

Guide to the Goblinoid Races

A third-party expansion for Dungeons and Dragons Fifth Edition

An Introduction to Goblinoids

What is a Goblinoid?

Goblinoids are a type of hominid that differ from other humanoids significantly enough to warrant grouping into their own category. They're visually and culturally distinct from other varieties of humanoid, and easily distinguishable by their long, pointed ears, their broad, triangular noses, and their eyes which, like a cat's eyes, have little white to them, being taken up almost entirely by the iris.

Their eyes, in fact, are not the only similarity that goblins bear to felines and panthers. Their musculature is structured very similarly to cats, and it's often said that hobgoblins and bugbears take on the personality of a wild cat when intensely focused or in the heat of battle. Also like cats, goblinoids can be cunning and ruthless predators, with keen senses and quick reaction times, and indeed, the vast majority of goblinoid societies are built upon violence and conquest. Just as a tiger hunts not only for food, but for entertainment, so a hobgoblin conquers for fun and profit.

Many assume that all goblinoids are feral, unintelligent creatures. Though they certainly take brutality to a level most humanoids shy away from, the most common types of goblinoids are intelligent and civilized, with a cohesive social structure and functional settlements. While feral, animalistic goblinoids do exist, they are far less commonly encountered than their sapient counterparts.

Where do Goblinoids Live?

Much like other humanoids, goblinoids are readily adaptable, and various goblinoids can be found anywhere that's suitable for settlement and exploitation by civilized species. That's not to say that different species don't have preferences regarding the terrain they settle upon.

Of the common species of goblinoids, goblins proper are the widest ranging, and occupy all biomes and climate zones, though they are particularly fond of dense forests and jungles, and rocky foothills and coastal bluffs. Some groups of goblins even dwell in caves in the underdark, or carved out of glaciers in polar regions and extreme mountains. These groups have special adaptations not found in most goblins that allow them to thrive in places that others would find inhospitable.

Hobgoblins occupy great swaths of land, conglomerated into loose empires. Though they will conquer any land held by those they deem weaker than them, they prefer to live in desolate steppes and arctic tundra, far from the reaches of human and dwarvish civilization. Hobgoblins are unique among the goblinoids in that they build great cities in their territories, complete with industry, agriculture, and the arts and sciences. This isn't to say other goblinoids are less civilized, just that they tend to be more tribal in terms of social structure, and don't usually engage in industry to anywhere near the extent that other humanoids might.

Other species of goblinoids are more selective about their climates. Bugbears prefer continental, inland biomes, like grassland and woodlands. Norkers live exclusively in deserts. Koalinths are an aquatic variety of goblinoid, inhabiting coastal grottos and sea caves. Vril are the only goblinoids who live exclusively in the underdark, having been enslaved by the drow in times long past, and adapted for survival in the brutal depths. In short, if you can think of a biome or climate, chances are one or more types of goblinoid inhabits it.

Bugbear

A caravan traveling with light escort had set down for the night at the side of a main road. Crouched in the bushes, Haxton motioned for his party to keep quiet. Off in the distance, the sound of a bear's roar and mens' screams were heard. All part of the plan. The already thin caravan guards further split their ranks, and half ran off in the direction of he noises. Now was the time. With remarkable stealth, the bugbears moved to surround the caravan's camp. Then all at once, jumped from their hiding places. No survivors remained to see the sun rise on the destroyed wagons and dismembered corpses the next morning.

“All for the good of the tribe.” So goes the adage among bugbears. If the continued existence of the tribe demands the sacrifice of a few merchants and their mercenary guardsmen, then it was a small price to pay. Nothing is as important to a bugbear than his tribe's future. Not gold, not food, not honour, not even his own life.

Big but Silent

Bugbears are some of the largest goblinoids in existence, frequently exceeding seven feet tall, with a slim, but muscular build. Even with such an imposing physical presence, bugbears move with incredible stealth and expediency. Though they care little for honour, they rarely fear violent encounters, knowing they almost always have the edge.

Bugbears' colouration encompasses the entire human spectrum of skin and hair tones, though orange hair is significantly more common than in humans. Bugbears also grow significantly more hair across the entirety of their bodies than most humanoids.

All for the Good of the Tribe

Bugbears rarely live more than 70 years, and a bugbear who reaches 80 years of age might be revered within his or her tribe as something close to divinity.

Bugbears are warlike by nature, but know how to choose their battles. If a fight would cause more harm than good, a bugbear will look

to solve the problem in a more productive manner. Their warlike tendencies are related to their worship of Hruggek, a lesser god who dwells on the outer plane of Acheron, along with Maglubiyet, the sovereign deity of all goblinoids. Bugbears believe that the more enemies they defeat, the more likely they are to earn an elevated spot at Hruggek's right hand when they fall and their spirits go to the eternal war that rages across all of Acheron.

A bugbear's entire life is spent in service to his or her tribe, whether that be as a raider, a hunter, a forager, or a chieftain. Bugbears who seek more personal glory are free to leave the tribe if they wish, but can never return to the communal life they leave behind. Most bugbears who leave their tribes end up in mercenary companies or among the ranks of hobgoblin armies.

Tribal to the Last

Bugbear society places little importance on family units. Children are to be raised communally by the tribe, and assigned a role within the tribal hierarchy based on their talents and abilities. Bugbear tribes rarely comprise more than a few dozen members at a time, but large bands of hundreds have been known to exist.

Bugbear society is as perfectly egalitarian as it's possible for a civilization to be. Males and females split the work in all things, and are considered equal in the eyes of the tribe and Hruggek. No distinction is made when assigning roles or tasks, other than a bugbears natural talents.

Bugbears separated from their tribes by any means other than their own choosing often go to great lengths to reunite themselves with their people, but in cases where that isn't possible, bugbears find easy employment as bodyguards, mercenaries, and trackers. Individual bugbears can be quite intelligent, and rise to positions of power in hobgoblin armies with ease.

Bugbear Names

A bugbear's name is given at birth by the birth parents. This is frequently the only unilateral input the parents have in their child's upbringing, and to this end, most bugbear names have something to do with warfare, as every parent wants the best for their child. When addressing those outside the tribe, it's common for a bugbear to include his or her tribe's name, as well as the given mononym.

Male Names: Achert, Amgrun, Bechrek, Haxton, Hrilt, Hukkurt, Karl, Krugger, Jotgut, Symmikit, Xorggort, Yggrukt

Female Names: Breit, Cilgmret, Drux, Kloeivr, Jolgrit, Magrittert, Pris, Skigget, Twayla, Ulmet, Yanggeket, Zumitret

Tribe Names: Hruggrikt, Inkrelt, Urlfet, Zamidar

Bugbear Traits

Ability Score Increase: Your Dexterity score increases by one.

Aging: Bugbears age faster than humans, and usually die younger. A bugbear is considered mature around age 12, and a lucky one can expect to live up to 75 years.

Alignment: Bugbears value their freedom, and are usually chaotic. Those who desire rule of law often integrate with hobgoblins. Like most goblinoids, bugbears tend to be warlike, leaning towards evil.

Size: The largest of the goblinoids, Bugbears are seldom under six and a half feet tall, and frequently grow over seven feet. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Natural Predators: You can perfectly mimic the sounds made by bears, wolves, and other predatory creatures. Your mimicry can be detected with a DC 20 Wisdom (Nature) check. Additionally, you gain proficiency in the Stealth and Survival skills, and you have 60 ft. darkvision, and proficiency with simple weapons.

Languages: You can speak, read, and write Common and Goblin. The bugbear dialect of Goblin sometimes incorporates animal mimicry in place of proper words, and other goblinoids may find it difficult to understand two bugbears

talking to one-another. Of course, most bugbears can also speak the standard dialect for negotiation and trade with goblins and hobgoblins.

Subrace: There are two main subraces of bugbears, prairie and tundra, who inhabit the biomes for which they're named. Choose one of these subraces.

Prairie Bugbear

Bugbears that inhabit the prairies, woodlands, and grasslands are the most common variety, and the type most people will likely have seen. They have a reputation as bandits, highwaymen, and hired muscle, but can sometimes be found in the ranks of hobgoblin military units, and a smart bugbear can often become a respected commander. Their skin ranges from light yellow to reddish-brown, and their fur and hair is typically light brown or dull orange. Their eyes are generally yellow or light-green, like cats' eyes.

Ability Score Increase: Your Strength score increases by two.

Savage Attack: When you hit an enemy with a one-handed weapon, you may reroll any rolls of one or two, but you must use the new roll.

Extra Language: Because of your frequent contact with other races, you can speak, read, and write in one extra language spoken by humanoids.

Tundra Bugbear

Bugbears that inhabit the frozen wastes are less common, and many people may not even know of their existence, except through rumours and hearsay, or from legends told by explorers and adventurers. They are more reclusive than their prairie-dwelling cousins, and keep a tighter knit family and clan structure, usually having lawful alignments. Their skin is dark grey or black, and their fur ranges from snow-white to pale blue. Their eyes, too, are usually blue, but can be light-green if they have distant prairie relatives.

