

Meek Barbarian

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Brownies

a D&D 5E racial supplement

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BROWNIE

Brownies live in colonies surrounded by their fellows, existing in harmony with their environment. Impulsive creatures of fey ancestry, they can be found tending to flowers, frolicking in glades, and helping out woodland critters whose homes have been endangered. They eschew writing and have a rich, vibrant oral history of stories, songs, and teachings.

BORN INTO CASTES

Brownies are born with a birthmark identifying their caste, to which they will belong their entire lives. These birthmarks vary in location, and can be either lighter or darker than a brownie's normal skin tone. Living in a caste is not a hardship for brownies as they take great joy in pursuing the ideals and tasks of their caste. The three castes mostly live in balance with each other, although mild quarrels do occur.

PATRON CASTE

Born into the caste that cherishes freedom in all of its forms, Patrons are dancers, pranksters, artists, and minstrels. They also love the pursuit of knowledge, and can become philosophers, sages, and scholars, although due to brownies reliance upon oral traditions they are much less likely to be concerned with books and scrolls. They embody the ideal of unrestricted growth, like a field of wildflowers in a sunny meadow.

Patrons organize entertainment for the colony, hosting dances and concerts. They discover new methods of living in harmony with nature, such as a more humane way of hunting for food or a magic spell to increase the growth of harvestable plants. They pass down their oral traditions in informal schools to their youths. They test the bounds of the rules that guide their brownie colony, often brushing up against the constraints that those of the Guardian Caste impose.

Their birthmark looks like the flower of a bluebell.

GUARDIAN CASTE

Guardians strive for the perfect balance of nature. They love nothing so much as curbing excess and bringing order (or at least organized chaos) to the colony as a whole. They are less concerned with the actions of any individual and more focused on keeping the colony in harmony with the habitat that sustains them.

Guardians monitor the population growth of their colonies, making sure they don't overpopulate and consume too many natural resources. They keep watchful eyes on the farming and hunting trends of the colony to ensure harvests and ecosystems remain healthy. They also act as scouts, both on the lookout for predators who consider them food and encroaching communities of other races.

Guardians see themselves more as guides than as judges. They don't want to create disharmony among their colony. Requests are always positioned about what is best for the colony and never as punishment for another brownie who may be doing an activity to excess. They know that for every hot summer day, a cold winter night will balance things out.

Their birthmark looks like a pinecone.

PROVIDER CASTE

These brownies are good, kind-hearted folk who love nothing more than providing for and taking care of the colony. They plant the harvests and hunt for animals for food. Providers also become artisans and crafters, making the colony's clothes and other goods. They don't see this farming, gathering, and hunting as harming nature, for even the leaves of the tree must fall during the autumn winds.

A few even train as healers by learning about how medicinal plants can give succor to those in need. Providers may also be traders, though this is less common. Providers who turn to trading see their calling to seek out those goods made better by other races. They prefer to trade with elves and gnomes over other races, but will trade with other races if need and or locations dictate.

Those in the Provider Caste have an a birthmark shaped like an acorn.

WEE PASSIONATE FOLK

Brownies are smaller than even the other small races. They are short and incredibly slender, even for their size. Fey touched, they oft give the impression they are miniature elves, although it is unfair (and rude) to be say as much to a brownie.

They stand about 2 and a half to 3 feet tall, and weigh between 25 and 30 pounds. A brownie's hair can be a variety of shades, including dark cream, sandy, brown, and auburn. Both males and females often wear it in elaborate braids. Neither sex grows facial hair. Perhaps to make up for their lack of facial hair their eyebrows are bushy and often even long enough to droop off the edges of their face a small amount.



Their skin tones are ruddy to lightly tanned, brownies eyes are like jewels, often a startling vivid blue like a bright river or green like a verdant forest, with a rarer color much like that of a golden leaf in fall. Although their ears have a very slight point to them, they are not comparable to an elf's. However, the slight points and their dainty, almost exquisite facial structures gives rise to the myth brownies are miniature elves.

DRESSED FOR THE OCCASION

Brownies love clothes. They collect outfits and change clothes frequently. It's not unusual for a brownie to wear half a dozen different outfits in a single day while doing varying tasks for their caste. All of their clothes are of high quality and made from natural fibers. Most of them are made by Providers. The nature of the clothing depends on caste of the brownie and the they are doing.

