



GAME MASTER'S TOOLBOX

ULTIMATE BESTIARY:
REVENGE OF THE HORDE

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5TH EDITION COMPATIBLE



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FOREWORD

I was 19 when I encountered my first group of goblins. The party entered the barrow and there they were, milling about, doing that goblin thing of waiting around in a perfectly square chamber for adventurers to kill them and make off with their treasure. *When I run a game, thought I, things will be different; my monsters will ooze character, they will have lives and agendas of their own, each one will be different!*

Sure enough, my time came, and the party faced... a handful of orcs, milling about in a perfectly square chamber, waiting for adventurers to kill them and make off with their treasure. Later on, our warlord did purchase a goblin from an antiques dealer, only to sell him on to another half a world away, but that's a story for another day.

My DMing skills improved over time, but it remains true that it can be difficult to inject monsters with personality more than a sack of hit points when one has so many other balls in the air; the world's history, the characters' motivations, the over-arching schemes, trying desperately to steer the party, like a herd of cats, towards the interesting bits. Such is our burden.

So then, this book was conceptualized as a resource to give some of the most commonly encountered monsters a bit more pizzazz, making it easier to answer the question of what the goblins were doing before the party arrived, how they might have affected the environment, and why they might interact with the characters a certain way.

At the same time, we also wanted to increase the variety of these monsters, to keep things fresh and interesting for those players who might have all of an orc's hit points, defenses, and attacks memorized by now, and to bump up the challenge a little if you wanted to keep those traditionally low-level monsters around for just a bit longer. To that end, you'll find over 100 new monsters within these pages, each of which I'm sure is dying for the chance to meet your party.

The goblin was called Dogberry, by the way. Not my decision...

-Ralph Stickley

January 2017

INSTRUCTIONS

As with all of *The Game Master's Toolbox*, this book is here to make your job a little easier, so you can focus on creating awesome adventures for your players, and not have to devote time, for example, on working out the finer points of bugbear culture.

The main body of the book is split up into the main monstrous races (some with subraces), each of which has a rundown of its cultural details, and a wealth of stat blocks running the gamut from the lowliest kobold to the mighty hill troll.

At the back of the book, you'll find additional stat blocks for beasts associated with one or more of the monster types, some monster-crafted items we're sure your players can devise some fiendish use for, rules for playing as monsters, and maps to use in encounters with these creatures.

As well as all that, there's a few little time-savers for running the game itself, with loot drop and encounter tables to give a bit of variety at a moment's notice, and lair and trinket tables to add some flavor to your adventures with minimal prep.

ACKNOWLEDGEMENTS

We'd like to say a massive thank you to all of our Kickstarter backers. Without you veritable horde of gamers, we wouldn't be able to do what we do. We hope you have as much fun using this book as we did making it!

A Preface

The world belongs to the monsters. We simply live in it.

Cities and towns dot the world, tiny points of light, guttering candles, fading fires against the blackness of the wilderness. The masses huddle around these meagre comforts while in the vast darkness, multitudes stir.

The monstrous races of the world far outnumber those who dwell in the light of civilization, yet we are not overwhelmed. Equally, these races are physically superior; the stealth of the bugbear, the strength of the orc, and the savagery of the gnoll far exceed our own. How then are we, the civilized people, to win this war? For make no mistake, it is war fought on a thousand fronts.

I have endeavored, over the course of my research, to compile the notes, treatises, and firsthand accounts of reliable sources on the most commonly encountered of the monstrous races, combining them with my own conclusions and summaries, and presenting them in what I hope to be an instructive manner.

It is said by the wise that knowledge is the greatest weapon, and to that end I hope this humble tome provides an armory.



BUGBEARS

There are no stars outside the window and the moon hides its face behind cloud. Someone coughs in the street, or was it the sound of a window unlatching? A floorboard creaks, or else a fox yowls. The night noises carry on in their own quiet way and, without ceremony or sound, it appears in the doorway on padded feet. It rolls its shoulders, disturbing the myriad bones and charms woven into its matted ropes of hair. The lamplight reflects off a vicious, curved blade it clutches in a hairy hand, drawn from its belt with a whisper of leather. Its blocky lump of a head tilts as its bat-like ears take in the noises, now made cacophonous by its silence. This is a bugbear.

Slightly on the large side for humanoids, and enormous for goblins, bugbears are well muscled, hairy, and surprisingly light on their feet.

Around the same height as a man, but typically broader, bugbears are covered in a pelt of shaggy hair ranging from black to reddish-blond, save for the palms of their hands, flats of their feet, and the very fronts of their square, brutish faces. In some Northern tribes, this hair is replaced in winter with a white coat. Their hands and feet are covered in a soft pad, making their tread almost silent. Males and females are nearly identical, and what few differences they do have are hidden to others under their hair.

Bugbears are primarily carnivorous, but can scrape by on vegetable matter in lean times. Their stealth and ambush tactics make them excellent hunters and they specialize in taking down large game. Trolls are a particular delicacy, as bugbears believe that eating their flesh will grant them some measure of their regenerative power.

Clothing and armor is simple; their layer of fur means they have little need for clothing to keep warm, and when a bugbear meets an enemy in battle it is usually convinced it will triumph regardless of the odds, so armor is of limited importance. One adornment they will not hold back on is the variety of trinkets, talismans, and amulets they will weave into their hair for additional protection and good luck. Warriors may also sport a severed head or two hanging from their belt on their way back from battle.

As the largest of the goblin races, bugbears dominate their smaller kin individually, though hobgoblin discipline and goblin numbers can turn the odds against them. Lone bugbears sometimes take control of a goblin troop, a task made easy by their cunning and brute strength. They do not fare so well against hobgoblins, who pose a more even match and bugbears view them with a grudging respect. On occasions when the two races do work together, most commonly with the bugbears working as a mercenary scouting force under the hobgoblins, the bugbears often resent the hobgoblins' superior attitude and seek to undermine their authority. In extreme cases, they will break their alliance with a few assassinations and disappear into the night.

CULTURE

Bugbears are ruled by ritual and superstition. They see auguries in all things, and will refuse action unless the signs are right.

When a bugbear is born, they are ascribed a totem animal by the tribe's elders, perhaps an eagle was seen flying over the birthing tent, or the hunt had just returned with a boar. The individual aspires to the attributes of their totem - the strength of the bear, the swiftness of the deer, the ferocity of the badger - and is forbidden from killing the creature. The one notable exception to this is when a bugbear dedicates their life to a cause, such as vengeance, retribution, or war. Here, they will make a declaration of their intent, and a sacrifice of their totem animal, symbolizing their death and rebirth as an instrument of the cause. One creature revered by all is the owl, as the embodiment of the silent hunter. Any who kill an owl may, indeed must, be killed without repercussion.

A bugbear will carve small amulets of stone or wood representing its totem, along with other animals and more abstract designs. These it will weave into its longer strands of hair, along with mementos of significant hunts and trophies from worthy foes. It is believed that these will curry favor with whatever spirits determine fate and will protect them from harm and misfortune. Taking another's totem is a grave insult, made worse if the thief goes on to wear it openly, but being given another's is the sign of a lifelong, unbreakable bond and often goes hand in hand with swearing oaths in blood.

Bugbears also place great importance on collecting the heads of enemies they have slain. Some believe that the spirits of the dead remain in the heads, and will become the bugbear's slaves in the afterlife, others simply enjoy the respect and fear their collections inspire. Regardless of the intent, the sight of a bugbear warrior's hut with dozens of smoke-dried heads (each of which he will proudly tell you the story behind) nailed to the walls is enough to make an impression. Bugbears will engage in night raids against rival tribes and other monstrous races to add to their collections, and gain extra esteem if they can sneak in and return with a head without raising an alarm.

As well as their predisposition for ambushes and raids rather than battle, bugbears' reliance on signs makes it rare for them to actually make war or engage in any sustained conflict; an ill-omened flight of birds or prophetic dream could easily put a halt on a military campaign. Despite this, those removed from traditional bugbear culture are commonly found as mercenaries in the civilized world, and often ply their trade as assassins.



ENVIRONMENT

Bugbears are most at home in forested areas or rocky grasslands, places they can easily find cover to aid a stealthy approach.

Fairly advanced by the standards of monstrous races, bugbears construct simple dwellings from wood or stones and mud, covering the exteriors with natural materials so an unobservant traveler might mistake them for a feature of the landscape. Bugbears, as a rule uncomfortable in the gaze of others, prefer the option of privacy these dwellings give them, but won't snub the option of bedding down in a cave if needs be.

With natural stealth and cunning, bugbears are able to make a living as parasites on other, more advanced races. Sometimes, the tribe lives within a settlement itself, secreting themselves in catacombs, cellars, and back alleys. Smaller settlements, where it would be more difficult for the bugbears to pass unnoticed, might have a hidden tribe of the creatures at the town limits without their knowing. While some tribes adapt to a more 'civilized' way of life, keeping their thefts to food and supplies, others, particularly those inhabiting the so-called 'shadow towns' on the outskirts, keep to their old, savage ways. It is not uncommon for these tribes to treat a settlement as nothing more than another forest, and the people within as game. Their habit of stealing folk away in the dead of night for food, sacrifice, or slavery has given them a dark, almost mythical, reputation.

ROLEPLAYING BUGBEARS

Bugbears often play the role of the dumb, hulking brute, but they usually take in far more than they let on; there is a shrewd cunning to their interactions with other races that can take the unwary by surprise, and they enjoy the power that fooling others in this way gives them. Where such subterfuge is not an option, such as when dealing with those well-versed in bugbear ways, their simple physical power is enough to keep them feeling superior, though in a less satisfying manner.

They like to keep to their own company and enjoy peace and quiet. It is rare to see them sharing a joke or a song outside of rare feast or festival days (and most will take a few days of grumpy silence afterwards to recover). Bugbears instinctively and fiercely dislike individual attention; to make eye contact while talking is considered rude at best, and a direct, aggressive challenge at worst.

LANGUAGE AND COMMON NAMES

The bugbear dialect of Goblin is a softer one, with less clipped vowels and harsh consonants. It is viewed by other Goblin speakers as lazy and languid, and it is common for other goblinoids to use its words and phrases to denote a stupid individual, though they would never do so in the presence of a bugbear.

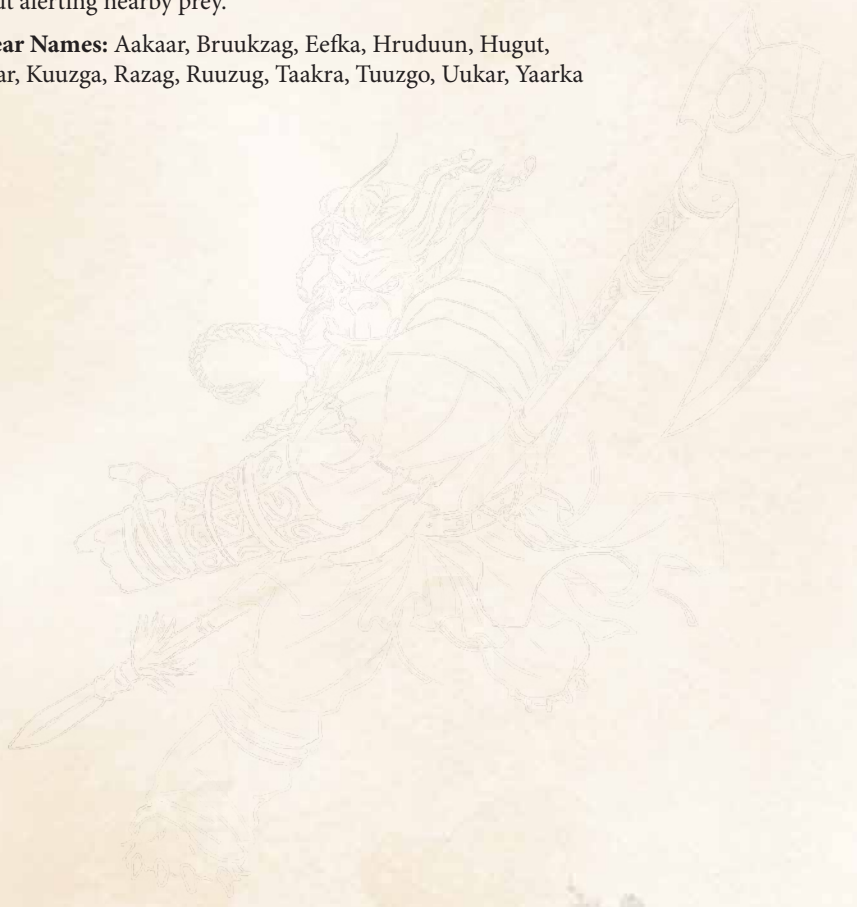
Bugbear names favor long, rolling vowels, easy to whisper, but equally easy to draw out into secretive cries resembling the calls of animals, allowing them to communicate over great distances without alerting nearby prey.

Bugbear Names: Aakaar, Bruukzag, Eefka, Hruduun, Hugut, Kaskaar, Kuuzga, Razag, Ruuzug, Taakra, Tuuzgo, Uukar, Yaarka

COMBAT TACTICS

Bugbears have no fear of open combat, but see it as senseless if there is opportunity to take their enemy by surprise, making full use of their natural stealth to attack from ambush whenever they can. If possible, they will return to cover after their initial attack, drawing out combat into a series of hit-and-run strikes. If forced into prolonged combat, bugbears fight individually with an animal fury, trusting fate to keep them safe.

Their sense of camaraderie is somewhat lacking and, if their losses begin to mount up, it is every bugbear for itself. Their tendency to scatter to the four winds when defeated in battle means it is relatively easy to halt bugbear attacks for a short while as they regroup, but also makes it very difficult to permanently stop them; a group of bugbears is hard enough to find when they stick together, let alone when they separate.



BUGBEAR WARBANDS

Use these tables to generate a bugbear encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1–4

d8	CR	Group Members
1	1	2 bugbear archers
2	1	4 worg pups, 1 bugbear archer
3	2	2 worg runts, 1 bugbear archer
4	2	2 bugbear archers, 1 bugbear cutthroat
5	3	1 bugbear cutthroat, 1 bugbear brute
6	3	2 bugbear archers, 1 bugbear hunter
7	4	2 bugbear archers, 1 bugbear cutthroat, 1 bugbear brute
8	4	1 bugbear brute, 1 bugbear hunter

CR 5–8

d8	CR	Group Members
1	5	1 bugbear cutthroat, 1 bugbear brute, 1 bugbear hunter
2	5	4 worg runts, 3 bugbear archers, 1 bugbear ambusher
3	6	2 bugbear cutthroats, 2 bugbear brutes
4	6	2 bugbear cutthroats, 2 bugbear hunters
5	7	8 worg pups, 4 worg runts, 4 bugbear archers, 2 bugbear brutes
6	7	2 bugbear cutthroats, 1 bugbear hunter, 1 bugbear ambusher
7	8	2 bugbear brutes, 1 bugbear warrior
8	8	8 worg pups, 6 bugbear runts, 5 bugbear archers, 1 worg mother, 1 bugbear elder

CR 9–12

d8	CR	Group Members
1	9	1 bugbear archer, 1 bugbear shaman
2	9	2 bugbear archers, 2 bugbear hunters, 1 bugbear elder
3	10	1 bugbear elder, 1 bugbear shaman
4	10	5 bugbear brutes
5	11	4 worg pups, 4 bugbear archers, 2 worg mothers, 4 bugbear hunters
6	11	2 bugbear archers, 2 bugbear brutes, 1 bugbear headman
7	12	1 bugbear brute, 1 bugbear warrior, 1 bugbear headman
8	12	4 bugbear archers, 2 bugbear hunters, 1 bugbear shaman

CR 13–16

d8	CR	Group Members
1	13	6 bugbear archers, 4 bugbear cutthroats, 2 bugbear ambushers
2	13	2 bugbear archers, 1 bugbear elder, 2 bugbear warriors
3	14	8 worg pups, 3 bugbear archers, 3 bugbear warriors
4	14	6 bugbear brutes, 1 bugbear hunter
5	15	3 bugbear cutthroats, 4 bugbear ambushers
6	15	2 bugbear archers, 2 bugbear warriors, 1 bugbear shaman
7	16	5 bugbear brutes, 1 bugbear headman
8	16	4 bugbear brutes, 2 bugbear warriors

CR 17–20

d8	CR	Group Members
1	17	8 worg pups, 4 worg runts, 7 bugbear archers, 2 worg mothers, 1 bugbear elder, 2 bugbear warriors
2	17	2 bugbear archers, 6 bugbear brutes, 1 bugbear warrior
3	18	2 bugbear ambushers, 3 bugbear warriors
4	18	1 bugbear elder, 2 bugbear warriors, 1 bugbear headman
5	19	6 bugbear archers, 1 bugbear warrior, 2 bugbear shamans
6	19	3 bugbear cutthroats, 2 bugbear hunters, 4 bugbear ambushers
7	20	4 bugbear archers, 3 bugbear warriors, 1 bugbear headman
8	20	4 bugbear brutes, 2 bugbear shamans

BUGBEAR ARCHER

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (leather armor)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	12 (+1)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +7, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 1/2 (100 XP)

Padded Feet. The bugbear archer has advantage on Dexterity (Stealth) checks to move silently.

Precise Aim. If the bugbear archer does not move during its turn, it adds 1d4 to its attack roll with its longbow.

ACTIONS

Longbow. *Range Weapon Attack:* +5 to hit, range 150/600, one target. Hit: 7 (1d8 + 3) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

2 daggers, longbow, quiver with 20 arrows, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 14 (4d6) cp
12	A quiver containing 2 (1d4) +1 arrows

Bugbears usually prefer close combat, but are intelligent enough to see the value of archers, especially to provide support while facing particularly tough foes.



BUGBEAR CUTTHROAT

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (studded leather)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	13 (+1)	16 (+3)	10 (+0)

Skills Perception +5, Stealth +6, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 1 (200 XP)

Padded Feet. The bugbear cutthroat has advantage on Dexterity (Stealth) checks to move silently.

Surprise Attack. If the bugbear cutthroat surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The bugbear cutthroat makes two attacks.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, studded leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A bottle of <i>goblin liquor</i> (p. 170)

Bugbears who find themselves in civilized society often find a niche for themselves as affordable assassins. These **cutthroats** are typically able to afford better quality gear after a job or two, and most quickly discard their tribal garb.

"Tell a tale enough times and the details are sure to change. Somewhere in the thousands of years of telling children not to wander past sundown, or play with fire, or suck their thumbs, folk took to threatening them with bugaboos or boogymen, and forgot altogether that the original terror of the night was the, sadly very real, bugbear."

Ansel Greer, linguist



BUGBEAR BRUTE

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (leather armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	8 (-1)	10 (+0)	12 (+1)

Skills Intimidation +3, Stealth +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Padded Feet. The bugbear brute has advantage on Dexterity (Stealth) checks to move silently.

Brute. A melee weapon deals one extra die of its damage when the bugbear brute hits with it (included in the attack).

ACTIONS

Spiked Club. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (2d4 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

WEAPONS, ARMOR & ITEMS

Spiked club, leather armor, shield, and roll a d12:

d12	Item(s)
1-6	1d4 days' dried meat rations
7-9	A trinket (p. 19)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A bottle of <i>goblin liquor</i> (p. 170)

Brutes specialize in taking on other humanoids; in essence, they are a tribe's 'standing army', taking part in raids against rivals and acting as a defense should any invaders reach the tribe's home.



BUGBEAR HUNTER

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather)

Hit Points 38 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	12 (+1)	14 (+2)	17 (+3)	10 (+0)

Skills Perception +5, Stealth +8, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 2 (450 XP)

Padded Feet. The bugbear hunter has advantage on Dexterity (Stealth) checks to move silently.

Surprise Attack. If the bugbear hunter surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 3 (1d6) damage from the attack.

ACTIONS

Multiattack. The bugbear hunter makes two attacks.

Roped Harpoon. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., on target. Hit: 7 (1d6 + 4) piercing damage. If thrown, the target becomes grappled. As an action, the target can attempt to remove the harpoon with a DC 13 Strength (Athletics) check, taking 1d6 damage per attempt. Alternatively, the target can grasp the harpoon rope and make an opposing Strength (Athletics) check with disadvantage against the bugbear hunter to pull the rope from its hands.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

2 daggers, *bugbear harpoon* (p. 168), shortsword, studded leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A vial of <i>sleeping sap</i> (p.170).

Hunters specialize in large, dangerous game, with some sufficiently skilled to take down trolls as part of a small team using barbed and tethered harpoons.

On the third day of tracking, the quarry was spotted in a marshy clearing; a near full-grown swamp troll. Bruska, whose pious nature I hope I have by now made clear, gripped tightly in a hairy paw a talisman woven into her beard and gave a signal to her companions, who momentarily melted into the brush. With stones and shouts, Bruska drew the troll's ire, whereupon it charged, unwittingly, to its doom. No sooner had it passed beneath the trees than it was pierced by the harpoons of the secreted hunting party. The acid smeared points elicited roars of protestation from the troll as the hunters, in a deadly tug-o-war, heaved at their ropes to secure their prize. Strong as they were, it took the five of them close to an hour to restrain the troll, and then the bloody work began.

- Derrek Marney, AMONGST THE HAIRY FOLK



BUGBEAR AMBUSER

Medium humanoid (goblinoid), chaotic evil

Armor Class 15 (studded leather)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	12 (+1)	15 (+2)	18 (+4)	10 (+0)

Skills Perception +6, Stealth +7, Survival +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin

Challenge 3 (700 XP)

Padded Feet. The bugbear ambusher has advantage on Dexterity (Stealth) checks to move silently.

Surprise Attack. If the bugbear ambusher surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

ACTIONS

Multiattack. The bugbear ambusher makes three attacks.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Hand Axe. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

3 spears, 3 hand axes, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' dried meat rations
7-9	A trinket (p. 19)
10-11	A tattered leather coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A waterskin containing <i>trollsblood</i> (p. 170)

Ambushers are equally well equipped for bursting from hiding to bring down small to mid-sized game as they are for taking on intruders with a variety of throwing weapons, and adaptable enough to be just as deadly in close quarters.



"That was the thing about Krunga; half the time he was an unstoppable killing machine, half the time he wouldn't get out of bed, and I wasn't exactly eager to rouse him."

-Orrig, former mercenary

BUGBEAR ELDER

Medium humanoid (goblinoid), chaotic evil

Armor Class 11

Hit Points 45 (13d8 – 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	8 (–1)	16 (+3)	18 (+4)	18 (+4)

Skills History +5, Medicine +6, Religion +5, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 4 (1,100 XP)

Padded Feet. The bugbear elder has advantage on Dexterity (Stealth) checks to move silently.

Spellcasting. The bugbear elder is a 13th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, spare the dying*

1st level (4 slots): *cure wounds, healing word*

2nd level (3 slots): *prayer of healing*

3rd level (3 slots): *animate dead, mass healing word*

4th level (3 slots): *death ward*

5th level (2 slots): *mass cure wounds*

6th level (1 slot): *heal*

7th level (1 slot): *regenerate*

ACTIONS

Sickle. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) slashing damage.



WEAPONS, ARMOR & ITEMS

Sickle, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp
12	A holy symbol crafted from wood and feathers

While the headman makes the day-to-day decisions and rules the tribe's affairs in the physical realm, the tribe's **elders** dictate the long term and the spiritual. Only a foolish headman ignores the words of the elders, and it is not unknown for the tribe to rise up against one who does so.

He took a long look at the steaming liver on the slab in front of him, poking and prodding and sniffing. Finally, he looked up at me.

"Bad things in your future," he said.

I looked at all the hairy faces pressed in around me.

"I gathered that," I said.

– Derrek Marney, AMONGST THE HAIRY FOLK

BUGBEAR WARRIOR

Medium humanoid (goblinoid), chaotic evil

Armor Class 14 (hide armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	9 (-1)	10 (+0)	14 (+2)

Skills Intimidation +4, Stealth +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 4 (1,100 XP)

Padded Feet. The bugbear warrior has advantage on Dexterity (Stealth) checks to move silently.

Brute. A melee weapon deals one extra die of its damage when the bugbear warrior hits with it (included in the attack).

ACTIONS

Spiked Greatclub. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage plus 5 (2d4) piercing damage.

WEAPONS, ARMOR & ITEMS

Spiked greatclub, hide armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' dried meat rations
7-9	A trinket (p. 19)
10-11	A tattered leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp
12	A waterskin containing <i>trollsblood</i> (p. 170)

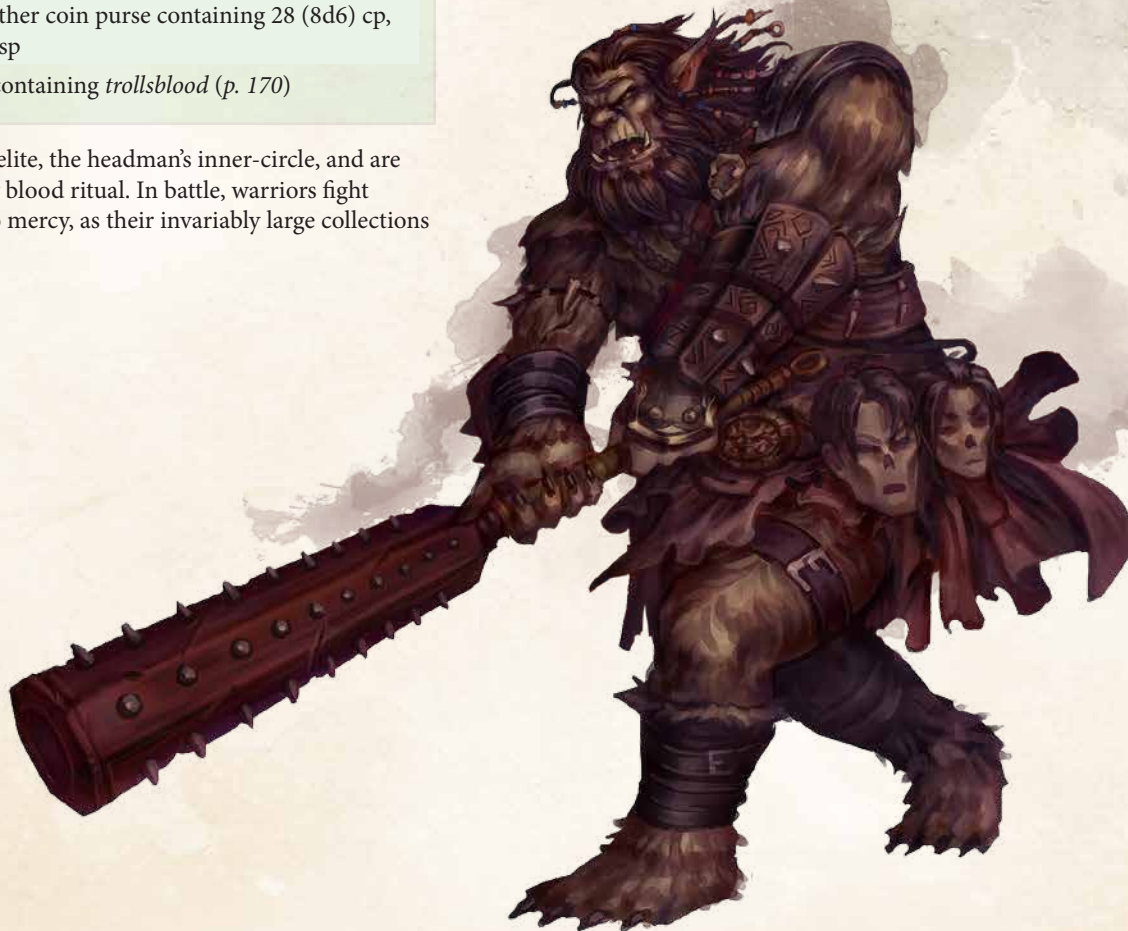
Warriors are the tribe's elite, the headman's inner-circle, and are often bound together by blood ritual. In battle, warriors fight ferociously and show no mercy, as their invariably large collections of heads attest.

In the long before, there was a young bugbear who thought himself the wisest, quickest, and quietest hunter in the forest. He spurned his totem, saying for all to hear that he was superior to all birds and beasts; even the great grey owl. In his arrogance, he said he would kill the next owl he saw.