Ability Score Increase: Your Constitution score increases by two.

Ice Dwellers: You have resistance to cold damage, and suffer no ill effects from travelling in cold climates.

Goblin

"Ah crap, that's what I was afraid of." Theren said aloud as the driftglobe he tossed ahead hit a tripwire on the ground and sent a barrage of spikes up from the ground.

"They'll have lined this whole cavern with traps. We'll need to be careful." responded Erin, with understandable worry in her voice. Even with an elf leading the party, it would be numerically impossible to avoid every trap and leave this place unscathed.

"I'm not worried. My training has prepared me for this." retorted Vist, just before he fell into a pit trap. It wouldn't be the last time someone got overconfident today.

Goblins are small, capricious, and cruel creatures, as mechanically gifted as gnomes, but lazier than halflings. They live in caves and dense foliage. Really, anywhere they can line with as many traps as their minds can devise. Their society is simplistic by humanoid standards, ruled by the strongest or smartest, and goblin clans are frequently taken over by their larger counterparts, hobgoblins and bugbears.

Short and Simplistic

Goblins are very distinctive people. Considered to be quite ugly by almost all other races, they rarely stand over four feet high, and have a musculature that seems incongruous with their size, making them appear lumpy. Their skin runs a spectrum from pale grey to almost black, with visible yellow or green colouration in some.

Goblins aren't unintelligent, in fact they are almost always quite quick-witted, but they are often simplistic in their social structure, and apathetic about the majority of existence. Most goblins like nothing better than to just be left alone.

Cruel Ingenuity

Goblins are among the most unpleasant creatures to be around. They don't care for pleasantries, or friendliness. They're direct, often to a fault, and they won't hesitate to do everything in their power to get rid of something

or someone they don't like. Even if one does manage to befriend a goblin, or hire a particularly co-operative goblin, one would do well to watch that goblin, as he or she almost certainly has ulterior motives.

If a goblin takes to the road, it's usually for a self-serving interest, rather than curiosity or a desire for greatness. Though good goblins exist, they're few and far between, even though goblins on the whole are very common.

Just Go Away

Goblins don't integrate well with other species. They don't care about societal norms, or manners, or much of anything that has to do with interactions with others. They are exceptionally gifted trappers and artisans though, when they deign to use their skills.

A minority of goblins can integrate with more civilized cultures well enough to ply their trades, sometimes earning a great deal of wealth with their handiwork. Though even these aren't the most sociable of people, and aren't well liked even by their clients.

Greedy but Useful

A goblin who sets out on an adventurer's path is usually looking to gain personal wealth, but will ally with others if it suits his or her interest. These goblins are less apathetic and more proactive than their brethren, and can easily find employment as thieves, assassins, and trappers. Goblins move across sheer stone with a deftness exhibited by few other creatures, and can be quite a boon to a party who find themselves with a cooperative one.

Goblin Names

A goblin's mother names him or her at birth, usually with a short mononym that the goblin uses to identify itself throughout its life. When dealing with outsiders familiar with more than one goblin clan, a goblin might append the name of the clan leader to his or her own name, for distinction. Goblin names aren't gender-differentiated, so the same name may be used for both male and female goblins.

Names: Arek, Blu, Crut, Illo, Peyrti, Wyzardt, Zek

Goblin Traits

Ability Score Increase: Your Dexterity score increases by two.

Age: Goblins age at approximately the same rate as bugbears. Considered adults by age 12, a lucky goblin can expect to live 75-80 years.

Alignment: Goblins aren't necessarily chaotic, but they don't strictly abide by laws much either. They're usually evil, but much like humans, they're a varied and adaptable race, and the best and worst can be found among them.

Size: The average goblin is three and a half feet high, and weighs about 45 pounds. You are Small.

Speed: Your base movement speed is 30 feet.

Darkvision: Most goblin clans operate nocturnally. As a result, you have 60 feet of darkvision.

Paranoid Preparation: You have proficiency in the Stealth skill, and advantage on checks to find and disarm traps. Additionally, you can move through spaces as small as 2' x 2' without squeezing.

Animal Husbandry: You have proficiency in the Animal Handling skill, and gain advantage on rolls to interact with mice, rats, wolves, and dire wolves. Additionally you are proficient with land vehicles.

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

Subrace: There are three subraces of goblin; rock goblins, grey goblins, and ice goblins. Choose one of these subraces.

Rock Goblin

Rock goblins are the most common variety of goblin, and the type most people think of when they hear the word goblin. They have yellow, light-green, or tan skin and brown or black hair, orange or yellow eyes, and long, pointed ears. Dwelling mostly within caves, or in rocky environments that larger humanoids have trouble traversing, they have a reputation for raiding and trapping.

Ability Score Increase: Your Intelligence increases by one.

Nimble Climbers: On your turn, you can Dash or Disengage as a bonus action, and you expend no extra movement in rocky difficult terrain.

Grey Goblin

Grey goblins are rarely encountered, even in their lairs in the underdark. Most people aren't even aware they exist, and those who see them often simply mistake them for ugly gnomes.

They have dark brown or grey skin, and little to no hair. Their eyes are the same shades of yellow, orange, or green as their surface-dwelling kin, but they notably have shorter, less intensely pointed ears.

Ability Score Increase: Your Wisdom score increases by one.

Flighty and Silent: You have advantage on Stealth checks made in dim light or darkness, and can Hide as a bonus action. Additionally, your darkvision is increased to 120 feet.

Ice Goblin

Ice goblins are stout, white goblins who make their homes in ice caves, glaciers, and icebergs.

Usually found in coastal tundras, they have a reputation as somewhat ineffectual pirates.

Their skin is white, they have thick coats of shaggy, white fur, and their eyes are blue or light-green. Like grey goblins, they have less intense ear points than rock goblins.

Ability Score Increase: Your Constitution increases by one.

Blizzards of the Coast: You suffer no ill effects in cold conditions, gain a swimming speed equal to your walking speed, and expend no extra movement when moving over icy terrain, or climbing walls of rock or ice. Additionally, your vision is not obscured by snowfall or rainfall, and only lightly obscured by blizzard conditions.

Hobgoblin

"I've been to the outer planes, the Shadowfell, even to hell and back, and never found an obstacle that a well-trained, well-led group of soldiers couldn't overcome."

- H. M. Khan, Hobgoblin Warlord

*They break before our shields,
They fall beneath our blades;
Their home is ours to conquer,
Their children are our slaves.
Acheron! Acheron!
Victory is ours!*

- Translation of a Hobgoblin War Chant

Hobgoblins are a people so militant, so brutal, so cunning that their enemies call them the scourge of the gods. They live for conquest, and are as intelligent as they are physical. Hobgoblins love nothing more than plotting the perfect tactical assault, then driving forward with their hordes into a siege.

Tall and Lithe

Hobgoblins are generally perceived as the most physically impressive of the goblinoids by other humanoid races. They stand taller than most humans, but shorter than bugbears, averaging between six and seven feet. Hobgoblin culture puts a heavy emphasis on mental and physical perfection, however, and as a result it is very uncommon to find a hobgoblin who is anything less than the embodiment of physical health. Females are usually a few inches shorter than males, but equally as muscular in relation to their size.

Hobgoblins' skin covers a spectrum from pale orange to dark mahogany colouration, with hair ranging from reddish-brown to jet black. Their eyes are dark shades of brown, green, or yellow, and males have bright red or blue colouration on their noses. Hobgoblins like dark clothing with boldly coloured trim, and their military uniforms make heavy use of black leather and bright red and purple patterning.

Headbreakers in Leather

Hobgoblins organize themselves with military precision, even in civilian life. They are presided over by a khan, who in turn reports to a kagan. A khan rules over a region, and all the cities, villages, and nomadic societies therein, while a kagan has a looser grasp on a wider range or territory. In times when many kagans have seen it prudent to unite their holdings, a tyenkis-kagan has been elected to rule a vast amount of land and people, his or her power checked by the kagans below.

A khan's military unit is called a horde, and while a single hobgoblin horde is a terrifying enough presence on its own, a kagan's great horde can bring a whole region to its knees, and when kagans ally with one-another the resulting golden horde is enough to topple empires. Add to this that hobgoblins have been known to lay waste to entire settlements, and scorch the earth afterwards, and it's no surprise that states have been known to surrender without contest after just the mere threat of a hobgoblin invasion.

Sparks Flying in the Dead of the Night

Hobgoblins were initially a nomadic people, and many within their territory still maintain their ancient pastoral practices, but the modern hobgoblin lives in a great city replete with all the furnishings of any other civilization. Their smiths are known to be exceptional, and their cities decked out in finery imported from the farthest reaches of their empires.