Patrons: This caste loves elaborate, bright, colorful clothing. They look like a field of wildflowers in full bloom, or a forest canopy in the middle of fall. In addition, accessories are a must. Ribbons, scarves, hats, bracelets, and jewelry; if it can be worn and won't be in a Patron's way, it will be.

Guardians: Guardians try to dress so as to truly belong to their habitat. Their clothing matches the shades and patterns of the environs in which they live. This means their clothing could vary from bright and colorful if they are in the meadows in spring, or more dull and drab in the forests during winter. Their clothing is often tougher and more durable than other castes, able to withstand the rigors of rough living in the wilderness.

Providers: Providers clothes are the most functional. Their clothes are less elaborate than the other castes, as they prize practicality over appearance. Numerous pockets are often sewn in, to have a bit of extra room for just the right tool or to hold any number of mushrooms, herbs, and other odds and ends found while gathering.

LIVING ALONG THE EDGES

While dwarves love the deep depths of the earth and elves love the hearts of ancient forests, brownies prefer the edges. Living along a lake or river running through a forest is a grand place in the world, but the best places are where meadows full of wildflowers meet thickets and woodlands. Glades and dells in ancient forests are also considered great homes.

Their homes are not hidden, but are often made in such harmony with their habitats other races might not notice them. They live in shallow burrows on a hilly meadow, hollowed out trunks of great trees, and in small cabins built into denser thickets. Care is always taken so their homes live in accord with their environs, blending in and causing little to no harm. Brownies live in balance with nature, but are not its servants. If they must fell a tree to build a home, they do so without remorse; they simply make sure to not fell too many, and to plant more to take the fallen trees places.

Endangering a brownie's habitat or colony is among the quickest way to see a normally gentle people rise up in fierce anger, like a firestorm ripping though a dry forest.

EVER CHANGING HARMONY

Brownies are a bit confusing to outsiders because their natures often seem contradictory. They are passionate about their caste, embracing their tasks and duties with a respect bordering on joy. This passion often leads to impulsive bursts that deviate from their normal outlooks. To a brownie, this is simply part of life. It's no different than a summer storm disrupting the soothing warmth of an otherwise fine day. Fickle changes are to be weathered and endured, and then they can go about getting back to normal.

The long lifespan of a brownie also plays a part in this impulsive nature. Living longer than most races except elves, they have a wealth of experience in dealing with changes and surprises while maintaining their fountain of passion. They grow up quick physically but live in a state of childlike innocence longer than most races, so adults nurture those qualities while dealing with the youth.

LEAVING THE COLONY

There are a few reasons brownies might venture away from their colonies. Impulsive bursts are a common reason, but members of each caste may have other reasons. A Patron might wish to study under another race to learn new methods of grain harvest, learn new songs to sing, or want the chance to improve her ability to play pranks on creatures of all types. A Guardian might wish to watch the comings and going of a nearby community, or seek out a perceived threat to their colony. Providers might seek to maintain or find new trading partners or go in search of new medicines, rare herbs, and animals. Whatever their reason, brownies are sure to take their passion and natural curiosity with them out into the world.

CURIOUS AND CAUTIOUS

Brownies' opinions of other races are mostly cautious. They get along well with races that love nature like they do (such as elves, firbolgs, and some gnomes). And they understand halflings because of their size similarities.

When dealing with other races, brownies are typically kind but reserved. They are torn between impulsive curiosity and concern for how the big races might treat them and their beloved habitats. They often don't understand races like dwarves and humans, who shun nature for deep caves and large cities.

BROWNIE NAMES

Brownies only have a single name, usually only one or two syllables. They associate more with caste and colony than they do with family, so other races' need for a surname feels unimportant to them. Furthermore, it is considered rude to reuse the name of a living brownie, so no two brownies will ever have the same name in a given colony. When dealing with other races that require a second name, they will give their colony name. This is also true if a brownie ever relocates to a new colony that already has a brownie of the same name. The newcomer will forever be known with the colony name attached to his or her name. An example of a brownie using a colony name could be "Beld of Blooming Meadows".