That very night, he saw the great grey owl and shot at him with his bow. The owl had heard him, of course, and took flight. With the wind of his silent wings, he transformed the bugbear. Now, instead of wise, he was ignorant. Instead of quick, he was lumbering. Instead of quiet, he crashed and roared in the night.

Now, those of the wolf outsmart him, those of the deer outrun him, and those of the cat he does not see at all.

- The first bear, bugbear myth transcribed by Allara Marney



BUGBEAR HEADMAN

Medium humanoid (goblinoid), chaotic evil

Armor Class 17 (chain shirt, shield)

Hit Points 153 (18d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	18 (+4)	10 (+0)	10 (+0)	16 (+3)

Skills Intimidation +6, Stealth +9, Survival +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 6 (2,300 XP)

Padded Feet. The bugbear headman has advantage on Dexterity (Stealth) checks to move silently.

Brute. A melee weapon deals one extra die of its damage when the bugbear headman hits with it (included in the attack).

ACTIONS

Blade Club. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 16 (2d10 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Blade club, chain shirt, shield, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 21 (6d6) sp, and 7 (2d6) gp
12	A sack containing 2 (1d4) bottles of <i>goblin liquor</i> (p. 170)

While still rather brutish, the rule of a bugbear **headman** is far more pleasant than that of a common goblin chief. So long as they provide their underlings with food and treasures, they remain reasonably secure, though coups are not unheard of.

"Do you know how long it takes to take an orc's head off with a knife? Too bloody long after every fight, that's how long. I'm not working with the hairy buggers again. Why can't they just take ears like normal folk?"

-Mal Addik, Jackdaws gang member



BUGBEAR SHAMAN

Medium humanoid (goblinoid), chaotic evil

Armor Class 11

Hit Points 45 (10d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	15 (+2)	18 (+4)	16 (+3)

Skills Animal Handling +7, Medicine +7, Nature +5, Religion +5, Survival +7

Senses darkvision 60 ft., passive Perception 14

Languages Common, Goblin

Challenge 6 (2,300 XP)

Padded Feet. The bugbear shaman has advantage on Dexterity (Stealth) checks to move silently.

Spellcasting. The bugbear shaman is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mage hand, mending, shocking grasp, thorn whip*

1st level (4 slots): *guiding bolt, inflict wounds, thunderwave*

2nd level (3 slots): *hold person, spike growth, spiritual weapon*

3rd level (3 slots): *call lightning, spirit guardians*

4th level (3 slots): *conjure minor elementals*

5th level (2 slots): *conjure elemental, insect plague*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Poison Vial. *Ranged Weapon Attack:* +4 to hit, reach 50/100 ft., 20 ft. sphere. Each creature in a 20 ft. sphere centered on the landing point of the vial must make a DC 18 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. The poison cloud spreads around corners, and lasts for up to one minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

WEAPONS, ARMOR & ITEMS

Dagger, 3 poison vials, and roll a d12:

d12	Item(s)
1–6	1d4 days' dried meat rations
7–9	A trinket (p. 19)
10–11	A tattered leather coin purse containing 21 (6d6) sp, and 7 (2d6) gp
12	A sack containing 6 (1d4 + 4) bottles of goblin liquor (p. 170)

Shamans provide healing rituals and blessings, as well as guidance on affairs deemed too unimportant to bother elders with. Some have access to more direct, offensive forms of magic.



It is common practice amongst their seers to open a 'third eye', that is, one which can glimpse the future. After years of apprenticeship under a senior shaman (for more details, see Derrek Marney's Amongst the Hairy Folk: Being a Retelling of My Time with the Bugbear Tribes and an Account of Their Customs), the seer-in-training undergoes a ritual procedure during which a portion of the scalp is peeled back, and a hole is drilled into the skull. That this is performed with flint tools and with nothing to dull the pain says much of the misplaced importance bugbears give to their auguries.

-Fintharael Ellanwe, MYTHS OF THE SAVAGE RACES

BUGBEAR TRINKETS

The following items might be carried by a bugbear:

d10 Trinket

- 1 A bone figurine of a totem animal (cat, boar, deer, wolf etc.), worn smooth from handling
- 2 A stone arrowhead carved with notches
- 3 A pristine owl feather
- 4 A small bowl of pasty ochre paint
- 5 A short string of beads; mostly wood, but every third is polished bone inscribed with a rune
- 6 A shrunken head with gemstones stitched in the eye sockets
- 7 A cured gnoll stomach containing an acidic mash
- 8 A wreath of feathers and dried herbs bound together with tightly woven leather strips
- 9 A cracked clay bowl stained with dried blood
- 10 A troll's claw, which is still slowly growing

BUGBEAR LAIR DETAILS

An area controlled by bugbears might display the following:

d10 Lair Detail

- 1 A cluster of smoke-dried heads of slain warriors hangs from a hook
- 2 An enormous owl has been carefully, if crudely, painted on the wall
- 3 Detailed, sprawling patterns have been scratched into the dirt, centered on a black slate slab
- 4 A ring is worn into the dirt around a fire pit, dotted with flecks of old, dried blood
- 5 A smashed clay bowl has strewn its contents near the door of a canvas tent
- 6 Strings of beads, scraps of cloth, and bone charms hang from prominent objects to mark territory borders
- 7 A nightmarish carving looms over a sleeping mat to scare away bad dreams
- 8 A cleared area with sturdy restraints anchored deep in the ground, stained with a large amount of old troll blood
- 9 A lightweight, camouflaged wooden hut, used by bugbears observing prey
- 10 A worn, flat stone with a clear view of the sky directly above

BUGBEAR TRIBES

HELWEER

Most bugbears prize troll meat highly, eating it whenever they have the opportunity in ceremonies which can last days or weeks. Along with the practical benefits of tough hide and plentiful meat, their flesh is thought to contain the very essence of their regenerative power, which can be transferred to those who eat it, and fortunes told from their organs can be repeated if the organs are allowed to regrow, giving such readings additional weight. However, with the risks involved in taking down a troll, even for experienced hunters, few actively seek them out as quarry on a regular basis. The Helweer ('Hunters') are something of an exception, and their home range – a vast forest with plentiful wetlands, bordered by snow-capped mountains and rocky hills – attracts a good population of a variety of trolls.

The secret to their success is a paste created from a rare acidic mineral known as *hengelin* ('trollbane') the only known location of which is a deposit in the center of their camp, mixed in the cured stomach of a gnoll (whose gastric juices enable them to digest bone). This alone is powerful enough to overcome trolls'

regeneration. Their frequent raiding on neighboring gnoll clans has earned them great enmity but so far, no gnoll has dared enter their forest for retribution, and they are loath to move away due to the many well-trafficked roads crisscrossing the hills that provide their own prey.

Where possible, trolls are weakened and brought back to the tribe alive, where they can provide a source of constantly replenishing fresh meat for several weeks before their regeneration gives out and another hunting expedition needs to be organized. The Helweer keep good relations with other bugbear tribes of the forest by providing them with trolls for feast days, as well as using them to barter for favorable pairings between youngsters.

Their headman, Klaad, was the first to discover the properties of *hengelin* and remains the leader of the most successful hunts. His graying hair betrays his age, and it remains to be seen whether he shall join the elders of the tribe or whether the next troll will overcome his slowly fading strength.

KHUUNKLEFF

Some bugbear tribes worship the goblin pantheon of gods, with their mysticism being their means of devotion. Others directly worship their totem animals, or more general aspects of nature, and some cults venerate darker forces. Shunned by most other bugbears, even if they are seen as a necessary evil to keep these forces occupied elsewhere, these cults often form small tribes of their own, like the Khuunkleff ('Nightmare') fear-worshippers.

This small group of mostly-blood-related transitory bugbears are part of an ancient tradition, the mere mention of which is frowned upon by most tribes. They are unquestionably masters of stealth, even amongst their kind, but rumors abound of more eldritch powers. They carry strange totems; many-limbed monstrosities out of half-remembered nightmares which, it is said, grant some of them the power to slip inside the minds of sleepers, or even bring death upon those in their own dreams.

When traveling through bugbear and other goblinoid controlled lands, the Khuunkleff act as a reminder that none of their kind should think themselves above fear, for it is fear which keeps goblins safe. With a short spell of terror, they are reminded that there is always something more powerful than themselves, and they must be ever vigilant. The bugbears may not ever be seen by those they visit, but enough campfire stories exist that every goblin knows what a period of vivid nightmares, mysterious visitations and unexplainable deaths means.

If their travels take them close to civilized lands, a few of the Khuunkleff sell their services as assassins. While this is frowned upon by the tribe's elders as a cheapening of their traditions, it is not expressly forbidden, given that they are still spreading fear in their own way. They excel at eliminating political rivals where an outright assassination would be obvious and fingers would be pointed; the Khuunkleff utilize more subtle methods, infiltrating houses, waking sleepers with eerie noises, displaying bloodstained mementoes of family members which are found clean and in their proper place if another investigates, convincing the dwellers of hauntings or madness. If this continues for a period of time, the victim's potency as a rival is removed; they are either too worn down to maintain any political support, descend into madness, or are even driven to suicide. The bugbears are rewarded, and the power of fear is demonstrated.

Members of the tribe are awarded titles, so named for their particular specialities. Kuurdwur ('Dreamwalker') is unrivalled in convincing unwary sleepers that they are being watched and followed. Sibwuurd ('The Whisperer') is a master of mimicry, tormenting victims with voices and sounds deeply buried or considered long-forgotten, and Onfuus ('Unease') sows seeds of disquiet, breaking trust, suggesting untruths and forcing misremembrances that leave those who thought themselves safe in their beds wondering who they can trust upon waking.

KRUUDRUUN

Years of warring with a well-supplied, well-trained, and ruthless foe can really only go one way for a tribe of bugbears. Typically few in number, individualistic, and scornful of asking for aid from others, the bugbears will normally be forced into hiding or fleeing. In the Kruudruun ('Rootless') case, the choice was made for them when a local noble, weary after years of bugbear raids on his town and

skirmishes on his roads, ordered the forest burned to the ground. Those who fought the invaders were killed in battle or forced back into the flames, but the lord gave the elders and the young a chance to make their escape. In the following days, the survivors hunted, trapped, and sacrificed their totems, vowing revenge.

With none among them of fighting age, the diminished tribe wandered through plain and mountain, habitats unfamiliar to their kind. Tiluan, second to the tribe's previous elder and already respected by his broken brethren, took up the position of leadership, guiding his foundlings and kin through the seasons. When they could, they took shelter in forests, even joining other bugbear tribes for a time, but always wary of testing the bounds of another tribe's terse hospitality. Occasionally, young and hot-headed bugbears would journey on with them after such a stop, and so their numbers began to regrow. The youngsters grew into warriors, honing their skills on any traveler unfortunate enough to cross their path. The most notable of these has become the defacto war chief of the original youth, named Keentaaf ('First Blood', in the common tongue) who slaked his blade with the blood of an entire merchant caravan the day he came of age.

Now, their numbers regrown, their warriors blooded, the Kruudruun march for home, burning farmsteads and raiding villages in their path, melting away before reinforcements arrive. No bugbear tribe has marched for war in living memory, yet the Kruudruun seem to have developed a taste and a talent for sustained open combat beyond their usual guerilla ambushes, and their size, strength, and determination certainly gives them an advantage over the small garrisons guarding these minor settlements.





GNOLLS

A sound resembling a child's giggle distorts hideously into an inhuman, whooping call that reverberates through abandoned buildings of old stone and thatch. The dirt and dust of the narrow street has been churned and trampled with fresh blood by panicked feet. A stooped figure lopes from the shadows, licking its saliva-dripping, bloodstained chops. A smell of rot emanates from it, a stagnant charnel-stink of old blood and old flesh caught between yellowing fangs. It takes a moment to thread the ragged stump of a finger onto the twine looped around its thickly muscled neck. Its notched ears twitch at the faint sound of a cry and, hackles raised, it surges towards the origin. This is a gnoll.

Every community that lacks walls to hide behind fears it; the cackling and whooping in the night which denotes a roving clan of gnolls. Settlements that have fallen to gnolls are easy to identify; they leave no bodies as evidence of their attack, even clumps of grass where blood has been spilled will be ripped up and devoured.

Gnolls craft nothing of their own; they subsist entirely on what they can take from others, and scavenging is the central pillar of gnoll culture. Gnolls have no currency, and don't place an inherent value on items beyond ownership; a tin cup a gnoll stole or took by force will have far more value to it than a whole chest of gold found by the wayside. Gnolls will typically keep a collection of items taken from their victims, sometimes coins or something similarly ubiquitous, but far more often body parts, with ears, hands, and scalps being the most common trophies.

To a gnoll, the clan is everything. Individuals may disagree, fight, or even kill each other, but the good of the clan comes before all else. While outward aggression is encouraged, subterfuge and betrayal are great taboos in gnoll society and incur the harshest punishments: more often than not, execution by ritual cannibalism. Children of the clan are raised communally, with most adult clan members contributing to their education and growth.

This innate need to be part of a clan means that gnoll pups raised amongst civilized races can become fiercely loyal to the 'parent' who raised them, though they will keep a vicious nature, and a desire to assert physical dominance. For this reason, gnoll clans are occasionally targeted by slavers, aiming to kill the adults and sell the pups to the highest bidder (generally for bodyguard or gladiatorial services), although this often ends badly for the slavers in question.

Shamans form the spiritual center of gnoll culture. Usually the oldest female, and often the mother of senior clan members, the shaman imparts the will of the gnoll gods to the clan, as well as performing rudimentary rituals and rites, including healing and simple divination, generally fueled by a great deal of blood. Many shamans possess abilities similar to lycanthropy: they can change form to that of a large hyena at will, allowing them to hunt with the pack and travel at speed. These abilities are the result of grisly rituals centered around the desecration of graves, and consumption of disinterred corpses, preferably those of notable virtue in life.

There are three distinct species of gnoll; the powerful and aggressive plains gnoll, the cowardly and opportunistic gutter gnoll, and the cunning and elusive rock gnoll.

LANGUAGE AND COMMON NAMES

The gnoll language is a mixture of low, guttural chatters and trumpeting hoots and wails which can carry great distances. Hyenas can understand Gnoll on a very basic level, a benefit of their shared ancestry. Gnoll is almost impossible to transcribe accurately, and attempts to do so cannot fully capture the nuances in tone and pitch which differentiate one call from another.

Gnoll Names: Aonha, Drrell, Gorgg, Gruut, Haau'm, Meekau, Ooa'ri, Otuba, Rourt, Rowè, Skaa'bau, Yikitka, Zau'ki

PLAINS GNOLLS

Huge and powerfully built, even a subordinate male plains gnoll is larger than all but the most unusually massive humans, especially around the neck and hunched shoulders. They are covered in a coarse, short coat of blotchy ochre fur, with a scraggly, dark mane along the back of the neck. An unscarred plains gnoll is almost unheard of, as is one with full, unnotched ears; they constantly scrap amongst themselves and show barely more regard for each other than they do for their enemies.

As the largest variety, and therefore the most able to take on tough opponents, plains gnolls are often well-armed and armored, incorporating scraps of chainmail, even steel plate (generally rusted and not uncommonly stained with the blood of the previous owner) into their ragged hide clothing.

CULTURE

Forming huge clans numbering up to one hundred, plains gnolls can easily become the dominant monstrous species over a large area. Clan hierarchy is complex, strict and competitive, with those at the top being the most able to physically dominate those below. Females are larger, tougher and more aggressive, with the lowest female outranking the highest male. This led some early, and perhaps somewhat misogynistic, scholars to suggest that plains gnolls were hermaphroditic, or could change sex at will (claims which have since been disproven, but remain prevalent in folklore). The clan seldom moves as a whole, unless defending territory from rivals or protecting the clan-mother, but small bands of three to ten will split off to range over the clan's territory.

Plains gnolls are infamous for their stamina and tenacity. Once they have selected their quarry, whether it be a merchant caravan or a military scouting party, they will pursue it relentlessly for days, weeks, even months, never dropping their considerable pace. This method of persistence hunting ensures that, unless the target turns and fights early on in proceedings, the gnolls will encounter a worn down, exhausted foe when combat is eventually forced. The only thing which will force a plains gnoll to abandon a chase is the taboo of passing into another clan's territory unannounced.

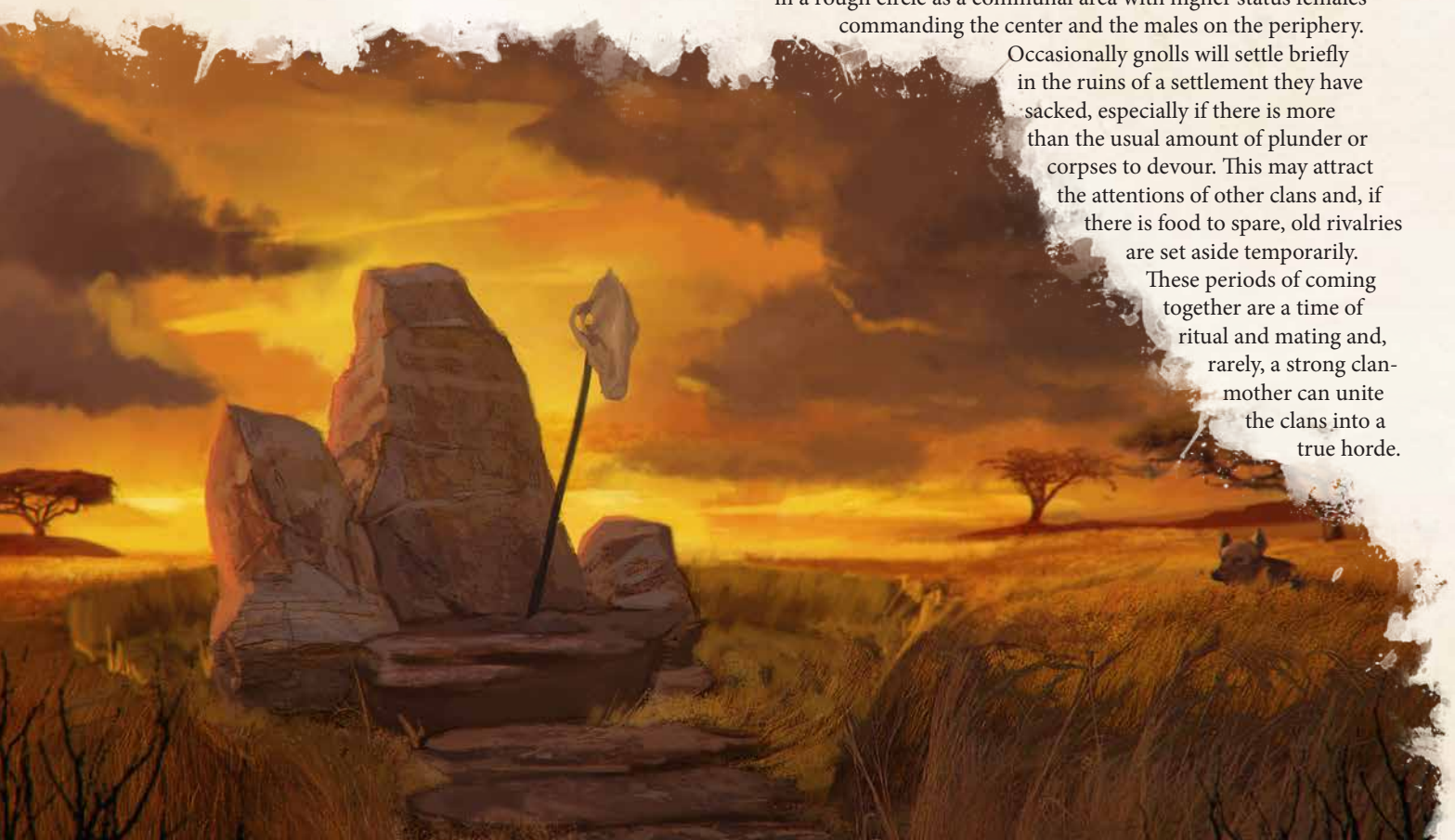
ENVIRONMENT

Plains gnolls favor open areas where they can see prey approaching from a distance, as well as build up good momentum for a chase. Due to their large size, they are not the stealthiest creatures, but will use the environment to their advantage. Long grass and gentle hills are the optimal conditions, allowing cover and elevation, without stopping the momentum of the charge.

They are not great builders, and are tough enough to withstand the elements. Where they make camp, the grass will be flattened in a rough circle as a communal area with higher status females commanding the center and the males on the periphery.

Occasionally gnolls will settle briefly in the ruins of a settlement they have sacked, especially if there is more than the usual amount of plunder or corpses to devour. This may attract the attentions of other clans and, if there is food to spare, old rivalries are set aside temporarily.

These periods of coming together are a time of ritual and mating and, rarely, a strong clan-mother can unite the clans into a true horde.



The borders of a clan's territory are marked with effigies, usually no more than a stick topped with the painted skull of a venerated gnoll or hyena of the clan, for continuing to watch the borders after death is a great honor. At the center of each territory is a circle cleared of vegetation around a prominent landmark, such as an ancient stone circle or unusual outcrop, the *raugra*. Here, it is a great taboo to spill gnoll blood, and here is where the clan's shaman spends most of her days. Should a gnoll find themselves deep in another clan's territory and unable to retreat, they will find their way to the *raugra*. If they stay within the circle, they are safe and may be able to plead for leniency. If their pleas fall on deaf ears, as is often the case, they will usually be eaten alive as they try to flee.

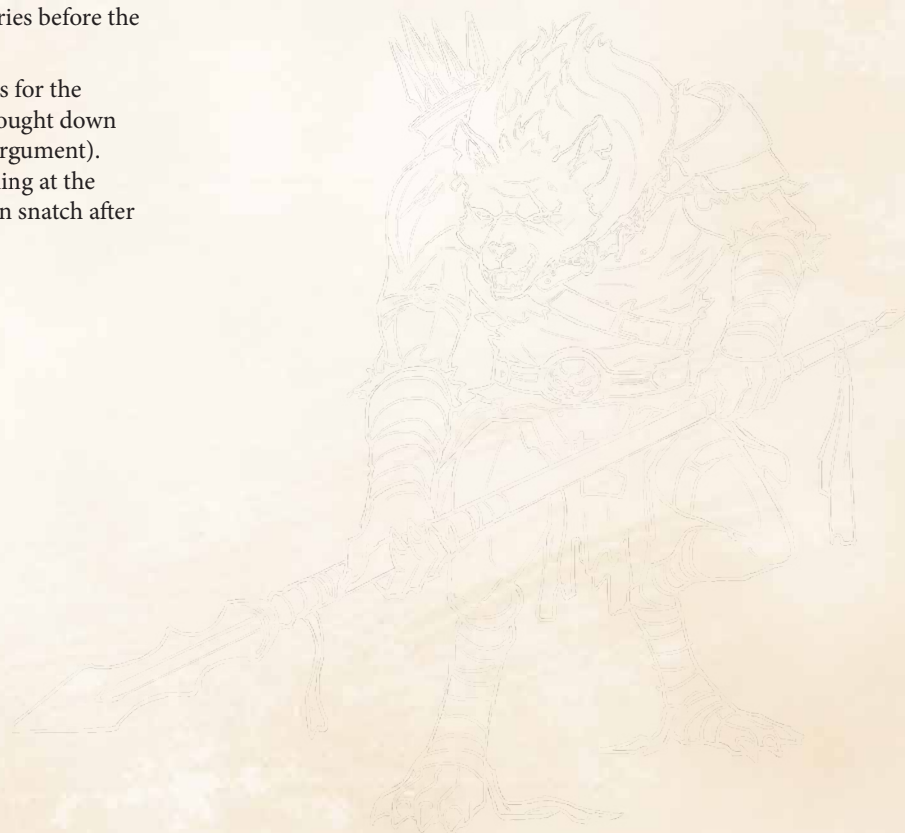
ROLEPLAYING PLAINS GNOLLS

It is rare for plains gnolls to speak Common, and the bits and pieces they may have picked up are limited in use, usually being desperate, pleading last words, and expletives. Even if they were fluent, however, plains gnolls have little interest in talking with other races. For one, they are, as a rule, distrustful of non-clan-members, even among their own species. For another, plains gnolls are, not without reason, assured of their own physical abilities; as they see it, the only reason to talk to someone is to get things from them, and they are more than capable of getting those things from them without wasting time with talk.

COMBAT TACTICS

Plains gnolls attack recklessly and wildly, seeking to spill as much blood as possible. Like many predators, they will work as a pack to split up their enemies and separate the weakest to surround and overwhelm. If the fight goes against them, the gnolls will signal a retreat but, unless their losses are severe, they will continue to pursue their quarry at a distance, trusting that their innate toughness will allow them to recover from their injuries before the weakened target can.

After a battle, the gnolls will squabble over the bodies for the right to loot and feed, with the exception of those brought down solely by one individual (these are claimed without argument). Weaker gnolls know better than to get involved, circling at the peripheries and thankful for whatever scraps they can snatch after the strongest have had their fill.



PLAINS GNOLL WARBANDS

Use these tables to generate a plains gnoll encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	2 plains gnoll runners, 1 plains gnoll archer
2	1	2 plains gnoll archers
3	2	2 plains gnoll runners, 1 plains gnoll archer, 1 plains gnoll spearman
4	2	2 plains gnoll archers, 1 plains gnoll spearman
5	3	4 spotted hyenas, 2 plains gnoll runners, 2 plains gnoll archers, 1 plains gnoll spearman
6	3	4 plains gnoll archers, 1 plains gnoll spearman
7	4	4 plains gnoll archers, 2 plains gnoll spearmen
8	4	4 plains gnoll runners, 2 plains gnoll archers, 1 leucrotta, 1 plains gnoll spearman

CR 5-8

d8	CR	Group Members
1	5	2 plains gnoll archers, 1 plains gnoll spearman, 1 plains gnoll warrior
2	5	2 plains gnoll archers, 1 plains gnoll spearman, 1 plains gnoll shaman
3	6	1 plains gnoll warrior, 1 plains gnoll shaman
4	6	2 plains gnoll warriors
5	7	6 plains gnoll archers, 2 plains gnoll spearmen, 1 crocotta
6	7	2 plains gnoll spearmen, 1 plains gnoll clanmother
7	8	4 spotted hyenas, 2 plains gnoll runners, 4 plains gnoll archers, 2 plains gnoll spearmen, 1 plains gnoll warriors
8	8	2 plains gnoll spearmen, 2 plains gnoll warriors

CR 9-12

d8	CR	Group Members
1	9	1 leucrotta, 2 plains gnoll spearmen, 2 plains gnoll warriors
2	9	2 plains gnoll warriors, 1 plains gnoll shaman
3	10	5 plains gnoll spearmen, 1 plains gnoll clanmother
4	10	4 spotted hyenas, 5 plains gnoll archers, 1 leucrotta, 6 plains gnoll spearmen
5	11	5 plains gnoll spearmen, 2 plains gnoll warriors
6	11	2 plains gnoll warriors, 1 plains gnoll clanmother
7	12	4 plains gnoll warriors
8	12	3 plains gnoll warriors, 1 plains gnoll shaman

CR 13-16

d8	CR	Group Members
1	13	5 plains gnoll spearmen, 1 crocotta, 2 plains gnoll warriors
2	13	8 spotted hyenas, 4 plains gnoll runners, 2 plains gnoll archers, 1 crocotta, 1 plains gnoll warrior, 1 plains gnoll clanmother
3	14	5 plains gnoll spearmen, 2 plains gnoll warriors, 1 plains gnoll shaman
4	14	8 plains gnoll archers, 7 plains gnoll spearmen, 1 plains gnoll shaman
5	15	2 crocotta, 2 plains gnoll warriors, 1 plains gnoll clanmother
6	15	5 plains gnoll warriors
7	16	5 plains gnoll spearmen, 1 plains gnoll warrior, 1 plains gnoll shaman, 1 plains gnoll clanmother
8	16	12 plains gnoll runners, 1 leucrotta, 4 plains gnoll warriors

CR 17-20

d8	CR	Group Members
1	17	10 plains gnoll archers, 4 plains gnoll warriors
2	17	4 crocotta, 3 plains gnoll shamans
3	18	16 spotted hyenas, 8 plains gnoll runners, 4 plains gnoll archers, 3 plains gnoll warriors, 1 plains gnoll shaman
4	18	2 leucrotta, 2 crocotta, 4 plains gnoll warriors
5	19	5 plains gnoll spearmen, 2 plains gnoll warriors, 1 plains gnoll shaman, 1 plains gnoll clanmother
6	19	10 plains gnoll spearmen, 3 plains gnoll warriors
7	20	4 plains gnoll archers, 6 plains gnoll warriors
8	20	3 plains gnoll warriors, 2 plains gnoll shamans, 1 plains gnoll clanmother

PLAINS GNOLL RUNNER

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (padded armor)

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	8 (-1)	10 (+0)	7 (-2)

Skills Athletics +3, Nature +2, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 1/4 (50 XP)

Sprinter. The plains gnoll runner can use a bonus action to move up to half its speed.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.

