these two weapons and with light armor.

No Disgrace For fear of showing weakness in front of your allies, if you would fail an attack, ability check, or saving throw, you may add +1 for every ally you can see within 30 feet to a maximum of +5. Once you use this trait, you can't use it again until you finish a short or long rest.

HOBGOBLIN SIZE

Gender	Average Height	Average Weight
Male	5'6" - 6'10"	150 - 200 lbs
Female	5'4" - 6'5"	135 - 190 lbs



DEDICATED SOLDIER

HOBGOBLIN

With their single minded focus on military strategy and instinct to conquer everything that falls within their sight gives even the sturdiest of heroes sleepless nights. Hobgoblins are masters of the battlefield and if only for the fact that they do not procreate as quickly as the other goblinoids, they would have already taken over the world.

Skill Proficiencies: Athletics and Perception

Language Proficiencies: One language of your choice.

Tool Proficiencies: One set of tools of your choice from the following: Carpenter's Tools, Cobbler's Tools, Cook's Tools, Leatherworker's Tools, or Smith's Tools.

Equipment: A set of tools with which you are proficient, an item denoting your rank, a flag belonging to your banner, a set of common clothing, and a belt pouch with 15gp.

Suggested Classes: Fighter, Cleric, Rogue, or Wizard.

FEATURE: MILITARY RANK

Having learned all you can from your trainers, you are now officially a 7th rank Soldier. Each time your proficiency bonus increases, you can speak with a superior officer for a promotion. You can also get promotions by performing tasks of great honor and heroism on behalf of the tribe.

The ranks are as follows:

1st Rank - Warlord	5th - Spear
2nd Rank - General	6th - Fist
3rd Rank - Captain	7th - Soldier
4th Rank - Fatal Axe	

Goblinoids (in particular other hobgoblins) will treat you with the respect that comes with your station. If you need to requisition equipment, you can get 50 gp worth of gear per rank at any given time, and in the presence of a hobgoblin army you can have room and board.

SUGGESTED CHARACTERISTICS

Hobgoblins care only for honor and glory, while their minds twist everything to fit within the mindset of a soldier. A simple purchase of equipment is a battle of wits between merchant and buyer.

d8 Hobgoblin Personality Trait

- 1 I will always defer to my foe to ensure things are fair. If they are unarmed, I drop my weapon. If they lost an arm, I'll bind my own.
- 2 When presented with a chance to be brave, I grasp it firmly.
- 3 I never leave an ally behind, ever. It doesn't matter if they're hobgoblin, goblin, or anything else.
- 4 Our gods show us how to act, on behalf of ourselves and our tribe. I honor them each and every day.
- 5 My sense of honor means if I hear someone insult another, I must take arms against them.

d8 Hobgoblin Personality Trait

- 6 I take great pride in my equipment. I repair, polish, and add adornments after any challenging combat.
- 7 Being a soldier means that I follow orders, nearly instinctively.
- 8 To save my allies from danger, I gladly throw myself onto it.

d6 Hobgoblin Ideal

- 1 **For The Legion:** Your actions need to befit your legion. **(Lawful)**
- 2 **Death Before Dishonor:** If you dishonor your legion, you must perform an act to even your ledger. **(Lawful)**
- 3 **Just a Cog:** The individual is but a small piece **(Neutral)**
- 4 **Strength:** Might makes right. Our might spreads, until someone stronger stops us. **(Evil)**
- 5 **Superior:** We are feared for our military might, for good reason. There are none better. **(Evil)**
- 6 **Tyranny:** It is the will of Maglubiyet that we conquer all. **(Evil)**

d6 Hobgoblin Bond

- 1 Intelligence from our mages at the Academy of Devastation declared an ominous wind. Several specialized individuals, including myself, have been sent to find the truth behind it.
- 2 The last host failed because of poor leadership. I adventure to better myself, so that I might lead the next host.
- 3 Humans, dwarves, elves... all have legendary magical items. I seek the tools to craft the greatest military magical weapon ever forged.
- 4 I've done a grave dishonor to my legion. I've exiled myself as punishment, never to return.
- 5 A warlord had allied himself to our tribe, but when I discovered he was using us I tried to assassinate him. I've been exiled from the tribe, but I still need to save them.
- 6 A monstrosity decimated my tribe while I was hunting. Tribeless, I seek revenge before finding a new tribe.

d6 Hobgoblin Flaw

- 1 I exaggerate the weight of any given situation.
- 2 Being in other lands makes me desire tasting their cuisine, even when I'm taught that ours is much better.
- 3 I don't care much for the gods, at all. In our society, that's dangerous thinking.
- 4 I hold all creatures to the same standard as hobgoblin society. It's never been appreciated yet.
- 5 I'm incapable of thinking of things without applying them to war.
- 6 It's not common for my kind, but I'm a drunk.



SPELL: LEGION'S BLESSING

4th-level enchantment

Casting Time: 10 minutes

Range: Self

Components: V, S, M (a skull inscribed with runes)

Duration: Concentration, up to 10 minutes

Placing a blessing upon yourself, up to 5 allies within 30 feet become inspired by you. Whenever an inspired ally makes an attack roll or a saving throw before the spell ends, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

VARIANT: SPECIAL NOSE

Prerequisite: 1st level, Hobgoblin

Your nose is bright blue or bright red. It becomes flush, brighter when you are emotional. You have disadvantage on rolls trying to hide your emotional state. However you have advantage on Charisma skill checks versus other hobgoblins.

FEAT: HOBGOBLIN COMBAT STYLE

Prerequisite: Hobgoblin

You gain the following two abilities.

- Once per turn, you deal an extra 7 (2d6) damage to a creature you hit with a weapon Attack if that creature is within 5 ft. of an ally that isn't Incapacitated.
- On your turn, you may use your action to set a weapon with both the **Heavy** and **Reach** qualities against a charge. Until the start of your next turn, if a foe moves more than 10' away from their starting position and move into your reach, you may use your reaction to attack them. If you hit, you deal twice as much damage as usual.

HOBGOBLIN SOCIETY ROLEPLAYING

For players wishing to belong to either of these two factions within Hobgoblin society, the following builds are recommended.

Iron Shadow: Monk, using the "Way of the Shadow" archetype. If feats are allowed, select the *Magic Initiate* feat taking two of the following cantrips and one of the following first level spells:

Cantrips: *minor illusion*, *prestidigitation*, *true strike*

1st Level: *charm person*, *disguise self*, *expeditious retreat*, *silent image*.

Academy of Devestation: Either a Wizard using the *School of Evocation* archetype or a Sorcerer using the *Draconic Bloodline* or *Storm Sorcerer* archetypes.

BUGBEAR

"In a warcamp, two goblins are always sent to wake a bugbear. The first is to wake the beast while the second is to replace the first once the bugbear has killed it for waking them up."

—Eldross Venn, elven scholar and goblinoid expert.

Large, scary, and covered in a shaggy fur, the bugbear is the beast that parents warn their children about. Long grasping limbs to steal unattentive youth from their parents are a frightful thought, but most bugbears wouldn't consider such a thing, as children are loud and tend to wake one up.

LAZY LAYABOUTS

Bugbears are brutish, known for using their physical size to intimidate lesser creatures into acting for them. There isn't a bugbear that wouldn't prefer having someone else do things for them, be it hunting for food or killing invaders. A bugbear is as lazy as a goblin is greedy.

Once awoken, bugbears will find the shortest and easiest path to completing their tasks.

FEARFUL REPUTATION

Because of their immense size and natural tendency towards stealth, one can never be sure about bugbears. This makes them the subject of much fright, a trait that most bugbears are quick to use. They'd rather use their reputation and size to great effect.



FAITHFUL IN ACTION

Bugbears do not believe in having clerics or paladins. The gods watch over them, and judge them based on their actions. Most bugbears know that Hruggek will reward them with a position in his armies, their rank based on how many kills they were able to earn while mortal.

BUGBEAR ADVENTURERS

Bugbears do whatever they want, unless a host is called. Selfish and lazy are considered excellent virtues by bugbear standards, and enforcing your will onto others is an well regarded practice. However, come time for a host, bugbears become compliant and obedient.

NAMES OF BUGBEARS

Bugbear names are usually brutish and sound similar to effects one would cause in combat (e.g. Ripnek, Cloberend, Throddle, etc.) Some bugbears might have a family name as well and, although somewhat similar to bugbear tradition, tend to be somewhat more sophisticated (e.g. Cresher Bulbnak, Maul Killig, Varag Ghoulchewer, etc.) Some names will also describe great feats a bugbear, or his family, is known for such as; Throthleneck, Giantkiller, Ogresmasher, Goblineseater, Orcbane, etc. Names in bugbear culture are not specific by sex.

BUGBEAR (GOBLINOID SUBRACE)

Your Bugbear character has the following racial traits.

Ability Score Increase Your Strength score increases by 2, and your Dexterity score increases by 1.

Age Bugbears reach adulthood at 16, and live up to 80 years.

Alignment Given their selfish, opportunistic minds, most Bugbears are chaotic.

Long-Limbed When you make a melee attack on your turn, your reach for it is 5 feet greater than normal.

