



BAPHOMET

A FIENDISH RACE IN SHEER DELIGHT AND SPITE OF ONE'S INFERNAL ORIGINS

By Christopher Zito



THE BEAST'S FORSAKEN

The lord of the Endless Maze is a titan amongst infernal minotaurs and beasts. From atop his palace Lyktion, he works endless nights crafting untold horrors to stalk the abyssal mazes or to present to his fellow worshippers. But not all his creations are successes, some are rambonicious and destined to be nothing but fodder. In theory his new monstrosities would hold his appearance in nature, wear crowns of fire and take to the skies with mighty wings so that they may reign terror in both land and sky. This race could not maintain all of these expected abilities at once, although they have the physical make up of all three of these functions. Thus Lord Baphomet deemed these creatures weak, sniveling failures that hold very little value and bring shame to his reputation. Such mistakes cannot be used by the Lord of Beasts, but rather then squander materials he merely exiled them out of the Maze and left them to die in the Material Realm.

The nameless and aimless race of beast like goatmen resent their creator knowing full well they are seen as lessers and abandoned to die. If that is the law of the Abyss, then they shall sully it's name in the Materials. Baphomet adopted their creator's name in spite, causing chaos and misery seen incorrectly to that of proper demons. Traveling the Material Realms, Baphomet make pacts with witch covens, other less informed arcanists and pesants to merely get a rise and bolster their names. Gaining a reputation for their abilities and deeds, they take pride in waging a never ending and often bloody smear campagin with the Cult of Baphomet. The Baphomet believe that since their creator abandoned them, that it is just that they make their mockery of him and his ilk. The role of lesser infernal jesters is a badge of honor and they wear it with pride.



LIVING DELICIOUSLY

Theres no easy way to say it for a once infernal residing race, but sadly being a fiend in the Material Plane is mundane. In the olden days one's visage would spark terror, fear and uncertainty to any who wavered in the ways of logic or religion. Now adays you can't walk down the cobbled pavement of a small hamlet without someone being a tiefling, or the local warlock sacrificing cows to their patron. Sure there are lucky breaks in finding sequestered villiages in backwater towns that one could spread chaos with no issue, but sooner or later one's deeds are overlooked or thrown to the wayside of some other infernal race's misdoings. This is unacceptable to the Baphomet, they must let their activities fester in the hearts of the unknowledgable, their savage chaos or lawful devilry must linger and be remembered.

A Baphomet's lifestyle is a flighty and whimsical one, they could partake in covens of witches where they are praised, live alongside or even worhsipped for their ties to the Abyss, or they could travel in small herds causing a ruckus if not to liven up a bar or rile up some of the clergy in a nearby temple ill equipped to retaliate. While these miscreant acts do have the possibility rise to brutal and heinous crimes, they are often meerly childish pranks to stir up social hornet hives. A Baphomet's defining features along side their goat appearances can include a set of gnarled horns protruding from their head, a crown of bone in the center of their heads that emanate a small flame and a pair of wings sprouting from their backs.

While some Baphomet's may not have all of these features at birth, some may sport all three but are incapable of using them properly, this downfall being exactly the reason why they were banished to the Material Planes by their creator. While rare, Baphomet can settle down their impish ways and live alongside other races or just out of the reach of a settlement that is more accepting of infernals and arcane magics in peace, so long as said settlements can handle a prank or fifty.

PAINTING THE TOWN RED

Who better to stir up chaos and trouble then a band of wandering adventurers? The life of a bard, wizard, or sellsword is a promising way for any Baphomet worth their infernal heritages to cause untold chaos and be rewarded for it. Baphomet rarely work with any adventurers who are too entirely strick for law or religion, though this could be seen as a way to challenge how far the Baphomet could push buttons and turn knobs in the hearts of their allies. If the cleric's mace is not pointed at the Baphomet's skull instantly, then surely a dab of blindsided of chaos can't harm them.