Bola. *Ranged Weapon Attack:* +4 to hit, reach 60/120 ft., one creature. Hit: the target must succeed on a DC 14 Dexterity saving throw or fall prone.

WEAPONS, ARMOR & ITEMS

2 daggers, 3 bolas, padded armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' wind-dried meat rations
7–9	A trinket (p. 31)
10–11	A tattered coin purse containing 10 (3d6) cp
12	A bottle of <i>gnoll battle brew</i> (p. 169)

Runners are master trackers. As the fastest in the clan, these young gnolls keep the pressure on their quarry, constantly harrying them until the rest of the hunting party can sweep in. This is the most prestigious position a male gnoll can hope to achieve, as their generally lighter frames suit them to fast running, and a lifetime of expecting a beating from superiors has made them observant.



PLAINS GNOLL ARCHER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (padded armor)

Hit Points 13 (3d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	9 (-1)	10 (+0)	8 (-1)

Skills Athletics +3, Nature +2, Perception +2, Survival +2

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 1/2 (100 XP)

Sprinter. The plains gnoll archer can use a bonus action to move up to half its speed.

Precise Aim. If the plains gnoll archer does not move during its turn, it adds 1d8 to its attack roll with its shortbow.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. Hit: 5 (1d8 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Dagger, quiver with 20 arrows, shortbow, padded armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' wind-dried meat rations
7-9	A trinket (p. 31)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A quiver containing 2 (1d4) +1 arrows

The role of **archer** is an insult in gnoll culture, considered too cowardly or weak to face the enemy directly. Bows are reserved for young males, or as punishment for transgressions against the clan.



PLAINS GNOLL SPEARMAN

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 33 (6d8 + 6)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Nature +2, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1 (200 XP)

Sprinter. The plains gnoll spearman can use a bonus action to move up to half its speed.

ACTIONS

Multiattack. The plains gnoll spearman makes four attacks: two with its spear, one with its bite, and one with its claw. It can choose to replace its spear attacks with claw attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with 2 hands to make a melee attack.

WEAPONS, ARMOR & ITEMS

5 spears, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' wind-dried meat rations
7–9	A trinket (p. 31)
10–11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A quiver containing 2 (1d4) +1 javelins

Though gnolls are generally disdainful of ranged combat, **spearman** see the benefit of having weapons they can loose at an enemy as they charge in to finish the job up close.

We heard them 'round sunset. A ways off. Sounded like a bunch of revelers, gigglin' an' laughing and howlin'. Next thing I know, Captain says, "Bar the gates, and pray to whoever you hold dearest they hold 'til mornin'." When it got dark, the screamin' started from the hamlet. Horrible. A few boys wanted to open the garrison, try to go save a few. "No," says Captain, "they're done for. Let's hope we don't join them." Soon enough, it was quiet. Silent even. And then there was a new noise. Snappin'. Crunchin'. Bones bein' et. I never heard a sound so bad. Come daybreak, it was like they was never there.

-Jored, militia soldier's account of a gnoll raid



PLAINS GNOLL WARRIOR

Medium humanoid (gnoll), chaotic evil

Armor Class 16 (half plate)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	9 (-1)	12 (+1)	10 (+0)

Skills Athletics +5, Nature +1, Survival +3

Senses darkvision 60 ft., passive Perception 11

Languages Gnoll

Challenge 3 (700 XP)

Sprinter. The plains gnoll warrior can use a bonus action to move up to half its speed.

Bloodlust. If the plains gnoll warrior hits a creature which does not have all its hit points with a melee weapon attack, it may use its bonus action to make a bite attack against the same creature with disadvantage.

ACTIONS

Multiattack. The plains gnoll warrior makes four attacks: two with its spiked triple flail, one with its bite, and one with its claw. It can choose to replace its flail attacks with claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage.

Triple Flail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 10 (3d4 + 3) bludgeoning damage plus 7 (3d4) piercing damage.

WEAPONS, ARMOR & ITEMS

Triple flail, half plate, and roll a d12:

d12	Item(s)
1-6	1d4 days' wind-dried meat rations
7-9	A trinket (p. 31)
10-11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A sack containing 2 (1d4) bottles of gnoll battle brew (p. 169)

Warriors are at the top of the social ladder, often the immediate family of the clan-mother by blood or bond. Relations amongst warriors are usually stable; each of them have fought enough to earn their position that they know where they stand in relation to the others.

Of all the beasts that walk this earth, there is none so foul as a gnoll, the grave-eater, the cowardly trickster, that which is hound and bitch both.

- Elbricht Inske, BEASTS OF THIS WORLD



PLAINS GNOLL SHAMAN

Medium humanoid (gnoll, shapechanger), chaotic evil

Armor Class 10

Hit Points 22 (5d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	14 (+2)	16 (+3)	12 (+1)

Skills Arcana +4, Nature +4, Perception +5, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Gnoll

Challenge 3 (700 XP)

Sprinter. The plains gnoll shaman can use a bonus action to move up to half its speed.

Hyena Form. The plains gnoll shaman can use its action to change into a spotted hyena (p. 161). Its statistics, other than Intelligence and Wisdom, change to those of a spotted hyena.

While in hyena form, if the shaman's hit points are reduced to 0 it will change back into gnoll form with the same hit points it had before it transformed. Any additional damage from the attack is carried over to its gnoll form. It can also use its action to shift back into its gnoll form if it chooses.

Spellcasting. The plains gnoll shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mage hand, prestidigitation, shillelagh*

1st level (4 slots): *cure wounds, inflict wounds*

2nd level (3 slots): *hold person, lesser restoration*

3rd level (2 slots): *bestow curse, conjure animals*

Gnoll ceremonial totem (wild subgroup)

Bone, wood

Notes: Skull has been mostly defleshed with flint tool. Some partially mummified fragments remain in nasal turbinates, orbits and zygomatic arches. Skull decorated with ochre, charcoal, fat, and blood based paints.

Gnoll ceremonial totem (urban subgroup)

Bone, metal

Notes: Skull defleshed with blunt, metal tools, boiled, and smoked. Mandible re-attached with wire cage. Evidence of material (incense?) being housed and burned within.

Interesting to compare the two - visual signals being most important to wild groups (the plains clans), olfactory signals taking over for urban groups (gutter gnolls - vulgar phrasing, but perhaps apt), presumably due to a darker habitat, where they are not the dominant species.

-Quarvus Kulanya, antiquarian, personal inventory

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 1) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit (+4 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Quarterstaff, hyena totem (p. 170), and roll a d12:

d12	Item(s)
1-6	1d4 days' wind-dried meat rations
7-9	A trinket (p. 31)
10-11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A sack containing 3 (1d4 + 1) bottles of <i>gnoll battle brew</i> (p. 169)

Greatly respected by all in the clan, **shamans** will usually stay out of the day-to-day affairs. When the clan is threatened, however, a shaman will use all her savage power to defend it.



PLAINS GNOLL CLANMOTHER

Medium humanoid (gnoll), chaotic evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	16 (+3)	12 (+1)	14 (+2)	10 (+0)

Skills Athletics +8, Intimidation +3

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 5 (1,800 XP)

Sprinter. The plains gnoll clanmother can use a bonus action to move up to half its speed.

Tough. The plains gnoll clanmother adds its Constitution modifier to its armor class.

Pack Leader. All gnolls within 120 ft. of the plains gnoll clanmother that can see and hear it deal an additional 1d4 damage with their bite and claw attacks.

ACTIONS

Multiattack. The plains gnoll clanmother makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1–6	1d4 days' wind-dried meat rations
7–9	A trinket (p. 31)
10–11	A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	A sack containing 1 <i>potion of hill giant strength</i>

A **clanmother** is, without exception, a terrifying enemy to face. Often forgoing weapons and armor entirely, she will fly at her enemy in a bestial rage, relying on her brute strength and the psychological impact of her offensive to win the day, knowing that showing weakness could mean the end of her reign.

Gnolls are ruled not by laws or formal rules, but by a rigid system of taboos. While these vary slightly from clan to clan, there are commonalities, and these help keep a modicum of order in gnoll society as a whole. For example, knowingly transgressing the borders of another clan is almost unthinkable, and is regarded as such an insult that the transgressor must be put to death, allowing the gnoll species to flourish free from the competition of rivals. Killing a clan mate through subterfuge, or working against the clan's best interest results in enongya – death by cannibalism, and conspiring to do so is punished by exile – a fate deemed nearly as bad.

–Tintharael Elbanwe, MYTHS OF THE SAVAGE RACES



PLAINS GNOLL TRINKETS

The following items might be carried by a plains gnoll:

d10 Trinket

- 1 A string of 2d6 body parts from various races, roll a d6: 1-2: fingers, 3-4: ears, 5: teeth, 6: scalps
- 2 A scrap of plate armor bearing the crest of a noble house
- 3 A bone patterned with a red, clay paint
- 4 The dried and shrunken head of a hyena
- 5 A badly damaged ornamental knife made from a shard of volcanic glass
- 6 A wallet with embossed initials containing 1d4 gold pieces
- 7 Three mismatched leather boots of good quality, slightly chewed
- 8 A semicircle of skin ripped from a gnoll's ear
- 9 An iron spike fixed in the place of a missing tooth
- 10 A bundle of singed coarse fur, smelling of herbs and old blood

PLAINS GNOLL LAIR DETAILS

An area controlled by plains gnolls might display the following:

d10 Lair Detail

- 1 A ramshackle totem topped with a hyena skull daubed with symbols
- 2 Most of the grass here has been ripped up, and what little remains is trampled flat; the site of a recent kill
- 3 A looted and smashed wagon, reeking of hyena and smeared with musk
- 4 A leveled circle with inedible detritus scattered about where gnolls have spent an evening
- 5 An overturned cart on a rise with a good view of the road, acting as a windbreak for those watching for travelers
- 6 Quiet but constant chattering and occasional, sudden whoops from unseen hyenas
- 7 The tracks of a lone traveler lead one way before doubling back, and are rapidly overtaken by a throng of clawed footprints
- 8 Trees, or similar prominent land marks, are smeared with stinking white paste and marked by many strong, blunted claws
- 9 A circle of carefully smoothed grass around a large stone which is spattered with spots of dried blood
- 10 Grasses and twigs have been woven together into a camouflaged hunting blind

GUTTER GNOLLS

Gutter gnolls once inhabited the mountains, canyons and badlands of the world. However, over time, they have been driven out (from the former by the stealthier and more intelligent rock gnolls, and from the latter by the more powerful plains gnolls), and now they exist almost solely as parasites on larger civilized communities.

Although only slightly smaller than plains gnolls in height, gutter gnolls are much more lightly built. Their pelts are long and shaggy and, consequently, are generally matted with all manner of stinking filth; as the old dwarven saying goes, "If you smell a sewer in the mountains, walk the other way."

As a quirk of their urban habitat, it is not uncommon to see gutter gnolls dressed in the ruined remains of discarded finery; sporting moldering and filthy silk shirts, rotting doublets and, in one recorded instance, what was thought to have once been a ball gown, complete with crinoline, all haphazardly forced over whichever body parts will fit in them.

CULTURE

Gutter gnolls travel in groups usually numbering in single digits, but occasionally up to fifteen or so, led by a dominant pair. At the age of five, young males will leave their clan and, unless they happen to inhabit a huge city capable of supporting multiple gnoll clans, undertake a dangerous journey to another settlement. These gnolls often trail or stow away on trade caravans for at least part of their journey, as they know that these typically only travel between places large enough to support a population of gutter gnolls to join.

Gutter gnolls are cowards and will only attack where they have a clear upper hand and little risk of suffering retribution. It is

this, rather than any level of self-control, which allows them to exist amongst more civilized races. A plains gnoll, finding itself surrounded by townspeople, would embark on a rampaging killing spree until it was finally brought down, but gutter gnolls' natural caution allows them to eke out a living on scraps, carrion, and those who fall through the cracks.

ENVIRONMENT

Gutter gnolls are most likely to be found on the fringes of civilization, with larger settlements often containing a handful of menacing sewers and communal middens which may be utilized by local thugs as a 'waste disposal service'. A tell-tale sign that gutter gnolls have claimed an area is their habit of caching 'food' (anything from rotting offal to discarded leather) for later consumption. It is common for folk of the settlement to have never seen a gutter gnoll, but they make their presence felt – they will usually keep their diet to rats and a few stray dogs where possible, but it is only a matter of time before a laborer needs to maintain the sewers, a vagrant chooses the wrong alley to bed down for the night, or a child slips into a grate, and is never seen again.

Within their territory, the clan will have a main den; this is an area large enough to fit the entire clan (gutter gnolls have few personal boundaries), but small enough to be easily defended. This area is easily identified as it contains all of the clan's 'treasures' strewn among bits and pieces of cloth, furnishings, and other piled detritus, horribly stained, damp, and covered in matted, loose hair.

ROLEPLAYING GUTTER GNOLLS

Gutter gnolls are more driven by their animal nature than other types and, like animals, are easily bribed with food. Most will have a basic grasp of the dominant language of the settlement they inhabit, often corrupting it with elements of Gnoll to form a simple pidgin language, which they will mostly use to communicate with criminal elements.

Most people, if they are aware of the gnoll population at all, see them as little more than feral animals, so tend to talk candidly in front of them. This, and their easily cowed nature, makes them a potentially valuable resource should any law enforcement be desperate for information about criminal doings. Should they underestimate the gnolls as well, they may pay for said information dearly.



COMBAT TACTICS

Gutter gnolls avoid open combat where possible, preferring to scout lone victims from the shadows to gang up on, incapacitate one way or another, and drag back to their lairs to be devoured. When forced into a fight, they will typically fight only to clear a path for themselves to escape. Should they bring an opponent down in the attempt, they will try to take the body with them if it is feasible to do so (especially if they can work as a team to carry it more easily).

In their own territory, gutter gnolls are a little bolder, as they know the chances of enemy reinforcements are lower. They will often stagger their attacks, not revealing their true numbers until their victims are lured into a trap and surrounded.

GUTTER GNOLL WARBANDS

Use these tables to generate a gutter gnoll encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	2 gutter gnoll lightfoots
2	1	2 gutter gnoll trackers
3	2	2 gutter gnoll lightfoots, 1 gutter gnoll fighter
4	2	4 brown hyenas, 2 gutter gnoll fighters
5	3	2 gutter gnoll trackers, 1 gutter gnoll fighter
6	3	4 gutter gnoll lightfoots, 2 gutter gnoll trackers
7	4	4 gutter gnoll trackers, 2 gutter gnoll fighters
8	4	2 gutter gnoll fighters, 1 gutter gnoll pack leader

CR 5-8

d8	CR	Group Members
1	5	1 leucrotta, 1 gutter gnoll shaman
2	5	3 gutter gnoll fighters, 1 gutter gnoll pack leader
3	6	4 gutter gnoll trackers, 4 gutter gnoll fighters
4	6	6 gutter gnoll lightfoots, 4 gutter gnoll trackers, 1 gutter gnoll fighter
5	7	4 brown hyenas, 4 gutter gnoll trackers, 1 leucrotta, 1 gutter gnoll shaman
6	7	4 gutter gnoll lightfoots, 4 gutter gnoll trackers, 1 gutter gnoll fighter, 1 gutter gnoll shaman
7	8	2 gutter gnoll fighters, 1 gutter gnoll pack leader, 1 gutter gnoll shaman
8	8	4 gutter gnoll lightfoots, 4 gutter gnoll trackers, 4 gutter gnoll fighters

CR 9-12

d8	CR	Group Members
1	9	7 gutter gnoll fighters, 1 gutter gnoll pack leader
2	9	2 gutter gnoll lightfoots, 2 gutter gnoll trackers, 5 gutter gnoll fighters, 1 gutter gnoll pack leader
3	10	4 gutter gnoll fighters, 1 gutter gnoll pack leader, 1 gutter gnoll shaman
4	10	6 brown hyenas, 4 gutter gnoll lightfoots, 2 gutter gnoll trackers, 2 gutter gnoll fighters, 1 leucrotta, 1 gutter gnoll shaman
5	11	3 leucrotta, 2 gutter gnoll shamans
6	11	9 gutter gnoll fighters, 1 gutter gnoll pack leader
7	12	5 brown hyenas, 3 gutter gnoll shamans
8	12	6 gutter gnoll lightfoots, 6 gutter gnoll trackers, 6 gutter gnoll fighters

CR 13-16

d8	CR	Group Members
1	13	10 gutter gnoll fighters, 1 leucrotta, 1 gutter gnoll pack leader
2	13	1 leucrotta, 3 gutter gnoll shamans
3	14	6 gutter gnoll lightfoots, 6 gutter gnoll trackers, 8 gutter gnoll fighters
4	14	5 brown hyenas, 10 gutter gnoll fighters, 1 gutter gnoll shaman
5	15	10 gutter gnoll lightfoots, 8 gutter gnoll trackers, 6 gutter gnoll fighters
6	15	3 brown hyenas, 6 gutter gnoll lightfoots, 6 gutter gnoll trackers, 7 gutter gnoll fighters, 1 gutter gnoll pack leader
7	16	4 gutter gnoll shamans
8	16	5 gutter gnoll lightfoots, 5 gutter gnoll trackers, 4 gutter gnoll fighters, 1 leucrotta, 1 gutter gnoll pack leader, 1 gutter gnoll shaman

GUTTER GNOLL LIGHTFOOT

Medium humanoid (gnoll), chaotic evil

Armor Class 13 (leather armor)

Hit Points 9 (2d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	10 (+0)	14 (+2)	8 (-1)

Skills Perception +4, Stealth +4, Survival +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnoll

Challenge 1/2 (100 XP)

Contagious. If a non-gnoll creature comes into physical contact with the gutter gnoll lightfoot, the creature must succeed on a DC 10 Constitution saving throw or contract gnoll's kiss (see sidebar). The DC increases to 15 if this contact was the gutter gnoll lightfoot's bite or claw attack.

Gutter Slyness. The gutter gnoll lightfoot has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 20/100 ft., one target. Hit: 1 piercing damage, and the target must make a DC 14 Constitution saving throw, taking 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. For every 5 darts a target is struck by, they suffer one level of exhaustion.

WEAPONS, ARMOR & ITEMS

Blowgun, dagger, 20 darts, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky and moldy bread
7–9	A trinket (p. 39)
10–11	A tattered cloth coin purse containing a random assortment of buttons ranging in size and material, 9 (2d4 + 4) in all
12	A vial of poison

Slight and stealthy, **lightfoots** attack from hiding using darts coated with cultivated poison, or even just smeared with filth from their fur, which has much the same effect.

GNOLL'S KISS

This disease may have originated as an okiti weapon, but has since grown and mutated in the gutter gnolls' filthy habitat into a particularly nasty affliction. Tales of ghouls in the sewers often spring up around the horribly scarred, or even entirely skinless, corpses it leaves behind. Infected creatures begin showing symptoms after 1d4 days, including itchiness and sores. The infected creature suffers one level of exhaustion, and becomes vulnerable to poison and acid damage while infected.

At the end of each long rest, the infected creature must make a DC 15 Constitution saving throw against the disease. A successful save decreases its level of exhaustion by one. If this reduces the level of exhaustion to zero, the creature is cured.

A failed save increases its level of exhaustion by one as its sores begin to worsen and weep, dealing 1d10 poison damage for each level of exhaustion. If this damage reduces the creature's hit points to 0, its skin is entirely covered in open wounds and large areas begin to slough off, killing it through a combination of shock and dehydration.



GUTTER GNOLL TRACKER

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (leather armor)

Hit Points 13 (3d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	10 (+0)	9 (-1)	14 (+2)	8 (-1)

Skills Perception +6, Stealth +5, Survival +4

Senses darkvision 60 ft., passive Perception 16

Languages Common, Gnoll

Challenge 1/2 (100 XP)

Contagious. If a non-gnoll creature comes into physical contact with the gutter gnoll tracker, the creature must succeed on a DC 10 Constitution saving throw or contract gnoll's kiss (p. 34). The DC increases to 15 if this contact was the gutter gnoll tracker's bite or claw attack.

Gutter Slyness. The gutter gnoll tracker has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.



WEAPONS, ARMOR & ITEMS

Quiver with 20 arrows, shortbow, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of beef jerky and moldy bread
7-9	A trinket (p. 39)
10-11	A tattered cloth coin purse containing a random assortment of buttons ranging in size and material, 13 (2d6 + 6) in all
12	A pair of <i>slippers of spider climbing</i>

Trackers are the most likely to be encountered above ground, scouting out potential food sources or vulnerable travelers on an ill-advised evening stroll.

"Ever noticed how there ain't no rats on Tanners Row?"

-unknown beggar, Sarakka

GUTTER GNOLL FIGHTER

Medium humanoid (gnoll), chaotic evil

Armor Class 17 (improvised armor, shield)

Hit Points 22 (4d8 + 4)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	7 (-2)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +3

Senses darkvision 60 ft., passive Perception 14

Languages Common, Gnoll

Challenge 1 (200 XP)

Contagious. If a non-gnoll creature comes into physical contact with the gutter gnoll fighter, the creature must succeed on a DC 10 Constitution saving throw or contract gnoll's kiss (p. 34). The DC increases to 15 if this contact was the gutter gnoll fighter's bite or claw attack.

Gutter Slyness. The gutter gnoll fighter has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 5 (1d6 + 2) slashing damage.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

WEAPONS, ARMOR & ITEMS

Longsword, improvised armor, shield, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of beef jerky and moldy bread
7-9	A trinket (p. 39)
10-11	A tattered cloth coin purse containing a random assortment of buttons ranging in size and material, 17 (2d8 + 8) in all
12	A +1 wooden shield

Fighters are the last line of defense for the clan's lair, and while they are loath to die in its defense, they will fight fiercely to protect their home.

If you see one gutter gnoll,
there are two. If you see two,
pack your bags and find a new
town.

-Urban words of wisdom



GUTTER GNOLL PACK LEADER

Medium humanoid (gnoll), chaotic evil

Armor Class 11 (leather armor)

Hit Points 39 (6d8 + 12)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	11 (+0)	12 (+1)	14 (+2)	12 (+1)	12 (+1)

Skills Intimidation +3, Perception +3, Stealth +2, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnoll

Challenge 2 (450 XP)

Contagious. If a non-gnoll creature comes into physical contact with the gutter gnoll pack leader, the creature must succeed on a DC 10 Constitution saving throw or contract gnoll's kiss (p. 34). The DC increases to 15 if this contact was the gutter gnoll pack leader's bite or claw attack.

Gutter Slyness. The gutter gnoll pack leader has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

Frenzied Fighting. When the gutter gnoll pack leader makes a successful attack, all friendly gnolls within 5 ft. of the target who can see the pack leader can choose to make an attack against the same target as a reaction with disadvantage.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 2 (1d4) piercing damage.

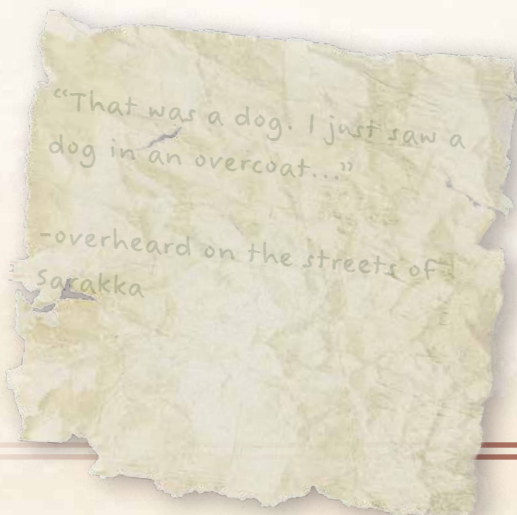
Thurible. As a bonus action, the gutter gnoll pack leader can shake its thurible to create a noxious cloud of smoke in a 15 ft. radius sphere centered on it. The smoke spreads around corners and its area is lightly obscured. It lasts for up to 10 minutes or until a wind of light or greater speed (at least 5 miles per hour) disperses it. Any non-gutter gnoll that enters the smoke for the first time or starts its turn there must make a DC 15 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much on a successful one. The gutter gnoll pack leader can spend additional bonus actions to increase the size of the sphere to a maximum of a 25 ft. radius.

WEAPONS, ARMOR & ITEMS

Dagger, thurible, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky and moldy bread
7–9	A trinket (p. 39)
10–11	A tattered cloth coin purse containing a random assortment of buttons ranging in size and material, 21 (2d10 + 10) in all
12	A <i>cloak of protection</i>

Using a combination of social cunning and physical dominance, **pack leaders** have the tough job of keeping their cowardly, and often unreliable, clan in line. Many gutter gnolls have ambitions of becoming pack leaders themselves, so those at the top must watch their backs.



GUTTER GNOLL SHAMAN

Medium humanoid (gnoll), chaotic evil

Armor Class 10

Hit Points 21 (6d8 – 6)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (–1)	14 (+2)	17 (+3)	13 (+1)

Skills Arcana +4, Perception +5, Stealth +4, Survival +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Gnoll

Challenge 4 (1,100 XP)

Contagious. If a non-gnoll creature comes into physical contact with the gutter gnoll shaman, the creature must succeed on a DC 10 Constitution saving throw or contract gnoll's kiss (p. 34). The DC increases to 15 if this contact was the gutter gnoll shaman's bite or claw attack.

Gutter Slyness. The gutter gnoll shaman has advantage on Dexterity (Stealth) checks while in sewers and alleyways that are in darkness or dim light.

Spellcasting. The gutter gnoll shaman is a 7th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *dancing lights, light, mage hand*

1st level (4 slots): *bane, inflict wounds*

2nd level (3 slots): *silence, spiritual weapon*

3rd level (3 slots): *dispel magic, spirit guardians*

4th level (1 slot): *greater invisibility*

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) or 4 (1d8) bludgeoning damage if wielded with two hands.

Corrosive Vial. *Ranged Weapon Attack:* +4 to hit, reach 30/60 ft., one target. Hit: upon striking the target, the vial will break and release a corrosive liquid that reduces the effectiveness of armor and shields by –1 AC until it can be repaired. This effect is cumulative the more times the target is struck with vials up to –5. If the target is not wearing armor, or their armor effectiveness has been reduced by –5, the target takes 4 (1d8) acid damage.

WEAPONS, ARMOR & ITEMS

3 corrosive vials, quarterstaff, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky and moldy bread
7–9	A trinket (p. 39)
10–11	A tattered cloth coin purse containing a random assortment of buttons ranging in size and material, 25 (2d12 + 12) in all
12	A wand of magic missile

Shamans have a crude command of magic, mostly utilizing their powers to enhance the natural stealth of raiding parties.