Powerful Build You count as one size larger when you determine your carrying capacity and the weight you can push, drag, and lift.

Sneaky You are proficient in the Stealth skill.

Surprise Attack If you surprise a creature and hit it with an attack on your first turn in combat, the attack deals an extra 2d6 damage to it. You can use this trait only once per combat.

BUGBEAR SIZE

Gender	Average Height	Average Weight
Male	6'0" - 8'0"	250 - 350 lbs
Female	6'2" - 7'8"	225 - 330 lbs

CHIEF

BUGBEAR

Pressing others into service for their own lazy needs, bugbears throw their strength around like there's no way anyone could contest them. Of course, having a horde of minions sometimes makes that same strength difficult to contend with.

Skill Proficiencies: Athletics and Survival

Tool Proficiencies: Brewer's Supplies and Musical Instrument (Drum)

Equipment: Brewer's Supplies, A large drum (for signaling your minions), a loincloth from a powerful creature you've defeated, a pair of hunter's traps, and a skull that your minion has fashioned into a belt pouch which contains 15gp.

Suggested Classes: Barbarian, Fighter, Rogue

FEATURE: MINION

You have an underling: a lowly goblin, a weak Pariah. While unable to defend themselves beyond running away, and certainly lacking any strength to be even a passable fighter, they can perform various chores according to your needs. Should the goblin die, roll 1d10 to determine how many days until you have another.

The goblin can do anything an *Unseen Servant* can do. When your proficiency increases, you can have one additional goblin (so two goblins at 5th level, three goblins at ninth level, four goblins at 13th level and five goblins at 17th level).

If these goblins are required to roll a skill check or saving throw, they simply add your proficiency bonus and their AC is equal to 10 + your proficiency bonus.

SUGGESTED CHARACTERISTICS

Swing your weight around, make demands, and basically get others to do things for you. If someone questions your strength, prove to them that they are mistaken.

d8 Bugbear Personality Trait

- 1 If someone doesn't do what I say, they get beat until they change their mind!
- 2 Unless something threatens me, my stuff, or my friends, I'll be sleeping.
- 3 I put on a big dramatic show because I'd rather people left me alone.
- 4 My anger is always quietly seething, like a smouldering fire.
- 5 I carry weapons, but I prefer to feel skulls crack under my fingertips.
- 6 Unlike my kin, I only fight when provoked into combat. Otherwise, I'm a relatively calm bugbear.
- 7 My body is adorned with trophies harvested from the corpses of my kills.
- 8 My kind is known for our stealth, something I use in all aspects of my life.

d6 Bugbear Ideal

- 1 **Power:** The only limits to what you can do is your own personal strength. **(Chaotic)**
- 2 **Freedom:** Never be so weak as to let others control your destiny for you. **(Chaotic)**
- 3 **Relaxation:** Find time every day to relax. **(Neutral)**
- 4 **Greed:** Bugbears love treasure, the more the better. **(Evil)**
- 5 **Might:** Our gods watch our actions and reward the strongest of us. **(Evil)**
- 6 **Master:** Crush resistance under your boot and bend it to your will. **(Evil)**

d6 Bugbear Bond

- 1 A treasure for my head. I adventure to find something to put up there.
- 2 Gold! There's not enough in the world to sate my appetite.
- 3 I want to gather enough goblins to have an army wait on me hand and foot.
- 4 I want to find a comfortable hole as far away from everyone else as possible.
- 5 In the last host, I was captured. I escaped, but I have no intention of returning to the losing side.
- 6 A prized trinket was taken by one of my underlings. I'll track em down and eat their face!

d6 Bugbear Flaw

- 1 I'm kind hearted, I'll protect any who aren't strong enough to protect themselves.
- 2 My treasure pile is more than enough, I don't mind sharing.
- 3 Underlings work harder when you treat them well.
- 4 Being stealthy is fine, but it's unfair to others. I avoid such dirty tricks.
- 5 Honor is important to me, I try to ensure others think highly of me.
- 6 A calm, easy attitude puts others at ease. I don't want to make others nervous.

GIANTKIN

*The four born of her / each holds their own.
To stand beside kin / or brave dangers alone
They'll never stand with / their true bloded kin
Never as equals / for black was her sin.*

– Poem found within the book "Valis' Annotated Excavations Of The North", currently missing from the Candlekeep library.

The Firbolg, Formian, Veerbeeg, and Voadkyn. Four races that have been treated badly by history, and yet never seem to settle into being a race bent on revenge. Indeed, while bound by blood, each tribe of these cousins to giants has their own culture and identity.

BORN OF INFIDELITY

Annam and Othea ruled over all the giants and their gods as king and queen. However, Annam was not the only partner that Othea took. One of these partners was Ulutiu, a slumbering deity holding great providence over the cold places of the world. Their relationship spawned the half-giants, but when their relationship was uncovered Ulutiu left the world.

HATED HALF-BROTHERS

The giants believe that Othea's relationship with Ulutiu was blasphemous, for by cheating on Annam her children were only half-giants. Annam and Othea were the king and queen of the giants and their gods, after all, and any born outside that covenant are evil reflections of the true majesty of giants.

UNLEASHED FROM THE ORDNING

Giants, and their kin (except for the firbolg) used to follow the ordning. This was social structure where respect is given to those above your station, and to break that was an insult to the gods. Giant-kin were given second to last placement, just above ogres and before ettins.

Following the events where the small-folk tried to raise Tiamat out of the abyss, in 1489 DR, the Ordning was broken and now the giant-kin have a new place in the world.

NEW RACE TRAITS

Your giantkin character has the following racial traits.

Ability Score Increase Your Strength score increases by 1.

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 in darkness, only shades of gray.

Powerful Build. You count as one size larger when you determine your carrying capacity and the weight you can push, drag, and lift.

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

Subrace. Giantkin are organized into four subraces: the firbolg, veerbeeg, voadkin, and fomorians. You gain the traits listed under your chosen subrace in addition to those above.



KEEPING UP APPEARANCES

While they are all related by blood, the four giant-kin presented here are all very different in appearance and social graces.

FIRBOLG

Firbolg males sport great, thick beards. Their skin was fleshy pink but can be dusky with blue hues, and their hair, though it came in many colors, was usually either red or blonde.

Their clothing is simple, hand crafted within their own communities. While capable of wearing armor, most firbolg shun the practice as cowardly.

FORMORIAN

Magically twisted and malformed, their purple skin is mottled and lumpy. Haunched backs, veined skin, and asymmetric bodies, are all difficult signs to hide. What little hair they have is typically white.

They give little care to their hygiene or even what they wear.

VERBEEG

Resembling tall humans, their bodies are usually much broader and thick with muscle. Their hair is typically dark, with males growing large beards. Their skin is often olive or dusky, although it can range from human shades into more orange or pale green colors.

Their choice of clothing runs in human styles, although it has to be replicated at sizes the giants can wear.

VOADKYN

With skin hues ranging from yellow to green and even touching brown, voadkyn often blend in with the forests they inhabit. Resembling wood elves, except for a total lack of hair, their pointed ears and not-unhandsome faces would be comforting if not for their much larger than usual heads.

Their clothing is often simple trousers or skirts, made from the natural resources of their forests. They don't frequently wear footwear.

REGIONS OF THE GIANT-KIN

- **Firbolg:** High Forest, Cormanthor, Neverwinter Wood, and Ardeep Forest
- **Fomorian:** The Underdark and Sword Coast
- **Verbeeg:** The Sword Coast, Calimshan, The Dragon Coast, and Damara
- **Voadkyn:** High Forest, The Great Dale, The North, and Tethyr

WEAPON: GIANT LONGBOW

Weapon	Cost	Damage	Weight	Properties
Giant Longbow	100 gp	1d10 piercing	10 lb.	Ammunition (range 200/1000), heavy, two-handed, special
Giant Longbow Arrows	3 gp	--	3 lb.	Special: Purchased in packs of 20.

A giant longbow is made of particularly thick materials, reinforced and strengthened to allow for a much more distant shot. It is much larger than a regular bow.

However, this weapon carries a special property. If the wielder lacks the **Powerful Build** racial trait, their attacks with the weapon suffer disadvantage.

A giant longbow is a martial ranged weapon.

FIRBOLG

*They lived in 'Tir na nog' many centuries ago
And they live on in myth and legend and little else we know
Of the tribe known as Fir Bolg which means 'belly man'
Perhaps from them the myth of the Leprechaun had it's
source and began.*

–The Fir Bolg by Francis Duggan

Tribes of these half-giants sequester themselves into remote forest strongholds, wanting to spend their time communing with nature and growing their communities.

DEDICATED TO THE CODE

When the Ordning was in place, the only group of giants or giant-kin to reject that structure was the firbolg. Instead they have a democratic system called "The Cast". Whenever a decision affecting the clan is necessary, a call goes out to all able members of the tribe to assemble and vote on the issue. To cast their ballots, the firbolgs use flat rocks engraved with their own personal runes.

KEEPERS OF NATURE

Firbolg hold a deep respect for nature and feel that the living things of the world are as connected to it, as it is to them. Almost all firbolg learn even a small amount of magic, to help preserve nature and protect it from those who would do it harm.