Hobgoblin culture revolves almost entirely around warfare, and children are brought up by the adults in their village, neighbourhood, or community to condition themselves for war and work more than anything else. Children's games are frequently quite violent, and can even be forms of combat training. Hobgoblin sports are equally as violent, and it's not uncommon for a stadium to host bloodsports like gladiatorial combat and troll fights on the same fields used for ball games and massive drill shows.

Strategy and Diplomacy

Hobgoblins are a militant people, but they don't take up arms lightly. They arguably have the best strategists and commanders in the world within their ranks, and will use any advantage they can find to its fullest potential. The only exception is when elves are involved.

Hobgoblins hate elves, and will attack them first even if doing so would be a tactical error. If expendable troops are required, hobgoblins will frequently hire mercenaries to fill out their front ranks. Goblins, humans, orcs, ogres, and even giants, trolls and gnolls can be found within a hobgoblin army because of this. Bugbears, though not especially common, are highly sought after by hobgoblin commanders, and indeed, an enlisted bugbear can quickly become an officer and be given his or her own company to command.

Likewise, hobgoblins are skilled animal handlers, and beasts of burden as well as war-mounts, and even fighting animals are common within hobgoblin society. Notably owlbears and worgs serve as steeds for hobgoblin cavalry, and some hordes even deploy trained apes, rogue mammoths, and starved otyughs in the field.

Hobgoblins worship Maglubiyet the Mighty, the greater god of the goblinoids. Unlike goblins, however, hobgoblins don't fear death, seeing it merely as their calling to join Maglubiyet's honoured army in the endless warfare of Acheron.

In Our Own Name We Conquer

A hobgoblin who decides to take up an adventurer's life rarely does so for the benefit of others. They aren't even particularly interested in money, except as a means to an end. No, a hobgoblin is motivated primarily by power and glory. Either to make a name for himself and found his own horde, or to earn a higher position of prestige within the horde he left.

A hobgoblin outside her horde will often ally with other adventurers, and will be staunchly loyal to them, as long as they prove themselves trustworthy comrades. She can be counted on to keep her word, no matter what is promised, or how difficult it would be to

accomplish, as deceit for its own sake is seen as extreme dishonour in hobgoblin society, and can be punished by exile depending on magnitude.

Hobgoblins might also end up outside their horde's territory when hired for mercenary work, which is a quite common profession for hobgoblins if no large-scale empire on empire warfare is happening.

Hobgoblin Names

Hobgoblins are given a name at birth by their parents, and use the horde's name when dealing with outsiders. They're very fond of complex names, that seem to tell a story when pronounced. A male hobgoblin appends 'kon to his clan name, while a female appends 'ken to hers. When conducting diplomacy, a hobgoblin commonly adds his or her job title after the name, as well. For example: Hwajaeyalach Monkhbakuizu'kon, Sellsword.

Male Names: Bolddengkara, Daeweimichi, Etsuqingou, Hwajaeyalach, Heeyamachuu, Morisukexu, Namzhongsaki, Okikyung, Pingumito, Satoyasu, Tulgasora, Zhushirougo

Female Names: Amineryoon, Arihuang, Benihina, Benizhaoko, Jingoyuunran, Kanamiyo, Kongkongsu, Kotomaho, Minaitsu, Wanhoshiyu, Yoonfengfuki, Yumasuzu

Horde Names: Barynchi, Chonojougi, Gangjianhe, Hadzukichumo, Hwajaeyalach, Kyoren, Luukiba, Sekiuzmerch, Shanmongsangga, Ukeldun, Xiannuanchin

Hobgoblin Traits

Ability Score Increase: Your Constitution score increases by two.

Age: A hobgoblin reaches physical maturity by the age of 16, and is considered an adult then. They're the longest lived of the goblinoids, and age at around the same speed as humans, though they usually die in battle before old age can claim them.

Alignment: Most hobgoblins are strictly lawful, as a result of their regimented and militant society. They care little for the lives of others, however, and are more often evil than not.

Size: Smaller than bugbears, but larger than most humans, hobgoblins stand between six and seven

feet, and weigh 200 to 250 pounds.

Speed: Your base walking speed is 30 feet.

Darkvision: Descended from predatory origins, you have 60 ft. darkvision, but cannot distinguish colours in the dark, only shades of grey.

Always on Guard: You add your proficiency bonus to your initiative.

Natural Athlete: You are proficient in Athletics.

Resilient: You have advantage on checks rolled to recover while resting.

Language: You can read, speak, and write Common and Goblin. The hobgoblin dialect of Goblin is the most complex, and uses an ancient pictographic script. As such, most other goblins will have trouble understanding hobgoblins talking to one-another, and will have no hope of reading their messages. Because of this, most hobgoblins also speak the common dialect of Goblin.

Subrace: There are three subraces of hobgoblin. Choose one of these.

Amitok Hobgoblin

These hobgoblins live even further towards the poles than other types. They have white or silver fur and grey or black skin, in addition to the normal yellow, green, or orange eyes most goblinoids share. They don't frequently come into contact with other races, living in the ice as they do, except for other arctic goblinoids. They still maintain the same militant society as those dwelling in more temperate climes, however, mostly warring against yetis and other sorts of native fauna such as white dragons, ice giants, and remorhazes.

Ability Score Increase: Your Wisdom score increases by one.

Conquerors of Ice: You are resistant to cold damage, suffer no ill effects due to cold conditions, and can move across difficult terrain caused by ice or snow expending no extra movement. Additionally, your vision is not obscured by weather conditions.

Extra Language: You can speak Yeti. It has no written script, but you know how to write the sounds in High Goblin pictograms.

Crimson Hobgoblin

Crimson hobgoblins are usually on the larger side, and fight with no fear, sometimes exhibiting a primal ferocity. This ability to channel their primal roots often gives them an edge negotiating with orcs, trolls, ogres, and other forces that others might have trouble controlling. They have very distinctive appearance, having reddish-brown or orange skin and black hair, and males may have blue noses.

Ability Score Increase: Your Strength or Dexterity score (your choice) increases by one.

Natural Commander: You have advantage on Intimidation checks, and add your Intimidation bonus to the damage of your critical hits.

Immense Stamina: When you roll hit dice to regain HP during short rests, you may reroll results of one or two, but must use the new roll.

Gamboge Hobgoblin

Gamboge hobgoblins are the most common variety. Trained since the day they begin walking to excel in the arts of warfare, they're experts on the battlefield, whether in command or at the front. Gamboge hobgoblins are the most diplomatic of their kind, usually maintaining uneasy peace with evil human territories, and often hired as thugs or mercenaries by human city-states. They're usually on the small side for hobgoblins, and have yellow or light-orange skin, and dark brown hair. Males have blood-red noses.

Ability Score Improvement: Your Charisma score is increased by one.

Phalanx Training: You are proficient with shields, and you may add your shield's AC bonus to your Dexterity saving throws to reduce or avoid damage from attacks or effects that target you, or the space you're in. This does not stack with other bonuses that act the same way.

Unbreakable: You have advantage on saving throws against being frightened.

Koalinth

Panic tore across the ship as cracking was heard along the waterline of the hull. Then the lower decks became a horrendous whirlwind of fear and blood as the scourge pushed further inward. The senior staff pressed themselves together in the aft vault that held the object the raiders so desired. The noise drew ever closer, hideous screeches and gurgling echoing across the deck. Then all of a sudden, everything was quiet. Expecting victory but fearing the worst, the captain pushed open the vault door, and the colour drained from his features as he saw what awaited outside.

“Hello gentlemen, hope you're having a lovely day.” A figure that looked much like a hobgoblin, but with no hair and visible gills greeted the officers. Flanked by sahuagin and more of his kind, the koalinth tossed a vial of alchemist's fire into the vault and slammed the door shut. His smile spread from gill to gill as the shouting from within the vault grew in volume, then gradually silenced. He knew he had won his prize.

Koalinths are often called aquatic hobgoblins, and the resemblance is clear. Aside from their hairless, yellow skin, webbed appendages, and gills, they appear identical in profile. It's unclear how the race came to be, but that quandry seldom arises for those who find themselves on the wrong end of a koalinth raid.

Coastal Terror

Koalinths are truly a fearsome presence. The same size as terrestrial hobgoblins, and possessing very similar physical features, they are known to, as well, maintain the same sort of militant society. The major cultural distinction, however, is that while hobgoblins make war for conquest and glory, koalinths don't wage organized wars so much as they launch small-scale raids and skirmishes against coastal settlements, shipping, and merfolk caravans.

Also similar to hobgoblins, koalinths often hire and are hired as mercenaries in armies of other races. Sahuagin in particular maintain very good relations with koalinth clans, and the two races frequently trade and hire between each-other.

Much as hobgoblins disdain terrestrial

elves, so do koalinths despise aquatic elves. However, as aquatic elves are even more reclusive than their terrestrial counterparts, koalinths rarely find the need to act upon their hate.