GUTTER GNOLL TRINKETS

The following items might be carried by a gutter gnoll:

d10 Trinket

- 1 A child's doll, torn and filthy
- 2 A burlap sack containing dozens of assorted buttons
- 3 A leather bucket containing a few belt buckles
- 4 A silk scarf, cleaner than its surroundings
- 5 A collection of miscellaneous receipts, promissory notes and invoices
- 6 An elegant, fashionable hat with the top knocked out
- 7 A bone needle and thread
- 8 A string of assorted cutlery worn as a necklace
- 9 A hessian sack of spoiled meat and old leather
- 10 An ale horn, tied to a belt with a shoelace

GUTTER GNOLL LAIR DETAILS

An area controlled by gutter gnolls might display the following:

d10 Lair Detail

- 1 A buried cache of foul-smelling meat and a gnawed leather boot
- 2 An almost overwhelming musky stench emanates from a corner, a mixture of rotten meat, stagnant mud and raw sewage
- 3 Water constantly drips from the ceiling into a filthy, slowly spreading, brown pool
- 4 The floor is covered in a thick layer of soft furnishings at various levels of decay and destruction
- 5 Fist-sized clumps of matted hair dot the area
- 6 A collection of broken and discarded items hang crooked on the walls in a crude mockery of a picture gallery
- 7 Reeking piled linens form a nest so soiled that the imprint of a curled gnoll remains clearly defined
- 8 A stagnant pool, lumps of foulness collect in the stillness.
- 9 A barrel of beer bearing the stamp of a nearby tavern stands next to a few beer-soaked scraps of wood from another, some of which have been chewed
- 10 A territory marker cobbled together from a guard's polearm, sackcloth, browning bones, and a jagged-toothed skull



ROCK GNOLLS

Small and stocky (as far as gnolls go), rock gnolls average at around the same size as a well-muscled human. Of all gnolls, they have the most impressive manes, which can deceive observers into thinking them larger than they truly are. While rock gnolls are certainly the least threatening variety on their own merits, the creeping influence of the caves below means they are also the most likely to exhibit vampirism, demonic possession, or otherworldly corruption, so seasoned travelers know not to take their smaller stature at face value.

CULTURE

As the smallest species, rock gnolls rely on stealth and cunning more than brute strength. They rarely form groups of more than twenty, allowing them to conceal their movements more easily. They inhabit caves during the day and foray out only under the cover of night. When left to their own devices, rock gnolls congregate in loose bands, often consisting of a single extended family. Infighting is rarer than in other gnoll clans, so rock gnolls tend to live longer - sometimes up to forty years. Skirting the shallows of the deep below, however, often brings them into contact with far more powerful entities, and it is not uncommon to find large number of rock gnolls under the thrall of a subterranean warlord.

Rock gnolls are the most likely to take victims alive for two reasons. Firstly, their environment is the least bountiful of all the gnolls, so many clans keep a “larder” of fresh meat when times are good to prepare for leaner times ahead. Secondly, their ties to the underground races make them an ideal link to the surface, and the demand for slaves below is constant. Rock gnolls are generally willing to trade their stock for supplies (assuming the interested party proves sufficiently strong that the gnolls could not simply take them by force), and are particularly amenable to offers of alcohol, which they have neither the ingredients nor the skills to make themselves.

ENVIRONMENT

As the name suggests, rock gnolls are often encountered in mountainous areas, canyons and caves, anywhere where their greyish hides help them blend in, and there are plenty of crags and overhangs to provide cover from searching eyes.

Industrious by gnoll standards, rock gnolls construct crude dwellings from piled stone, and some clans are able to scavenge enough wood for roofs or cages as temporary housing for slaves before they are traded on. The readiest source of wood for most clans comes in the form of passing caravans, so it is not uncommon for a merchant or caravan guard to find themselves imprisoned in the remains of their own wagon before being sold off to some denizen of the deep caves.

ROLEPLAYING ROCK GNOLLS

Rock gnolls are the most likely to cooperate with other races, as trade makes up a good part of their means of survival. Common and Undercommon are fairly likely to be spoken, but some clans might also pick up scraps of Dwarven and Elvish dependent on who lives in the area to trade. Rock gnolls are also the least likely to fight to the death, possessing neither the brutish savagery of plains gnolls or the feral nature of gutter gnolls. Given their usual interactions, a surrendering rock gnoll expects to be taken into slavery, a fate it may later escape if it can utilize its cunning.

COMBAT TACTICS

Rock gnolls plan their attacks more thoroughly than other types, hanging back until they can utilize the environment to their best advantage. They may even make use of crude traps, or set up hazards to drive their quarry into a more advantageous ambush site. Rock gnolls prefer to take live captives where possible, but won't hesitate to kill any who seem like they may be more trouble than they're worth. They also have no compunctions about selling damaged goods, so are happy to seriously wound their quarry before returning home.

ROCK GNOLL WARBANDS

Use these tables to generate a rock gnoll encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	4 rock gnoll runts
2	1	4 rock gnoll sneaks
3	2	4 rock gnoll runts, 4 rock gnoll sneaks
4	2	2 striped hyenas, 4 rock gnoll sneaks, 1 leucrotta
5	3	1 leucrotta, 1 rabid rock gnoll
6	3	3 striped hyenas, 1 leucrotta, 1 crocotta
7	4	4 rock gnoll runts, 1 rock gnoll alpha
8	4	4 rock gnoll sneaks, 1 rock gnoll alpha

CR 5-8

d8	CR	Group Members
1	5	1 rabid rock gnoll, 1 rock gnoll alpha
2	5	4 rock gnoll runts, 4 rock gnoll sneaks, 1 rock gnoll alpha
3	6	4 striped hyenas, 4 rock gnoll sneaks, 1 leucrotta, 2 rabid rock gnolls
4	6	4 rock gnoll runts, 4 rock gnoll sneaks, 2 leucrotta, 1 crocotta
5	7	2 rabid rock gnolls, 1 rock gnoll alpha
6	7	3 striped hyenas, 2 crocotta, 1 rock gnoll alpha
7	8	1 leucrotta, 2 rabid rock gnolls, 1 rock gnoll alpha
8	8	4 rock gnoll runts, 4 rock gnoll sneaks, 3 rabid rock gnolls

CR 9-12

d8	CR	Group Members
1	9	1 leucrotta, 1 rock gnoll shaman
2	9	4 rock gnoll sneaks, 1 rock gnoll shaman
3	10	4 striped hyenas, 1 crocotta, 1 rock gnoll shaman
4	10	8 rock gnoll sneaks, 1 rock gnoll shaman
5	11	4 rabid rock gnolls, 1 rock gnoll alpha
6	11	5 striped hyenas, 4 rock gnoll sneaks, 3 rabid rock gnolls, 1 rock gnoll alpha
7	12	4 rock gnoll runts, 4 rock gnoll sneaks, 1 leucrotta, 3 rabid rock gnolls, 1 rock gnoll alpha
8	12	6 rock gnoll runts, 6 rock gnoll sneaks, 1 crocotta, 1 rock gnoll shaman



ROCK GNOLL RUNT

Medium humanoid (gnoll), chaotic evil

Armor Class 14 (natural armor)

Hit Points 13 (3d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	10 (+0)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 1/4 (50 XP)

Rocky Camouflage. The rock gnoll runt has advantage on Dexterity (Stealth) checks in rocky terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

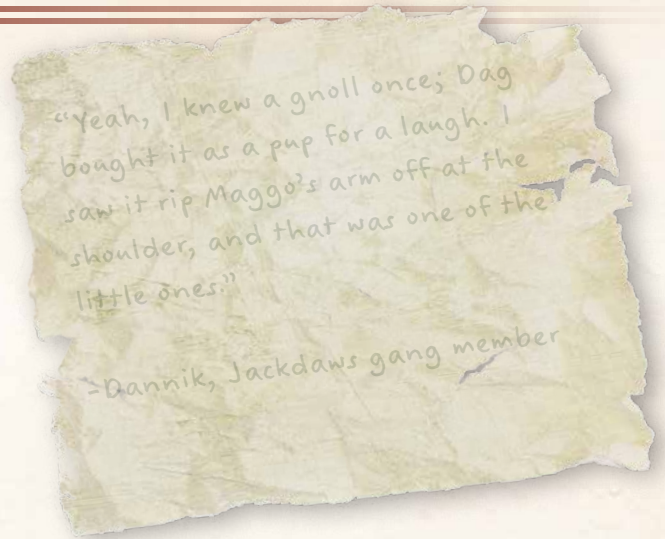
Net. *Ranged Weapon Attack:* +4 to hit, reach 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 15 Strength check to get free. Dealing 10 damage to the net (AC 10) frees the target and destroys the net.

WEAPONS, ARMOR & ITEMS

2 daggers, net, and roll a d12:

d12	Item(s)
1-6	1d4 days' rotten meat rations
7-9	A trinket (p. 47)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A +1 steel dagger

The smallest clan members, **runts** are tasked with setting traps and hit-and-run raids.



ROCK GNOLL SNEAK

Medium humanoid (gnoll), chaotic evil

Armor Class 13

Hit Points 18 (4d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Perception +3, Stealth +5, Survival +3

Senses darkvision 60 ft., passive Perception 13

Languages Gnoll, Undercommon

Challenge 1/4 (50 XP)

Rocky Camouflage. The rock gnoll sneak has advantage on Dexterity (Stealth) checks in rocky terrain.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

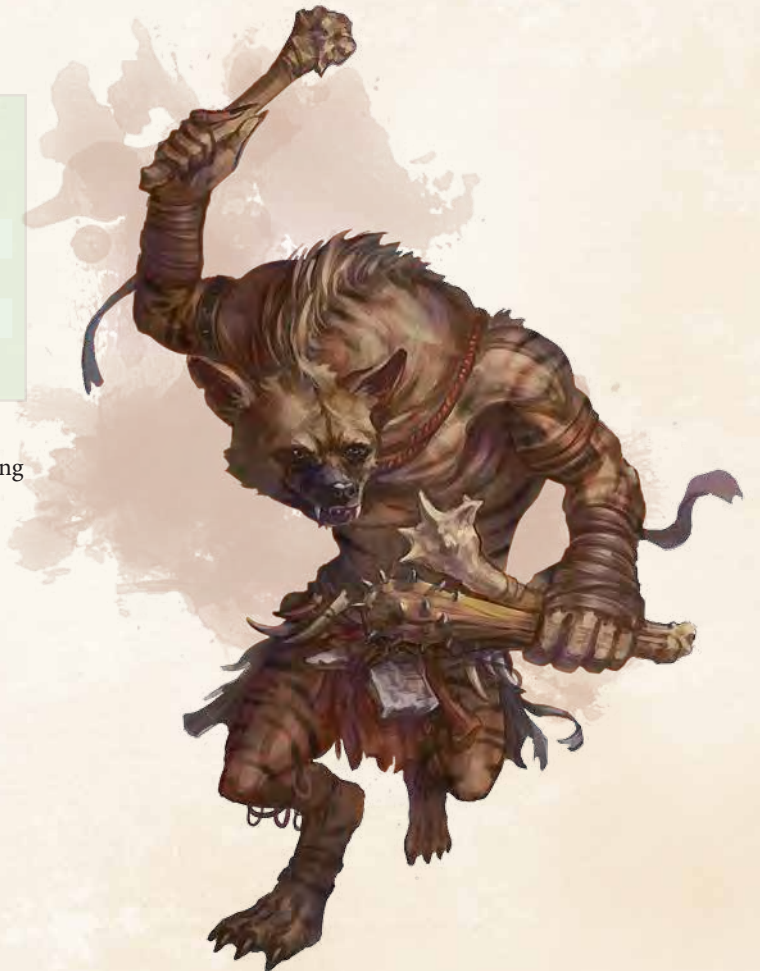
Throwing Club. *Melee or Ranged Weapon Attack:* +5 to hit, range 30/60 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage, and the target must succeed on a DC 13 Constitution saving throw or be knocked unconscious. The target can repeat the saving throw at the end of each of their turns to regain consciousness.

WEAPONS, ARMOR & ITEMS

3 throwing clubs, and roll a d12:

d12	Item(s)
1–6	1d4 days' rotten meat rations
7–9	A trinket (p. 47)
10–11	A tattered coin purse containing 10 (3d6) cp
12	A <i>potion of climbing</i>

Sneaks use their throwing clubs to incapacitate their quarry. If coordinated from hiding, these attacks can cause disarray, allowing other clan members to make off with supplies, as well as disoriented or unconscious slaves.



MANGY ROCK GNOLL

Medium humanoid (gnoll), chaotic evil

Armor Class 13

Hit Points 45 (7d8 + 14)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	5 (-3)	10 (+0)	14 (+2)

Skills Athletics +5, Intimidation +4, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Gnoll

Challenge 2 (450 XP)

Enraged Retaliation. If the mangy rock gnoll has 22 or fewer hit points, it can use its claw attack one additional time when it takes the multiattack action. If it has 10 or fewer hit points, it can use its claw attack two additional times when it takes the multiattack action. These additional attacks are made with disadvantage.

Tough. The mangy rock gnoll adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The mangy rock gnoll makes one bite and one claw attack, or two claw attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 18 Constitution saving throw or contract frenzy (see sidebar).

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rotten meat rations
7-9	A trinket (p. 47)
10-11	A tattered coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A <i>potion of growth</i>

Whether through influences deep underground, or by natural means, it is not uncommon for rock gnolls to become stricken by disease. These **mangy** individuals become even more beast-like and wild; some find a life amongst the hyenas of their former clan, others wander off to die a lonely (and likely violent) death, but some form large, disorganised packs of their own.

FRENZY

This disease affects the nervous systems of many creatures, altering their behavior over time to become more aggressive and unpredictable. Rock gnolls carry a particularly virulent strain. Infected creatures begin showing symptoms after 1d4 days, including headaches and increased thirst. The infected creature suffers one level of exhaustion, has disadvantage on Wisdom (Perception) checks, and requires twice the usual amount of water each day.

At the end of each long rest, the infected creature must make a DC 15 Constitution saving throw against the disease. A successful save decreases its level of exhaustion by one. If this reduces the level of exhaustion to zero, the creature is cured.

A failed save increases its level of exhaustion by one and the disease intensifies. After one failed save, the creature must succeed on a DC 15 Wisdom saving throw whenever it is placed in a stressful situation or spend its turn making a melee attack against the nearest creature, moving up to its speed if necessary. The DC for this saving throw increases by 2 for each level of exhaustion above 1. If the infected creature has 4 levels of exhaustion (hit points halved), its mind is consumed by the disease and it reverts to an animalistic and wild state, attacking any who come near it. Until the disease can be cured, the creature's Intelligence is reduced by 10 (minimum 3).



ROCK GNOLL ALPHA

Medium humanoid (gnoll), chaotic evil

Armor Class 18 (natural armor, shield)

Hit Points 68 (8d8 + 32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	10 (+0)	14 (+2)	10 (+0)

Skills Athletics +5, Stealth +3, Survival +4

Senses darkvision 60 ft., passive Perception 12

Languages Common, Gnoll

Challenge 3 (700 XP)

Rocky Camouflage. The rock gnoll alpha has advantage on Dexterity (Stealth) checks in rocky terrain.

Tough. The rock gnoll alpha adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The rock gnoll alpha makes two attacks with its heavy spear.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 6 (1d6 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 7 (1d8 + 3) slashing damage.

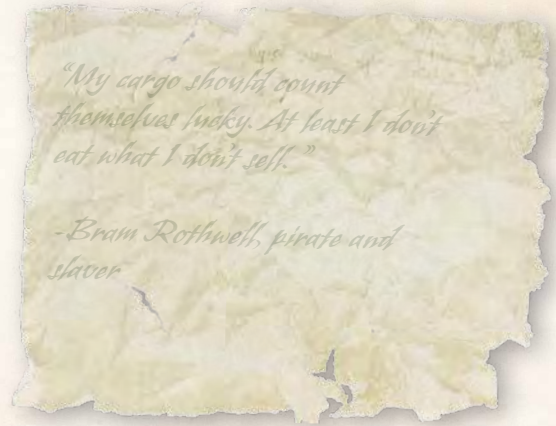
Heavy Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit 7 (1d8 + 3) piercing damage, or 8 (1d10 + 3) if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Heavy spear, shield, and roll a d12:

d12	Item(s)
1–6	1d4 days' rotten meat rations
7–9	A trinket (p. 47)
10–11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A sack containing 3 (1d4 + 1) bottles of <i>gnoll battle brew</i> (p. 169)

Alphas are often given the honor of striking the killing blow to captured targets. Alphas carry a heavy burden, keeping the clan alive in tough environments and, in extremely lean times, are expected to give themselves up as meat for the clan (though it is unclear how many end up doing this willingly).



ROCK GNOLL SHAMAN

Medium humanoid (gnoll), chaotic evil

Armor Class 10

Hit Points 49 (9d8 + 9)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	14 (+2)	16 (+3)	13 (+1)

Skills Arcana +5, Stealth +3, Survival +6

Senses darkvision 60 ft., passive Perception 13

Languages Common, Gnoll, Undercommon

Challenge 8 (3,900 XP)

Rocky Camouflage. The rock gnoll shaman has advantage on Dexterity (Stealth) checks in rocky terrain.

Spellcasting. The rock gnoll shaman is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *shillelagh*, *shocking grasp*, *thorn whip*

1st level (4 slots): *entangle*, *thunderwave*

2nd level (3 slots): *gust of wind*, *spike growth*

3rd level (3 slots): *conjure animals*, *dispel magic*

4th level (3 slot): *giant insect*, *grasping vine*

5th Level (1 slot): *insect plague*, *mass cure wounds*

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. Hit: 3 (1d6) or 4 (1d8) bludgeoning damage with *shillelagh* or if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Quarterstaff, and roll a d12:

d12	Item(s)
1–6	1d4 days' rotten meat and dried mushroom rations
7–9	A trinket (p. 47)
10–11	A tattered coin purse containing 28 (8d6) sp, and 14 (4d6) gp
12	A sack containing 6 (1d6 + 3) bottles of <i>gnoll battle brew</i> (p. 169)

Wily and intelligent, **shamans** consume mushrooms and other narcotics in order to commune with the environment and aid the clan. Whether by supernatural means or otherwise, they are great trackers, peerless in their ability to read the environment.

It took around half an hour for the brew to take effect. I recall experiencing what seemed like an entire lifetime outside of my own as I watched the sun set. I am told I spent an hour having what was clearly an intensely interesting conversation with a carthorse before weeping at the dissolution of our friendship. I regained my senses seven miles away from my home around midday. I had to burn my breeches.

-Viticus, Circle of Shadows warlock, personal journal



ROCK GNOLL TRINKETS

The following items might be carried by a rock gnom:

d10 Trinket

- 1 A pouch of drow coins stamped with a spider
- 2 A broken spring-loaded trap
- 3 A branding iron
- 4 A ledger written in elven script with rough pictograms and tally marks
- 5 A delicate chain strung with several rings
- 6 10d6 feet of knotted, spliced, repurposed rope
- 7 A leather belt attached to a length of chain
- 8 A set of mismatched keys and one tuning fork
- 9 A skin full of heady, mixed spirits
- 10 A ritual bloodletting knife

ROCK GNOLL LAIR DETAILS

An area controlled by rock gnomes might display the following:

d10 Lair Detail

- 1 A corral of wooden stakes forming a slave pen
- 2 A collection of empty crates and carts set up to resemble a meeting of traders not far from the road
- 3 A pile of metal trap components with several sets of footprints leading to and from
- 4 Ropes of varying lengths and qualities hung on iron hooks in an unorganized fashion
- 5 A cage large enough to hold three humanoids, suspended over a deep chasm by a great length of coiled rope and chain
- 6 The rough walls have collected a large amount of snagged, striped fur
- 7 The rank, sharp musk of gnom and hyena cuts through all other smells, trapped by air currents and fermenting in this area
- 8 The acoustics of this area's rock walls allow even the quietest whisper to be heard clearly
- 9 A trader's wagon, brightly proclaiming their wares, is overturned and built upon to form a cell
- 10 A large pile of boots and shoes of various sizes and states of wear

GNOLL CLANS

EETIK'TI

Criminal enterprises often exploit the local gutter gnom population, using them as cheap labor, spies, or for the disposal of evidence (a meal's a meal to the gnomes). Gutter gnomes are cheaper than other criminals, as they only require food and are easy to keep in line due to their cowardly nature. While most gutter gnomes are accepting of living, quite literally, under the feet of those who inhabit the settlements they scavenge, below even the worst criminal scum, some long for greater things.

The Eetik'ti ("Those Underneath")'s arrangement with the local branch of the Jackdaws criminal enterprise started off as a typical one; a gang member was looking for somewhere to hide a body, happened into the sewers, and noticed that corpses left there disappeared almost as soon as they turned their backs to leave. It was only a matter of time before the gang's leader, Mathius, ventured below the city and found himself surrounded by stinking fur and gnashing teeth, and a deal was struck – "Work for me, and you'll be full for the rest of your lives."

Both parties uphold their side of the bargain; the Eetik'ti hide and guard the Jackdaws' treasure (or at least, the more obvious pieces which are awaiting a buyer), observe the goings on of the city from their hidden lairs, even accompany gang members on larger, riskier jobs where extra hands are needed. The Jackdaws, for their part, reward the Eetik'ti with finer and more plentiful food than they have ever sampled before. However, like any wild animal grown accustomed to receiving food from humans, the gnomes are becoming more demanding and, unknown to the crooks, their numbers have grown in the darkness.

The alpha pair, Ootakar and Kraaoh, have grown accustomed to their rich lifestyle (for gutter gnomes at least) and, recently, their demands for their services have grown greater and greater; not only food, but luxuries. The pair swagger about in silks and think themselves the epitome of high-society, even as they brush sewage from their finery. Cracks have begun to form in their relationship with the Jackdaws, who grow ever more uneasy on each job the

gnolls are involved with, not knowing if their references to being hungry are a general demand for more 'payment', or a more immediate threat. Mathius has begun only sending his most expendable cronies into the sewers, knowing it is only a matter of time before one of them doesn't make it back out.

The self-proclaimed sewer lords are no longer content with scraps, however; they want the city.

IWA EENI

Amongst gnolls, demonic possession is normally viewed as a favor from their gods. After all, a demon will make its host behave more aggressively, enhancing its animal savagery and, from a gnoll's perspective, what could be better?

Any member of the Iwa Eeni ('Rock Ghosts') could be possessed by the demon known as Bowda at any time, although it seems to favor the clan's shaman, Graon. The demon's presence weakens and tires its host over time, however, so Bowda flits between the shaman and other clan members to keep its collection of hosts in the best possible condition. Bowda rewards the gnolls' service with enhanced senses, and some basic divination, gifting them extra insight into the goings on in the area to more accurately locate passing traders and caravans, allowing them to plan the most effective attacks.

As with all things, however, Bowda does not do this out of the goodness of its heart (not that it has one), but is manipulating the Iwa Eeni towards its own purpose. The slaves caught by the gnolls are primarily traded with a group representing the Brabus family, a powerful family of dark elves who dwell in the unfathomable underground depths. In their excavations and expansions, the dark elves are, unknowingly, nearing a subterranean altar (of unknown but ancient origin) dedicated to Bowda, and a constant supply of fresh slaves ensures that, sooner or later, they will stumble across it. Should the dark elves, with their predilection for demon worship, discover and make the proper sacrifices at the altar, Bowda's full power shall be unleashed on the world.

Unaware that they are pieces in a much larger game, the Iwa Eeni simply view Bowda as a blessing, and a sign that theirs is the pinnacle of the gnoll way of life.

TAZA HWU

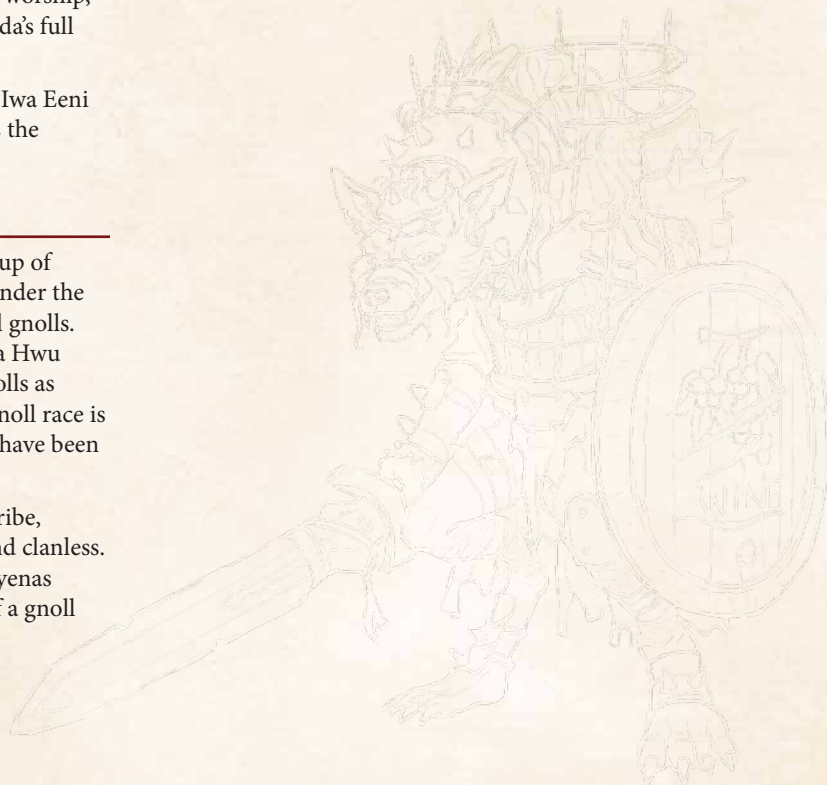
The Taza Hwu ('three clans') is a huge plains clan, made up of several hundred gnolls of three separate groups united under the savage claw of Zausra'a, declared *Hwu'uat*, queen over all gnolls. Too large to be constrained to a single territory, The Taza Hwu roves the land, recognizing no borders and seeing all gnolls as Zausra'a's rightful subjects. Zausra'a's vision of a united gnoll race is a terrifying prospect, but all who have stood against her have been swept aside, with not a trace of them left for the crows.

Years ago, after a brutal battle with the Shield-Biter orc tribe, Zausra'a's pregnant mother, Vitizi found herself alone, and clanless. As she prepared for a lonely death, she had a dream of hyenas picking over the bones of the world under the shadow of a gnoll with three heads.

Zausra'a killed and devoured all three of her siblings, one in the womb, one on the birthing mat, and on the day she took her first steps (chasing down her sister who learnt to walk the day before). Her mother took this as an auspicious sign of greatness in her future. On the eve of her third birthday, they journeyed to a gathering of clans feasting in the ruins of a city sacked by orcs. Her mother declared for all to hear that Zausra'a was *Hwu'uat*, and that all must fall in line or challenge her claim. She faced the leaders of the three clans present in single combat, Grazzar of the Aohkar, Kikizi of the Drra, and Tzoma of the Haut'ki, beating them to the ground and biting off their noses to mark their defeat, but allowing them to live to serve as her personal retinue, a duty they perform with near-fanatical loyalty.

Zausra'a scorns the males of the clan, permitting none in her presence and threatening with death any who dare to speak when she might hear it. It is whispered by some that she prefers the company of hyenas at night, and they point to the large numbers of crocotta accompanying her as proof. Her mother is the only one she will allow to question her decisions but, even so, in recent years her influence is waning over her increasingly unpredictable daughter.

Those who have observed Zausra'a's rise to prominence watch The Taza Hwu with caution; while she lives, the united clans are a near-unassailable threat and a death sentence to any village which falls in her path. However, the inevitable power vacuum when she dies could drench the land in even more blood and chaos.





GOBLINS

In the darkness of the subterranean world, something stirs the stale air, like a great beast awakening. Twin points of reflected light appear, opalescent orbs bobbing closer. The creature is small and spindly. It twitches forward, parting its lips in a hiss through jagged, fish-like teeth. The sound bounces around the rock walls, echoing, repeating and growing. Scratching at a sore on the waxy skin of its chest, head juddering on its scrawny neck, it draws a jagged shard of some poor unfortunate's shinbone from a moldering sackcloth wrapped around its waist. Its eyes stare, perfect circles of bulging whiteness. Another pair appears behind, and another, and another. The cavern glimmers with eyes like the sky at night. This is a goblin.

Goblins are individually weak, and they know it. They band together out of fear of stronger beings rather than any feeling of camaraderie. They are classic bullies, and will never pass on an opportunity to humiliate or dominate those weaker than themselves. This bullying is the basis of goblin 'society', with a troop being made up of various levels and groups of bullies and bullied and ultimately lead by the goblin most able to cow the others. Should the chief ever be shown up by a subservient, they will lose their status, and can be assured that no injury or insult they dished out during their time at the top will have been forgotten...