Male Names: Beld, Dalmo, Delm, Fallo, Fem, Fodd, Fonno, Limh, Lond, Mal, Paddo, San

Female Names: Bella, Denna, Fann, Filda, Forra, Lalla, Lomma, Mel, Moll, Pimh, Pol, Sella

Colony Names: Blooming Meadows, Blueberry Hill, Chipmunk Glade, Gentle Breeze, Hare Hollow, Lively Grove, Mirror Pond, Riverview, Rolling Fork, Shady Gardens, Summerdell, Sunny Blossoms

BROWNIE TRAITS

Ability Score Increase: Your Wisdom score increases by 2.

Age: Brownies reach physical maturity around the age of 12 but remain playful and maintain their childlike innocence until around age 40. They live from 450 to 600 years.

Alignment: Brownies have a natural disposition towards neutrality, as they are often dedicated to balance and harmony. Those in the Patron caste sometimes tend toward the gentler aspects of chaos as pranksters and free-thinkers. Providers, with their kind hearts and deeds, often tends toward good. Rarely do brownies tend towards evil.

Size: Brownies stand usually just under 3 feet tall and have slender builds. Your size is Small.

Speed: Your base walking speed is 25 feet.

Languages: You can speak, read, and write Common. In addition, you can speak Fey Pidgin (see below).

Fey Pidgin: This language has no written alphabet, and is a curious invention of the brownies. It is a mixture of Elvish and Sylvan, and brownies primarily speak it unless around the other races. You may attempt to understand a creature speaking in either Elvish or Sylvan that is within 60 feet of you and that you can hear with a DC 13 Wisdom (Insight) check. This DC may be adjusted by the DM based on the difficulty of the speech being heard. Failure by 3 or less means the brownie understood the gist of it, but with some misunderstandings. Failure by 1 is slight misunderstanding, by 2 is a moderate misunderstanding, and 3 is a major misunderstanding. Failure by 4 or more is a normal failure, with zero understanding.

Diminutive Build: You may choose to count your size as one size smaller when determining: the space you occupy, the amount of cover provided to you, the size of an area you can squeeze through, and the size a creature needs to be in order for you to ride it.

Hyper Active: Brownies have restless energy and sleep less than many other races. You gain a +1 bonus to your initiative. In addition, you only need 6 hours of sleep per night to finish a long rest, gaining the same benefit that a human does from 8 hours of sleep.

Caste: Brownies are born into one of three castes: Patrons, Guardians, and Providers. Choose one of these castes.

PATRON CASTE

As a member of the Patron caste, you gain the following benefits:

Ability Score Increase: Your Charisma score increases by 1.

Born To Entertain: You know the *prestidigitation* and *thaumaturgy* cantrips. Wisdom is your spellcasting ability for them.

Mental Freedom: Whenever you would be placed under a Charm effect due to a failed saving throw, you may reroll the saving throw; you must use the new roll. After using this feature, you cannot use it again until you complete a long rest.

GUARDIAN CASTE

As a member of the Guardian caste, you gain the following benefits:

Ability Score Increase: Your Dexterity score increases by 1.

Forest Friend: You get a familiar as if you had cast the *find familiar* spell. Your familiar must be appropriate to your colony's location; if you do not belong to a colony, it should be appropriate to meadows, woodlands, or streams. If your familiar dies, this feature does not grant you the means to restore it (but doesn't prevent other means of restoration).

Woodland Senses: Guardians nearly have a 6th sense of danger in their home environment. They become forewarned by listening to the sighs of the trees and patter of the animals, smelling plants crushed underfoot, and spotting subtle movement. Your proficiency bonus is doubled for Wisdom (Perception) checks made while in their colony, a forest, or a meadow.

PROVIDER CASTE

As a member of the Provider caste, you gain the following benefits:

Ability Score Increase: Your Constitution score increases by 1.

Natural Mender: You know the *mending* cantrip. Wisdom is your spellcasting ability for it.

Nature's Bounty: You have advantage on Wisdom (Survival) checks to find food, water, or medicinal plants while in a familiar type of natural habitat. In addition, you have advantage on Wisdom (Medicine) checks that rely on medicinal plants.