Clans or Colonies

Koalinths live in small settlements in and around sea-caves and grottos. More infrequently, a conglomeration of koalinth settlements will form a fiefdom for wider raiding territory. It's rumoured that deep within the oceans, koalinths have a vast empire built within the ruins of the ancient aboleths' civilization, and that the coastal villages are merely colonies, but no land-dweller has ever been able to substantiate claims to this effect, nor has any koalinth or sahuagin come forward to present any evidence, though this is understandable.

The koalinth economy seems to be entirely dependent upon piracy, and as a result, their culture is dominated by a mutual striving for looting and plunder. What limited trade exists is exclusively with the sahuagin, and particularly bold or unscrupulous merfolk. Like most humanoids, koalinths are omnivorous and cultivate fish farms, as well as kelp and other seaweeds. This agriculture is performed by koalinths too small or physically weak to take part in raids. Mostly females, children, and the elderly. Some female koalinths can be found in raiding parties though, and the elderly can sometimes prove their mettle as commanders rather than soldiers.

My Friends, my Family

Koalinths, for all their bad reputation, are gregarious, and quite friendly when they trust someone. They may be evil, but they are loyal to the end in any situation. They mistrust terrestrials, but when it suits their needs, they will form alliances.

A koalinth who sets out on an adventurer's life usually starts his or her journey alone, and is only seeking wealth or power, but if it is in his or her best interest to join a party, then so be it. Koalinths are ruthless towards their enemies, showing no remorse, and respond

to betrayal in kind, but they treat their friends as family, happily sharing plunder and resources, and getting their hands dirty where those with a stronger moral code might hesitate.

Koalinth Names

Koalinth naming norms aren't well known to terrestrials. Like any aquatic creature, their language incorporates too many sounds that cannot be reproduced readily in air. When they must become acquainted with terrestrials, they usually adopt common hobgoblin names to refer to themselves.

Koalinth Traits

Ability Score Increase: Your Constitution score increases by two, and your Charisma or Dexterity score (your choice) increases by one.

Aging: Koalinths have roughly the same lifespan as hobgoblins, but may live longer in the deeper settlements, where the icy water preserves them.

Alignment: Koalinths are almost all evil, but they do not tend toward chaos, generally being lawful or neutral, as their society dictates.

Size: Koalinths are the same size as hobgoblins, but the size difference between males and females is more pronounced, and females may be under six feet tall.

Speed: Your walking speed on land is 20 feet, but you also have a 40 ft. swimming speed.

Limited Amphibiousness: You can breathe both air and water, however you must be totally submerged in salt water at least once every eight hours to avoid suffocation.

Coastal Raiders: You are proficient with light armour and simple weapons, as well as water vehicles.

Skillful Negotiation: You have advantage on Charisma (Persuasion/Intimidation) checks made with regard to aquatic creatures, and those who share your alignment, as long as you share a language.

Languages: You can read, speak, and write Goblin, Aquan, and Sahuagin.

Blue Goblin

"What in the Nine Hells is happening!?" shouted Dante "Is this ship bloody haunted!?"

Not an unwarranted reaction from the cleric, considering floating orbs of light had erupted all over the ship and seemed to just be hanging in the air. Normally this would only provoke curiosity, but this journey had already been rough, and the crew had become paranoid of every little thing that seemed to be amiss.

Just as the mild panic the crew had been experiencing started to grow into something resembling a riot, Lt. Gillette pushed open the deck hatch and stepped up from below holding a small blue figure dressed in a tattered sailor's uniform, and shaking in fear.

By the time Dante was done interrogating the poor goblin, he was bawling and begging the cleric to please not throw him overboard, but the lights weren't there anymore.

Blue goblins are very rarely seen, but their presence can be felt constantly on the rocky islands and caves they inhabit. They appear very similar to normal goblins, but with skin in shades of blue and teal, and blue eyes unlike any others seen in goblinoids. The main difference between a blue and a normal goblin, however, is that blues have an innate propensity for psionic magic.

Undisciplined and Flighty

Blue goblins share normal goblins' laziness and lack of discipline, but while in a normal goblin, this merely frustrates those around, a blue who isn't controlling his or her psionic powers can be the cause of quite a stir at best, and at worst can actually be quite dangerous.

Much like other goblins, blues most often choose not to trouble themselves with outsiders much, unless they can't avoid it. However, in most goblins this is reflected in a bitter demeanor and a knack for traps, it manifests in blues as a propensity to stay hidden, and crippling shyness around other species.

Also unlike goblins, blues don't tend to be evil, though an individual certainly can be. They don't have much of a leaning in terms of

alignments, in fact. They are most commonly chaotic, as a result of their lack of discipline, and unique psionic abilities, but are more often neutral than not, and those who can overcome their social anxieties are often good aligned.

Hidden Holdouts

Blue goblins live in tight-knit family groups, and are hard to locate when they focus their energies on not being found. Nobody is quite certain where the race is centralized, or if there are centres of civilization at all. Blues may simply be in elective diaspora, with no settlements larger than a few dozen members anywhere. Or they may have great cities that remain hidden simply due to the lack of awareness that blue goblins even exist.

In either case, blues are one of the most enigmatic races of humanoids. Even they themselves don't trace much of their history, as a result of their thinly spread nature. The prevailing theory is that a colony of grey goblins were exposed to high levels of psionic radiation from a source deep within the underdark, but the origin of the skin colouration remains unknown to even the most diligent biologists.

Similar to normal goblins, blues worship Maglubiyet, but greatly fear his tyranny in Acheron, and as a result are extremely prone to do whatever it takes to get out of a situation in which their lives are threatened.

Silent Observers

Blue goblins don't wish to interact with the world, but many harbour a great curiosity about all things. It is for this reason that the handful of blue goblins who have made themselves known to outsiders have done so. A blue who decides to take up a life of adventure will typically try to do so alone and remain unseen, but this attitude rarely lasts long out in the open.

A blue who joins an adventuring party does so for protection, but may also miss the camaraderie of the family group, or may simply wish to engage with others out of curiosity, overcoming the innate shyness of his race for a chance to learn something about another's.

Blue Goblin Names

Blue goblins normally use the same naming standards as other goblins, but those who strike out from the colony may pick a more common name for themselves, likely from a race with whom they are particularly fascinated. Blue goblins in the field may combine their given name with their chosen name in some way or another when introducing themselves, or they may simply go by their chosen name around everyone except their own kind.

Languages: You can speak, read, and write Common and Goblin, though your common is likely poor, outside of frequently used phrases.

Blue Goblin Traits

Ability Score Increase: Your Intelligence score increases by two and your Dexterity score increases by one.

Age: You age at the same rate as your non-psionic relatives. Considered an adult by 12 years old, a lucky blue can live up to 80 years.

Alignment: Blue goblins share the undisciplined ways of normal goblins, but frequently cause chaos because they don't learn to control their psionic outbursts. Even in spite of it, they actively try to avoid others, usually being chaotic neutral.

Size: Similar in size to a normal goblin as well, you stand no higher than three and a half feet high, and weight less than 50 pounds. Your size is Small.

Speed: Your base walking speed is 30 feet.

Darkvision: Like most goblinoids, you have 60 feet of darkvision, but cannot discern colours in the dark, only shades of grey.

Reclusive: You have proficiency in Stealth, and get advantage on checks made to hide from other humanoids.

Innate Psionics: You can cast the Mage Hand and Dancing Lights cantrips psionically (no components whatsoever). When you cast Mage Hand in this way, the hand is invisible.

Additionally, when you reach third level, you gain the ability to cast Expeditious Retreat psionically. Likewise, at fifth level, you learn to cast Pass Without Trace in the same way. When you cast these spells this way, you may not cast the same spell psionically until you finish a long rest. Intelligence is your spellcasting modifier for these spells.

Vril

A blood-curdling screech rang out across the cavern. Then another. And another. Every one of the travelers found themselves unable to hear anything, and almost paralyzed with terrified apprehension. Save for their guide; a drow ranger who merely grimaced as though he knew exactly what to expect.

A muffled scream emanated from the back of the party, and those who still had any control of their movement jerked around to see a striped, purple figure clad in grey leather holding their bard by the throat, her arms pinned behind her back.

“Well they've got us surrounded now.” whispered the dark elf “All that's left is for us to either surrender freely, or face a fight we have little hope of winning.”

The vril are a race of subterranean goblinoids capable of producing sounds and screams that have adverse effects in other species. They were long ago enslaved by the drow to serve as muscle and scouts, and endured hundreds of years of servitude. Indeed, the majority of vril even now are still slaves to the dark elves of the underdark, though free colonies do exist.

Slaves of the Drow

Centuries – perhaps millenia – ago, the vril were enslaved by the drow. They have been selectively bred to augment their fighting and survival capabilities. Most notably, their innate ability to echolocate was mutated through the centuries into a devastating natural weapon, capable of bringing an unwitting opponent to his knees in a matter of seconds. The drow of course, evolving concurrently with the vril, are immune to these effects, as are the vril themselves.