A goblin chief is not necessarily the strongest physically (although this is often the case); goblins respect trickery and cunning just as much. If a goblin masters rudimentary forms of psychological intimidation, deception and manipulation, he can climb the ranks just as quickly with veiled threats and outright lies.

Goblins' reflexive cruelty extends to other races and species; should a goblin troop take prisoners, they will face vicious beatings and torture which may last for

months or even years if the goblins can keep them restrained (and remember to feed them). Less intelligent creatures may be forced into servitude; some particularly bold, strong or just plain lucky goblin troops keep trolls or ogres (blinded and shackled, naturally) and will drive them into a battle frenzy with cruel hooked poles and red hot pokers before unleashing them on their foes.

All goblins are small, with none but the very largest exceeding four feet in height. Males are lean rather than muscular, with long, grasping fingers. Their ears are large, taper to a point, and never stop growing; you can roughly tell the age of a goblin by the size of its ears (and nose). Female goblins on the other hand, tend to be sedentary and can obtain prodigious size (in girth at least) assuming the troop can provide enough food.

After a five month gestation period, goblins produce litters of around ten young (the largest litter recorded being twenty-eight) which mature quickly, achieving adulthood at around three years of age assuming they survive infancy, which is by no means guaranteed as young goblins are treated little better than vermin by the rest of the troop.

Beyond these common features, the environment has shaped the physiology of the three most commonly encountered varieties: forest goblins, stealthy guerrilla hunters and trappers; hill goblins, the most organized and martial variety; and cave goblins, a degenerate and twisted breed living deep underground.

LANGUAGE AND COMMON NAMES

The basic goblin language favors hard consonants and sharp vowels with short, clicking syllables. It is a far simpler dialect than those of hobgoblins or bugbears, with which it shares a root, though the three are able to understand one another even if some of the finer details are lost.

Names in that tongue are short and harsh, much like the creatures bearing them.

Goblin Names: Azkak, Daznak, Dizgik, Fikzik, Gezzik, Glakik, Kishtok, Kripkik, Niktiz, Pizkrik, Pokzok, Razzag, Remmik, Rishkig, Roktik, Wezzig, Zimkrik

FOREST GOBLINS

As a rule, goblins are uncomfortable in open spaces, preferring to dwell in darker places where they can easily escape the notice of the multitude of potential threats facing them. Of all the varieties, forest goblins spend the most time above ground, with the combination of shadow from the canopy and their own dark green skins allowing them to melt away in their forest home. Their wiry frames and particularly long, thin arms allow them to swing ape-like through branches if they need to move quickly, although they tend to creep silently through the undergrowth to draw less attention unless need is desperate.

Forest goblins dress in rough armor of hide and leather, occasionally stitching in leaves and branches to aid their camouflage. Their ability to craft is limited, as are the materials available to them, so sharpened wooden spears are their most available melee weapon, although they prefer to attack from a safe distance with bows reinforced with bone, horn and sinew.

CULTURE

Their natural habitat often brings them into conflict with elven tribes. Given the elves' affinity with the forest and the goblins' natural stealth and cunning, guerrilla warfare between groups can be a drawn-out affair, pitting generations of goblins against their long-lived foes, each more sneaky and savage than the last.

Forest goblins are the most 'devout' of their race. All goblins fear and cower from their gods, but the forest goblin pantheon is flexible enough to include thousands of things to fear, and is constantly growing. They will worship powerful beasts and oddly shaped trees; it is not unknown for them to look up to a clear sky warily with the memory of a particularly angry-looking cloud. Forest goblins are more capable with the magical arts than their cave and hill kin, possibly due to the relative abundance of ambient magic usually found in forests, and these magic users are often looked up to as prophets of their many gods' wills.

ENVIRONMENT

Forest goblins are the most in tune with their environment and, to a certain extent, live in balance as a natural part of the ecosystem; they have learnt that it is to their benefit to heed the signs of nature. Some troops utilize the root systems of larger trees as easily defensible lairs, while others make use of the verticality uniquely available to them and string together precarious platforms just below canopy level, hiding them from prying eyes on the forest floor and giving them an excellent vantage point to scope out easy prey. Many of these platforms will be rigged to collapse (preferably into a staked pit or similar) should anything larger than a goblin attempt to use them; "You first" in goblin society is a measure of well-founded paranoia, not politeness.



Conversely, they will also alter their patch of forest significantly, typically filling their range with snares, spiked pits and other ingenious, if crude, traps designed to cripple, pin or capture their quarry, allowing them to finish it off at their leisure.

COMBAT TACTICS

Whenever possible, forest goblins engage their enemies at range and from hiding. Where these conditions cannot be met, they tend to not involve themselves in combat and are usually smart enough to restrain themselves, even if they spot a target with some valuable looking possessions. Forest goblins will usually only allow themselves to be seen when leading foes into a trap, whether an ambush or something involving spikes.

Like all goblins, they lack any sense of honor and will attack whatever they view as the weakest target first to swing the numbers in their favor before ganging up on the rest. Unless a serious dent has been made in the enemy's numbers, it only takes a few dead goblins to trigger a full-blown rout among the survivors.

ROLE PLAYING FOREST GOBLINS

Forest goblins are easily impressed by displays of magic, which they associate with their gods. Unlike hill goblins, they have something which approaches loyalty to their shamans, bordering on respect (though will still cut them dead if their life is on the line). They are suspicious of anything unknown, and particularly hateful of elves, who they will usually kill (or rather, drag away to be tortured) on sight.

Particularly shifty, even by goblin standards, forest goblins are notorious for being dishonest, unreliable, and evasive. They are less happy being trampled underfoot on their way up the pecking order than others, and their bowing and scraping before their betters is usually undercut with mumbled threats and insults.

FOREST GOBLIN WARBANDS

Use these tables to generate a forest goblin encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	2 worg pups, 3 forest goblins
2	1	1 worg runt, 3 forest goblins
3	2	4 forest goblins, 2 forest goblin sneaks
4	2	3 forest goblin sneaks, 1 forest goblin thief
5	3	2 worg runts, 4 forest goblins, 1 forest goblin sneak, 1 forest goblin trapper
6	3	3 forest goblin sneaks, 3 forest goblin thieves
7	4	8 worg pups, 4 worg runts, 2 forest goblin trappers, 1 forest goblin shaman
8	4	6 forest goblins, 2 forest goblin sneaks

CR 5-8

d8	CR	Group Members
1	5	4 worg pups, 2 worg runts, 6 forest goblins, 4 forest goblin trappers, 1 worg mother
2	5	8 worg pups, 4 forest goblin sneaks, 2 forest goblin shamans
3	6	8 forest goblins, 6 forest goblin thieves, 2 worg mothers
4	6	4 forest goblins, 2 forest goblin trappers, 4 forest goblin shamans
5	7	8 forest goblin sneaks, 1 forest goblin trapper, 5 worg mothers
6	7	6 forest goblin sneaks, 4 forest goblin shamans
7	8	10 forest goblins, 6 forest goblin thieves, 5 forest goblin trappers
8	8	14 forest goblins, 2 forest goblin trappers, 1 forest goblin shaman



FOREST GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Nature +1, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Woodland Stalker. The forest goblin can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

ACTIONS

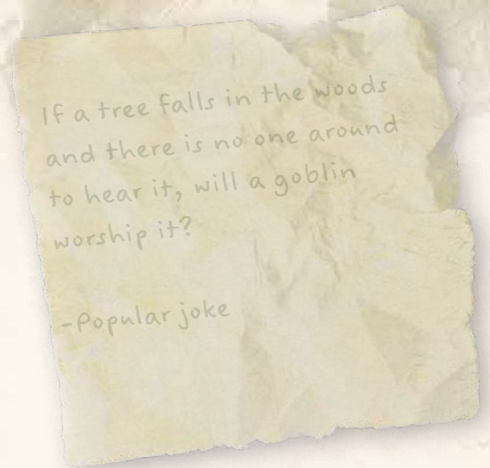
Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Stake. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Quiver with 20 arrows, shortbow, 2 stakes, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' fried spider rations
7-9	A trinket (p. 57)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A quiver containing 2 (1d4) +1 arrows



FOREST GOBLIN SNEAK

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	10 (+0)	8 (-1)	8 (-1)

Skills Nature +1, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Woodland Stalker. The forest goblin sneak can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

Woodland Camouflage. The forest goblin sneak has advantage on Dexterity (Stealth) checks while in the forest.

ACTIONS

Punch Dagger. *Melee Weapon Attack:* +4 to hit, range 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 1d4 damage at the beginning of each of its turns. At the end of each of its turns, the target can repeat the saving throw, ending the bleed effect on a success.

Blowgun. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 5 (1d6 + 2) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. At the end of each of its turns, the target can repeat the saving throw, ending the condition on a success.



WEAPONS, ARMOR & ITEMS

Blowgun, 20 darts, punch dagger, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' fried spider rations
7-9	A trinket (p. 57)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A vial of poison

Sneaks are masters of camouflage and ambush, preferring to get up close to a quarry unseen to make best use of their short range weaponry. If they can get in range, hit the target with a poisoned dart, and get back to safety without being seen, so much the better as far as they're concerned.

FOREST GOBLIN THIEF

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Nature +1, Stealth +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Woodland Stalker. The forest goblin thief can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

Woodland Camouflage. The forest goblin thief has advantage on Dexterity (Stealth) checks while in the forest

ACTIONS

Stake. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 +3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

WEAPONS, ARMOR & ITEMS

Quiver with 20 arrows, shortbow, 4 stakes, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' fried spider rations
7-9	A trinket (p. 57)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A pair of <i>bracers of archery</i>

The best marksmen among forest goblins, **thieves** are an invaluable part of goblin raids.

"So he's been gone for a while now and I decide to go after him, in case he's chased a stag off a cliff or been eaten by a bear or some such nonsense. I follow his tracks for half an hour or so and find him strung up by his ankle, face like a beetroot! Dozy bugger wandered into one of their traps. "Whatchoo doin' up there?" I says. "Takin' in the view," he says. I start to cut him down when a dirty great barbed arrow buries itself in the tree next to me. I pegged it and ran, he'd've done the same for me."

-Rhosk, hunter and trapper



FOREST GOBLIN TRAPPER

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 3 (2d6 – 4)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	14 (+2)	7 (–2)	14 (+2)	8 (–1)	8 (–1)

Skills Nature +1, Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Woodland Stalker. The forest goblin trapper can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

Woodland Camouflage. The forest goblin trapper has advantage on Dexterity (Stealth) checks while in the forest

ACTIONS

Stake. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

Set Trap. The forest goblin trapper can spend a number of actions on subsequent turns to deploy one of the following traps:

Bear Trap (1–2 actions). The goblin trapper sets a bear trap and covers it with leaves and other debris. The bear trap can be detected with a DC 14 Wisdom (Perception) check. If a creature steps on the bear trap, it must make a DC 15 Dexterity saving throw. On a failed save the creature takes 9 (2d8) piercing damage, and its speed is halved until it removes the trap. The creature can use its action on its turn to make a DC 12 Strength (Athletics) check to remove the bear trap.



The goblin trapper can use one additional action while setting the bear trap to attach it to the ground with a metal spike and chain. If a creature is caught by the trap while it is attached to the ground in this way, the creature is restrained until it can escape the trap.

Trip Line (2 actions; 1 action at each end). The goblin trapper attaches a rope or vine to two points up to 25 ft. apart and 1 ft. off the ground. The trip line can be detected with a DC 12 Wisdom (Perception) check. If a creature passes through the affected area it must make a DC 15 Dexterity saving throw or fall prone.

Spike Trap (2–3 actions). The goblin trapper pushes sharpened spikes into an area of ground measuring no more than 5 ft. square and covers them up with leaves. The spikes can be detected with a DC 13 Wisdom (Perception) check. If a creature enters the affected area it must make a DC 12 Dexterity saving throw. On a failed save the creature takes 5 (2d4) piercing damage.

The goblin trapper can use one additional action to coat the tips of the spikes with poison. If it does so, any creature who takes damage from the spikes must also make a DC 15 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much on a successful one.

Cage Trap (3 actions). The goblin trapper sets up a four-walled spring-loaded cage trap 5 ft. square and large enough for a Medium creature to fit in, and covers it with leaves and other debris. The cage can be detected with a DC 12 Wisdom (Perception) check. If a creature enters the affected area it must make a DC 16 Dexterity saving throw. On a failed save the creature is trapped within the cage. The creature can use its action on its turn to make a DC 13 Strength (Athletics) check break out of the cage.

Snare Trap (2 actions). The goblin trapper sets a spring-loaded snare in a 5 ft. square and covers with leaves and other debris. The snare can be detected with a DC 14 Wisdom (Perception) check. If a Small or Medium creature enters the affected area it must make a DC 13 Dexterity saving throw. On a failed save the creature is restrained and pulled upside-down 5 ft. off the ground. A creature can destroy the snare, freeing any restrained creature, by dealing 1 damage to the snare (AC 10).

WEAPONS, ARMOR & ITEMS

Stake, and roll a d12:

d12	Item(s)
1–6	1d4 days' fried spider rations
7–9	A trinket (p. 57)
10–11	A tattered coin purse containing 14 (4d6) cp
12	A bag of holding

Trappers take great pride and pleasure in constructing, setting and maintaining the wide variety of traps littered around the troop's range. Most commonly, these will be constructed of local wood, but occasionally metal can be salvaged from animal traps laid by more civilized hunters, or from the weapons and armor of unwary travelers.

FOREST GOBLIN SHAMAN

Small humanoid (goblinoid), neutral evil

Armor Class 11

Hit Points 12 (5d6 - 5)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	9 (-1)	12 (+1)	14 (+2)	8 (-1)

Skills Medicine +4, Nature +4, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Woodland Camouflage. The forest goblin shaman has advantage on Dexterity (Stealth) checks while in the forest

Woodland Stalker. The forest goblin shaman can attempt to hide even when only lightly obscured by foliage as a bonus action on each of its turns.

Blood Magic. The forest goblin shaman can use its action to sacrifice a Tiny mammal to innately cast one of the following spells: *bestow curse*, *cure wounds*, or *healing word*. The forest goblin shaman starts combat with 6 (1d6 + 3) Tiny mammals in its possession.

Spellcasting. The forest goblin shaman is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *light*, *mage hand*, *thorn whip*

1st level (4 slots): *entangle*, *inflict wounds*

2nd level (3 slots): *hold person*, *spike growth*

3rd level (2 slots): *conjure animals*, *spirit guardians*

ACTIONS

Antler Dagger. *Melee Weapon Attack:* +3 to hit, range 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

Quarterstaff. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. Hit: 1 (1d6 - 2) or 2 (1d8 - 2) bludgeoning damage if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Antler dagger, quarterstaff, 6 (1d6 + 3) Tiny mammals, and roll a d12:

d12	Item(s)
1-6	1d4 days' fried spider rations
7-9	A trinket (p. 57)
10-11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A sack containing 2 (1d4) bottles of <i>goblin liquor</i> (p. 170)

Shamans often fill an advisory role to the troop's chief, although it is equally common for there to be a heated rivalry between the two figures over who should take the position of leadership. Shamans have access to basic healing magic by means of animal sacrifice, so generally travel nowhere without a sack of squirming rats, weasels, or other easily procured forest creatures.



FOREST GOBLIN TRINKETS

The following items might be carried by a forest goblin:

d10 Trinket

- 1 A necklace made from the bones of a small animal you cannot identify
- 2 A dead dormouse with a few bites missing
- 3 A dried goblin ear
- 4 A lump of wood carved to roughly resemble a wolf
- 5 A collection of insect and spider legs
- 6 Three beautifully crafted elven arrows
- 7 A net woven with leaves and twigs, large enough to cover a goblin
- 8 A flint and antler hunting knife
- 9 Ten feet of hair-thin twine with a loop at each end
- 10 A chunk of meat with a barbed hook hidden within

FOREST GOBLIN LAIR DETAILS

An area controlled by forest goblins might display the following:

d10 Lair Detail

- 1 A badly decomposed elf head on a spike
- 2 A pile of crude wooden cages crammed with squealing rats, squirrels, and weasels
- 3 A roughly carved idol of a terrifying, unrecognizable god
- 4 Various sizes and shades of leaves woven together into something resembling a curtain
- 5 An area of floor is rigged to collapse should anything larger than a goblin stand on it
- 6 The outlines of concealed stashes and cubby holes can just barely be made out, cut into the bark of large trees
- 7 Various bone and wooden trinkets drilled with holes hang from above, making a mournful whistle and clattering when the wind blows
- 8 A goblin has methodically picked away at the bark surrounding a hole where a small creature once dwelled
- 9 An area of stumpy, coppiced trees harvested for bows, spears, and stakes
- 10 Scraped and partially-cleaned furs and hides are stretched out to dry

Forest goblins, it is said, grovel to a thousand gods, but the truth is closer to the millions. No two troops share the same pantheon, and even within troops there may be schisms as to the validity of the Twisted Vine god over the Frightening Howl in the Night god. Commonalities in their myths are therefore rare, with the exception that the sudden death of a chief's rival is usually ascribed to the displeasure of a god rather than, say, being pushed off a bridge onto a large spike.

-Tinthrael Ellanwe, MYTHS OF THE SAVAGE RACES



HILL GOBLINS

About three-and-a-half feet tall, skin tending towards an orange tan, oversized ears, bulbous, porcine nose and a particularly nasty attitude; the subrace most familiar to civilized peoples (and most cursed by caravaneers the world over), hill goblins are *the* goblin as far as most are concerned.

On the whole the best equipped goblins, given the better quality of the materials they are able to loot, it is not uncommon for hill troops to be decked out in bits and pieces of fine-quality leather and steel. Some enterprising troops even have the facilities (and faculties) to craft their own metal weapons and armor which will generally be barbed, hooked, or otherwise unnecessarily injurious. This gives them far greater variability in arms, so scimitars, axes and other bladed weapons are common which, along with superior armor, allow hill goblins to become the dominant subrace where multiple goblin groups cohabit.

CULTURE

Hill goblins are the most organized subrace, taking some inspiration from their hobgoblin cousins, though with none of their discipline or physical power. For example, they constantly 'drill' their troops, a process which consists mainly of stronger goblins beating weaker ones until they get tired, and attempt hobgoblin strategies in battle, though goblins tend to become distracted by more immediate threats and opportunities too much for these to be used effectively, not to mention their cowardice far outweighs their respect for authority.

Of all the goblins, hill goblins are the most likely to keep captive other races and animals. Wolves or worgs are a favorite, with most troops' chiefs keeping one or two, or even a whole pack, both to ward against external threats and to keep underlings in line. Their favored form of entertainment is pitting their captives against one another, and against more bloodthirsty (or unlucky) members of

the troop, in fighting pits. Although watching prisoners get torn apart by wolves is amusing enough for most, there is a constant hunger for novelty in their entertainment; some troops become very well traveled in their search for strange and exotic beasts to bring back for the pit fights.

ENVIRONMENT

Hill goblins have no real preference to the environment they inhabit. The only requirements are a few caves or other shady, hidden areas scattered around well-trafficked roads. For this reason, a hill goblin troop is quite portable, so they suffer less from being displaced or driven out of an area. The troop will generally take over a cavern complex, or a ruined fort if they're lucky, as a base of operations where they will store their scavenged wealth and prisoners.

Where such features do not already exist, hill goblins will dig out, or crudely construct, a series of interlinking escape tunnels. These tunnels are designed to be a squeeze for a typical goblin and nigh on impossible for larger races to fit into, let alone navigate through the pitch blackness and intentionally confusing layout.

From their central base, scouting parties will range out by night looking for promising and well-traveled ambush sites, spending their days hiding in crevices or undergrowth. Temporary camp will then be established around the site, in a nearby cave if possible, and work will begin on preparing the area. In this, if nothing else, hill goblins are remarkably sophisticated and adaptable, using their environment to the best advantage they can. In hilly areas, rockslides will be rigged, forested areas will have trees ready to fall, garrotes strung between trunks, and spiked rams prepared to swing into the path. In almost every instance, the track will be undermined and ready to collapse into spiked pits, and hunting blinds will be erected, allowing the goblins to attack their victims at a disadvantage, at range, and while hidden.

ROLE PLAYING HILL GOBLINS

Hill goblins enjoy the feeling of power, even if they don't always know what to do with it. They have no real sense of personal loyalty, and will do anything it takes to get a taste of power, provided they have a reasonable chance of getting away with it without consequences. They are easily manipulated if they feel as though they have the upper hand, and will often pause to lord it over anything beneath them, giving an enemy time to formulate a plan.

Subservient goblins are boot-lickers of the highest order, hoping to worm their way close to their superiors for rewards of power, and to become trusted enough to stab them in the back should the opportunity arise.

COMBAT TACTICS

Hill goblins enjoy combat more than other kinds of goblin, part of the inspiration taken from their hobgoblin cousins, and don't mind wading into melee so long as the numbers are on their side. They work together to a reasonable degree out of a desire to retain numerical supremacy rather than a concern for the wellbeing of their fellow goblin. Higher-status goblins work hard to keep face in front of their underlings, and use combat as a way to demonstrate their superiority and as proof for later threats ("See what I did to that elf? That's what I'll do to you if you don't fetch me some supper.")

Goblins' enjoyment of the suffering of others can get them through a battle they would otherwise flee from, but can also work against them; it is common for a goblin to make such a display of gloating over a fallen enemy that they are blind to events unfolding around them (or even taking long enough for the enemy to recover their senses). It does not take much for hill goblins to flee; a few fallen high-ranking goblins, or severe injuries to half their number or so, is usually enough to convince them a battle is not worth fighting until they can muster more troops.

HILL GOBLIN WARBANDS

Use these tables to generate a hill goblin encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating. Note that some groups include fighting slaves from other races.

CR 1-4

d8	CR	Group Members
1	1	4 hill goblins
2	1	2 hill goblins, 2 hill goblin archers
3	2	4 worg pups, 6 hill goblins
4	2	4 worg pups, 3 hill goblins, 3 hill goblin archers
5	3	8 hill goblins, 2 hill goblin archers, 2 scrofa
6	3	4 worg pups, 4 hill goblins, 2 hill goblin archers, 2 worg runts, 1 hill goblin bomber
7	4	8 hill goblins, 4 hill goblin archers, 1 hill goblin driver
8	4	6 hill goblins, 2 hill goblin archers, 2 hill goblin bombers, 1 hill goblin warrior

CR 5-8

d8	CR	Group Members
1	5	6 hill goblins, 2 hill goblin archers, 3 hill goblin warriors
2	5	3 hill goblin warriors, 1 hill goblin alchemist
3	6	3 hill goblin alchemists
4	6	4 hill goblins, 6 worg runts, 1 worg mother, 1 hill goblin warrior, 1 hill goblin beastmaster
5	7	5 hill goblin warriors, 1 hill goblin champion
6	7	4 scrofa, 4 hill goblin warriors, 1 hill goblin alchemist
7	8	5 hill goblin warriors, 1 hill goblin warlord
8	8	4 hill goblin champions

CR 9-12

d8	CR	Group Members
1	9	8 hill goblins, 4 hill goblin archers, 3 hill goblin alchemists
2	9	6 hill goblins, 2 hill goblin archers, 6 hill goblin bombers, 4 hill goblin warriors
3	10	8 worg pups, 4 hill goblins, 2 hill goblin archers, 4 worg runts, 1 worg mother, 2 hill goblin warriors, 2 hill goblin beastmasters
4	10	3 hill goblin warriors, 2 hill goblin champions, 1 hill goblin warlord
5	11	12 hill goblins, 4 hill goblin archers, 4 hill goblin bombers, 3 hill goblin drivers, 2 hill goblin warriors
6	11	8 hill goblins, 4 hill goblin archers, 4 scrofa, 2 hill goblin warriors, 1 ogre charger
7	12	10 hill goblins, 6 hill goblin archers, 2 hill goblin drivers, 3 hill goblin alchemists
8	12	2 hill goblin champions, 1 hill goblin warlord, 1 ogre charger

HILL GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 12 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	10 (+0)	10 (+0)	8 (-1)	7 (-2)

Skills Stealth +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The hill goblin can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

REACTIONS

Slippery. If an attack on the hill goblin misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Scimitar, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7-9	A trinket (p. 69)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A <i>potion of growth</i>



Wunce upon a time ther wuz a brave litel goblin. He wuz the biggest an the strongest of his troop and he wud fite enywan or enyfin.

Wen he wuz out warking, he sor a mous noying on a nut.

"Out of my way mous!" sed the brave litel goblin "coz I am the brave litel goblin!"

And he smushed the mouse wiv his club.

And that showed him for getin in the way of the brave litel goblin.

He warked a bit furva, then he sor a kobold gaverin gold for his dragon.

"Out of my way kobold" sed the brave litel goblin "coz I am the brave litel goblin!"

And he smushed the kobold wiv his club.

And that showed him for getting in the way ov the brave litel goblin.

He warked a bit furver, and then he sor an oger makin styu.

"Out of my way oger!" sed the brave litel goblin "coz I am the brave litel goblin!"

But the oger smushed HIM wiv his club.

And that showed him for getting in the way of the oger.

Wile the oger was sleeping, a cleva litel goblin snuk and sneekt and put out his eiyz with a red hot poker and brovt him bak to the troop in chains.

Goblins dont fite brave. Goblins fite cleva.

- The Tale of the Brave Little Goblin, traditional goblin campfire story, transcribed by Gissik the Educated Goblin

HILL GOBLIN ARCHER

Small humanoid (goblinoid), neutral evil

Armor Class 14 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/4 (50 XP)

Nimble Escape. The hill goblin archer can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 2) piercing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 2) piercing damage.

REACTIONS

Slippery. If an attack on the hill goblin archer misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Dagger, quiver with 20 arrows, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7-9	A trinket (p. 69)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A quiver containing 2 (1d4) +1 arrows

Most goblins prefer to attack a target which can't hit them back. However, few but true **archers** have the skill or patience to learn to master the bow.



HILL GOBLIN BOMBER

Small humanoid (goblinoid), neutral evil

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	9 (-1)	8 (-1)

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1/2 (100 XP)

Nimble Escape. The hill goblin bomber can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

Bomb. The hill goblin bomber throws a bomb to a location within 30 feet. When it explodes, all creatures within 10 feet of the bomb must make a DC 13 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much on a successful one. Additionally, all creatures within 20 feet, of the bomb must make a DC 10 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save, or half as much on a successful one.

REACTIONS

Slippery. If an attack on the hill goblin bomber misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

10 *goblin bombs* (p. 169), dagger, leather armor, shield, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 14 (4d6) cp
12	A +1 <i>steel shield</i>

Pairing goblins' innate ingenuity when it comes to dangerous and painful weapons with the more advanced craft available to the hill troops, **bombers** make use of a rudimentary gunpowder consisting of sulphur, charcoal and bat guano, generally paying for their craft with a finger or two.



HILL GOBLIN DRIVER

Small humanoid (goblinoid), neutral evil

Armor Class 16 (chain shirt, shield)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1 (200 XP)

Commander. Any goblinoids within 60 feet of the hill goblin driver that can hear it add +1 damage to their attacks.

Nimble Escape. The hill goblin driver can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The hill goblin driver makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.
Hit: 4 (1d6 + 1) slashing damage.

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target.
Hit: 3 (1d4 +1) slashing damage.

REACTIONS

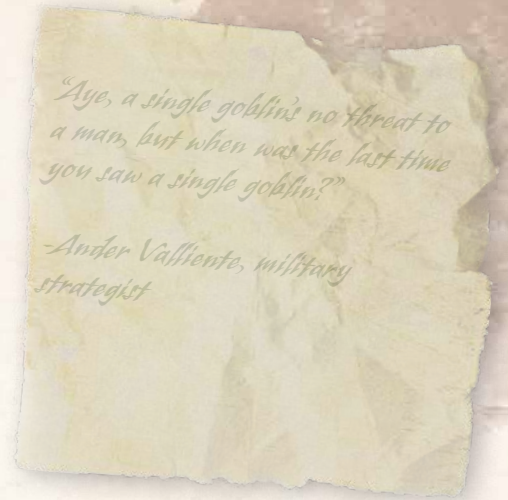
Slippery. If an attack on the hill goblin driver misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Scimitar, whip, chain shirt, shield, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A sack containing 2 (1d4) bottles of <i>goblin liquor</i> (p. 170)

Sometimes a chief will have a **driver** to keep underlings in line rather than doling out beatings personally. Particularly cruel and sadistic, even by goblin standards, drivers will also take delight in taking charge of the troop's captives.