Those who take up greater amounts of spellcasting to become druids themselves often find they become leaders of the stronghold, if for no other reason than they're more capable of protecting it although it usually is accompanied by a cast to ensure the rest of the clan approves of the promotion.

TENDERS OF COMMUNITY

With strict adherence to what they refer to as "The Code", firbolg are very structured in their idea of punishment. This code dictates that individuals need to be judged based on their actions, not their birthright. Minor transgressions could mean servitude to the clan, which major ones would result in expulsion.

The concept of lying is difficult for firbolg to work with, causing them to break out into cold sweats or nervousness. A firbolg always has visual tells when being dishonest.

These two features help keep firbolg society running in an orderly and sustainable manner.

FIRBOLG ADVENTURERS

Firbolg adventure for three reasons: their clan has been destroyed, they're on a perilous task on behalf of the clan, or they've been exiled from the clan because they've broken the code.

NAMES OF THE FIRBOLG

The concept of names is funny to firbolgs, after all what is a name when it's deeds that matter most? However, when dealing with those outside of their clan they'll often pick names. These can be names that describe the deeds they've done, or simply elven names they've taken a liking to.

FIRBOLG TRAITS (GIANTKIN SUBRACE)

Your Firbolg character has the following racial traits.

Ability Score Increase Your Wisdom score increases by 2.

Age As distant relations to the fey, firbolg have long lifespans. Adulthood starts around 30 and the eldest firbolg can easily reach 500.

Alignment Typically, most firbolg are neutral good. It's very rare for firbolg to be evil.

Size Your size is medium.

Firbolg Magic. You can cast *detect magic* and *disguise self* with this trait, using Wisdom as your spellcasting ability for them. Once you cast either spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of *disguise self*, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Hidden Step. As a bonus action, you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this trait, you can't use it again until you finish a short or long rest.

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Languages In addition to any other languages, you speak, read, and write Elvish.

FIRBOLG SIZE

Gender	Average Height	Average Weight
Male	7'2" - 8'4"	240 - 300 lbs
Female	7'0" - 8'2"	220 - 380 lbs

OUTCAST

FIRBOLG

When a firbolg breaks the code, if the reason is excessive, then it's likely they will be cast out into the world. Of course, some firbolg just get separated from their clans or their clans are destroyed by powerful creatures. Whatever the reason, these children of nature are at odds with the world around them.

Skill Proficiencies: Nature, and Survival

Language Proficiencies: Language

Tool Proficiencies: Your choice of Calligrapher's Supplies, Painter's Supplies, or Weaver's Supplies, and one musical instrument of your choice.

Equipment: A single item that holds "the code" written upon it, such as a bracelet or scroll. A set of tools or musical instrument with which you are proficient, a set of common clothing in firbolg style, an icon of your tribe crafted from plants only indigenous to the region your tribe is from, and a belt pouch with 15gp of elven gold.

Suggested Classes: Druid, ranger, or fighter.

FEATURE: ONE WITH NATURE

As long as you uphold the spirit of the firbolg and make no grand actions to destroy nature, your connection with the world around you remains unbroken. Unless blighted or otherwise magically impaired, a forest will always provide you clues enough to find food and water, as well as shelter for when you need to sleep.

If you destroy large swathes of forest, start fires, harm fey or elves living within the forest or selfishly overhunt the prey found within the forest, you cannot benefit from this trait until you make amends.

SUGGESTED CHARACTERISTICS

Firbolg outcasts are afraid, strangers in strange lands, and entirely unaccustomed to what the outside world is like. They can be naive, curious, cautious, or outright confused.

d8 Firbolg Personality Trait

- 1 For every tree I cut, I plant the seeds of two more. For every animal I kill, I leave food for its kin.
- 2 We've lived in seclusion for a very long time, I find stealth is an excellent tool for many situations in life.
- 3 When I come across new people, I try to foster an aura of peacefulness.
- 4 With new foes, I try to seek out knowledge about them. Who knows what I might learn to avoid confrontation?
- 5 Whenever I face failure, afterwards I contemplate where that failure happened so I might avoid it in the future.
- 6 I do not speak freely in front of others until I'm certain of their sense of honor.
- 7 We prove ourselves through action, so I often act before I speak.
- 8 I don't understand a lot about civilized life. Without asking, I often presume what things mean. Equally often, I'm wrong.

d6 Firbolg Ideal

- 1 **Structure:** We keep the code close to us, for without it our society would crumble. **(Lawful)**
- 2 **Freedom:** Do not try to dominate nature, instead try to foster growth that exists already. **(Neutral)**
- 3 **Education:** When others harm any bit of nature, I find myself trying to change their ways instead of fighting. If possible. **(Neutral)**
- 4 **Nature:** Happiness is finding a warm spot in the sun and just enjoying life. **(Good)**
- 5 **Life:** Do not kill if it can be avoided. There is enough death in the world. **(Good)**
- 6 **Peace:** The enraged owlbear is not angry without reason, instead of killing it try to rectify the source of its anger. This approach works wonders with all things, not just owlbears. **(Good)**

d6 Firbolg Bond

- 1 My tribe was wiped out. But much like after a forest fire, life goes on. I will find my place in life.
- 2 I was exiled from the tribe for a murder I didn't commit. Solving this mystery has taken me afar.
- 3 The tribe has voted, and I've been cast out but the chief wouldn't explain why. I travel with a great pain upon my heart, not knowing the source of this vote.
- 4 It was late fall when the red dragon landed. It enslaved most of the tribe, but those of us who escaped vowed to return with help to slay the wyrm.
- 5 Our tribal leader has died. A vote was cast and leadership fell upon me, but I feel within my heart that I am unworthy. I travel to cure myself of this feeling.
- 6 I seek a stronger connection with nature. I figured by travelling afar, I can find out more about distant lands and how nature survives there.

d6 Firbolg Flaw

- 1 Lies just aren't difficult for me, they're impossible. I cannot commit the act of subterfuge.
- 2 I have a tendency to eat various plants whenever I come across them. This has bitten me in the end more often than not.
- 3 Being in the city makes me crazy, it's simply too much. Too much noise, too much going on. I cannot stay in cities long.
- 4 I think of most animals as cute fuzzy little friends, even when they're huge and hungry carnivores.
- 5 I have a tendency to verbally and loudly proclaim the mis-deeds of others, generally in front of them.
- 6 I often mock true giants. This never goes well.

FOMORIAN

Oisín against the demon, light against dark, Danaan against Fomorian, poet against critic, even Yeats against Dowden – all the battles are one.

–Yeats's Poetry and Poetics By Michael J. Sidnell

The cursed fomorian, also known as the giants of the underdark, are a tragic race and a living warning to all about the lessons of humility. The fomorians are a hideous, misshapen lot, hated equally by the fey and their giant cousins.

A CURSE OF HUMILITY

Once the most beautiful of all giants (not just giant-kin), fomorians were quite adept in all matters magical and martial. That is, until they tried uniting and marching upon the feywild in an attempt to capture the magic of that realm for their own twisted uses.

Against a united resistance, their war went on too long. Between the magic of the feywild and the magic of its defenders, the fomorians were reshaped and twisted until their appearance matched their black and twisted hearts.

SLAVES OR MONSTERS

Since their campaign against the feywild, other giants have found that fomorians make for excellent slaves. They're sent to do the most dangerous jobs such as cleaning animal pens, or more boring jobs like preparing meals.

The fomorians in captivity don't seem to mind being pushed into such slavery too much, but those that do escape to the underdark where they can enslave creatures weaker than they are, or be brought into the service of those with more power.

STRANGE PROPHETS

Fomorians are dim witted, and yet they hold an elaborate prophecy: that the spirit of the great king who will unite all giantkind together will be born of their blood. That by experiencing the harsh reality of the world and feeling the same suffering as all his children, he will die and be reborn more powerful and beautiful than any giant before him.

Then, fomorians will be taken to his side and their horrific visage revoked, revealing their own true beauty and mastery over the world around them.

FOMORIAN ADVENTURERS

Fomorians don't really take on a traditional adventurer role, however they easily take to tasks that have a need to be filled. Were a frost giant to order a fomorian subordinate to go fetch his armor that was stolen, the fomorian would do everything in its power to succeed.

NAMES OF THE FOMORIAN

Fomorians don't often name themselves, although slaves typically are named by their masters. These names are often cruel and subversive, something the dim witted fomorian wouldn't understand.

FOMORIAN TRAITS (GIANTKIN SUBRACE)

Your Fomorian character has the following racial traits.

Ability Score Increase Increase your Constitution score by 2.

Age Much like other giants, fomorians are quite long lived. However, due to their curse, it's not nearly as long as other giant-kin. Adulthood starts around 20 and lasts for about 200 years.

Alignment Nearly all fomorians favor an evil alignment, and most embrace a chaotic one as well.

Size Your size is Medium.

Twisted Form. Due to your twisted form, you are unable to wear armor. You may still use shields.

Curse of the Evil Eye. As an action, you may use your Evil Eye ability, but on a failed save the creature is also afflicted with a magical deformity. The creature may attempt a new saving throw at the end of each of its turns, ending the effect on a success.