Aside from the biological augmentations, the drow also instilled in the vril their capacity for cruelty and evil, but also a strong sense of loyalty to one-another, and mistrust of other species. Particularly surface-dwellers. Few colonies of free vril are known, but many more than are documented undoubtedly exist, for only a handful of researchers have made documentation of the vril and lived to publish their work.

Though the sonic augmentations are the

most notable and pronounced, the drow saw fit to select for a number of less immediately clear physical features as well. The average vril isn't much larger than a drow, but has longer limbs, and a generally lanky build, suited for climbing cavern walls with ease. And of course, the drow did attempt to insert a failsafe, by making the vril particularly vulnerable to their sleeping poisons and spider venom.

Mercenaries of the Underdark

The small number of free vril colonies that have been seen by superterranean explorers earn most of their sustenance by hiring themselves out as mercenaries for anyone they can. Any other supplies are simply taken from caravans unfortunate enough to pass through the caves they inhabit.

Because of their general physique, and skills in combat and hunting, vril are often referred to as dark or deep hobgoblins, though they bear little resemblance to true hobgoblins, aside from their pointed ears, yellow eyes, and catlike musculature. Vril stand well under six feet tall, but higher than four feet, and weigh no more than 150 lbs. Their skin is dark, shades on a spectrum from violet to charcoal grey, with black striping like a tiger. They have very little hair, usually just short black fuzz running from the top of their heads down their backs. Like hobgoblins, males may have brightly coloured noses in vibrant shades of purple.

Blessing and Bane of Elves

Centuries of servitude at the hand of the drow, and a general mistrust for those above make the vril especially nasty when they come across elves. While other species usually at least have a chance at negotiating with vril if they hand over their supplies quickly, elves are given no quarter. Vril will attack any elves on sight unless doing so would be obviously and particularly deleterious to their health.

Those vril still in servitude do fight for their overseers, but they do so resentfully, and only the fear of the drow's notoriously cruel punishment keeps them in line. Even so, vril scouts and shock troops are considered

exceptionally valuable to the drow and they will go to great lengths to protect their assets, and reclaim escaped or freed vril.

Striving for More

A vril who strikes out from his or her colony is usually seeking a better life than what the confines of the underdark can provide. It's dangerous for a vril to be alone though, in case they run into a drow scout or duergar slavers. As such, vril who leave their colonies actively seek others with whom to travel or integrate. If a vril is shown a certain modicum of respect or kindness by a traveler or party who finds him or her alone, that vril will be a friend and ally for as long as that respect is reciprocated.

Indeed, in the underdark a vril can truly be an asset to have around. Someone who knows the terrain, and doesn't need to see to be aware is extremely valuable, even without their innate climbing and fighting ability.

Vril Names

Vril in servitude generally follow drow naming standards, but may add their own goblinoid flourish to the names of their masters. Free vril find even the names of drow to be repulsive, and give their children names in goblin tradition.

Vril Traits

Ability Score Increase: Your Strength increases by two, and your Dexterity increases by one.

Aging: Vril age at an accelerate rate due to drow selection. They reach mental and physical maturity before age 10, and rarely live beyond 45 years of age.

Alignment: Vril are loyal, but frequently need to be practically ruthless to survive in the underdark. Neutral evil or true neutral are the most common alignments.

Size: You are about the same size as a drow, being generally just over five feet tall and almost never exceeding six feet. Your size is medium.

Speed: Your base walking speed is 30 feet. You also have a climbing speed of 30 feet.

Light sensitivity: Hailing from the underdark, you are unaccustomed to bright lights, and as such you have disadvantage on attack rolls and active

perception checks relying on vision when in sunlight.

Keen Senses: You have 30 ft. of blindsight when underground or indoors, unless you are deafened. You also have 120 ft. of darkvision.

Poison Vulnerability: You are vulnerable to poison damage, and have disadvantage on Constitution saving throws against poison effects and becoming poisoned.

Bred Warriors: You are proficient in simple weapons, light armour, and shields.

Natural Weaponry: As an action, you can emit a high-pitched shriek that has one of the following effects. (Your choice) The save DC for any effect produced this way is 10 + your proficiency bonus.

- All creatures within a 30 foot cone who fail their saving throw are deafened for one minute. This saving throw is repeated at the end of a creature's turn, ending the effect on itself on a success. (CON save)

- All creatures within a 30 foot cone who fail the saving throw cannot take reactions until the end of your next turn. (CON save)

- All creatures you choose within a 15 foot radius of you who fail the saving throw become frightened of you for one minute. A creature repeats this saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its save or ends the effect on itself is immune to this effect for 24 hours. (WIS save)

- One target to whom you have line of sight (ignoring half and $\frac{3}{4}$ cover) is stunned until the end of your next turn if it fails the saving throw. (CON save)

- One target to whom you have line of sight (ignoring half and $\frac{3}{4}$ cover) takes d8 thunder damage if it fails the saving throw. (CON save)

Drow, vril, plants, structures, and creatures that are deafened or can't hear for any reason are immune to all of these effects.

Languages: You know Goblin, Elvish, and Undercommon.

Barbarian: Path of the Tribal Shaman

The Path of the Tribal Shaman is much like the Path of the Totem Warrior, in that the barbarian accepts a guide and protector. However, unlike the Totem Warrior, the Tribal Shaman accepts the guidance and blessing of the elements, rather than an animal. In battle, you can command your chosen elements, to strike savagely at your enemy or serve as your aegis.

Shamanic Spellcasting

At third level when you adopt this path, you gain the ability to cast spells. You choose these spells from the Druid spell list. Wisdom is your spellcasting ability for these spells.

Cantrips: You learn two cantrips of your choice from the Druid spell list. You learn an additional cantrip of your choice at 10th level.

Spell Slots: The Shamanic Spellcasting table at the end of this section shows how many spell slots you have to cast your spells of first level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of First Level and Higher: You know three first level Druid spells of your choice. The Spells Known column of the Shamanic Spellcasting table shows when you learn more Druid spells of first level or higher. Each of these spells must be of a level for which you have slots. For instance, when you reach 7th level in this class, you learn one new spell which can be either first or second level.

When you gain a level in this class, you can replace one of the Druid spells you know with another spell of your choice from the Druid spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability: Wisdom is your spellcasting ability for your Druid spells, since your spells are instilled in you by your environment, and the blessing of your elements. You use your Wisdom whenever a spell refers to your spellcasting ability. Additionally, you use your Wisdom modifier when setting the saving

throw DC for a Druid spell you cast, and when making an attack roll with one.

Spell Save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell Attack Modifier = your proficiency bonus + your Wisdom modifier

Tribal Shaman Spellcasting

Barb. Level	Cantrips Known	Spells Known	Spell slots per level			
			1 st	2 nd	3 rd	4 th
3 rd	2	3	2	0	0	0
4 th	2	4	3	0	0	0
5 th	2	4	3	0	0	0
6 th	2	4	3	0	0	0
7 th	2	5	4	2	0	0
8 th	2	6	4	2	0	0
9 th	2	6	4	2	0	0
10 th	3	7	4	3	0	0
11 th	3	8	4	3	0	0
12 th	3	8	4	3	0	0
13 th	3	9	4	3	2	0
14 th	3	10	4	3	2	0
15 th	3	10	4	3	2	0
16 th	3	11	4	3	3	0
17 th	3	11	4	3	3	0
18 th	3	11	4	3	3	0
19 th	3	12	4	3	3	1
20 th	3	13	4	3	3	1

Blessing of the Elements

At third level, when you adopt this path, you choose an elemental blessing and gain its feature and blessing spells. Blessing spells are spells you gain for free at indicated levels, which relate to your element. These count as Druid spells when you cast them and do not count against the number of spells you know. The blessing spells for each elemental blessing are listed at the end of this section. You must make or acquire a physical spellcasting focus which stands in for the material components of your spells when you hold it. It may not be a shield or weapon, and should make sense within the purview of your elemental blessing.

Blessing of the Earth: You are as steady as stone, and as fluid as mud. While raging, you cannot be knocked back unless you choose to be, have advantage on checks made to grapple or

escape grapple, and expend no movement points to get up from being prone.

Blessing of the Night: You are a nocturnal predator, skilled at moving undetected through the wilds to catch your prey unaware. You gain 120 ft. darkvision if you don't already have it, and have advantage on Stealth checks while outside.

Blessing of the Storm: You channel the raw power of lightning and thunder. While raging, you have resistance to lightning and thunder damage, and your vision cannot be obscured by weather effects.

Blessing of the Sun: You take in the majesty and power of bright sunshine. While raging, you are resistant to fire and radiant damage.

Blessing Spells

Blessing of the Earth		Blessing of the Storm	
Barb. Level	Signature Spell	Barb. Level	Signature Spell
3 rd	Longstrider	3 rd	Witch Bolt
9 th	Pass Without Trace	9 th	Shatter
15 th	Meld Into Stone	15 th	Call Lightning
20 th	Freedom of Movement	20 th	Ice Storm
Blessing of the Night		Blessing of the Sun	
Barb. Level	Signature Spell	Barb. Level	Signature Spell
3 rd	Jump	3 rd	Guiding Bolt
9 th	Darkness	9 th	Flame Blade
15 th	Blink	15 th	Daylight
20 th	Greater Invisibility	20 th	Wall of Fire

Elemental Aspect

At sixth level, you gain a magical benefit based on the elemental blessing you accepted earlier.