HILL GOBLIN WARRIOR

Small humanoid (goblinoid), neutral evil

Armor Class 20 (plate armor, shield)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	12 (+1)	8 (-1)	8 (-1)	7 (-2)

Skills Athletics +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 1 (200 XP)

Nimble Escape. The hill goblin warrior can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Spiked Mace. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6 + 1) bludgeoning, plus 2 (1d4) piercing damage.

REACTIONS

Slippery. If an attack on the hill goblin warrior misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Spiked mace, plate armor, shield, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7-9	A trinket (p. 69)
10-11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A <i>potion of hill giant strength</i>

The best fighters amongst the rank-and-file, **warriors** are the most able to acquire (and keep hold of) good quality weapons and armor, and act as leaders amongst raiding parties.



HILL GOBLIN ALCHEMIST

Small humanoid (goblinoid), neutral evil

Armor Class 13 (leather armor)

Hit Points 10 (4d6 – 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (–1)	14 (+2)	8 (–1)	10 (+0)	10 (+0)	8 (–1)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Hallucinogen Immunity. The hill goblin alchemist has immunity to the effects of its hallucinogenic potions as long as it is wearing its mask.

Nimble Escape. The hill goblin alchemist can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d4 +2) piercing damage.

Hallucinogenic Potion. The hill goblin alchemist throws a potion to a location within 40 feet. When it strikes the ground or another hard surface, it shatters and releases a cloud of green gas that fills a 20-foot-radius. The cloud spreads around corners and its area is lightly obscured. It lasts for up to 5 minutes or until a wind of light or greater speed (at least 5 miles per hour) disperses it. All creatures that enter the cloud on their turn or start their turn there must succeed on a DC 15 Constitution saving throw or suffer one of the following effects (roll a d4):

1. The target's vision is distorted and their balance is off. They make attacks with disadvantage.
2. The target can't tell friend from foe and must spend their turn making a melee attack or casting a cantrip against a random creature within range. If no target is within range, they must move up to their speed towards the nearest creature and make an attack against it.
3. The target's reaction time is slowed. All attacks made against them have advantage and their speed is reduced by 10 feet.
4. In their mind's eye the target see their greatest fear manifested. It drives them mad and they must use their action to Dash in a random direction.

Creatures affected by the hallucinogen can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success. The effects of the hallucinogen end after a creature spends 1 minute outside the hallucinogenic cloud.

Healing Potion. The hill goblin alchemist throws a potion to a location within 30 feet. When it strikes the ground or another hard surface, it shatters and releases a cloud of maroon gas in a 15-foot-radius. The cloud lasts for up to 1 minute or until a wind of light or greater speed (at least 5 miles per hour) disperses it. All goblinoids who enter the cloud for the first time on their turn or start their turn there regain 3 (1d6) hit points. All non-goblinoid creatures who enter the cloud for the first time on their turn or start their turn there must make a DC 13 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

REACTIONS

Slippery. If an attack on the hill goblin alchemist misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

5 alchemist potions (p. 168), dagger, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A vial of poison

Alchemists are able to create a surprisingly advanced array of experimental explosives, and will often carry a variety of concoctions designed to harm and hinder enemies and, on occasion, help fellow goblins.



HILL GOBLIN BEASTMASTER

Small humanoid (goblinoid), neutral evil

Armor Class 13 (hide armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Animal Handling +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Animal Trainer. The hill goblin beast master has one of the following beasts or groups of beasts at its command (roll a d4):

1. 4 worg pups
2. 3 worg runts
3. 2 worg mothers
4. 1 worg alpha

Nimble Escape. The hill goblin beast master can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Command. As a bonus action, the hill goblin beast master can order one of its beasts to perform a movement and attack action.

Goad. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if wielded with two hands.

Whip. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

REACTIONS

Slippery. If an attack on the hill goblin beast master misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Goad, whip, hide armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A <i>potion of animal friendship</i>

Beastmasters are tasked with training and keeping the troop's wolf pack, as well as taking charge of other captured beasts as and when the need arises. Old beastmasters are rare, and those that do last have lost their fair share of bits and pieces to their unruly charges.



HILL GOBLIN CHAMPION

Small humanoid (goblinoid), neutral evil

Armor Class 17 (half plate)

Hit Points 33 (6d6 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	9 (-1)	8 (-1)	10 (+0)

Skills Intimidation +2

Senses darkvision 60 ft., passive Perception 9

Languages Common, Goblin

Challenge 2 (450 XP)

Battled Hardened. The hill goblin champion has advantage on saving throws against being frightened.

Nimble Escape. The hill goblin champion can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The hill goblin champion makes three attacks with its spiked chain.

Spiked Chain. *Melee Weapon Attack:* +5 to hit, range 10 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

REACTIONS

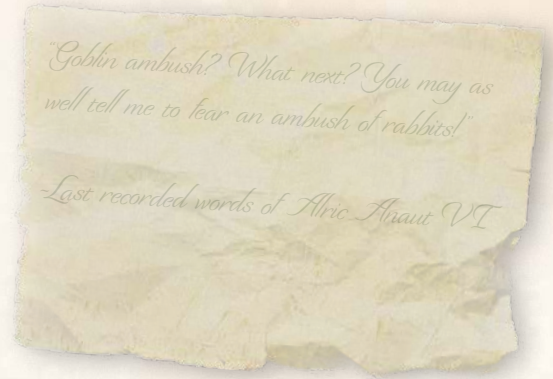
Slippery. If an attack on the hill goblin champion misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Spiked chain, half plate, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A sack containing 3 (1d4 + 1) bottles of <i>goblin liquor</i> (p. 170)

Veterans of the fighting pits, **champions** are rare amongst goblins. Most goblin fighters perish in their first bout against a wild beast or desperate slave, but those few that survive can become dangerously capable with a variety of exotic weapons and fighting techniques.



HILL GOBLIN WARLORD

Small humanoid (goblinoid), neutral evil

Armor Class 15 (studded leather)

Hit Points 44 (8d6 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 3 (700 XP)

Command. Any hill goblins within 60 feet of the hill goblin warlord who can hear it can use their bonus action to make an attack with disadvantage.

Nimble Escape. The hill goblin warlord can take the Disengage or Hide action as a bonus action on each of its turns.

ACTIONS

Multiattack. The hill goblin warlord makes two melee attacks.

Longsword. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) slashing damage or 6 (1d10 + 1) slashing damage if wielded with two hands.

Quarterstaff. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit 4 (1d6 + 1) bludgeoning damage, or 5 (1d8 + 1) bludgeoning damage if wielded with two hands.

REACTIONS

Slippery. If an attack on the hill goblin warlord misses, it moves 5 feet away without provoking an opportunity attack.

WEAPONS, ARMOR & ITEMS

Longsword, quarterstaff, studded leather armor and roll a d12:

d12	Item(s)
1–6	1d4 days' rations consisting of beef jerky, hard cheese, and stale bread
7–9	A trinket (p. 69)
10–11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A set of +1 studded leather armor

If a chief manages to take over and assimilate a rival troop, he may begin styling himself as a **warlord**. Usually attaining their position with brute force rather than cunning, a warlord has all the subtlety and nuance of a mace to the teeth. Often carrying a short cane in pale imitation of senior hobgoblins, a warlord delights in instilling 'discipline in the troops'.



HILL GOBLIN TRINKETS

The following items might be carried by a hill goblin:

d10 Trinket

- 1 An incomplete set of merchant's weights, spattered with blood
- 2 A rolled-up painted canvas
- 3 A dwarven-made shovel, repurposed to be used by two goblins
- 4 A small wooden whistle which makes a painfully high-pitched tone
- 5 A scrap of wood from a brightly painted cart which reads 'GOB'
- 6 A collection of smooth, polished stones in a linen sack
- 7 A broken set of eye glasses
- 8 A locket containing the likeness of a beautiful half-elf
- 9 A cracked hand mirror stained with soot
- 10 An oversized, garishly patterned woolen waistcoat with only one remaining button

HILL GOBLIN LAIR DETAILS

An area controlled by hill goblins might display the following:

d10 Lair Detail

- 1 A strong smell of wet dog; the worg pack must spend a lot of time here
- 2 A bored goblin has scratched a picture of a monster into the wall
- 3 A small nest of rags and bones has been made in a corner, probably by a subordinate or juvenile goblin; in it is a trinket
- 4 A collection of cruel, spiked whips hang on hooks, and many spots and splashes of dried blood cover the area
- 5 In an attempt to hide the troop's treasures, barrels and sacks have been stuffed full of coins from various sources
- 6 A gladiatorial pit has been dug, surrounded by scraps of food dropped by excited goblins, and long hooked poles to goad whatever is within to fight
- 7 A partially concealed entrance to the labyrinthine escape tunnels
- 8 A large scroll of paper, weighed down at each end by heavy objects, covered in scratchy designs for a variety of traps, complete with stick-figure victims dying horribly
- 9 Eye-watering fumes and thick layers of soot from a crude smithy with a complete lack of proper ventilation
- 10 A large cage strewn with filth, blood, and bones, used to keep slaves, prisoners, exotic beasts, or all at the same time

CAVE GOBLINS

Cave goblins are the most derived subrace. Living their entire lives in the pitch-blackness underground for generations has warped this strain considerably. Their skin is devoid of pigment, almost translucent, with a sparse covering of thin hair. Often, their sensitive skin is raw and blistered where they have encountered strong light, or marred with tumorous sores from simple lack of genetic diversity. In most cases, the eyes have shrunk to a near-vestigial state from lack of use, but in a few lines, they have magnified to enormous proportions to catch whatever light they can.

Cave goblin body types vary dramatically as well. There is debate as to whether goblins of particular physiology undertake certain roles in the troop that they are suited for or whether, like some insect colonies, their bodies develop to fulfill different tasks. Either way, it is difficult to describe a 'typical' cave goblin, as even two individuals of the same caste or designation will look very different.

It is rare to see cave goblins dressed in any more than a few rags but—given the rarity of supplies—they can make a little material go a long way, utilizing every scrap of leather, cloth, or twine they can lay their hands on.

CULTURE

Rather than the typical goblin hierarchy, cave goblins are made up of hundreds, or even thousands, of equally subservient members serving a single “king”. This king grows fat on the tribute of his subjects, most of whom are his descendants, being the only reproductive male, and commands an almost religious veneration, with first pick of the food and goods gathered by the troop. In many cases, the king is not a purebred cave goblin, with many kings having a dash or more of hobgoblin, orc, ogre, or even troll at some point in their lineage. Cave goblins flock to strength, so it is not uncommon to see an entirely different subterranean species with a troop of deferential cave goblins in tow.

In the event of the king's death, what little structure the troop had dies with him. In some cases, the largest remaining goblin will, quite literally, expand to fill the role, but it is just as common for the troop to simply collapse and dissolve. If they are lucky, some goblins will find an existing troop to join and a new king to serve. Given the vast size of the caves below, many simply wander, little more than feral beasts.

ENVIRONMENT

While other goblins shape their environment to a certain extent, cave goblins are shaped by it. They barely build any structures of their own more complicated than a rickety bridge over a chasm, but instead refine and expand natural caverns, spreading out into honeycombed warrens spanning miles underground.

Cave goblins will attempt to eat any potential food item; pickings are slim enough below that they can't afford to be choosy. Most troops are able to eke out a living mostly on subterranean fungus species and cave molds, but any meat they can catch will be enthusiastically devoured before the thought of cooking it can occur.

ROLE PLAYING CAVE GOBLINS

An individual cave goblin has little personality, and is quite animalistic in its tendencies. As a group, however, they have an unnerving synchronicity, as if they share a common intelligence. This effect increases the more goblins there are in an area, so even huge troops of cave goblins can decide on a course of action as a whole. Whether this is due to some psychic connection, pheromones, or some other strange method of communication is unknown.

Cave goblin kings, on the other hand, tend to be grandiose, viewing themselves as supreme rulers of their own empire and, with hundreds or thousands of thoughtlessly loyal servants at their command, there is an argument to be made that they are right. Those who stroke their egos may only find themselves insulted and patronized before being banished from the kingdom rather than being executed and possibly eaten.



COMBAT TACTICS

Fighting cave goblins is less like fighting an army and more like fighting the tide; they do not fight as individuals, but as one enormous body. They pay little heed to self-preservation but, like a colony of insects, fight in the manner which best serves the troop as a whole and the safety of the king in particular. Larger cave goblins in particular are bred to fight, and serve no purpose other than to defend the troop with their lives. Their numbers are usually so vast that losses from any one skirmish are incidental, so they can afford to simply throw bodies at the problem until it goes away.

Morale is usually not a problem, but cave goblins will retreat if significant losses would make them less able to defend a more strategically important location. Unlike other goblins, a cave goblin retreat is relatively organized, with smaller goblins simultaneously breaking away from combat while larger goblins cover their escape. If they are retreating to deal with another threat, the opposite is true; the larger goblins move to deal with the new problem, and the smaller goblins attempt to bog down any pursuers with weight of numbers.

CAVE GOBLIN WARBANDS

Use these tables to generate a cave goblin encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	2 cave goblins
2	1	4 cave goblin runts, 1 cave goblin
3	2	4 cave goblin runts, 2 cave goblins, 1 cave goblin brute
4	2	4 feral cave goblins
5	3	3 afflicted cave goblins
6	3	4 cave goblins, 2 cave goblin brutes
7	4	8 cave goblin runts, 4 cave goblins, 2 cave goblin brutes
8	4	8 cave goblin runts, 2 cave goblins, 1 cave goblin king

CR 5-8

d8	CR	Group Members
1	5	8 cave goblins, 2 cave goblin brutes
2	5	5 afflicted cave goblins
3	6	6 cave goblin brutes, 6 feral cave goblins
4	6	8 cave goblin runts, 4 cave goblins, 2 cave goblin brutes, 1 cave goblin king
5	7	7 afflicted cave goblins
6	7	16 cave goblin runts, 6 cave goblin brutes, 1 cave goblin king
7	8	12 cave goblin runts, 10 cave goblins, 3 cave goblin brutes
8	8	6 cave goblins, 6 feral cave goblins, 1 cave goblin king



CAVE GOBLIN RUNT

Small humanoid (goblinoid), neutral evil

Armor Class 12

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	8 (–1)	7 (–2)	6 (–2)	7 (–2)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 8

Languages Goblin

Challenge 1/8 (25 XP)

Cavern Camouflage. The cave goblin runt has advantage on Dexterity (Stealth) checks while underground in caves and caverns.

Cavern Stalker. The cave goblin can attempt to hide even when only lightly obscured by dim light.

Hive Mind. The cave goblin runt gains a +1 bonus to its Intelligence and Wisdom modifiers for each cave goblin within 40 ft. of it, up to a maximum of +5.

Sunlight Sensitivity. The cave goblin runt has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

Surprise Attack. If the cave goblin runt surprises a creature and hits it with a weapon attack during the first round of combat, the weapon deals an additional die of damage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Dagger, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations made of fungus paste and insect bits
7–9	A trinket (p. 78)
10–11	A tattered coin purse containing 7 (2d6) cp
12	An <i>Elemental Gem</i> (roll a d4: 1: Blue Sapphire; 2: Yellow Diamond; 3: Red Corundum; 4: Emerald)

Runts, as the name would suggest, are the smallest cave goblin variety. Whether malformed through some genetic quirk or adapted to fill a niche is difficult to say.



CAVE GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 14 (padded armor)

Hit Points 7 (3d6 – 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	16 (+3)	8 (–1)	7 (–2)	6 (–2)	8 (–1)

Skills Stealth +5

Senses darkvision 120 ft., passive Perception 8

Languages Goblin

Challenge 1/2 (100 XP)

Cavern Camouflage. The cave goblin has advantage on Dexterity (Stealth) checks while underground in caves and caverns.

Cavern Stalker. The cave goblin can attempt to hide even when only lightly obscured by dim light.

Hive Mind. The cave goblin gains a +1 bonus to its Intelligence and Wisdom modifiers for each cave goblin within 40 ft. of it, up to a maximum of +5.

Sunlight Sensitivity. The cave goblin has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

Surprise Attack. If the cave goblin surprises a creature and hits it with a weapon attack during the first round of combat, the weapon deals an additional die of damage.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

2 daggers, quiver with 20 arrows, shortbow, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations made of fungus paste and insect bits
7–9	A trinket (p. 78)
10–11	A tattered coin purse containing 14 (4d6) cp
12	A +2 bone dagger



CAVE GOBLIN BRUTE

Small humanoid (goblinoid), neutral evil

Armor Class 12 (leather armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	6 (-2)	6 (-2)	8 (-1)

Senses darkvision 120 ft., passive Perception 8

Languages Goblin

Challenge 1/2 (100 XP)

Cavern Camouflage. The cave goblin brute has advantage on Dexterity (Stealth) checks while underground in caves and caverns.

Cavern Stalker. The cave goblin brute can attempt to hide even when only lightly obscured by dim light.

Hive Mind. The cave goblin brute gains a +1 bonus to its Intelligence and Wisdom modifiers for each cave goblin within 40 ft. of it, up to a maximum of +5.

Sunlight Sensitivity. The cave goblin brute has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

Surprise Attack. If the cave goblin brute surprises a creature and hits it with a weapon attack during the first round of combat, the weapon deals an additional die of damage.

ACTIONS

Multiattack. The cave goblin brute makes two jawbone club attacks.

Jawbone Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Jawbone club, leather armor, and roll a d12:

d12	Item(s)
1–6	1d4 days' rations made of fungus paste and insect bits
7–9	A trinket (p. 78)
10–11	A tattered coin purse containing 14 (4d6) cp
12	A <i>potion of hill giant strength</i>

Brutes act as a defensive force for patrols and foraging, protecting lesser cave goblins as they gather tribute. Their physiology is incredibly varied, with muscle groups developing and enlarging seemingly at random during their growth cycle.



FERAL CAVE GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 14

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	7 (-2)	6 (-2)	6 (-2)

Skills Stealth +6

Senses darkvision 120 ft., passive Perception 8

Languages Goblin

Challenge 1/2 (100 XP)

Cavern Camouflage. The feral cave goblin has advantage on Dexterity (Stealth) checks while underground in caves and caverns.

Cavern Stalker. The feral cave goblin can attempt to hide even when only lightly obscured by dim light.

Sunlight Sensitivity. The feral cave goblin has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

Surprise Attack. If the feral cave goblin surprises a creature and hits it with a weapon attack during the first round of combat, the weapon deals an additional die of damage.

ACTIONS

Multiattack. The feral cave goblin makes three attacks, one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 6 (1d4 + 4) piercing damage.

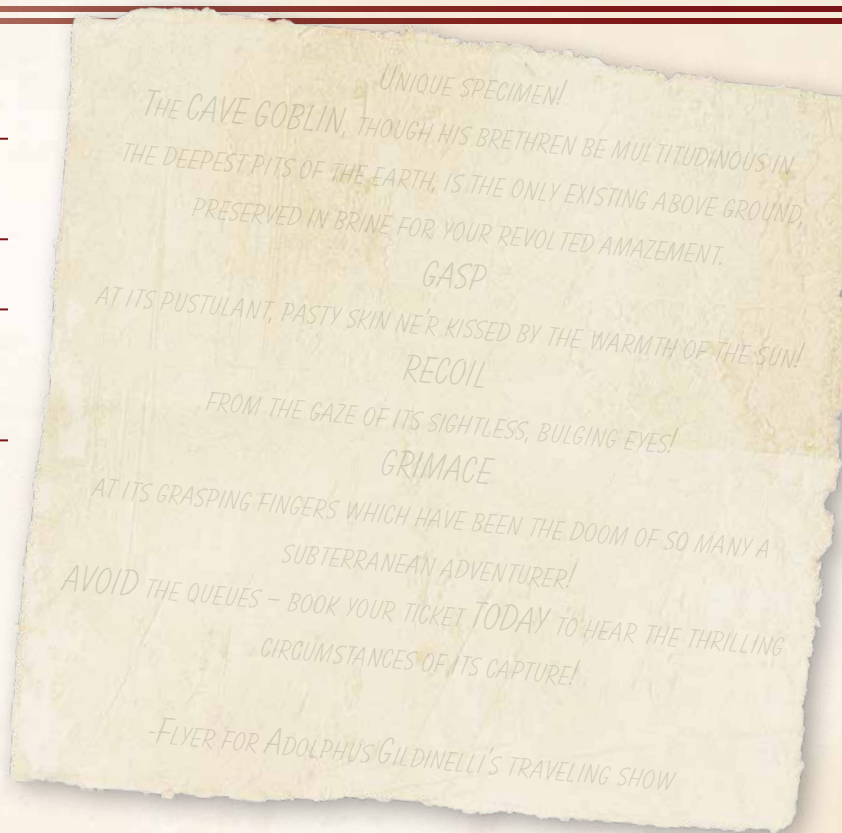
Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations made of fungus paste and insect bits
7-9	A trinket (p. 78)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A <i>ring of jumping</i>

Having been separated from the troop, either through infighting, societal collapse following the king's death, or simply wandering too far, the life of a **feral** is generally short, desperate and filled with violence.



AFFLICTED CAVE GOBLIN

Small humanoid (goblinoid), neutral evil

Armor Class 10

Hit Points 27 (5d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (–2)	10 (+0)	15 (+2)	1 (–5)	1 (–5)	1 (–5)

Senses blindsight 60 ft. (blind beyond this radius)

Languages —

Challenge 1 (200 XP)

Braindead. The afflicted cave goblin is immune to spells that require an Intelligence, Wisdom, or Charisma saving throw.

Explosive Death. When the afflicted cave goblin is reduced to 0 hit points, fungal spores explode, creating a 20-foot-radius cloud centered on its body. All creatures that start their turn in the fungal cloud must succeed on a DC 15 Constitution saving throw or become infected with goblin's trumpet (see sidebar).

ACTIONS

Multiattack. The feral cave goblin makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.

Claw. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

Vomit Spores (Recharge 5–6). The afflicted cave goblin exhales fungal spores in a 10-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or become infected with goblin's trumpet (see sidebar).

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1–6	1d4 days' rations made of fungus paste and insect bits
7–9	A trinket (p. 78)
10–11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A ring of free action

"On the fifth day we were attacked again, but it was different this time. Just the one goblin, moving strangely, like a puppet not in control of its own limbs. We thought it was funny, approaching us on its own, so we let it get close. There was something wrong with it, with its eyes. It jumped at Bormann, drew blood, it vomited something at Konna, and she coughed so bad she couldn't even draw her sword. When Gorsk brought his axe down, another cloud of that filth exploded and he went down wheezing too.

Me and Bormann made it to the surface, but his mind was going. I blame myself for what happened. There was so little blood when the guard cut him down. He was just roots and spores inside. I ask that he be remembered as the man he was, not the creature he became."

—Deposition of San Tan, mercenary

When the spores of the innocently (or possibly ghoulishly) named Goblin's Trumpet fungus are inhaled, they metabolise within the host's body, gradually taking over brain functions until the host is nothing more than a husk, existing only to spread the fungus' spores. Whether these **afflicted** are technically alive is still up for debate by leading scholars, as a mobile specimen has yet to be procured.

GOBLIN'S TRUMPET

It takes 1d4 days for the infected creature to start showing symptoms, which include shortness of breath and increased sensitivity to sunlight. The infected creature suffers one level of exhaustion, and has disadvantage on Wisdom (Perception) checks relying on sight when it or whatever it is trying to perceive is in direct sunlight.

At the end of each long rest, the infected creature must make a DC 16 Constitution saving throw against the disease. A successful save decreases its level of exhaustion by one. If this reduces the level of exhaustion to zero, the creature is cured.

A failed save increases its level of exhaustion by one and the disease intensifies. After one failed save, the creature has a strong desire to surround itself with as many creatures as possible. After two failed saves, the creature becomes more irritable and violent. If the infected creature has 4 levels of exhaustion (hit points halved), spines of fungus erupt from its body, killing it, and the fungus takes full control of the creature's corpse. It gains the Explosive Death trait and Bite and Vomit Spores attacks from the afflicted cave goblin's stat block.



CAVE GOBLIN KING

Small humanoid (goblinoid), neutral evil

Armor Class 9

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	12 (+1)	10 (+0)	10 (+0)	12 (+1)

Skills Intimidation +3, Persuasion +3

Senses darkvision 120 ft., passive Perception 10

Languages Common, Goblin

Challenge 2 (450 XP)

Cavern Camouflage. The cave goblin king has advantage on Dexterity (Stealth) checks while underground in caves and caverns.

Cavern Stalker. The cave goblin king can attempt to hide even when only lightly obscured by dim light.

Commander. All cave goblins within 120 feet of the cave goblin king who can see and hear it, can make an extra weapon attack with disadvantage as a bonus action. If within 20 feet of the cave goblin king, the attack does not suffer disadvantage.

Sunlight Sensitivity. The cave goblin king has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Club. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

REACTIONS

Divert Attack. When a creature the cave goblin king can see targets it with an attack, the cave goblin king chooses another goblin within 5 feet of it. The two goblins swap places, and the chosen goblin becomes the target instead.

WEAPONS, ARMOR & ITEMS

Club, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations made of fungus paste and insect bits
7-9	A trinket (p. 78)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A <i>potion of growth</i>

Larger than other goblins, **kings** are content to stay put in the heart of their realm, receiving tribute and worship from their subjects, and viewing themselves as the supreme rulers of their petty empires.

Goblin-kings – reports are scant (as they are for all topics related to cave goblins), and conflicting; are they simply large goblins, or a different subgroup or caste? Are they, as a few of the more fanciful tales suggest, slim humanoids with bulging codpieces? Can they speak? If they can, they may be the only of their kind to do so. It seems unlikely they could know the common tongue, yet some reliable witnesses say just this. It is certainly the popular perception that they are prone to grand speeches, possibly thanks to Brandishpole's Descent; 'No eye that has the sun beheld/born witness to my splend'rous realm/ and seen it rise again...' The Goblin King begins, before setting the seemingly impossible tasks the heroes must accomplish to be set free.

– Theobald Pocinius Langham, from his lecture ON THE NATURE OF THE DEPTHS



CAVE GOBLIN TRINKETS

The following items might be carried by a cave goblin:

d10 Trinket

- 1 A tiny skull; whatever creature it belonged to lacked eyes
- 2 A glowing green mushroom
- 3 A talisman inscribed with wings used by travelers to bring good luck
- 4 A dwarven signet ring
- 5 A bat's spindly hand, picked clean of webbing
- 6 The broken head of a pickaxe, rusting
- 7 An obsidian statuette of a drow with opals set in the eyes
- 8 A small shard of unidentified bone, sharpened into a fine point
- 9 A scrap of mildewing cloth, frayed on one edge
- 10 A recently-deceased fat, round beetle

CAVE GOBLIN LAIR DETAILS

An area controlled by cave goblins might display the following:

d10 Lair Detail

- 1 Splintered and scattered bones litter the floor
- 2 Several large mushrooms pulse a dim light over the area
- 3 Cramped tunnels of various sizes snake away from this area at several different levels
- 4 A scrappy wooden platform has been erected upon which stands a sagging and splintered throne made of discarded wood
- 5 Slimy green lichen coats the walls; in places it has been gnawed at
- 6 A few smooth stone blocks are scattered, carved with unrecognizably ancient and alien runes
- 7 A squat, pale fungus which lets out a low, guttural wail and a puff of spores in response to nearby movement
- 8 A cluster of translucently pale, eyeless newts wetly scatter away
- 9 Beads of condensation and a stale, damp smell fill the area
- 10 A faint clicking, chattering noise, and the sound of small padding feet reverberate around the walls, seemingly emanating from all around

GOBLIN TROOPS

CROOKBLADES

Warlord Rithnuk of the Crookblade hill goblin troop worked his way to the top with an advanced (for a goblin) understanding of psychology, planting seeds in the higher ups' minds that rivals had plans in play to take their place, and allowing the more powerful goblins to fight amongst themselves until the upper ranks were rather thinned out. At this point, Rithnuk unleashed his secret weapon; his manipulation skills had also proved useful in building the troops' worgs from a pack of feral hounds—which barely tolerated the goblins' presence—into a formidable and loyal force which allowed him to easily cow the remainder of the troops' elite.