BAPHOMET NAMES

Female Names: Apphia, Bethel, Drusilla, Esther, Eve, Jezebel, Lilith, Mara, Priscilla, Yael

Male Names: Amdusias, Baal, Bartholomew, Crocell, Eligos, Issah, Peter, Soltas, Vepar, William.

BAPHOMET TRAITS

Your Baphomet character will have the following features to spread dark impulses and desires upon the Material Planes.

Ability Score Increase. Your Charisma score increases by 2.

Age. Baphomet mature at age 12, and can live up to 200 years naturally.

Alignment. Baphomet have the capability to be any alignment, however a Good Baphomet is extremely rare, most of the race revel in their vanity and fiendish natures attuning them to be more aligned to Neutral or Evil deeds.

Size. Baphomet bodies are humanoid in nature sporting leathery or feathered wings upon their backs and horns sprouting from their skulls. Baphomet are are Medium, varying from 5'6 - 6'10 feet tall.

Speed. Your base walking speed is 30 feet.

Darkvision. Baphomet have 60ft of Darkvision.

Horns. All Baphomet are adorned with a crown of spiny and thick horns. Baphomet have a natural horn attack that deals 1d6 piercing + your Strength modifier.

Forked Silver Tongue. At character creation, Baphomet have a choice to be proficient in either Persuasion, Deception, or Intimidation.

Languages. Baphomet can read, write and speak Common, Infernal and Abyssal.

Subraces. You must choose one of the following Subraces for your Baphomet character; *Magi*, *Sabbath*, or *Crusader*.



MAGI

Magi Baphomet are the more charismatic of the subraces and are much more in tune with their arcane abilities, using their fiendish magics to hold sway over the minds of the feeble or naive. Magi can apply their infernal magics upon their horns creating visible flames atop their heads. Magi Baphomet have the following features.

Ability Score Increase. Your Constitution score increases by 1.

Knowledgeable. You have proficiency in Arcana.

Black Flame. Magi Baphomet often practice their magical prowess with the arcane flames they can create on their horns and can sling tongues of unholy fire at their enemies. You know the cantrip *Fire Bolt* using your Charisma modifier for spellcasting.

Will As a Magi Baphomet your words are pleasing and soothing to those you wish to falter to your whims. At third level you can cast the spell *Charm Person* once per day using your Charisma modifier for spellcasting. You may use Will again after a long rest.

SABBATH

The power of unholy flight is a rare and special gift, Sabbath Baphomet hold this gift above all else over the physically unanointed and the wingless. A Sabbath Baphomet's vanity is the greatest of the race, even if their flight capabilities are ill equipped, their pride knows no bound. Sabbath Baphomet have the following features.

Ability Score Increase. Your Dexterity score increases by 1.

Gale. Sabbath Baphomet can flap their wings with enough strength to create a mild turbulent wind. You know the cantrip *Gust* using your Charisma modifier for spellcasting.

Wings. Sabbath Baphomet have leathery or feathered wings on their backs, granting them a momentary boost of flight, though the act of using their wings is quite strenuous. Sabbath Baphomet have a Flight speed of 30ft. If a Sabbath Baphomet ends its turn within the air it will fall to the ground, if the Sabbath Baphomet falls more then 30ft it will recieve falling damage.

CRUSADER

Some Baphomet can lack wings and fire magic at birth, these more aggressive and barbaric of the race, the Crusader Baphomet, instead flaunt their physical mass and might. Crusader Baphomet tap into their infernal creator's wrathful bloodline to bully lesser races into submission. Crusader Baphomet have the following features.

Ability Score Increase. Your Strength score increases by 1.

Shrill Screaming. Crusader Baphomet can create a powerful booming cry akin to the sound of a mortal in unrelenting anguish, this act of shouting can demoralize and shake the core of any who hear this. You know the cantrip *Vicious Mockery* using your Charisma modifier for spellcasting.

Vindictive. Crusader Baphomet are capable of turning their infernal magic towards incoming enemies foolish enough to strike them. At third level you can cast the spell *Hellish Rebuke* once per day using your Charisma modifier for spellcasting. You may use Vindictive again after a long rest.

ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.