Earth: You are immutable as a diamond, and as unstoppable as a mudslide. You can move across difficult terrain unhindered, and gain resistance to falling damage without being enraged. You may choose to apply your proficiency bonus to your unarmoured defence in place of your Dexterity modifier.

Night: You are one with the darkness. When in total darkness, you can use an action to become invisible. This invisibility lasts until you attack, take damage, cast a spell, or enter a rage. In addition, you can move stealthily while traveling at a normal pace.

Storm: The weather imbues you with its power. You gain a swimming speed equal to your walking speed. If you are hit with lightning or thunder damage while raging, you can use your reaction to regain a first level spell slot. Once you use this feature, it cannot be used again until you finish a long rest.

Sun: You radiate the heat and power of the sun. If you are hit with a melee attack by a creature within five feet of you and aren't wearing armour, you can use your reaction to deal d8 fire damage to that creature. You can do this a number of times equal to your Wisdom modifier per long rest.

Tribal Leader

At 10th level, you gain the ability to give aegis to your friends. When you use a feature granted by your elemental blessing, you can choose another creature to receive the benefit as well. For example, as a shaman of earth, if you and a teammate are both falling, you can apply your resistance to fall damage to that teammate.

Elemental Attunement

At 14th level, you gain the ability to imbue your weapon strikes with the power of your element. When you attack with a melee weapon during a rage, you deal d8 additional damage of a type determined by your elemental blessing. This ability cannot be shared with a teammate. This damage is considered part of the weapon's damage for features like Brutal Critical that increase the number of dice rolled on a critical hit. The damage types are as follows:

Earth: Your extra damage is force.

Night: Your extra damage is cold.

Storm: Your extra damage is lightning.

Sun: Your extra damage is radiant.

Fighter: Spellcourage Archetype

Spellscourges are fighters specially trained to fight against magic users, and to resist magical effects. A lifetime of training as a spellcourage in some armies can permanently disfigure a person, but will forever give them the upper hand when fighting magi.

Spell Resistance

Starting at third level, when you choose this martial archetype, you gain advantage on all saving throws against magical effects.

When a creature within five feet of you casts a spell, you can use your reaction to make a melee attack against that creature. Additionally, when you damage a creature concentrating on a spell, you impose disadvantage on the saving throw to maintain concentration.

Magical effects that are not associated with a spell – a dragon's breath weapon, or a beholder's eye rays, for example – are not affected by this feature.

Defensive Insight

Starting at seventh level, if you spend at least one minute observing or interacting with a creature outside of combat, you gain insight into its spellcasting capabilities. The DM tells you the types of magical damage the creature can deal, and you make yourself resistant to one type from that list for the next ten minutes. As with the effects gained at third level, this resistance is only applied to damage from spells, and not from other magical effects.

Magic Aversion

Starting at 10th level, when a spell that forces a saving throw dictates that you take half damage on a successful save, you instead take no damage on a successful save, and only half damage on a failed save. Additionally, you cannot be pushed or knocked prone by spells unless you choose to be, and spell attack rolls against you are made with disadvantage. As with the effects gained at third and seventh level, this resilience is only applied to damage and movement from spells, and not from other magical effects.

Aegis Against Magic

Starting at 15th level, you choose fire, cold, thunder, lightning, acid, poison, or force damage and gain resistance to that type of damage. You can change the type of damage to which you are resistant whenever you finish a long rest. In addition, when you are within ten feet of an ally, you can use your reaction to share your resistance with that ally until the end of your next turn. When you use your reaction this way, you also impose disadvantage on all spell attack rolls targeting the ally you protect, and they have advantage on saving throws against magical effects. As with all other features granted by your martial archetype, this is only applied to effects from spells, and not from other magical effects.

Flawless Arcane Defence

Beginning at 18th level, your class features are now applicable to all magical effects, whether they are associated with spells or not. In addition, you can use your reaction to cause a ranged or melee spell attack that hits you to bounce back and effect the caster instead of you. The attack roll is repeated, as though the spell were cast from your location with the target being the original caster. Once you have used this feature, you cannot use it again until you finish a short or long rest.

Ranger: Trapper Archetype

Trappers don't hunt by tracking prey, preferring instead to wait for their prey to come to them, or fall into a trap they've set. Contrary to the Hunter archetype, as a Trapper you do less damage up front, but have greater control of your enemies' movement, and can sneak around behind the lines setting traps and performing sabotage.

Trapper's Quarry

At third level, you gain the ability to cast *Ensnaaring Strike* as a first level spell without using a spell slot a number of times equal to your Wisdom modifier per short rest.

Also starting at third level, you no longer have disadvantage to attack rolls made to throw a net, and the throwing range of nets and bolas is doubled when you throw them. Additionally, you add your proficiency bonus to the DC to avoid, escape or break hunting traps, nets, bolas, and ropes that you set or throw, and hunting traps you set deal d8 damage on activation instead of d4 damage.

Perpetual Alert

Starting at seventh level, you have advantage on active Perception rolls, rolls to disarm traps, and saving throws against effects of traps. In addition, as long as you are conscious, you cannot be surprised.

Infiltrator

Starting at 11th level, you have advantage on checks made to hide. You can now move at half speed (rounded down to the nearest five feet) while camouflaged, as long as you remain pressed up on the surface against which you initially hid yourself, or move prone. Additionally, you may now take reactions while camouflaged. If you take an action or bonus action, your camouflage is broken, as normal, and you must reapply it before you can regain its benefit.

Saboteur

Starting at 15th level, when you cast a spell as a ritual you ignore vocal components, and ritual casting a spell doesn't break your camouflage. Additionally, your spells and melee attacks ignore damage thresholds and your spells and melee attacks and siege weapons controlled by you (including set charges and the like) deal triple damage to vehicles and structures.

Furthermore, you now add double your proficiency bonus to the escape or break DC of hunting traps, nets, bolas, or ropes that you set or throw, and you can choose to set your hunting traps in a way that deals triple the trap's physical damage.

Rogue: Highwayman Archetype

Highwaymen are bandits who specialize in robbing mobile targets. They hit fast and hard, leaving their marks in disarray and without their valuables, cargo, and occasionally even without their pack animals. Those who choose to take on a life of highway robbery don't usually make any illusions about it being a noble profession, but exiled dissidents of oppressive empires might use it as a tool to achieve their means. (Note: This archetype makes use of the variant mounted movement and combat rules in this supplement.)

Bonus Proficiencies

When you choose this archetype at third level, you gain proficiency in Animal Handling, land vehicles, and the disguise kit if you don't already have it.

Expediency

When you choose this archetype at third level, you gain the Mobile feat.

Horse Thief

Starting at ninth level, when you attack a mounted opponent, the Strength save to remain mounted is made with disadvantage, and the minimum DC is determined to be 8 + your proficiency bonus + your Dexterity modifier. Additionally, you can ride a mount without need for a saddle, bit or bridle, you expend only ten feet of movement to mount an animal, and you can control a mount even if it is more than one size larger than you. You must still have one hand free to control the mount, however.

Hide in Plain Sight

At 13th level, you can spend one minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, or other materials with which to create your camouflage.

Once you are camouflaged this way, you can try to hide by pressing yourself against a solid surface like a tree or the ground, that is at least as tall and wide as you are. You gain a +10 bonus to Stealth checks as long as you remain there without moving or taking actions. Once

you move or take an action or reaction, you must reapply your camouflage to regain the benefits.

Additionally, you have advantage on Deception checks to pass yourself off as another person.

Masterful Ambush

When you reach 17th level, you have become adept at laying ambushes and quickly executing your plans. Prior to combat, you can choose a number of allies equal to your Charisma modifier (minimum of one). You spend five minutes discussing plans and tactics with the chosen allies, who then gain use of the Sneak Attack feature (damage based upon their level) for their first turn in combat. Once you have used this feature, you must finish a short or long rest before you can use it again.

This feature does not work if you are surprised, ambushed, or otherwise do not have ample time prior to the beginning of combat for any reason.

Prestige Class: Rider

The rider is a master of mounted warfare, capable of controlling the battlefield from astride a trusted steed. Skilled riders might not require use of their hands to control their mounts, be able to improvise a mount on the fly, or be so well coordinated with their steed that they can use the steed's movement to give them advantages in battle.