When you use this ability, choose one deformity from the list below.

- **Twisted Legs:** Reduce the creature's movement speed for 10 ft.
- **Warped Joints:** The creature has disadvantage on Dexterity saving throws and ability checks, and on attacks based on Dexterity.
- **Withered Limbs:** The creature has disadvantage on Strength saving throws ability checks, and on attacks based on Strength.

Evil Eye. As an action, you may target one creature you can see within 30 ft. of you. The target must succeed on Charisma saving throw or take 1d8 psychic damage. The DC for this saving throw is 8 + your proficiency bonus + your Wisdom modifier. The damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8)

FOMORIAN SIZE

Gender	Average Height	Average Weight
Male	2'10" - 3'4"	52 - 82 lbs
Female	2'6" - 3'	42 - 72 lbs

WHERE CREDIT IS DUE

For the Firbolg, the *Volo's Guide* iteration of the creature was broken down, much like had been done for Goblins. However, the other three giant-kin didn't exist in this edition of the game officially.

Unofficially, the very excellent *Monstrous Races* on the DMs Guild has a balanced playable version of every race in the Monster Manual. The fomorian, half-ogre variants, and the mongrelfolk, are from that supplement.

You can find it on the guild at

<http://www.dmsguild.com/product/230312/Monstrous-Races>

ESCAPED SLAVE

FOMORIAN

Very few fomorians can call themselves free, but those that are enslaved aren't entirely bothered by it either. Those who escaped slavery often look to turn to mercenary work, trading one master for another.

Skill Proficiencies: Athletics and Perception

Language Proficiencies: One language learned from the creatures that enslaved you.

Tool Proficiencies: Any one tool proficiency of your choice learned from the creatures that enslaved you.

Equipment: A tool with which you are proficient, an item denoting your former bondage such as shackles or a neck collar, a loincloth of fomorian design, and a cloak in the style of the creatures that enslaved you, with hidden pockets containing 15gp.

Suggested Classes: Barbarian, or Monk.

FEATURE: SLAVE PATHS

To escape from your masters, you've found runes along the paths that helped you learn the safe ways of escape. Whenever you're lost in unfamiliar territory, you can make a DC 15 survival or perception skill check. Success indicates you find a hidden spot used by slaves to escape. These caches can be hidden for sleeping purposes and may have small amounts of leftover food or other supplies.

SUGGESTED CHARACTERISTICS

As a former slave, you're always watching over your shoulder for bounty hunters and you're always looking for the next wanna-be master. Paranoia is your safety net.

d8 Fomorian Personality Trait

- 1 Sarcasm and insults are my weapons of choice.
- 2 It's in my nature to be distrusting. I'm very slow to change that opinion.
- 3 I only have one attitude: bitter.

d8 Fomorian Personality Trait

- 4 Approaching anything more straightforward than "hit something" is frustrating to me.
- 5 I know to keep my mouth shut, my ears open, and my hands busy.
- 6 The idea of empathy is a concept lost on me.
- 7 Most of my communication occurs in the form of grunts.
- 8 Point me in a direction, give me some orders, and I'm happy.

d6 Fomorian Ideal

- 1 **Suffering:** To suffer is to live. No shame acknowledging that. **(Neutral)**
- 2 **Brash:** Life is likely far too short to worry about manners. **(Chaotic)**
- 3 **Change:** Every year the world is different, try not to get too stuck on how things 'are'. **(Chaotic)**
- 4 **Power:** At the hands of others, I've learned the lesson of power: those who have it lord over those who do not. **(Evil)**
- 5 **Greed:** At the end of the day, people will overlook what you look like if you've enough gold in your pocket. **(Evil)**
- 6 **Power:** I am a predator, and everything else is my prey. A simple view of life, but one that's worked so far. **(Evil)**

d6 Fomorian Bond

- 1 I was freed by the kindness of another, something that changed me deep inside.
- 2 Being the punching bag for a bunch of giants before escaping, I now hunt them down for sport.
- 3 The underdark isn't so scary, as long as you stay near the surface. I don't mind helping others navigate the tunnels for a bit of coin.
- 4 I've been told there is powerful magic in the world. Maybe powerful enough to break my curse.
- 5 The legend of our giant king is known to all fomorians, I intend to find out the truth behind it.
- 6 I don't have a reason for being, it's just better than the alternative.

d6 Fomorian Flaw

- 1 I tend to be bold, when caution would do.
- 2 My ever growing desire for gold knows no bounds.
- 3 I'm really useless in social situations.
- 4 Without orders, I just idle around.
- 5 What allies I have, aren't around for long. My eating habits drive men mad.
- 6 Our kind are not known for excellent fragrance, most people are aware when I'm around.



VERBEEGS

A blurb written in universe, generally around a paragraph. Simply put, just a bit of prose.

Of the giant-kin, verbeegs tend to live closest to civilized lands. Their intelligence allows them to integrate largely with other communities. For this reason, they're often referred to as "human behemoths".

THAT'S MINE!

Verbeegs have no concept of ownership. While they don't have tendencies for greed, if they need something and they see it, they're likely to simply pick it up without thinking much about it.

CREATIVE STORY TELLERS

Their high intellect and living on the fringes of society often means they have to find their own entertainment. This isn't a hindrance, as verbeegs tend to be elaborate story tellers, able to weave multiple plots and characters together on the fly with little difficulty.

TRUST ISSUES

While it's not to say that dealing with a verbeeg is an exercise in trust, their ability to track facts and lies means they're very good at it. It's wise to never fully trust a verbeeg without checking their information separately. The giants and their kin use "lying like a verbeeg" as a saying to point out something obvious is occurring.

VERBEEGS ADVENTURERS

Tending towards being mercenaries to take advantage of their great strength and cunning, verbeegs have many reasons to adventure. They have an innate selfish nature, wanting to take care of themselves before any other.

Because of the Ordning being dissolved, verbeegs also tend to join militaries and mercenaries as a way to gain rank. They loved the Ordning and seeing it removed was a harsh blow to many verbeeg.

NAMES OF THE VERBEEGS

Verbeegs tend to see themselves separate from giants, instead picking names of the humans they live near. They don't worry about the culture of these humans, they just pick names they like the sound of.

VERBEEGS TRAITS (GIANTKIN SUBRACE)

Your Verbeegs character has the following racial traits.

Ability Score Increase Your Intelligence score increases by 2.

Age Verbeegs tend not to live as long as giants, yet still longer than men. Attaining adulthood at 15 and living until around 150.

Alignment Typically selfish, most verbeeg are neutral evil but there's nothing about them socially that would make other alignments unusual.

Size Your size is medium.

Natural Planner. You have a pool of dice that you may lend to your allies. You start with 2d6 at 1st level, increasing to 3d6 at 7th level and 4d6 at 14th level. When you complete a short or long rest, this pool replenishes.

As a reaction to your allies making an attack, damage, skill check, or saving throw, you may remove a d6 from the pool and add its result to their roll. You must do this before they know if the roll succeeded or failed.

Talent for Swindling. Due to their mindset, verbeegs are excellent spies. You have proficiency with Dexterity (Sleight of Hand) and Charisma (Deception) checks.

Languages You know one additional language of your choice, picking it up from others within your social circle. You can speak, read, and write this language.

VERBEEGS SIZE

Gender	Average Height	Average Weight
Male	6'10" - 8'2"	250 - 325 lbs
Female	6'6" - 8'	235 - 325 lbs



TRAVELLING SWINDLER

VERBEEGS

It's not often nice to group an entire race by a single trait they share, and yet many folk of the realms know not to trust a verbeeg without question. Their personalities are often bombastic and their intellect is sure to keep anyone on their toes ensuring they don't get trapped in verbal wit.

Skill Proficiencies: Persuasion and Performance

Language Proficiencies: One language you picked up from your road travels.

Tool Proficiencies: One gaming set.

Equipment: A gaming set with which you are proficient, a set of common clothes, a trinket that hides a secret compartment that can store anything that would fit completely in one hand, a trinket you stole from someone, a belt pouch with 15gp.

Suggested Classes: Fighter, or Rogue.

FEATURE: A FAVOR FOR A FRIEND

You've gambled with a great number of people in your travels, enough that one or two of them owe you a favor. When in a city, you can call in a favor. The nature of this favor and the individual you owe are up to the DM, however they will help you in earnest, within the limits of what you need done.

They will not risk their lives for you, nor will they sacrifice their own means to help you (they won't give you their home, but they'll let you stay there, for example).

Once you've used this feature, you cannot call upon them for a favor in this way, however they are an NPC you can interact with normally.