Turning his sights to greater things, Rithnuk continued his upward trajectory, bullying the Crookblades into a war with a neighboring troop in order to take control of their strategically placed (and highly defensible) lair built into a hill underneath a ruined fort. One of these neighbors, vying for leadership, opened a back gate for the Crookblades, thinking that Rithnuk would take care of his rivals and leave him with the spoils. This goblin mysteriously

disappeared after the battle, and the Crookblades soon learned not to bring him up.

Rithnuk quickly assimilated the remainder of the troop into the Crookblades, who now total a disquieting number and are a constant menace to travelers. Caravans passing through the area have taken to loading up a few poor quality wagons or old mules with worthless junk (known as 'the Crookblade tax'), which move ahead and behind the caravan to trigger traps and occupy any attacks from the rear while the rest get away. Any attempts to drive the goblins out have so far been thwarted by the defenses of the fort, the inaccessibility of the surrounding tunnels, and Rithnuk's newest weapon and personal bodyguard, Zhik.

Zhik ("Tiny") is a ten-foot-tall ogre the Crookblades lured into one of the fort's ruined cells before blinding, beating, and starving him. Over a period of months, Zhik was trained to associate the sound of a bell (which Rithnuk now carries with him at all times) with food, and now fairly reliably rushes to the noise at full speed,

thrashing wildly. So far, Rithnuk has been quick enough to get out of the way and lure Zhik back to his cell after any unwary intruders (and a few unfortunate goblins) have continued to keep the association fresh in the ogre's simple mind.

Rithnuk, for all his skill with mind games, is still relatively new and untested in his position of power. Finding himself with the beginnings of an empire, his successes, though few, have him feeling invincible. With so many pieces to control, however, one mistake, one caravan that slips through the net or one door left ajar, could spell disaster.

GARK SKIGGI

The lives of those in monstrous tribes can be short, dangerous and unpredictable. There are countless dangers from other races, both monstrous and civilized, the environment, wild beasts, changing weather and temperature, natural disasters—the list goes on. Life is harder still when you are a small creature in a large forest, and worse when your tribe is embroiled in a petty, yet dangerously volatile, civil war.

This is the situation that the Gark Skiggi ('Elf Killers') find themselves in. As with the majority of forest goblin troops, they look to their shaman for spiritual guidance (in constant demand due to the sheer number of deities they look to worship) and their chief for matters of war and survival (in constant demand due to the sheer number of mortal threats they face). The Gark Skiggi, however, is divided by a theological rift that threatens the future of the troop. Gribblik, shaman of the troop is a loyal devotee of The Tree with an Old Man's Face, a fierce god who must be appeased with offerings of dead polecats once a week. He has gathered quite a following styling themselves The True and Faithful Followers of The Tree with an Old Man's Face, who dedicate themselves to gathering offerings and spreading word of the power of their god.

The troop's chieftain, Rezzag, is less than thrilled about what he sees as an insurrection waiting to happen and takes every opportunity to decry The Tree With an Old Man's Face, even going so far as to claim their god is a simple forest troll (traveling experts have confirmed that this is indeed the case but, as previous attempts to tell the goblins this have resulted in the violent deaths

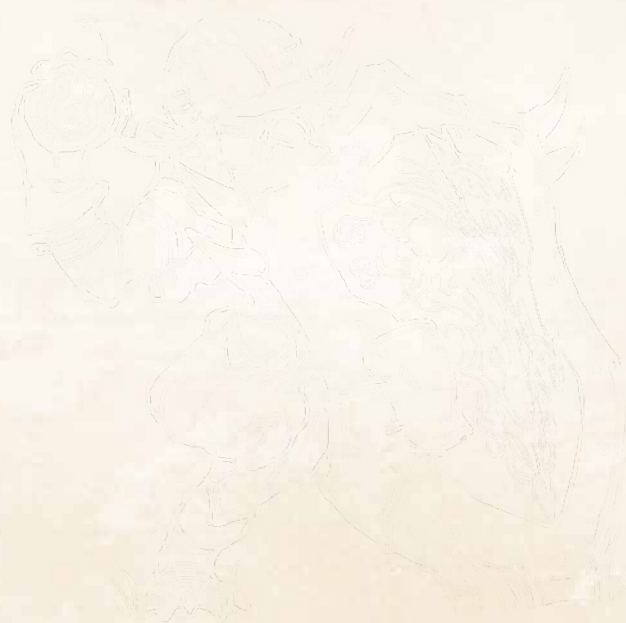
of the experts in question, no one is keen to press the issue). Gribblik has branded Rezzag a heretic, and his followers frequently come to blows with those loyal to the chief. Those left in the middle are beginning to choose sides, and it is only a matter of time before the troop collapses entirely.

MEKANIKALS

Goblins are one of the more intelligent monstrous races, unarguably possessing a nasty sort of cunning when it comes to devising ways to inflict pain on others, if somewhat lacking in a certain level of common sense. In many ways, goblins have the potential to make as many technical innovations as gnomes or dwarves, but for the lack of a key skill: patience. Scrutinizing different iterations, refining designs and following them through to completion before putting them to working use is a process beyond the reach and resilience of most goblinoids. These traits, nonetheless, are not entirely unheard of in some individuals, and many of those that possess them now make up a prominent and well-known group of inventors, the Mekanikals. Well-respected amongst their kind, approached with respect and gifts by other troops rather than threats and violence, the goblins are not war-makers themselves, yet provide prototype weapons to those that are.

The group's most successful creation so far is a lightweight catapult for launching various projectiles (jars of explosives, poisonous gas, or angry bees) a great distance with reasonable accuracy; this only malfunctions and drops its payload straight down on its operators around one time in every ten. Then there's the Flamespitter, consisting of a long wooden tube, a system of bellows, and a cauldron of burning pitch and sulphur, which *tends* to cause more casualties to the enemy than it does to the goblins when it inevitably overheats and explodes. One yet to be deployed successfully (though not through lack of trying) is a contraption to fling warriors through the air at the enemy or over castle defenses. So far, this has only served to rain down corpses on a bewildered foe, or leave unsightly smears on their ramparts.

The Mekanikals are somewhat more stable than most goblin troops, with most of the troop's attention taken up with thinking up and fabricating elaborate death machines, which tends to keep their viciousness focused outwards. Their chieftain, Kwince, is a surprisingly old goblin given the nature of his work, and half deaf from a lifetime of loud explosions, but still lights up with a child-like glee whenever one of his weapons manages to obliterate a foe in a particularly painful manner.





HOBGOBLINS

Marching to the beat of an unheard drum, the figure tramps forward at the head of the column, one of several legions forging a new throughway over the hills, the plume of smoke dominating the skyline now all that remains of their last stop. Layers of mail and plate clatter, scuffed, scratched, dented, but the figure bears them as easily as its own skin. The creases carved in its leathery face speak of battle-cries and pain, not laughter. His keen ears hone in on commotion in the column behind, lesser soldiers jostling and bargaining for their share of the spoils, greedy eyes panning over their captives, squabbling over the chattel like commoners at a fruit market. He barks a short order in a harsh tongue, silencing them in a heartbeat. The march continues, unabated. This is a hobgoblin.

Hobgoblins live to make war; not the chaotic pillaging and destruction of many other monstrous races, but full-fledged, organized war. Every facet of their society is geared towards it; their strict social hierarchy, harsh punishments, even their naming conventions all aid in their martial endeavors.

Unlike its goblin kin, an individual hobgoblin is more than able to hold its own against any of the civilized races. As a unit in formation though, hobgoblins are almost without peer. Their unbreakable shield walls are legendary as both an offensive and defensive formation among those who have faced them. Other common formations include *Kraana* ('the teeth'), a staggered front line for luring in cavalry to be enveloped, *Jaashk* ('the spear'), a wedge for piercing through an enemy line, and *Jaakja* ('the

hedgehog'), a bristling pike formation used to deny areas of the battlefield to the enemy.

Hobgoblins stand around six feet tall, with an athletic physique that comes with a lifetime of hard drilling, their skin is leathery, tending towards greys, or even purples with flecks of orange or reddish tan. Like goblins, their ears and nose do not stop growing but, unlike their smaller cousins, males are capable of growing facial hair around the chin and corners of the mouth. As with most things, this feature is used to denote rank and status, with senior hobgoblins growing longer beards than those under their command. It has been suggested that lower ranking hobgoblins are physically incapable of growing beards; either seniors exude some sort of suppressive pheromone, or promotion to command stimulates the increase of hormones necessary for longer beard growth.

Clothing is practical, mass-produced and, for the most part, unadorned. Their fondness for the simple hobnailed boot gives them their name amongst civilized folk. A few generals and warlords like to flaunt their success by adding flourishes to their armor, but this focus on the impractical is viewed as an eccentricity by most. Hobgoblins would much prefer to receive good quality equipment as a reward than gold which, amongst themselves, they view as an unnecessary step in the process of refining their efficiency as a fighter. However, they do understand the value of gold when dealing with other races (generally for slaves and steel), and as a measure of successful conquest.

CULTURE

Slaves are the true measure of an individual's worth in hobgoblin culture, and exist in two distinct castes; *schett* personal slaves, and *schaaf* the lower, public slaves.

Personal slaves are the property of the officer who captured them, and are expected to carry out tasks unbecoming of a warrior, such as writing and carrying missives, stitching clothes, tending to fires and carrying supplies. While treatment of personal slaves differs from officer to officer, it is uncommon for them to be treated any better than cattle. Some enjoy doling out severe beatings for minor (or invented) offenses, others like to organize gladiatorial games, and some show little interest in their property. While the latter may seem optimal for the slaves in question, disinterest can prove deadly if the master doesn't bother to apply for their food rations.

Public slaves vastly outnumber hobgoblins in any settlement, and occupy every non-military role needed; they tend to livestock, work the mines, and carry out the bulk of the hard labor needed to maintain defenses. They lead miserable lives, and the hobgoblins do all they can to stamp out any spark of resistance. It is common, for example, for a slave to have a set number of beatings a month, regardless of wrongdoing, and even to 'declare war' for a few days each year, during which time no hobgoblin will face punishment for killing a slave.

Hobgoblin females of high rank generally see it as their duty to pass on their evidently strong genes to the next generation and the difficulties of fighting whilst pregnant usually keep them out of active service. Unlike most non-combatants though, high-ranking females are still awarded a great deal of respect (dependent on their previous martial reputation). Wars have been fought and kingdoms have been sacked as dowries for particularly desirable females.

Children are raised communally, often becoming the responsibility of a lower ranking individual angling for a promotion, until they are five years of age. At this point they are segregated from other members of society and undergo a brutal system of training known as *Kraachka*; 'the forging'. Youngsters are divided into units of ten, grouping together strangers where possible. These units go through the forging together, swearing loyalty as one, and answerable as one. Soldiers-in-training are intentionally underfed to acclimate them to the possibility of starvation while on campaign, and to encourage them to use their cunning if they want a full belly. Stealing is expected, but any caught doing so will be punished severely along with the rest of the unit. They are trained to take these beatings without showing pain or weakness.

After ten years of drilling, and spending winters out in the wilderness with only their wits to warm themselves, the students take the final test *Graat*, 'the anvil'; a militia is raised from the strongest slaves and, armed, armored and commanded by their masters, a war is declared against the young hobgoblins. Given basic supplies and a day's head start, they must emerge victorious, or the survivors must take their place among the slaves.

ENVIRONMENT

Hobgoblins have a profound impact on their environment. Once they establish a base, they will move outwards like a plague of ravenous insects, stripping all resources from the land if given the opportunity. After months or years, the army will depart with its spoils, leaving in its wake desolate fields and dry riverbeds; wastelands to be picked over by feral dogs, carrion birds, and the desperate few survivors not marched away in chains.



As well as the large-scale consumption of their surroundings, hobgoblins make huge changes on a local level; their fortifications are second to none. Upon occupying a new area, every hobgoblin and slave's efforts will be focused on digging lines of trenches, clearing surrounding forest to remove cover and provide wood for lines of stakes, and serviceable stockades can spring up in a matter of a few days. Over time, if the hobgoblins remain, this wooden skeleton will be reinforced with clay or mud or, in some cases, replaced piece by piece with stonework if they are able.

ROLEPLAYING HOBGOBLINS

Hobgoblins are hard, unrelenting and uncompromising, but they are not fools. It is not unheard of for them to cooperate with other races if their aims overlap, or even for a tribe to be employed as a large scale mercenary force if the reward is good enough, regardless of the ideals of their employer. Pragmatic and cold, hobgoblins are not the world's best conversationalists; small talk is more or less unheard of, and an outsider can only realistically expect to hear boasts, war stories, and impassioned discussion of preferred combat tactics.

Most hobgoblins take the view that other races are needlessly decadent and that theirs is a superior and purer way of life, making little effort to hide these views in mixed company. This understandably leads to some ill will from others, and a few hobgoblins take joy in goading others to the point that weapons are drawn as a demonstration of their own restraint and their opponent's lack of discipline.

LANGUAGE AND COMMON NAMES

Hobgoblins speak plainly, and their language reflects this. It is less clipped and chattering than basal Goblin, but still favors hard consonants. It is rare for a word to have more than one meaning, and existing words are clumped together to describe new concepts.

Hobgoblins bear short, sharp names, easy to bark orders to and differentiate in battle, multisyllabic names are rare, and generally only found amongst high ranking officers.

Hobgoblin Names: Borkol, Daksh, Garl, Gorshk, Grak, Karsh, Korb, Krach, Rachka, Rakst, Skaal, Stol, Trosk, Zask

COMBAT TACTICS

Hobgoblins excel at fighting as an efficient unit and maintain their discipline in the face of all but the most unusually fierce opposition. They coordinate their varied skills to best suit the situation, most commonly using an advancing line of shields to allow ranged troops to keep up a constant volley or to force foes together for more lightly-equipped skirmishers to harry. If their formations are broken up, they will attempt to make the best of the situation by flanking their enemy with two smaller units.

In large scale combat, their most common formations are *Kraana*, ('the teeth', where seemingly weak areas of the front line are presented to draw in an attack; when the enemy drives these areas back, the stronger units to either side close in and envelope them) *Jaashk* ('the spear', where the strongest and most heavily armored units are concentrated in a spear point to force an opening in enemy lines), and *Jaakja* ('the hedgehog', where the infamous pike-walls are used to drive enemies towards unfavorable terrain).

If their losses begin to mount up, or the chances of victory begin to slim, hobgoblins are not too proud to withdraw to fight another day. It is incredibly rare for this to take the form of a disorganized rout as with most races; hobgoblin battle-plans usually account for a chance of failure, so there will be provisions in place to fall back to a defensible position in an orderly fashion once things start to turn against them.

HOBGOBLIN WARBANDS

Use these tables to generate a hobgoblin encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating. Note that some groups include allies, mercenaries, or conscripts from other races.

CR 1-4

d8	CR	Group Members
1	1	4 hobgoblin scouts
2	1	2 hobgoblin grunts
3	2	2 hobgoblin scouts, 2 hobgoblin grunts, 1 hobgoblin warrior
4	2	4 hobgoblin warriors
5	3	6 hobgoblin scouts, 3 hobgoblin warriors
6	3	4 worg pups, 4 hobgoblin scouts, 2 worg runts, 2 hobgoblin grunts
7	4	4 hobgoblin scouts, 3 hobgoblin grunts, 2 hobgoblin warriors, 1 orc soldier
8	4	4 hobgoblin scouts, 3 hobgoblin archers

CR 5-8

d8	CR	Group Members
1	5	2 hobgoblin archers, 3 hobgoblin pikemen
2	5	4 hill goblin bombers, 6 hobgoblin grunts
3	6	8 worg pups, 7 hobgoblin warriors, 3 orc soldiers
4	6	12 hobgoblin grunts, 5 orc warriors
5	7	4 hobgoblin scouts, 2 hobgoblin grunts, 2 hobgoblin archers, 1 bugbear ambusher
6	7	4 hobgoblin scouts, 2 hobgoblin soldiers
7	8	4 hobgoblin arbalesters
8	8	4 hobgoblin archers, 4 hobgoblin pikemen

CR 9-12

d8	CR	Group Members
1	9	3 hobgoblin soldiers
2	9	5 hobgoblin pikemen, 1 hobgoblin centurion
3	10	4 hobgoblin archers, 3 hobgoblin arbalesters
4	10	6 hobgoblin archers, 4 hobgoblin pikemen
5	11	3 hobgoblin archers, 4 hobgoblin pikemen, 1 hobgoblin centurion
6	11	10 hobgoblin warriors, 1 bugbear shaman
7	12	4 hobgoblin soldiers
8	12	6 hobgoblin arbalester

CR 13-16

d8	CR	Group Members
1	13	6 worg runts, 2 hobgoblin grunts, 8 hobgoblin warriors, 1 worg mother, 2 hobgoblin soldiers
2	13	1 hobgoblin arbalester, 2 hobgoblin soldiers, 1 hobgoblin legate
3	14	6 hobgoblin archers, 6 hobgoblin pikemen, 2 worg alphas
4	14	8 hobgoblin grunts, 2 hobgoblin warriors, 6 orc soldiers, 4 orc warriors, 2 hobgoblin archers, 2 hobgoblin pikemen
5	15	10 hobgoblin warriors, 5 hobgoblin archers, 1 hobgoblin legate
6	15	10 hobgoblin pikemen, 1 orc berserker
7	16	8 hobgoblin scouts, 4 hobgoblin grunts, 4 hobgoblin soldiers
8	16	8 hobgoblin archers, 8 hobgoblin pikemen

CR 17-20

d8	CR	Group Members
1	17	3 hobgoblin archers, 4 hobgoblin pikemen, 5 hobgoblin arbalesters
2	17	4 hobgoblin soldiers, 1 orc berserker
3	18	6 hobgoblin arbalesters, 2 hobgoblin soldiers, 1 hobgoblin imperator
4	18	8 hobgoblin scouts, 7 hobgoblin archers, 9 hobgoblin pikemen
5	19	2 hobgoblin arbalesters, 5 hobgoblin soldiers
6	19	4 hobgoblin pikemen, 2 hobgoblin arbalesters, 1 hobgoblin imperator, 1 bugbear shaman
7	20	2 worg alphas, 6 hobgoblin soldiers
8	20	3 hobgoblin arbalesters, 3 hobgoblin soldiers, 1 hobgoblin imperator

HOBGOBLIN SCOUT

Medium humanoid (goblinoid), lawful evil

Armor Class 13 (studded leather)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13 (+1)	12 (+1)	10 (+0)	9 (-1)	9 (-1)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Common, Goblin

Challenge 1/4 (50 XP)

Coordinated Attack. The hobgoblin scout adds 1d4 to its attack rolls against a creature for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d4 + 1) piercing damage.

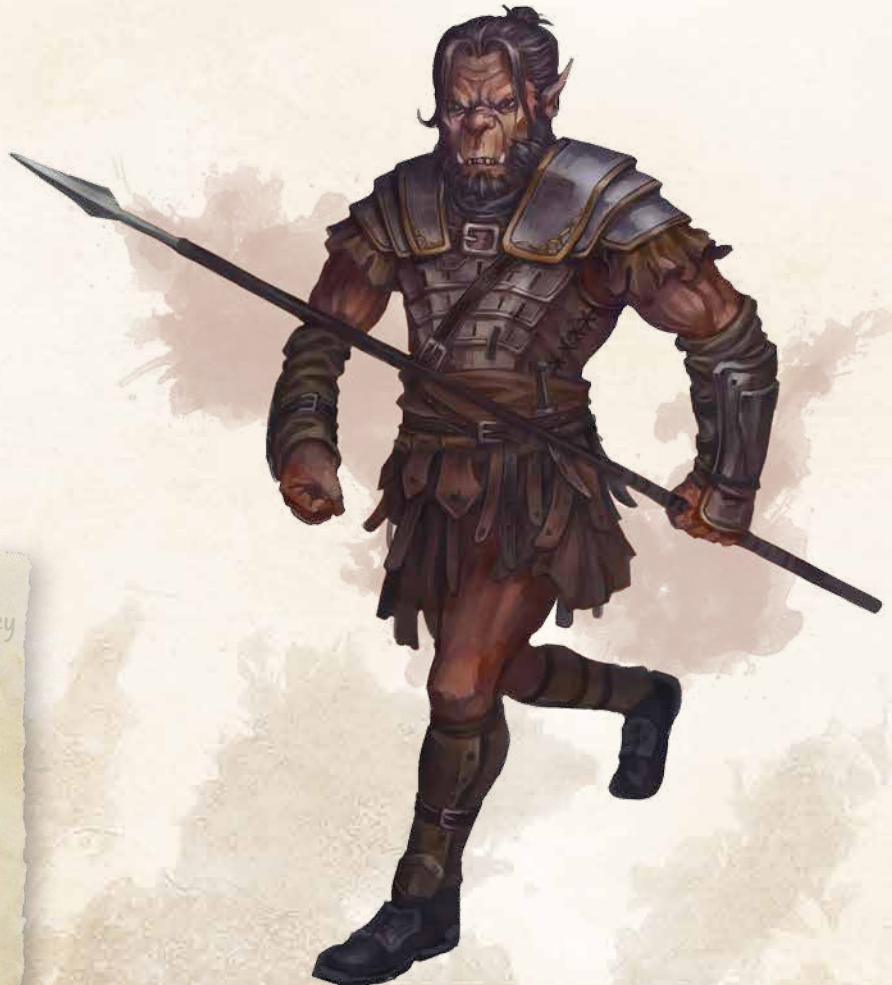
Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft., or range 30/120 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

WEAPONS, ARMOR & ITEMS

Dagger, 4 javelins, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 10 (3d6) cp
12	A quiver containing 2 (1d4) +1 javelins

Lightly armored **scouts** range ahead of the main force. Still highly trained warriors, scouts can be dangerous, but are not expected to fight where fleeing is an option; they are of far more use to the army alive.



"I seen their faces when they raid. They don't do it 'cause they enjoy it, they do it 'cause it's in their blood. They're born and bred to fight."

-Jana, mercenary, former hobgoblin slave

HOBGOBLIN GRUNT

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (chain shirt, shield)

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	9 (-1)

Skills Athletics +4, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Coordinated Attack. The hobgoblin grunt can add 1d4 to its attack rolls against a creature for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allied creatures within 5 feet of one or more hobgoblins with this feature add +1 to their AC.

ACTIONS

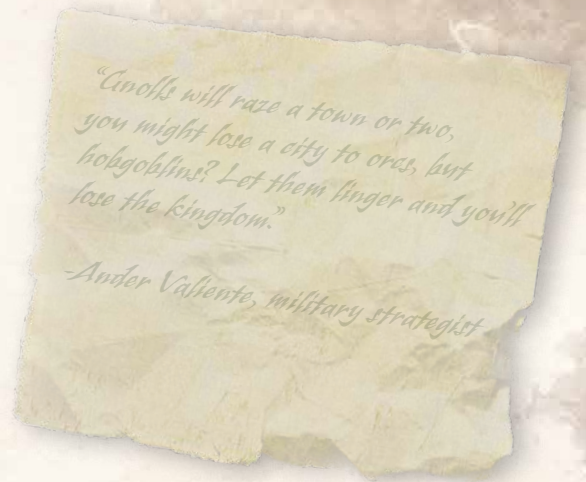
Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Spear, chain shirt, shield, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 14 (4d6) cp
12	A +1 steel shield

Very young hobgoblins, or those who are demoted for misdemeanors, find themselves at the bottom of the ranks as **grunts**. Although their lives are far better than those of the slaves below them, they do not enjoy the benefits of higher ranking soldiers.



HOBGOBLIN WARRIOR

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (chainmail, shield)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Athletics +4, Intimidation +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1/2 (100 XP)

Coordinated Attack. The hobgoblin warrior can add 1d4 to its attack rolls creature for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allied creatures within 5 feet of the hobgoblin warrior add +1 to their AC for a maximum of +1.

ACTIONS

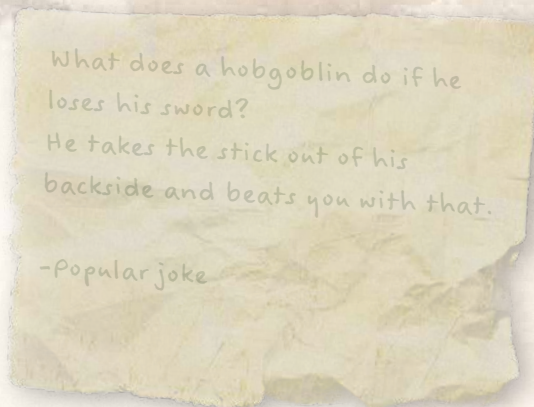
Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, chainmail, shield, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 14 (4d6) cp
12	A +1 steel short sword

The backbone of the hobgoblin war machine, **warriors** take to the field in huge numbers, though each individual is formidable in their own right.



HOBGOBLIN ARCHER

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (studded leather)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	10 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Athletics +2, Intimidation +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Long Draw. The hobgoblin archer deals one additional die of damage with its longbow (included in the attack).

Precise Aim. If the hobgoblin archer doesn't move during its turn, it adds 1d4 to its attack roll with its longbow.

ACTIONS

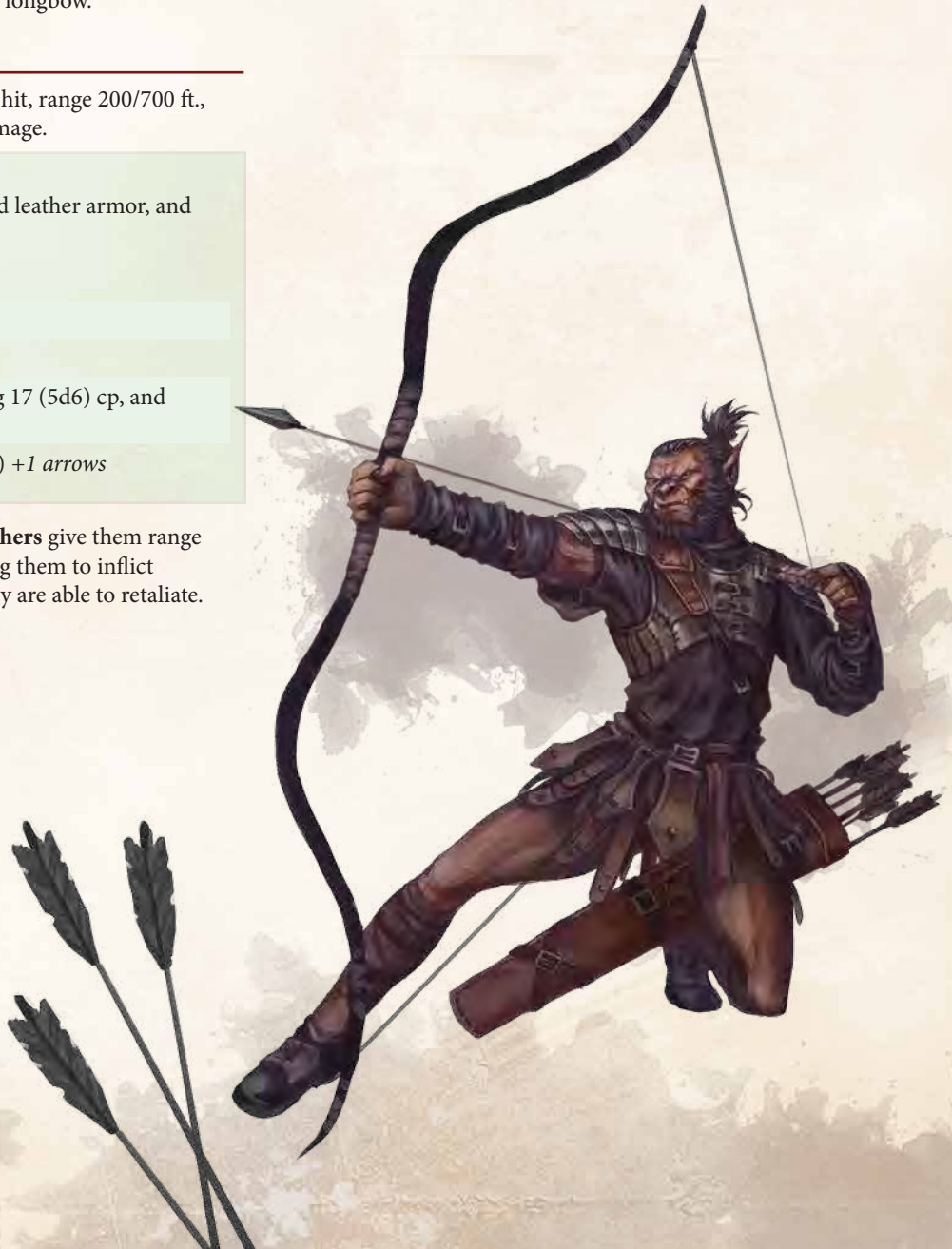
Longbow. *Ranged Weapon Attack:* +6 to hit, range 200/700 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

Longbow, quiver with 20 arrows, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A quiver containing 3 (1d4 + 1) +1 arrows

The enormous war bows of hobgoblin archers give them range beyond those of most other races, allowing them to inflict casualties and harry opponents before they are able to retaliate.