The Rider

Level	Features
1 st	Noble Steed, Martial Archetype
2 nd	Charge and Trample
3 rd	Ability Score Improvement
4 th	Improved Handling
5 th	Martial Archetype Feature
6 th	Breaking Formation
7 th	Ability Score Improvement
8 th	Bolstered Stamina
9 th	Ability Score Improvement
10 th	Martial Archetype Feature
11 th	Ability Score Improvement
12 th	Unparalleled Dressage
13 th	Martial Archetype Feature
14 th	Ability Score Improvement
15 th	Perfect Partnership

Prerequisites

Constitution 13: Covering long distances and fighting while mounted is hard work. You need to be tough to do it well.

Proficiency in Animal Handling: You need to be able to handle your steed.

Character Level 5th: You must be well acquainted with combat before you can take the more complex approach.

Own a Steed: You must procure your own steed with a fitted military saddle, bit, and bridle.

Hit Points

Hit Dice: 1d10 per rider level

Hit Points per Level: d10 (6) + your Constitution modifier per level

Proficiencies

Armour: Light and medium armour

Weapons: Simple and martial weapons

Tools: Land vehicles

Saving Throws: None

Skills: None

Equipment

The rider class does not grant any extra equipment.

Noble Steed

When you take your first level in Rider, you add your proficiency bonus to your mount's attack rolls and any saving throws in which it is proficient. Your mount's hit-point maximum changes to six times your rider level if it isn't already higher

Your steed acts on your initiative count, and in addition to the normal actions a steed can take, you can also use your action to command your steed to take the Help or Attack actions. If you have the Extra Attack feature, when you take the Attack action, you can forgo one of your weapon attacks to allow your steed to take the Attack action and make one melee attack if it has not yet taken an action this turn.

Additionally, you gain expertise in Animal Handling, allowing you to add double your proficiency bonus to checks made with the skill, and you make Strength and Dexterity saving throws to remain mounted with proficiency. Mounting or dismounting your steed only uses five feet of movement, instead of half your move speed.

In order for you and your steed to truly become connected with one-another, you must spend eight hours bonding when you take your first level in this class. This ritual can be repeated with another rideable animal if your steed dies, however you must still have a saddle, bit, and bridle in order to ride it.

Martial Archetype

With your first level in rider, you adopt an archetype that you strive to emulate with your mounted combat style and technique. Choose Scout, Cavalry, or Keshik, all detailed at the end of the class description. Your archetype grants you features at 1st, 5th, 10th, and 13th levels.

Charge and Trample

Starting at second level in this class, you've learned to use your mount's momentum to your advantage when attacking. While mounted, when you move at least 20 feet in a straight line toward an enemy before hitting that enemy with a melee attack, you force that enemy to make a Strength save. The DC for this save is calculated as follows:

Charge Save DC = 8 + your Proficiency bonus + your Strength modifier

Large and bigger creatures have advantage on this save. Creatures with legendary actions are immune. If the target fails the saving throw, you can choose to deal an extra d6 bludgeoning damage to the enemy or knock the enemy prone as part of the attack. If you knock the enemy prone, you can use your bonus action to give your mount one melee attack against that enemy.

Ability Score Improvement

When you reach 3rd, 7th, 9th, 11th, and 14th levels in this class, you can increase one ability score of your choice by two, or increase two ability scores of your choice by one each. As normal, you can't increase an ability score above 20 using this feature.

Improved Handling

Starting at fourth level in this class, when an attacker targets your mount, you can use your reaction to force the attack to target you instead.

Breaking Formation

Starting at sixth level in this class, you can freely move through the space of creatures smaller than your mount. Furthermore, attacks of opportunity against you or your mount have disadvantage if your mount has occupied the space of the attacker during this round of combat.

Additionally, while mounted, shove attempts against creatures more than one size smaller than your mount automatically succeed. Shove attempts made against creatures the same size as your mount or one size smaller have advantage.

Bolstered Stamina

Starting at eighth level in this class, when you or your mount are exhausted, you can use a short rest to reduce your exhaustion by one level.

Once you have used this feature, you must complete a long rest before you can use it again.

Furthermore, when you and your mount complete a long rest while exhausted, your exhaustion level is reduced by two if you have ample food and drink, and by one regardless of nutrients.

Additionally, when traveling with your mount, you can travel at double speed if you are not attempting to move stealthily or cautiously. You and your mount both take one level of exhaustion per day traveling at this speed.

Unparalleled Dressage

Starting at 12th level, your mount's jump height and distance are doubled when you have a running start, and your mount can make a normal long jump or high jump without a running start. Additionally, while mounted, you no longer incur attacks of opportunity when leaving the melee range of enemies whose space you have occupied during this round of combat, and other creatures' space is no longer difficult terrain for your mount.

Perfect Partnership

By 15th level in this class, you and your mount are perfectly attuned to one-another. You can now take two reactions per round, and you can dictate how your mount uses its reaction, as well.

Additionally, when you use the attack action, you can make one more attack than you could before. This does stack with other features that give you an extra attack. When you take the attack action, you can split the attacks between you and your mount however you like.

Martial Archetypes

Different riders choose different approaches to perfecting their mounted prowess. The martial archetype you choose to emulate reflects your approach.

Scout

The Scout sees the mount not as merely a tool for combat, but as an extension of the self. Those who choose this archetype seek to hone this connection, to move faster, jump higher, and ride harder than any other.

Fleet of Hoof

When you choose this archetype at first level, your mount gains 10 ft. of move speed and jump height. Additionally, your mount can now Dash as a bonus action.

Strider

Starting at fifth level, moving through non-magical difficult terrain costs no extra movement for your mount. Additionally, neither you nor your mount take damage from passing through non-magical plants with thorns, spikes, or similar hazards.

Furthermore, your mount has advantage on saving throws against plants that are magically created to impede movement.

Mounted Evasion

Starting at 10th level, when mounted, neither you nor your mount incur attacks of opportunity when leaving an enemy's melee range. Furthermore, your mount's Dexterity score becomes equal to yours, if it's not already higher. Your mount also gains another 10 ft. of move speed.

Going the Distance

Starting at 13th level, neither you, nor your mount suffer any exhaustion when traveling at double speed as described in the Bolstered Stamina feature. In addition, your mount gains another 10 ft. of move speed.

Cavalry

The archetypal cavalryman focuses on developing and building upon the physical power afforded in mounted combat. Those who model themselves based upon this archetype combine their physical prowess with that of their mount to become an unstoppable force on the battlefield.

Frontal Assault

When you choose this archetype at first level, you gain the ability while mounted to move half your mount's move speed and make one melee attack as a bonus action whenever you reduce a creature to zero hit points.

Playing Polearm

Starting at fifth level, you can now use pikes and glaives with only one hand while mounted. If you have the Polearm Master feat, you cannot make your bonus action attack against the same target as your action attack when wielding a weapon in one hand. Additionally, you can take full advantage of your mount's movement in the field to extend your reach by five feet.

When you hit an enemy with a pike, glaive, or lance while mounted, you can choose to push that creature 10 feet directly away from you.

Improved Line Breaking

Starting at 10th level, when you take the attack action while inside an enemy's space on your mount, you can make attacks against any number of creatures within 10 feet of you. You make separate attack rolls against each enemy, with disadvantage on rolls against creatures within five feet of you.

Massive Attack

Starting at 13th level, you can cause an attack you hit using the Charge and Trample or Frontal Assault features to inflict maximum damage a number of times equal to your Strength modifier per short rest.

Keshik

Those who emulate the archetypal Keshik employ martial techniques passed down through generations of master tacticians. As far as a Keshik is concerned, victory is a matter of controlling the battlefield, and outmaneuvering the enemy to manipulate the outcome in one's own favour.

Combat Superiority

When you choose this archetype at third level, you learn maneuvers that are fueled by special

dice called superiority dice.

Maneuvers. You learn three maneuvers of the Dash action, you can roll a superiority die, your choice, which are detailed under the Battle Master archetype of the fighter class in the Player's Handbook. You learn two more maneuvers at 5th, 10th, and 13th levels. Each time you learn new maneuvers, you may also replace one maneuver you know with a different one.

Superiority Dice. You gain two superiority dice, which are d8s. A superiority die is expended when you use it. You regain all your superiority dice when you finish a short or long rest.

If you already have superiority dice, from the Martial Adept feat, or the Battle Master class archetype, your superiority dice all become the highest numbered die applicable.

You gain one more superiority die at 5th level, and two more at 10th level.

Saving Throws. Some of your maneuvers require a target to make a saving throw to resist the maneuver's effects. The DC for this throw is determined as follows:

Maneuver Save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

Expert Ridership

Starting at fifth level, you no longer require use of your hands to control your mount, allowing you to use two handed weapons or heavy shields while mounted.

Additionally, your superiority dice become d10s.

Paired Superiority

Starting at 10th level, when you spend a superiority die that would effect an action or reaction you make, you can choose to apply that die to an action or reaction taken by your mount instead.

Unstoppable

Starting at 13th level, you gain two special superiority maneuvers.

Shove Resistance. When you roll a save to remain mounted, you may roll a superiority die and add the total to your saving throw.

Heated Sprint. When your mount takes

and add the roll's total multiplied by five to the distance your mount covers.