SUGGESTED CHARACTERISTICS

Sleezy, controlling, and a master at manipulation, most swindlers have sociopathic tendencies. That's not to say they're all bad, but they have a high degree of skill in the art of manipulation and working that as a swindler comes naturally.

d8 Verbeegs Personality Trait

- 1 When I want something, I get it. Doesn't matter how.
- 2 Oh your feelings are hurt? It'd be a shame if somehow I cared.
- 3 If you're not doing what I say, you're in my way. A dangerous place to be.
- 4 There's little that goes on around me that I didn't set into motion.
- 5 Life is a grand game of chess, and I intend to outplay everyone.
- 6 I love city life, so many plots and schemes, I really find anything else disinteresting.
- 7 Whenever I go to a new city, I try to setup a few contacts. You never know when a native will be useful.
- 8 I am the most important thing to me, and with my masterful intellect, I'm always crafting plans to ensure I am safe.

d6 Verbeegs Ideal

- 1 **Schemes:** To plot is natural, those who say otherwise simply aren't good at it. **(Neutral)**
- 2 **Greed:** It's not greedy to want the best things in life, only to want them in excess. **(Neutral)**
- 3 **Self:** Only person looking out for you, is you. **(Neutral)**
- 4 **Manipulation:** Why bother doing anything yourself, when you can trick others into thinking they want to do it for you? **(Evil)**
- 5 **Success:** In striving for success, there's nothing that will stop me. **(Evil)**
- 6 **Power:** Accumulating power is it's own reward. **(Evil)**

d6 Verbeegs Bond

- 1 I stole from a very rich merchant. He sends bounty hunters after me regularly, but they'll never catch me!
- 2 To gain a promotion, I fixed to have my captain killed. I didn't know at the time, he survived. This should be interesting.
- 3 On contract to kill a man, he paid me more than the contract was worth. I took his money and killed him anyway.
- 4 Mercenary work suits me just fine, I see no reason to put an end to it.
- 5 I had a child who left when they came of age. I travel to find what happened to them.
- 6 Heard tales of a magic crown that made others obey you. Sounds like exactly the sort of thing I want.

d6 Verbeegs Flaw

- 1 I don't care what happens to those around me, as long as I'm safe. I'd sell my best friend if it would save my hide.
- 2 Unlike others of my kind, I understand ownership. I just don't care.
- 3 My love for excess, be it drinking or food or lust, means I'm forever broke.
- 4 Gaining rank is all I care about. I'd murder my direct superior and pin it on someone else, without a second thought.
- 5 I turn everything into a joke, even in the most solemn of situations.
- 6 Every success I've had becomes a parable when someone else has failed. I'm generally insufferable.

VOADKYN

"Ill omen is that, when the stars turn black. Until they return, children, hide!"

-Voadkyn lesson about star readings.

When the giantkin were cast into the world, banished by the word of Annam, the voadkyn noticed that the forest had not yet been given to the true giants. In this they saw a niche where they could survive, and after decades of living in harmony with the wood elves, treants, and other fey creatures of the woods that they've proven their ability to survive.

ALOOF GUARDIANS

Because of their ancestors deciding to move into the forests, they see themselves as protectors of that domain. Even going so far as to call themselves "wood giants", the voadkyn work along side elven and fey allies to protect the woods in which they dwell.

However, their mindset is one of separation: to allow the world to continue without any action of their own is the right way to do things. Therefore, many see wood giants as creatures unwilling to commit to a cause.

HUMORLESS

Voadkyn aren't just lacking in a sense of humor, they actively look down upon it. Many used to surmise that this was due to the fact they felt unjustly placed near the bottom of the Ordning, but since it's been dissolved they still seem to carry this trait.

PRACTICAL VEGETARIANS

Seeing themselves as separate from nature, guardians that are dedicated to protecting it, they choose not to eat meat as hunting might interfere with the natural order of predators and prey. Instead, nuts, vegetables, fruits, and grains form the majority of food consumed by voadkyn, who are excellent farmers.

VOADKYN ADVENTURERS

If a voadkyn is on an adventure, it serves a purpose. Perhaps this is to scout dangers to their woods or hunt a prophecy that spells their doom. Rarely would a voadkyn be ejected from their society, but it is not unthinkable.

It's worth noting that Voadkyn dislike enclosed spaces. They believe that nights when the stars are hidden precede days of ill fortune, and are reluctant to do much on such days.

NAMES OF THE VOADKYN

Voadkyn names follow the elven tongue, taking many names of the wood elves for themselves. However, nearly all voadkyn also choose a name they refer to themselves by, specifically for use in prayer.

VOADKYN TRAITS (GIANTKIN SUBRACE)

Your Voadkyn character has the following racial traits.

Ability Score Increase Your Dexterity score increases by 2.

Age Voadkyn tend to live longer, but also take much longer to attain adulthood. This begins at 100 years of age and their lifespans can reach 800 years.

Alignment Valuing freedom above all else, most voadkyn tend towards chaotic good.

Size Your size is medium.

Forest Dweller. Your Stealth skill checks benefit from advantage in forests and woodland regions. Additionally, you are unaffected by natural difficult terrain in forests and woodland settings.

Fey Touched. You have advantage on saving throws against being Charmed, and magic can't put you to sleep.

Additionally, you can cast disguise self with this trait, using Wisdom as your spellcasting ability for them. Once you cast this spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

Languages You can speak, read, and write Elvish in addition to any other languages you know.

VOADKYN SIZE

Gender	Average Height	Average Weight
Male	7'2" - 9'0"	300 - 700 lbs
Female	6'10" - 9'0"	250 - 550 lbs

SCOUT PROTECTOR

VOADKYN

Being a scout protector is a rite of passage in voadkyn society. One must protect their home, to understand the weight of someone lost in that defense. Trying to be separate from the world, and yet at the same time ensuring it remains protected, is a difficult choice the voadkyn make. This task lasts 50 years.

Skill Proficiencies: Nature, and Perception

Tool Proficiencies: Woodcarver's tools and any one musical instrument of your choice, likely something native to your homeland

Equipment: A compass, a map of your homelands, plain clothing in the voadkyn style, a belt pouch with 15gp worth of rubies, and a set of Woodcarver's tools or a musical instrument from your homeland.

Suggested Classes: Druid, or Ranger

FEATURE: OBSERVER OF NATURE

In spaces outside urban cities, such as forests or swamps, the scout protector remains always vigilant. After you finish a short or long rest, you can determine the general hostility of the region around you for up to 1 mile. This includes if any creatures are hunting you, if any creatures are hunting others, and specifically how difficult it will be for you to find food or water in this region.

Each time you complete a short or long rest, you also know the general distance and direction where you currently are in relation to the last place you took a short or long rest, provided both are within the same physical region and you have not been magically teleported recently.

SUGGESTED CHARACTERISTICS

More than the typical voadkyn, the scout protector exists outside all. They aren't part of voadkyn society, as they're expected to live a solitary life protecting the forest for at least 50 years. Before they left and when they return, they'll be part of a society that believes in keeping itself out of the affairs of others.

Your character will be aloof, distant, thoughtful, and contemplative. That doesn't mean they're all sad, but that they put more thought into the solemn things in life.

d8 Voadkyn Personality Trait

- 1 I leave well enough alone, unless provoked.
- 2 I ignore the advice of others until they've proven themselves.
- 3 I try not to act before I have information from all sides.
- 4 If someone is in need of assistance, I try to help them help themselves.
- 5 The best definition for someone like me is: an observer.

d8 Voadkyn Personality Trait

- 6 When I come across tyranny in any form, the need to stop it drives me.
- 7 Out in the wilds, I feel most comfortable. Cities are too separate from the world, for my liking.
- 8 I have a strong affinity for art, something our kind are not typically known for.

d6 Voadkyn Ideal

- 1 **Balance:** Contemplate your actions, to avoid unforeseen reactions to the balance of the world. **(Neutral)**
- 2 **Freedom:** To imprison another is to restrict their part in the world, this is the highest form of crime. **(Chaotic)**
- 3 **Death:** Do not weep for the dead, for this is yet another part of life. **(Chaotic)**
- 4 **Protection:** Avoiding interference is not always possible, if you must act, do so to protect those who cannot protect themselves. **(Good)**
- 5 **Life:** Do not harbor ill will against the living, their actions help shape the world to be what it is. **(Good)**
- 6 **Patience:** There is no need to act rashly. For ever opportunity lost, another is found. **(Neutral)**

d6 Voadkyn Bond

- 1 A mercenary tried burning the forest to catch an elf. I venture to find him and prevent him from ever burning another tree.
- 2 I believe that to know the world, one must experience it. When I have sufficiently learned, I will return with this knowledge.
- 3 My tribe was cut down. I seek not revenge, only a place in the world.
- 4 I have detached myself from this world, to achieve spiritual enlightenment. I travel to work my soul into a crucible to further my training.
- 5 Unlike others of my kind, I have a natural curiosity that has taken me afar.
- 6 A grave threat to the forest has been divined by our shaman, and now I travel to seek the source of this darkness.

d6 Voadkyn Flaw

- 1 While we are supposed to respect balance, I view intrusion upon nature to be an affront. I stop such actions whenever I find them.
- 2 I am so slow to anger, my compatriots wonder if there is such a thing as too placid.
- 3 We are known for shunning humor, but I secretly indulge in it. Such a tawdry act, the formation of a joke!
- 4 I've little interest in rejoining my kin. I feel that we are out of touch with even ourselves.
- 5 I am ignorant of things not borne of nature.
- 6 My education was too brief, there is much I do not know about outside our borders.

HALF-OGRE

"Ogres are dangerous, angry, and stupid. You only have to worry about Half-ogres half as much."

– Dirk, halfling giant hunter.