GORING RUSH

(Prerequisite: Baphomet Race, Strength 13 or Higher)

When you use the Dash action during your turn, you can make a melee attack with your horns as a bonus action.

CLIFF STRIDE

(Prerequisite: Baphomet Race, Dexterity 13 or Higher)

You gain a climbing speed of 20ft and are unhindered by mountainous difficult terrain.

THICK HIDE

(Prerequisite: Baphomet Race, Constitution 13 or Higher)

When you aren't wearing armor, your AC is 12 + your Constitution modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

BEAST SPEAK

(Prerequisite: Baphomet Race, Wisdom 13 or Higher)

You gain proficiency in Animal Handling and gain the ability to understand and communicate with any beast type creature.

CEREMONIAL

(Prerequisite: Baphomet Race, Intelligence 13 or Higher)

You gain proficiency in Religion and all rituals spells you cast take half as long to be performed.

GOAT FORM

(Prerequisite: Baphomet Race, Charisma 13 or Higher)

Once per day for 12 hours, you can assume the form of an above average sized goat. While in goat form you have all the stats of a goat and are capable of communicating with other goats. You are also capable of communicating in any language you know to others while in this form. During combat at the start of your turn, as a bonus action action you may choose to transform into your goat form or to return to Baphomet form. While in goat form if your hit points drop to 0, you are forcefully returned to your Baphomet form. Once you return to your Baphomet form you cannot transform into your goat form again until after a long rest.

FEINT FAINTING

(Prerequisite: Baphomet Race, Charisma 13 or Higher, Proficiency in Performance)

Once per day when an enemy successfully hits you with a weapon or spell attack, as a reaction you can have the attacker make an Insight vs. Performance check, on failure the attacker believes you are dead. While the enemy believes you are dead, if they're still within range, you gain advantage on your next attack roll. You may use Feint Fainting again after a long rest.

FIRE CROWN

(Prerequisite: Baphomet Race, Magi Subrace)

You can create a 15ft light source centered around yourself, these flames can appear as multiple small wisps of fire or one large ball of flame that hangs aloft your head. You can turn the flames on and off as a free action. Your horn attacks now count as a magical weapon and also deal fire damage.

LEVITATION

(Prerequisite: Baphomet Race, Sabbath Subrace)

Once per day you can levitate 5ft off the ground for one hour. During combat, Levitation can be activated as a bonus action or as a reaction if the Baphomet should take fall damage at the end of it's turn. Activating Levitation as a reaction will negate fall damage and the Baphomet will simply hover 5ft above the ground at the end of it's turn. While levitating you are immune to being knocked prone.

A Baphomet's Levitation ends either after one hour's duration, at will outside of combat, as a bonus action on the start of it's next turn during combat, or if the Baphomet is knocked unconscious. You may use Levitation again after a long rest.

WRATHFUL IRE

(Prerequisite: Baphomet Race, Crusader Subrace)

Once per day, if you make a successful hit with your horns, as a reaction you may apply your level + proficiency bonus in fire damage to your attack. You may use Wrathful Ire again after a long rest.



NEW SIMPLE MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Ceremonial Dagger	3 gp	1d4 Piercing	1 lb.	Light, Finesse, Versatile(1d6)
Pitchfork	4 gp	1d6 Piercing	4 lb.	Finesse, Versatile(1d8), Thrown (20/60)
Scythe	4 gp	1d6 Slashing	4 lb.	Reach, Two Handed

NEW MARTIAL MELEE WEAPONS

Name	Cost	Damage	Weight	Properties
Great Scythe	15 gp	2d6 Slashing	4 lb.	Heavy, Reach, Two Handed
Bardiche	30 gp	1d12 Slashing	6 lb.	Heavy, Reach, Two Handed



NEW MAGIC ITEMS

BLOODLETTER

Weapon (ceremonial dagger), uncommon (requires attunement)

This ceremonial dagger has a serrated curved blade that extends from a thorny hilt used to leak blood from multiple punctures wounds left by the weapon. On a successful hit the target takes an additional 1d4 points of piercing damage. If the dagger kills the target the user receives half the damage dealt to the target rounded up in temporary hit points.