Additionally, your superiority dice become d12s.

Equipment and Vehicles

Shields (Variant Rules)

Just as there are different types of armour, so too are there multiple kinds of shields. The core game of Dungeons and Dragons marginalizes that a bit, so this is a simple variant if you want more options for shields in your game. As before, you may only benefit from one shield at a time.

Shield	Cost	Armour Class (AC)	Strength	Stealth	Weight	Special
Light Buckler	2 gp	1			2 lb.	
Targe	3 gp	1			3 lb.	Spiked
Kite/Round	10 gp	2			6 lb.	
Tower	15 gp	3	15	Disadvantage	12 lb.	Heavy

Buckler: The lightest shield option, but also the least protective. The buckler's saving grace is that it is very light, and easy to use, allowing it to be donned or doffed as a world interaction, instead of requiring an action to do so.

Targe: A buckler with a large, metal spike protruding from the center, a targe provides the same benefits as a buckler, but can be used as a weapon, too. It does a d6 of piercing damage if the wearer moves at least ten feet in a straight line and then successfully shoves an enemy. An attack roll must be made with the shove if the wearer intends to damage the creature or object being shoved. Strength is the ability modifier for this roll.

A creature must be proficient in both shields and martial weapons in order to use a targe as a weapon. If a creature lacks martial weapons proficiency, it still acts as a buckler, but cannot be used to attack.

Kite/Round Shield: The shield from the basic rule set. It grants a +2 bonus to AC, and takes a hand to hold it.

Tower Shield: A tower shield provides a +3 bonus to AC, making it the most protective shield. It is considered heavy, however, and as such cannot be used by a creature of small or tiny size. Additionally, a tower shield cannot be used while mounted, and gives disadvantage to the wearer's stealth rolls while equipped.

In order to use a tower shield, a creature must be proficient with both shields and heavy armour. If a creature uses a tower shield without heavy armour proficiency, that creature's move speed is reduced by 10, and all attack rolls the creature makes are with disadvantage while wearing the shield.

Weaponry

Just as other races have iconic weapons associated with them, so too do many goblinoids have weapons that just seem right for them. From the composite bows and repeating crossbows which are products of hobgoblin ingenuity, to the bolas used by bugbears to ensnare their prey from afar, many weapons are sure to be found among goblinoids.

Clip-loaded Weapons

Clip-loaded weapons have the loading property, but only need to be reloaded when their clip is depleted. Because of this, they can be fired unhindered as though they didn't have the loading property until their clip runs out. The number of shots in one clip is displayed in the table next to the clip-loading property. Because reloading a clip involves loading multiple shots at once, it takes an entire turn, and provokes an attack of opportunity if done while inside an enemy's range. During this turn, the creature loading the weapon cannot take actions or bonus actions, but can move and take reactions as usual.

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Machete	5 sp	d4 slashing	2 lb.	Light, special
<i>Simple Ranged Weapons</i>				
Stone Crossbow	25 gp	d8 bludgeoning	7 lb.	Ammunition (60/240), loading, two-handed
<i>Martial Ranged Weapons</i>				
Bolas	5 gp	d4 bludgeoning	4 lb.	Finesse, thrown (20/60), special
Composite Bow, Short	35 gp	d6 piercing	2 lb.	Ammunition (80/320), finesse, two-handed
Composite Bow, Long	65 gp	d8 piercing	2 lb.	Ammunition (150/600), finesse, heavy, two-handed
Repeating Crossbow, Light	75 gp	d8 piercing	7 lb.	Ammunition (80/320), clip-loaded (10), two-handed
Repeating Crossbow, Heavy	125 gp	d10 piercing	20 lb.	Ammunition (100/400), clip-loaded (8), heavy, two-handed

Machete: This weapon has advantage on attack rolls made against, and deals double damage to, plants and plant-based structures like the thorny hedge-walls in a green dragon's lair. While you are wielding this weapon, you expend no extra movement in difficult terrain caused by dense plants.

Stone Crossbow: Stone crossbows aren't made of stone, but they do fire small stones or ball-bearings. Because of their ammunition, they have reduced range compared to a normal light crossbow, and deal bludgeoning damage instead of piercing.

Bolas: A large or smaller creature hit by bolas must succeed on a DC 12 Dexterity check or fall prone, being ensnared by the bolas' chain. While ensnared by the bolas, a creature cannot get up from being prone. Bolas do not have this effect on creatures that are formless, or that are huge or larger. A creature can escape bolas if they or an ally within five feet uses their action to unwind them. Dealing five slashing damage to the bolas (AC 15) also frees the creature without harming it, ending the effect and destroying the bolas. When a creature uses an action, bonus action, or reaction to attack bolas, that creature can only make one attack, regardless of the number of attacks it can normally make.

Composite Bows: Composite bows have complex construction compared to normal bows, making them very adaptable. This is reflected by the fact that they are considered finesse weapons, and as such, either Strength or Dexterity can be used for calculating attack and damage rolls with composite bows.

Mounts and Vehicles (Variant Rules)

Dungeons and Dragons has very barren rules for mounted combat and movement, with very few options or restrictions regarding mounted action. This is a set of rules that can be used to make mounts less clunky, and better integrated with the game's flow. In addition, several varieties of mounts are added to reflect different races' preferences in riding animals.

Controlling a Mount

While you're mounted, you have the option to control your mount, or to allow it to act independently. Intelligent mounts, such as dragons, act independently, with some exceptions detailed below.

You can control a mount only if it has been trained to accept a rider. Domestic horses, donkeys, mastiffs and animals of the like are assumed to have this training inherently. Other animals are generally assumed not to have this training unless explicitly stated otherwise. Furthermore, if you wish to control a mount, you must have one hand free in order to hold the reins, and your mount must have a bit and bridle. The initiative of a controlled mount changes to match yours when you mount it. It moves as you direct it, and has only three action options: Dash, Disengage or Dodge. A controlled mount can act and move even on the turn you mount it.

An independent mount retains its place in the initiative order. Bearing a rider puts no

restrictions on its action options, and it moves as it wishes, consistent with its nature.

In any case, if a mount provokes an attack of opportunity while bearing a rider, the attacker can choose either the mount or rider as the target of the attack. A rider hit by a melee attack must succeed on a Strength saving throw of 10 or half the attack's damage (whichever is higher) to remain mounted. If the rider is proficient with land vehicles, their proficiency bonus is added to this save, even if they aren't otherwise proficient with Strength saves. This does not stack with proficiency in Strength saves, however.

You cannot control a mount more than one size-class larger than yourself, regardless of training or proficiency.

Barding

It is sometimes desirable to armour a mount, particularly when that mount is being ridden into battle. Barding is the answer to this problem. Barding can be any type of armour listed in the Armour table in the Player's Handbook. The cost and weight of barding is determined by the size-class of the mount. Medium mounts' barding costs double the price for the equivalent armour made for humanoids, but has the same weight. Large mounts double those multipliers, and Huge mounts double them yet again.

Standard Land Mounts

Animal	Cost	Speed	Capacity	Size
Camel	50 gp	50 ft.	480 lb.	Large
Donkey/Mule	8 gp	40 ft.	420 lb.	Medium
Elephant	200 gp	40 ft.	1320 lb.	Huge
Draft Horse	50 gp	40 ft.	540 lb.	Large
Riding Horse	75 gp	60 ft.	480 lb.	Large
War Horse	400 gp	60 ft.	540 lb.	Large
Mastiff	25 gp	40 ft.	195 lb.	Medium
Pony	30 gp	40 ft.	225 lb.	Medium
Worg	45 gp	50 ft.	240 lb.	Medium
Owlbear	200 gp	40 ft.	600 lb.	Large

Not all mounts will be available for purchase in every stable. For example, only hobgoblins typically train owl bears, and many towns may not even allow an owl bear within the city limits, much less allow it to be stabled there. Similarly, elephants likely won't be found outside the tropics, except in very large cities and major trading posts, and most stables probably won't allow them just due to their sheer size, even though they're normally quite docile.

Feats

Heavy Charge

(Prerequisite: 13 Strength)

While mounted, if you move at least 20 feet straight towards a target, then hit that target with a melee weapon attack, you can force your target to make a DC 13 Strength save. On a failure, you can choose to either push your target 10 feet directly away from you, or deal an extra d6 of bludgeoning damage to the target.

Large and Huge creatures have advantage on this save, and Gargantuan creatures and creatures who have legendary actions automatically succeed.

Targe in Charge

(Prerequisite: 13 Strength)

When you are wearing a targe and wielding a weapon with both hands, you can use the weapon's damage instead of the targe's when you use the targe's charge feature. When you choose to do this, you have advantage on the attack roll.

Lancer

(Prerequisite: 13 Strength)

When wielding a pike, glaive, lance or halberd, you have a +2 bonus to attack rolls against mounted targets, and when you hit a mounted target with one of these weapons, you impose disadvantage on the save to remain mounted.