Formed from the union between a human and ogre or half-ogre, these half blooded humanoids are rare indeed. Towering over most folk, including orcs and even some bugbears, the half-ogres of the world tend to make other humanoids fearful.

Ugly yellow or brown skin, thick with warts or other marks are common for most half-ogres. Their hair is usually dark, black or deep gray.

DISTANT RELATIONS

Not related to the children of Ulutiu like the Firbolg or their kin, they are indeed a giant-kin. Instead, Othea had another affair with Vaprak, forming ogres and trolls. Such creatures were much lower in the Ordning than these other giant-kin.

NO SELF CONTROL

Because of their short lifespans, half-ogres do little with haste or planning. They enjoy the pleasures of life into excess, rush into battle without much thought, and often die without regrets.

UNTRUSTED

Other races tend not to put much faith in half-ogres. Their reputation for hostility and brash action often puts them into conflict with the designs of others. That's not to say there aren't examples of half-ogres that have earned the respect of others.

HALF-OGRE ADVENTURERS

As varied and different as all humans are, half-ogres also express this flexibility. Thus, half-ogres can adventure for nearly any and every reason they can think of.

NAMES OF THE HALF-OGRE

Half-ogres typically take names from their human parentage, although sometimes if their ogre parent is famous they'll add on a title to denote this connection. For example, "Berren, son of Gorthak the mad".

HALF-OGRE TRAITS (GIANTKIN SUBRACE)

Your Half-Ogre character has the following racial traits.

Ability Score Increase Your Strength score increases by 1, and you may add 1 to any ability score other than Strength.

Age Attaining adulthood early, around 8 or 10, half-ogres don't typically live as long as humans. They have lifespans only reaching 50 years.

Alignment True to their human parentage, half-ogres can be of any alignment.

Size Your size is medium.

Tower of Muscle You have proficiency on Strength saving throws and Athletics skill checks.

Languages You can speak, read, and write, one language in addition to the others you already know.

HALF-OGRE SIZE

Gender	Average Height	Average Weight
Male	6'10" - 8'4"	315 - 425 lbs
Female	7'0" - 8'0"	300 - 390 lbs

Half-Ogre Variants

The half-ogre presented here is what happens when one parent is a human. Below are adjustments for Bugbear, Hobgoblin, and Orc parentage. Consider making your alignment, and language match that of the parent.

Bugbear. Half-ogres with bugbear parents lose the *Tower of Muscle* trait, and gain the *Sneaky* trait (page 9).

- Alignment: Any Chaotic
- Language: Goblin

Hobgoblin. Half-ogres with hobgoblin parents lose the *Tower of Muscle* trait, and gain the *Martial Training* trait (page 6).

- Alignment: Any Lawful
- Language: Goblin

Orc. Half-ogres with orc parents lose the *Tower of Muscle* trait and gain the *Aggressive* trait (As a Bonus Action, the half-ogre can move up to its speed toward a hostile creature that it can see).

- Alignment: Any Evil
- Language: Orc

FORMER ENFORCER

HALF-OGRE

Because of your brutish strength and imposing stature, you found your youth dominated by doing work for others. You often didn't even need to DO anything, just being there was enough.

Skill Proficiencies: Intimidate, and Persuasion

Tool Proficiencies: Thieves' Tools and one gaming set of your choice.

Equipment: A set of thieves' tools, a gaming set with which you are proficient, a set of common clothing designed to look intimidating, a cloak with hidden pockets that contain 15gp.

FEATURE: THE OLD BOSS

There are times when adventurers need something done that they can't be directly tied to, or lack the skills to do themselves. Luckily for you, there are ways to contact the underbelly of a city. Infact, your former boss has made many contacts in lots of cities.

You can use your knowledge of how such criminal organizations work to request work be done. This might be acquiring an item that's difficult to procure, getting information that would otherwise be hidden, spreading lies to back up a story, or some other devious activity. Your former boss will pull the strings needed to get it done, however you will end up owing them a favor.

The nature of this favor is up to the DM, but you're unable to use this feature again until you complete such a task for your old boss.

SUGGESTED CHARACTERISTICS

Loud, brash, and exaggerated. These are the tools enforcers use to make their demands and add weight to the consequences should those demands be ignored. Your character can be equally loud, or perhaps your character is more of a "deeds, not words" type, where the simple sight of them sends others working.

d8 Half-Ogre Personality Trait

- 1 If you don't like what I'm doing, that's your problem.
- 2 I've learned to take comments on my apperance in stride.
- 3 I like to make everything sound vaguely threatening.
- 4 Hope you like the strong silent type hanging around, that's me.
- 5 It's easier for me to trust people who judge me on my actions, no my looks.
- 6 While I look scary, I'm really a gentle giant.
- 7 Unpredictably, my mood flips to raging monster with no notice.
- 8 I have a small collection of delicate trinkets. When people find out, it often surprises them.

d6 Half-Ogre Ideal

- 1 **Order:** Those with control, power, influence, or money are your betters. If you want to change that, you need to get control, power, influence, or money. **(Lawful)**
- 2 **Life:** Everyone has a chance to change the world. Wasting your life without purpose is the biggest waste of all. **(Neutral)**
- 3 **Power:** The natural state of power is to be lorded over others. You can't fight that. **(Chaotic)**
- 4 **Protection:** Sometimes people can't protect themselves, and that's where you should stand. **(Good)**
- 5 **Balance:** Good? Evil? I only care about what your actions say about you. **(Neutral)**
- 6 **Might:** Strength is the only true power in this world. **(Evil)**

d6 Half-Ogre Bond

- 1 The parent that raised me, cared for me deeply. The villagers of our home didn't think so and burned our house. Only I survived.
- 2 Becoming a thug was easy, leaving this life has been hard. Especially rejecting everything I've been taught.
- 3 I was raised in an orphanage, and I've dedicated my life to their cause.
- 4 I've made only a few friends in this life, but I am forever bound to protect them.
- 5 I'm proud of the things I've accomplished, I ignore when others try to tear me down.
- 6 My teacher, the one who helped me get away from being a criminal, died. I travel to say my goodbyes.

d6 Half-Ogre Flaw

- 1 My goals are my own to complete, I share no glory that I've earned on my own.
- 2 I hate when others presume I'm angry and stupid, so much that it drives me into a mindless rage!
- 3 My mouth gets me into more trouble than my fists know what to do with.
- 4 If there were an award for gluttony, I'd hold it for long after my death.
- 5 Diplomacy is fine, but once it goes on too long I get bored. And when I get bored, I get violent.
- 6 I don't understand things good.

MONGRELFOLK

"Long before you see them, you'll hear them. Footsteps that echo an uneven gait. Wet, horrible breathing as though even that simple act was straining. Cracking joints held together by twisted sinew."

– Volken Tor, Inquisitor

The hideous mongrelfolk might look frightening, but truly they are a race to be pitied. Their creation ensures their existence is a painful one, other races regard them as monstrous or unnatural, and even their own communities are places where no two folk are alike. This only serves to outline how lonely their lives are, from birth to death.

UNNATURAL CREATIONS

Mongrelfolk are capable of having children, which has resulted in small pockets of mongrelfolk communities hiding themselves away from other civilizations.

Even with the ability to co-exist naturally with the world, their forms are a constant reminder that they were never placed here by some god or by universe but by the twisted whims of mad men trying to reach into the realms unknown.

DISTANT RELATIONS

The two breeds of mongrelfolk hold different origins and interact with their worlds differently, yet one thing they can hold onto is that regardless of the source of their creation that they are indeed not alone. Mongrelfolk understand that if they find others of their kind, they'll have a place to belong.

Each of the two subraces also worships "The Hidden One". In truth, this god is a reflection of their creator.

MONGRELFOLK ADVENTURERS

Most mongrelfolk, regardless of which subrace, like to sequester themselves away in their own societies. However, there are times when the needs of the community require one to step forward and perform great acts in order to keep their bretheren safe and secure.

MONGRELFOLK TRAITS

Your Mongrelfolk character has the following racial traits.

Ability Score Increase Your Constitution score increases by 2, and your Strength score increases by 1.

Age Reaching adulthood at 25, most mongrelfolk can easily reach 110 years of age.

Alignment Descended from diverse ancestry, Mongrelfolk follow all sorts of ideologies, and don't favor one alignment over any other.

Size 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 in darkness, only shades of gray.

Natural Attack. Your Mongrelfolk characters unarmed strikes deal 1d4 damage on a hit.

When you create your character, decide if this damage is piercing, slashing, or crushing.

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

Subraces. Mongrelfolk have two subraces to choose from: arcanaborn and brokenborn. You gain the traits listed under your chosen subrace in addition to those above.

MONGRELFOLK SIZE

Gender	Average Height	Average Weight
Male	4'6" - 5'4"	104 - 244 lbs
Female	4'5" - 5'3"	89 - 181 lbs



ARCANABORN

When wizards wish to have hordes of thralls under their control and aren't interested in golems or necromancy, the result is a horde of humanoids living a twisted and painful existence. However, these creatures are fully capable of breeding and after many generations have successfully integrated themselves into the natural world as part of it.