BLACK MOON

Weapon (bardiche), uncommon (requires attunement)

An unclean, blood caked bardiche blade attached to an extended warped polearm that emanates the stench of pestilence and dried blood. On a successful hit the target must roll a Constitution save vs DC 14. On failure the target suffers an additional 1d6 necrotic damage.

EYE OF FIRE

Circlet, uncommon (requires attunement)

A long wreath of Baphomet horns that wrap around the user's skull and have a fixed red gemstone meeting the horn's tips in the center. As a free action you can conjure a tongue of fire above your head creating a 15ft light source centered around yourself. these flames can appear as multiple small wisps of fire or one large ball of flame that hangs aloft your head. The flames can be blown out by external forces such as a Thumaturgy spell, a small amount of water, or a strong gust of wind.

PHILLIP'S GUISE

Ring, uncommon (requires attunement)

Once per day for 6 hours, you can assume the form of an above average sized goat. While in goat form you have all the stats of a goat and are capable of communicating with other goats. You are also capable of communicating in any language you know to others while in this form. During combat at the start of your turn, as a bonus action action you may choose to return to your normal form. While in goat form if your hit points drop to 0, you are forcefully returned to your normal form and knocked prone. Once you transform back to your normal form, you must wait 24 hours to reuse this ring.

SINNER'S GUILT

Weapon (pitchfork), rare (requires attunement)

A pitchfork with a hilt made of blacked iron and its blades are crafted with a smoothed bright crimson metal that feels heavy to the touch. Any target punctured by the pitchfork's blades feels their guilt, regrets, and remorse physically weigh their body and soul in place. Once per day, on a successful hit the target must make a Wisdom save vs DC 8 + your proficiency bonus + your Charisma modifier.

On failure the target is considered grappled at the end of the blade and takes the pitchfork's damage at the start of its next turn. The target remains grappled so long as you hold onto the pitchfork, while doing so your speed is reduced to half, if the target is a size category smaller than your own you may move at your full speed. If the target's size category is larger than you, your speed is reduced to 0. If the target is grappled at the start of your turn, you may automatically roll the pitchfork's damage. You can release the target from the grapple with a free action or by losing your grasp from the pitchfork.

The grappled target may attempt to break free of the pitchfork's grapple making another Wisdom save. Once one target is freed from the pitchfork's grapple or killed, you may attempt to grapple another target after 12 hours. This effect does not work on constructs, undead or plants.

COVEN'S KISS

Wonderous Item, Legendary

A crown of Lord Baphomet's Horns with lit flames dancing above it. If any race other than Baphomet wears the crown, they must make a DC 25 Wisdom saving throw. On Success the user's eyes turn goat like in nature, grows their own pair of Baphomet horns, grows a pair of Baphomet wings gaining 30ft flight, 60ft of Darkvision, gain a Baphomet's natural horn attack and gain advantage to Persuasion, Deception, and Intimidation checks for 24 hours. Removing the crown ends all benefits.

On failure the user obtains all the benefits, however the user is compelled to wear the crown and will aggressively attack anyone who attempts to obtain the crown from their possession. The crown magically adheres itself to the user's head requiring a DC 25 Athletics to pry off, if successful the crown is removed, the wearer loses all their benefits and suffers 12d12 Necrotic damage. If the crown is removed, for the next twelve hours the previous user will do everything in its power to obtain and don the crown again.

After 24 hours, the user must make another DC 25 Wisdom saving throw, on success they can remove the crown losing all their benefits and no longer automatically act aggressive to others who wish to take the crown. On failure the user undergoes a transformation permanently turning into a Baphomet, losing all stats and features of their previous race and shifting their alignment to Chaotic Neutral if not so already. After the transformation the user no longer gains the benefits of the crown and can remove the crown safely. If the user rolls a 1 - 5 on the second failed Wisdom save, the user is permanently turned into a common goat. These transformations can only be dispelled by a Wish spell.

CREDITS

ART CREDITS

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