ABANDONED BY THEIR CREATOR

Arcanaborn mongrelfolk were far more common in the past, but the rituals needed to craft them were only known to a few wizards now long departed. While there used to be a division between the ritual-crafted and true-born versions, these days there are no more ritual-crafted arcanaborn mongrelfolk.

RADICAL APPEARANCE

Unlike the brokenborn, the arcanaborn were crafted initially as spies. They were to infiltrate society, consume a humanoid and take on their traits. While this ability has been lost, their visual traits from all the creatures ever consumed by a mongrelfolk carries on in their bloodlines today.

NAMES OF THE ARCANABORN

Arcanaborn mongrelfolk tend to use names that match their description. Knuckledragger, Scale-Face, or Crabclaw are all examples of their names.

ARCANABORN TRAITS (MONGRELFOLK SUBRACE)

Your Arcanaborn character has the following racial traits:

Diffuse Blood. You have Advantage on saving throws against any effect which targets a specific race. You may use items intended for any humanoid race as though you were a member of that race.

Dwarven Ancestry. You have advantage on saving throws against poison, and you have resistance against poison damage.

Elven Ancestry. You have advantage on saving throws against being Charmed, and magic can't put you to sleep.

Human Ancestry. You gain proficiency in one skill or tool of your choice.

Mixed Body Parts. Your melee attacks can be slashing, piercing, or bludgeoning at your desire.

APPEARANCE

Use 1d100 to determine your head, torso, once for each arm, and once for each leg. Then, roll for a number of quirks, which sets your arcanaborn mongrelfolk apart from the rest. These are visual components that have no statistical effect.

TABLE A

Race	Head	Torso	Arm	Leg
Bugbear	01-10	01-10	01-05	01-05
Bullywug	11-20	11-15	06-10	06-15
Dwarf	21-25	16-20	11-25	16-25
Elf	26-30	21-25	26-36	26-30
Gnoll	36-45	31-40	36-45	36-45
Goblin	46-50	41-45	46-55	46-50
Hobgoblin	51-60	46-55	56-60	51-55
Human	61-65	56-60	61-65	56-60
Lizardfolk	66-75	61-70	66-75	61-70
Minotaur	76-80	71-75	76-80	71-80
Orc	81-85	76-80	81-85	81-85
Satyr	86-95	81-90	86-95	86-90
Tiefling	96-00	91-00	96-00	91-00

TABLE B
1d10

1d10	Number of Quirks
1-6	One
7-9	Two
10	Three

TABLE C

When asked to roll multiple times, do so on the appropriate section of Table A. Additional limbs, torsos, and heads are vestigial.

1d100	Quirk	1d100	Quirk
1-10	Different Eyes (roll twice: Head).	66-75	Additional leg (roll once: Leg).
11-20	Different Ears (roll twice: Head).	76-80	Different back (roll once: Torso).
21-35	Odd patches of skin (roll twice: Torso).	81-85	Different hands (roll twice: Arm).
36-45	Additional head (roll once: Head).	86-90	Different feet (roll twice: Leg).
46-55	Split Torso (roll once: Torso).	91-95	Additional tail (1d6: 1-2 Lizardfolk, 3-4 Satyr, 5-6 Tiefling)
56-65	Additional Arm (roll once: Arm).	96-100	Roll on Table B and roll additional quirks as required.

BROKENBORN

Most brokenborn are native to Ravenloft but the mysterious mists have dragged many of their kind elsewhere. Created by mad alchemists and cultists, these failed experiments are affronts to all things natural. While the arcanaborn have features from their parentage, brokenborn are more a mixture of animal and man to create horrific half-breeds.

CHILDREN OF UAEROM

As a mixture of magic and science, the mad doctor Uaerom crafted the brokenborn as a way to prove his dominion over both man and beast. He wanted nothing more than to attain godhood, and it was his belief that by mastering both science and magic, he could elevate himself to the status of a god.

While the mists of Ravenloft have taken Uaerom long ago, his creations continue to persist today.

THE BORDERS OF BEAST AND MAN

Brokenborn resemble a nearly perfect merging of both man and beast. A brokenborn with the Aquatic Nature trait might resemble a human with a frog or fish head, complete with visual notes such as scaled or warty skin ranging from blue to green.

Two brokenborn might have wings, but one might have batlike wings with ears that resemble a bats while the other has dragonfly-like wings and a chitinous carapace across their body.

NAMES OF THE BROKENBORN

Brokenborn names try to include the type of animal they are mixed with into their more human names. Olivar Graymane, Tula Featherfringe, or Rennet Silkthread, would be examples of mongrelfolk mixed with wolves, birds, or spiders respectively.

BROKENBORN TRAITS (MONGRELFOLK SUBRACE)

Your brokenborn character has the following racial traits:

Experimental Adaptation. Brokenborn undergo magical apotheosis resulting in a randomized trait. Upon creation of your character, randomly roll or with your DM choose a specific adaptation from below.

Roll (1d6)	Trait	Description
1	Aquatic Nature	The mongrelfolk can breathe air and water. Your character has a swim speed of 15 feet.
2	Wings	Your character has a flying speed of 15 feet. To use this speed, you can't be wearing medium or heavy armor.
3	Primal Senses	Your character has advantage on Wisdom (Perception) checks that rely on hearing or smell. You are proficient in Perception checks.
4	Spider Legs	Your character has a climb speed of 15 feet.
5	Powerful Legs	Your character's long jump is up to 20 feet and its high jump up to 10 feet, with or without a running start. You have advantage on Athletics checks.
6	Shifting Skin	Your skin color can shift across a variety of shades. You have advantage on Stealth checks because of this effect.

Mimicry. Your character can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful Wisdom (Insight) check opposed to your Charisma (Deception) check.

MONGRELFOLK OPTIONS

FEAT: NON-VESTIGIAL TRAITS

Requirements: Arcanaborn Mongrelfolk with the additional head, arm, or leg quirk

You've overcome the very forces that have bound your parts together, training your mind and body to allow you to fully utilize your physical quirks.

Your character gains the following, for each applicable trait:

Additional Head. While all of your heads are awake, you have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Extra Arms. You may hold and use items in each of your hands.

If you have Extra Attacks, when you take the Attack action you may make each of your attacks using any weapon you are holding.

When you take the Attack action and attack with a weapon which qualifies for use with two-weapon fighting, you can use a bonus action to attack with a different qualifying weapon. You don't add your ability modifier to the damage of the bonus attack unless the modifier is negative or you have an ability which allows you to add your ability modifier to the bonus attack granted by two-weapon fighting. If you choose to make this additional attack, you may not benefit from using a shield until the beginning of your next turn.

If you use a weapon with the Heavy property or use a Versatile weapon two-handed you may not benefit from using a shield until the beginning of your next turn, but you may switch between multiple Heavy or Versatile weapons with each attack.

Extra Legs. You have advantage against being tripped, knocked prone, or shoved.

FEAT: BROKENBORN INFILTRATOR

Requirements. Brokenborn Mongrelfolk

Your kind were originally created to have a mastery over nature, both men and beasts. Very rare individuals are able to tap into this morphic trait and control how much their bestial side expresses itself.

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

You have advantage on saving throws against transmutation magic that alters your form.

You can cast disguise self, using Charisma as your spellcasting ability for them. Once you cast this spell, you can't cast it again with this trait until you finish a short or long rest. When you use this version of disguise self, you can seem up to 3 feet shorter than normal, allowing you to more easily blend in with humans and elves.

This effect is so successful, those trying to discern your actual appearance have disadvantage on the skill check.



UNDERDARK SURVIVOR

MONGRELFOLK

Mongrelfolk tend to keep to themselves, but for safety most of their communities tend to be in the Underdark or other caves. The skills they learn in their underground villages can be well applied in their time as adventurers.

Skill Proficiencies: Perception, and Stealth

Language Proficiencies: Undercommon

Tool Proficiencies: Mason's Tools

Equipment: Mason's tools, a set of stolen clothing, a cloak that has hidden pockets containing 15 gp, a tent and bedroll designed to blend in with stonework.

Region: Underdark

Suggested Classes: Barbarian, or Cleric

FEATURE: ACQUISITIONS

You know how to find people in Underdark cities who are always looking for bounties, slaves, and animals. This contact not only provides you with information of what such bounties, slaves, and animals are in high demand in the area, but also offer to give you favors and information (DM choice) if you bring such bounties, slaves, and animals to them.

SUGGESTED CHARACTERISTICS

Most mongrelfolk have personalities that are as varied as their forms. There is no single trait that mongrelfolk take on as a whole.

d8 Mongrelfolk Personality Trait

- 1 I'm always willing to make a quip, usually at my own expense.
- 2 My emotions are always kept in check.
- 3 When I get nervous, I pick at patches of skin and hair.
- 4 I prefer the company of animals, they don't judge me for what I'm not.
- 5 When someone starts a fire, I stay as far away from it as I can.
- 6 Judge me only by my deeds and heroism, for nothing else will give you a better idea of who I am.
- 7 I pity those creatures who can only see life from a single perspective. They'll never know the liberation in being free from your culture.
- 8 Practical jokes are, in my humble opinion, what is best in life.

d6 Mongrelfolk Ideal

- 1 **Order:** By sticking together through our differences, we are much stronger. **(Lawful)**
- 2 **People:** As a group, they're frightening, but individuals I can get behind. **(Neutral)**
- 3 **Change:** As literal examples of chaos, we understand the benefit of being flexible. **(Chaotic)**
- 4 **Protection:** A sense of morality pushes us to protect those who otherwise can't protect themselves. **(Good)**
- 5 **Life:** Ignoring all other things, life is precious. I do whatever I can to defend it. **(Neutral)**
- 6 **Revenge:** I hate that my very existence is a joke, and I'm quick to take it out on others. **(Evil)**

d6 Mongrelfolk Bond

- 1 I have a fascination with all things magical, maybe something could help us integrate into the world above!
- 2 A cave in nearly wiped out my village, now I seek a new home for my people.
- 3 Purple worms have carved a tunnel from our home to the surface. I now venture out to explore this new land.
- 4 A devil had made a contract with our leaders for protection, which turned sour. Everyone was taken... except for me.
- 5 Hordes of quaggoth have ransacked our home, I have nowhere to go now.
- 6 Rumor of an expert in magical amalgamations has gotten my interest, I travel to find the truth.

d6 Mongrelfolk Flaw

- 1 I'm terrified of all things magical.
- 2 I try to excuse myself from physical labor by blaming my deformities.
- 3 I place blame for any problem on the hateful views of others.
- 4 I use my appearance to bother others intentionally.
- 5 I use the ignorance of others to make up untrue facts.
- 6 Religion is a strangely distant concept for me to understand.

GRIMLOCK

"*Crazy cunning cannibals, hunt humans hungrily.*"
– Drow Children Nursery Rhyme

The stone colored, smooth skinned grimlock walk with a stooped gait. Their faces resemble humans, save for stretches of skin across their eye sockets. Stringy black or white hair is typical to see upon their bodies. Their typical choice for clothing is minimal, usually loincloths or other wraps.

BARBARIC ORIGINS

Long ago, Golden Eagle and Red Pony tribes of Uthgardt vanished into the underdark below the Moonwood. Long decades of wandering twisted their bodies and shaped their culture into the modern grimlock.

Many traditions still survive, however they've been twisted into dark reflections of the Uthgardt ways. For example, while the Uthgardt worship ancestor spirits, grimlocks believe in consuming the elderly or weak while they're still living as a form of mercy.

XENOPHOBIC SLAVES

Because of their abilities to navigate through the underdark without any assistance and their immunity to gaze attacks, many creatures of the underdark utilize grimlocks as slaves. The drow, aboleths and mind flayers, beholders, and duergar all utilize grimlocks.

Medusae in particular keep large collections of grimlocks, as they are immune to their stony gaze.

GRIMLOCK ADVENTURERS

Grimlocks that are thralls to other creatures become adventurers by design. A mind flayer, medusea, or aboleth will send their minions out for specific purposes. Free grimlocks, on the other hand, venture out for their own reasons.

Given their insanity, this can range from interpreting dreams as portents to being angry at a creature that doesn't exist.

NAMES OF THE GRIMLOCK

It's rare for grimlocks to take names. Their communities are small enough they're not required, but their masters often give them derogatory nicknames.

GRIMLOCK TRAITS

Your Grimlock character has the following racial traits.

Ability Score Increase Your Strength score increases by 2, and your Constitution score increases by 1.

Age Grimlocks have a lifespan similar to humans. Adulthood begins earlier, around 13 and they tend to live until about 70.

Alignment Grimlocks, slaves or otherwise, tend towards neutral evil.

Size You are medium sized.

Speed Your base walking speed is 30 feet.

Blindsight. You have no eyes, and are blind (and therefore immune to the Blinded condition). You have blindsight 30 ft., or 10 ft. when you are deafened and/or unable to smell.

Blind Senses. Keen Hearing and Smell. You have proficiency in the Perception skill. You have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Stealthy. You have proficiency in the Stealth skill.

Built For Labor. Being strong and agile, with endless endurance, you are proficient with Athletics and Acrobatics checks and on Constitution saving throws.

Stone Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Languages You can speak Undercommon.

GRIMLOCK SIZE

Gender	Average Height	Average Weight
Male	5'6" - 6'2"	135 - 220 lbs
Female	5'4" - 6'0"	130 - 220 lbs



DARK CULTIST

GRIMLOCK

Grimlocks tend to worship whatever master they serve as a deity, in particular medusae. However, the free variety (or those with a little more intellect than the average grimlock) tend to worship the dark goddess Shar.

Skill Proficiencies: Persuasion, and Religion

Language Proficiencies: Common

Tool Proficiencies: One artisan's tool of your choice from: Cobbler's tools, Mason's tools, Potters's tools, or Smith's tools.

Equipment: A set of common clothing in the style of another race, an item that denotes your affiliation to your master, a set of tools with which you are proficient, and a stone colored cloak with hidden pockets containing 15gp.

Suggested Classes: Cleric, Barbarian, or Rogue.

FEATURE: DARK LORDS

Where most folk see a terrifying cultist, there are secret followers and allies in the dark corners of cities. When you enter a village or larger city you can identify contacts who will give you information on those that would hinder the goals of your master, and those would help you simply because of your desire to serve your master.

SUGGESTED CHARACTERISTICS

Grimlocks are xenophobic, hateful of all things that aren't the same as themselves or their master, and terrifyingly strong. However, cultist followers are exceptionally loyal, and willing to break their base urges to please their master.

d8 Grimlock Personality Trait

- 1 When I smell powerful smells, I seek it out to see if it danger or food.
- 2 If I kill something, I eat it.
- 3 I prefer to sneak, to do my work.
- 4 *Growl* (I don't really like to talk)
- 5 I collect small things with unique textures.
- 6 Things are named what I think they smell like.
- 7 I steal things and create caches hidden in the wilderness.
- 8 I like hollowing stones to make them sing. Stone-crafting is a grimlock skill.

d6 Grimlock Ideal

- 1 **Master:** The master demand, you obey. **(Lawful)**
- 2 **Self:** We all live and die. Be strong and never let another choose your death. **(Neutral)**
- 3 **Death:** All things must die, do not become attached to anything. **(Chaotic)**
- 4 **Subdue:** Killing takes a slave away from the world. Do not kill if you can subdue. **(Evil)**
- 5 **Strength:** Be stronger than all. **(Evil)**
- 6 **Survive:** Do whatever you need to survive. **(Evil)**

d6 Grimlock Bond

- 1 My master has decided I will seek a demonic contract, with my own soul as payment.
- 2 There is an assassin out there, hunting down my lord. I will end this threat.
- 3 The master bids me find them a magical crown they had scryed.
- 4 An ally seeks audience with the master, I must meet them and deliver an enchanted scroll to them.
- 5 The master has gone missing. I seek them out, for we are all lost without the master!
- 6 Heroes came and killed master. We slaves have nothing left. I seek new reasons!

d6 Grimlock Flaw

- 1 My confidence in my master leads me to overwhelmingly believe I am protected from all harm.
- 2 I can't bring myself to even remain outdoors for long. I even keep a bag for my head, if I have to travel.
- 3 If I haven't hunted and killed in a while, it's difficult to focus on things.
- 4 I challenge all those around me to contests of strength, to prove my dominance.
- 5 I take whatever I want, I don't care who it belongs to. It's mine now.
- 6 I like to make the creatures I attack suffer without finishing them off until I'm ready.

NEW SPELL: BOUND SERVANT

An alteration to the *Sending* spell, bound servant requires no components when cast. However, it can only communicate with a creature that you had previously bound.

BOUND SERVANT

3 evocation (*ritual*)

Casting Time: 1 action

Range: Unlimited

Components: Special

**Duration:* 1 round

You send a short message of twenty-five words or less to a creature that is your bound servant. The creature hears the message in its mind, and can answer in a like manner immediately.

You can send the message across any distance and even to other planes of existence, but if the target is on a different plane than you, there is a 5 percent chance that the message doesn't arrive.

If cast as a ritual, instead this binds a willing creature to be your servant. Casting this spell only requires components when cast as a ritual. The components are "V S M (A short piece of fine copper wire)" in this case.

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Inside you'll find resources to help you roleplay misunderstood monsters from across the realms.

- 4 New Races: Mongrelfolk, Grimlocks, Goblinoids and Giant-Kin, with subraces for each.
- 10 Backgrounds
- 3 New Weapons
- 4 New Feats designed for these races
- 2 New Spells
- 3 Variant Rules: Goblin-quality weapons, Bluenose Hobgoblins, expanded Half-Ogre parentage.

This supplement is standalone, but works with the entire "Backgrounds of Faerûn" (available on the DMs Guild) line.



Other supplements from this line:

- Backgrounds of Faerûn
- Backgrounds of Faerûn: Dwarven Kingdoms
- Backgrounds of Faerûn: Elven Kingdoms
- Backgrounds of Faerûn: The Small Folk
- Backgrounds of Faerûn: Blood of Gruumsh
- Backgrounds of Faerûn: Children of the Planes
- Backgrounds of Faerûn: Underwater Nations
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