HOBGOBLIN PIKEMAN

Medium humanoid (goblinoid), lawful evil

Armor Class 16 (half plate)

Hit Points 22 (4d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	12 (+1)	12 (+1)	10 (+0)	11 (+0)

Skills Athletics +4, Intimidation +2, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 1 (200 XP)

Defensive Stance. If a creature moves to within 10 feet of the hobgoblin pikeman, it must succeed on a DC 15 Dexterity saving throw or take 7 (1d10 + 2) piercing damage and end its movement.

ACTIONS

Multiattack. The hobgoblin pikeman makes two attacks with its pike.

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. Hit: 7 (1d10 + 2) piercing damage.



WEAPONS, ARMOR & ITEMS

Pike, half plate, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A bottle of <i>marching ale</i> (p. 170)

Formations of **pikemen** are nearly unassailable on the battlefield, out-ranging spearmen and immune to all but the heaviest armored cavalry.

A widespread instructional tale is that of a young hobgoblin undergoing Kraachka, their barbarous system of training. Underfed, as is their custom, she steals a worg pup. Before she can kill and cook the creature, however, she is confronted by guards, and just manages to stuff the worg into her tunic before they see it. A few minutes into being questioned about her doings, the youngster falls over dead, and it is discovered the worg pup, seeking escape, burrowed and gnawed into her body. Though she must have been in incredible pain, the youngster endured, showing no sign of the struggle for the guards to see. This, the story attests, is what it is to be a hobgoblin."

-Fintharael Ellanwe, MYTHS OF THE SAVAGE RACES

HOBGOBLIN ARBALESTER

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (half plate)

Hit Points 18 (4d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	10 (+0)

Skills Athletics +2, Intimidation +2, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 2 (450 XP)

Precise Aim. If the hobgoblin arbalester doesn't move during its turn, it can add 1d4 to its attack roll with its heavy repeating crossbow.

ACTIONS

Multiattack. The hobgoblin arbalester makes two attacks with its heavy repeating crossbow.

Heavy Repeating Crossbow. *Ranged Weapon Attack:* +5 to hit, range 100/400 ft., one target. Hit: 8 (1d10 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Heavy repeating crossbow, 4 magazines of 5 bolts, half plate, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A quiver containing 4 (1d4 + 2) +1 bolts

The designs for hobgoblins' repeater crossbows are a jealously guarded secret, and allow **arbalesters** to send a hail of deadly quarrels almost as fast as a master archer.



HOBGOBLIN SOLDIER

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate armor, shield)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	10 (+0)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Goblin

Challenge 3 (700 XP)

Coordinated Attack. The hobgoblin soldier can add 1d4 to its attack rolls for each non-incapacitated hobgoblin ally within 5 feet of the target, up to a maximum of 3d4.

Protector. All allies within 5 feet of the hobgoblin soldier add +1 to their AC for a maximum of +1.

ACTIONS

Multiattack. The hobgoblin soldier makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Spear. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage if wielded with two hands.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin soldier results in a 10 or lower, the hobgoblin soldier may make an opportunity attack against the attacker.

WEAPONS, ARMOR & ITEMS

Dagger, shortsword, spear, plate armor, shield, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A bottle of <i>goblin liquor</i> and a bottle of <i>marching ale</i> (p. 170)

Elite **soldiers** serve as the personal guard for high-ranking officers. The wealthy (and morally flexible) members of the civilized world often search far and wide for hobgoblin bodyguards, rumored to be the best in the world.



"I see a beast approaching. A beast with a thousand mouths and one voice, a thousand feet with one course, a thousand spears with one purpose. Oh gods, it shall devour us all."

—Last prophecy of Seer Amaenya

HOBGOBLIN CENTURION

Medium humanoid (goblinoid), lawful evil

Armor Class 20 (plate armor, shield)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	14 (+2)

Skills Athletics +4, Intimidation +4, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Goblin

Challenge 4 (1,100 XP)

Regimented Aggression. All friendly hobgoblins within 10 feet of the hobgoblin centurion gain a +1 bonus to their damage rolls.

ACTIONS

Multiattack. The hobgoblin centurion makes three attacks with its scimitar.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Command Attack. The hobgoblin centurion shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin centurion can use their reaction to either move their speed to a target of the centurion's choice or make a weapon attack against the target.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin centurion results in a 10 or below, the hobgoblin centurion may make an opportunity attack against the attacker.

Parry. The hobgoblin centurion adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin centurion must see the attacker and be wielding a weapon.

WEAPONS, ARMOR & ITEMS

Scimitar, plate armor, shield, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp
12	A set of +1 <i>plate armor</i> and a +1 <i>steel shield</i>

Centurions command groups of anywhere between 5 and 100 troops, dependent on the host's numbers. They expect total obedience from their troops and are expected to obey superior officers without question.



HOBGOBLIN LEGATE

Medium humanoid (goblinoid), lawful evil

Armor Class 18 (plate armor)

Hit Points 127 (15d8 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	18 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Con +7, Wis. +5, Cha +6

Skills Athletics +6, Intimidation +6, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Goblin

Challenge 5 (1,800 XP)

Regimented Aggression. All friendly hobgoblins within 20 feet of the hobgoblin legate gain a +1 bonus to their damage rolls.

ACTIONS

Multiattack. The hobgoblin legate makes three melee attacks.

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage or 7 (1d8 + 3) bludgeoning damage if wielded with two hands.

Command Attack. The hobgoblin legate shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin legate can use their reaction to either move their speed towards a target of the legate's choice or make a weapon attack against a target of the legate's choice.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin legate results in a 10 or below, the hobgoblin legate can make an opportunity attack against the attacker.

Parry. The hobgoblin legate adds 3 to its AC against one melee attack that would hit it. To do so, the hobgoblin legate must see the attacker and be wielding a weapon.

WEAPONS, ARMOR & ITEMS

Quarterstaff, shortsword, plate armor, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	A set of +2 <i>plate armor</i> and a +2 <i>steel shortsword</i>

The highest rank most hobgoblins can hope for is that of **legate**. These old hobgoblins are the veterans of hundreds of battles and have proven their worth as a warrior countless times.



GAWAIN Five kings take arms against your horde
Yet you do not accept our terms?

KALLIAK You think me cow'd by pageantry?
I, whose wine is fetch'd by kings,
my blade surfeited with their heirs?
Whose cloths are clean'd by queens
Of whose dainty hands I otherwise tire?
More lords have I at camp than thee
And five more ere the day is through
Mark well this face, your master's soon

GAWAIN (aside) I'll mark his face and more ere noon

EXEUNT

-Warrick Brandishpole, GAWAIN III, Act IV scene V

HOBGOBLIN IMPERATOR

Medium humanoid (goblinoid), lawful evil

Armor Class 17 (splint)

Hit Points 117 (16d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Con +6, Wis +6, Cha +6

Skills Athletics +6, Intimidation +6, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages Common, Goblin

Challenge 5 (1,800 XP)

Regimented Aggression. All friendly hobgoblins within 30 feet of the hobgoblin imperator gain a +1 bonus to their damage rolls.

ACTIONS

Multiattack. The hobgoblin imperator can use its frightening presence. It then makes three attacks with its longsword.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Command Attack. The hobgoblin imperator shouts orders to all subordinates within 60 feet. Allied creatures who can see and hear the hobgoblin imperator can use their reaction to either move their speed to a target of the imperator's choice or make a weapon attack against a target of the imperator's choice.

Frightening Presence. When there are at least 10 hobgoblins or 3 hobgoblin legates within 40 feet of the hobgoblin imperator, each creature of the hobgoblin imperator's choice that is within 120 feet of the hobgoblin imperator and able to see and hear it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hobgoblin imperator's Frightening Presence for the next 24 hours.

REACTIONS

Counterattack. If the attack roll made against the hobgoblin imperator results in a 10 or below, the hobgoblin imperator can make an opportunity attack against the attacker.

WEAPONS, ARMOR & ITEMS

Longsword, splint armor, and roll a d12:

d12	Item(s)
1-6	1d8 days' hard tack rations
7-9	A trinket (p. 94)
10-11	A leather coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	A set of +2 <i>splint armor</i> and a +3 <i>steel longsword</i>

Having united two or more armies, **imperators** tend more towards the ostentatious, and often have a grand plan or purpose for their host. World domination, for instance...

To see the true heights of hobgoblin megalomania, one need look no further than Garna Makushtar, the half-legendary 'iron tortoise'; a lightweight, portable fortress, borne on the backs of a legion of slaves. Drums roll, the ground shakes, and the hobgoblin war machine rolls inexorably onward, leaving gutted settlements and leveled forests in its wake.

-Bryn Gallard, THE EYES OF THE ENEMY



HOBGOBLIN TRINKETS

The following items might be carried by a hobgoblin:

d10 Trinket

- 1 A braided leather tassel, denoting rank
- 2 A collection of foreign coins strung together on a piece of twine
- 3 A burnished-steel wolf's head regimental crest
- 4 An inscribed sword belt for exemplary military service
- 5 A leather hair cord with a concealed steel spike
- 6 A pouch of iron hobnails
- 7 A cloak fashioned from a noble's banner
- 8 A tin of ointment for places armor has rubbed uncomfortably
- 9 A sack of spare rags for stuffing between layers of armor
- 10 A pouch of coarse sand dotted with flecks of rust

HOBGOBLIN LAIR DETAILS

An area controlled by hobgoblins might display the following:

d10 Lair Detail

- 1 Multiple captured banners and standards are displayed, most muddy, and a few spattered with blood
- 2 A wax tablet displaying watch rotations for the next week
- 3 A collection of filthy pallets for public slaves
- 4 Neatly arrayed racks of spears and javelins line the walls
- 5 A collapsible table, reinforced to be used as an emergency barricade should the need arise
- 6 The smell of stew, hearty but in dire need of some seasoning
- 7 A row of barrels filled with sand for removing grime from mail armor
- 8 An area has been cleared and leveled, with racks of blunted weapons gathered nearby
- 9 Rolls of thin reed and canvas sleeping mats are piled to one side; one roll conceals a trinket
- 10 The hot metallic smell of a busy forge and the ringing sound of hammer and anvil emanate from nearby

HOBGOBLIN TRIBES

GARSH KARA SCHKOSKAR

Ten thousand strong, Garsh Kara Schkoskar ('Koskar's Steel Legion') is one of the largest groups of hobgoblins to not permanently settle an area or splinter off into more easily manageable factions. The troop is led by Warlord Koskar, an idealist or a fanatic depending on who one speaks to, a hobgoblin whose singular vision and untarnished military record demand respect amongst his kind. What hope, Koskar asks, does the world have to stand against the threats facing it unless united, hardened, and trained under hobgoblin rule? Without the discipline and strength of the hobgoblin regime, the world is doomed.

Unlike many other hobgoblin groups, Koskar offers his enemies a choice; to surrender and serve as second-class auxiliaries in his great host (provided they are able warriors and submit to the hobgoblin way), or to resist and face slavery or death. As a result of this, his army is more varied than would be typical; though hobgoblins still make up the bulk of his troops, a large number of orcs (largely the Tooth-Cracker and Bleeding-Head tribes whose chieftains swore blood oaths to Koskar in person)

act as shock troops in the vanguard, a small scouting force of bugbears (various signs led the Night-Wolves' tribal elders to Koskar, and they have since been joined by a number of individual mercenaries) foray ahead and carry out occasional infiltration and assassination missions.

It is said that Koskar has yet to lose a battle which he has personally commanded; this power, and the ready-supply of luxury goods left unclaimed by his attacks, also attracts a good number of unscrupulous sellswords and mercenary companies who care little for the source of their pay, as well as a veritable army of scavengers, both humanoid and monstrous.

Koskar's crusade has the potential to change the face of the world, and already some smaller, poorly-defended communities are taking the fatalistic view that it is better to live under his regime than be slaughtered by the first orc warband or groll raiding party that happens by. Others desperately petition local governors for additional protection, flee, or prepare for a desperate battle, the outcome of which is all but certain.

GATKARN AKRA

Order is the central tenant of the hobgoblin creed; if a rigid adherence to the letter of the law is what's needed, few do it better. Those that live under their rule can expect them to be consistent, if nothing else. It is, however, uncommon for them to be found enforcing the laws of others, with the exception of 'The Keepers of the Peace', the Gatkarn Akra.

These city-dwelling hobgoblins were originally brought in to augment the guard as an unconventional, and somewhat desperate, gambit, to quell a faction of dissidents threatening to erupt into a citywide rioting mob. After a few weeks of violent clashes, and a few well-placed executions, the dissenters were cowed and order restored. The Gatkarn Akra enjoyed this comfortable, stable life with its ample opportunities to exercise their authority so much so that the majority stayed on after the terms of their original contract. Under the command of Graggar, a hobgoblin tending towards portliness with his new, more sedentary lifestyle, a new contract was drawn up, allowing the Gatkarn Akra to stay on to assist the guard with their long term duties.

Gradually, the Gatkarn Akra started taking over more and more duties of the guard, to the point where now only a few, fairly embittered, guardsmen remain. The hobgoblins do their duty with great enthusiasm, and crime rates are at an all-time low, hardly a surprise when those outside out of curfew are beaten half to death, and the hands of every known thief decorate the market square. The people of the city often complain about the decline of the taverns (though never within earshot of the peacekeepers), and day to day life has certainly taken a turn for the dull after most of the city's popular musicians and entertainers were driven out over charges of public disturbance and lewd conduct.

What came as a surprise to the people were the Gatkarn Akra's reforms to the upper classes, who the hobgoblins simultaneously policed as thoroughly as the rest; under hobgoblin rules, the upper ranks are allowed some perks and a greater allowance of slaves, but nowhere near the disparity common among other races. Any traces of corruption were weeded out and dealt with as harshly as any other theft with no exceptions made for rank, and wealth was distributed more evenly. This 'fairness' has mollified some of the common folk, but the constant suspicion and threat of the hobgoblin presence outweighs this grim satisfaction for most. With hedonism ousted by authoritarian law and order, many individuals from all echelons of society, though safer in their homes, grow weary of their humorless overseers.

JAASHK TAKANA

The Jaashk Takana ('Broken Spears') began as a mercenary force made up of hobgoblins from many tribes ejected for whatever reason from hobgoblin society. Some were branded as cowards for retreating from impossible odds without a direct order, some fought and killed rivals outside of a properly sanctioned duel, some were wounded and left behind as the army moved on. Each *Jaa'Kana* has their own story, but every one of them winds their way through the world, sometimes alone, sometimes in smaller companies, until they find their way to the Jaashk Takana.

The company's commander, Tarak, left his tribe after leading his unit to attack a village, rather than the outpost he was ordered to. Tarak needed to replenish his stock of slaves after torturing his last

to death for dropping his spear while taking it away for sharpening. Tarak always ran low on slaves. Leaving the harsh discipline of the tribe, he and his lieutenants quickly spiraled away from any self-control over their baser impulses.

Over the years, the Jaashk Takana have branched out culturally, accepting any outcast or degenerate with bloodlust to slake, as long as they follow Tarak's orders, which most are happy to do given that his orders usually involve hurting something. The captains of the company includes such distinguished characters as Orzag the Gallows, an orc who often forgoes weapons in favor of strangling his enemies to death, Mad Mezzik, a goblin whose obsession and skill with blowing things up cost him a hand and most of his former troop, Black-Eyes the okiti, who enjoys observing the effects of his poisons on those who may or may not have useful information, and Gitizi the Carrion Queen, a gnoll with a love of setting loose and hunting down captives with her pack of half-starved hyenas.

The Jaashk Takana have more than earned the horrific reputation that goes before them, and even the threat or rumor of their employment to a cause can be enough to force a surrender from a rival; few disputes are worth the possibility of going up against them and losing. The truth is that most of those who threaten to hire their services during petty spats amongst nobles or border disputes would never dare approach them, knowing that trusting this group of mad dogs to a task requiring any level of control would be foolish. However, in times of full-scale war, when chaos and fear need to be sown amongst the enemy, none are better at their craft than the Jaashk Takana.





KOBOLDS

The dry air of the tunnel is engulfed in a fresh wave of heat as, far off, its denizen makes its presence known. As dust rains from the ceiling, a creature barrels into the passage, made bold by the promises of dreams. A skinny body supported by skinnier legs, a gangly neck topped with a dragon's head - though with none of its majesty - surveys the earth, its eyes aflame with purpose. It is an awkward creature, skittering forward stop-start like an anxious bird. Its head sways this way and that as if using every sense to search. Suddenly it crouches, ripping up handfuls of earth in a tireless, frenzied scabble. At the sight of a smooth, rounded surface, it relaxes. Its eyes illuminate, full of wonder, and greed, and possibility. This is a kobold.

Kobolds are small reptilian humanoids averaging around three-and-a-half feet tall, with a lean, gangly frame. Their large eyes, positioned high on their heads, give them good all-round vision, befitting their rank near the bottom of the monstrous food chain. As with most reptiles, males and females are nearly identical. Males may tend towards having more and larger hornlets and crests than females, but this is by no means a certain means of identification.

Females lay clutches of seventeen to twenty-four pale, leathery-shelled eggs, which incubate in communal nesting chambers for around seven months. The hatchlings, perfect miniatures of the

adults, instinctively travel upwards through the tunnels to the surface where they will scatter, traveling in groups of between five and ten, attempting to find another colony to join, or discover a suitable burrow to settle in and start a new one of their own (the dispersal of the newborns in this way helps to ensure diversity across the species and means that a single kobold family line can stretch across continents). Their only sustenance during this time is the remnants of their egg's yolk, and the majority perish after failing to find a suitable location within the few days they have. Though it is the exception rather than the rule, female kobolds have been known to lay viable eggs even in the absence of males.

Kobolds tend towards a nervous disposition, and can descend into fits of anxiety if they are away from the soothing dark of their enclosed tunnels. This has led to the belief that all kobolds are frail cowards by the civilized world at large, but the truth is the majority of the population have not encountered kobolds in their native territory. Underground, kobolds are as capable of defending their home as any other race, though they prefer guerrilla tactics, ambushes, and traps to conventional warfare.

Kobolds divide neatly into two distinct subtypes. Warren kobolds are kobolds left to their own devices; simple miners and trap builders. When a colony discovers, or seeks out a dragon egg or wyrmling, their society entirely changes to that of the more grandiose and self-important dragon kobolds.

LANGUAGE AND COMMON NAMES

Kobolds speak a derived, simplified version of Draconic also known as Low Draconic. Speakers of Draconic typically find the kobolds' variant grating and irritating, largely due to its rule that repetition is the same as emphasis; 'good good' means 'very good', for example. This may go some way to explaining dragons' commonly murderous attitude towards them.

Warren kobold names tend to be short and simple, but higher-ranking dragon kobolds tend towards longer, more aggrandizing names in the fashion of true dragons.

Warren Kobold Names: Akkom, Atkan, Bektik, Hakshut, Kabik, Nektesh, Nushek, Rennet, Sefk, Shafak, Zadikha, Zankath, Zashra

Dragon Kobold Names: Akathrazar, Bathrakaz, Iokathorax, Kashadran, Pazakaron, Rakaramaz, Shazathrar, Zanakal

WARREN KOBOLDS

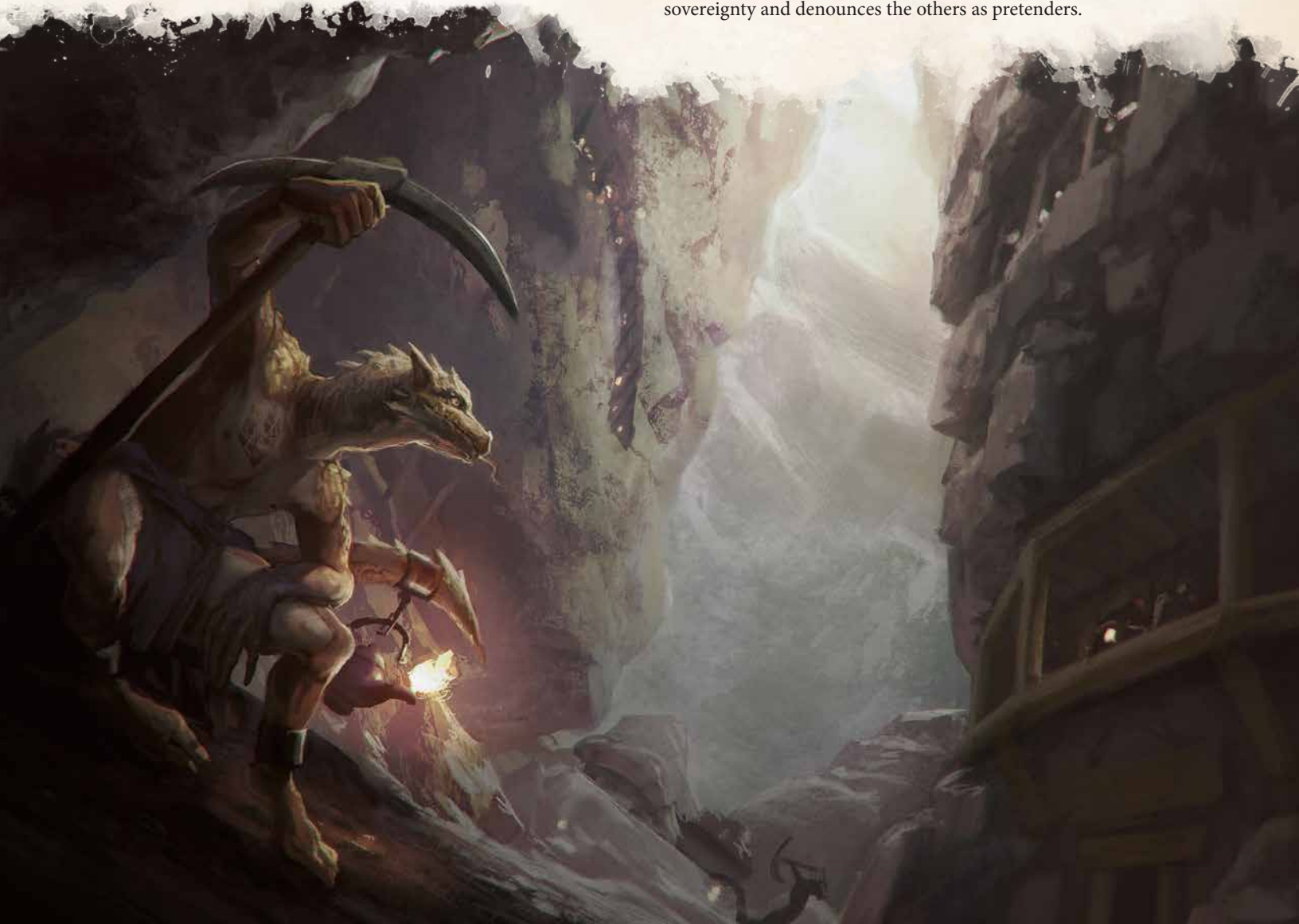
Warren kobolds live modestly and generally have little interest in, or quarrel with, the world outside their tunnel network. The majority of their number work tirelessly, maintaining the tunnels, excavating new ones, or tending to the group's beasts. Warren kobolds almost always keep a number of beasts known only as 'lizard-hounds', which provide the group with an additional layer of defense, as well as eggs, meat, and hide. As reptiles, these

creatures require only a fraction of the food a similarly sized mammal would need, and so are able to get by on the meagre diet the kobolds can afford them. However, this does not stop the occasional beast master providing the hounds with food in an altogether more violent and spectacular manner if rations run low.

With little in the way of resources but the ore they bring up while expanding their tunnel network, warren kobolds dress simply, with a few metal adornments and spines from their hounds as their ornamentation. Their weapons are basic but well made, with spears and tall, narrow shields being preferred for their effectiveness in a restricted space. It is common for them to forgo armor and rely on the natural toughness of their scaly hide, but an armor of leather or metal scales is sometimes used to augment this, especially by high-ranking individuals and their retinue.

CULTURE

Warren kobolds have a very loose system of leadership whereby any individual in a warren may declare themselves king and take over leadership. The strength of their claim is based on the strength of the bribes or, more rarely, warriors they can raise. The position is more or less arbitrary, as it is generally in the best interests of everyone that the majority of the group continues to mine and expand the tunnel network, so this continues to happen regardless of whoever calls themselves king. It is not uncommon for kobold warrens to contain multiple kings, each of whom claims complete sovereignty and denounces the others as pretenders.



While this theoretically puts many kobold warrens in a constant state of civil war, violence is rare, and is usually restricted to one-on-one scraps between kings. Where one king is triumphant, the loser may or may not renounce their claim, but if the kings are equally matched, it is common for each to gracefully concede part of their domain and so become ‘King of the Western Tunnels’, ‘King of the Deep Caves’ or so on.

Very rarely, warren kobolds can be found as an underclass of a multicultural society, most likely in settlements of dwarven origin, given their dislike of bright, open spaces. Sometimes these are kobolds who have been exiled on the whim of a king, or have been forced out of their tunnels by natural disaster, another monstrous race, or an adventuring band, but occasionally a clan will surface by chance in a settlement and see the benefits of the richer life they could potentially lead there. Kobolds can scrape a living as tinkers, scrappers and miners, but rarely receive much love or respect from the population at large, who will usually view them as eccentric fringe dwellers at best and dangerous pests at worst.

ENVIRONMENT

Most warren kobolds will never see the sun in their adult lives. Enough rumors and tales make their way underground of kobolds with an adventurous streak coming to a sticky end above ground, or simply never being heard of again, that most are content with their subterranean life. The complex dwellings of warren kobolds more than live up to the name. Winding labyrinths of cramped, pitch black tunnels crisscrossing and overlapping one another at different levels in a manner nearly impossible to map accurately (kobolds, who usually remain in the tunnel network that they travel to after hatching until their death, are able to navigate their confusing habitat with ease).

A few of these tunnels are rigged with traps, and only used in the event of an attack. Triggered tunnel collapse is a straightforward, if somewhat unimaginative, favorite, but some are more inventive, such as a weakened floor giving way to anything heavier than a kobold, dumping the victim into a pit full of poisoned spikes (or the lizard-hound den), or a steep narrow tunnel with a large rolling boulder. Kobolds are taught from an early age only to use these tunnels if they are luring an intruder into one of these traps, but this doesn't stop a few adventurous or absent-minded individuals wandering in from time to time and becoming the victim.

Although able to regulate their body temperature to a certain extent, kobolds have a marked preference for warmer areas. Large populations of kobolds can usually be found in the vicinity of volcanoes, but such extremes of temperature are not necessary for their survival so long as it doesn't approach freezing point.

ROLEPLAYING WARREN KOBOLDS

Warren kobolds are easily cowed, threatened or coerced, and the majority of their number are natural followers. If told to do something simple with enough authority, they will typically comply with little fuss. Their kings are another matter, convinced as they are of their own importance and the loyalty of their subjects. It is not uncommon for them to overplay their hand in this regard, overestimating the expendability of their minions and finding out the hard way that even a self-proclaimed king among kobolds is still just a kobold.

COMBAT TACTICS

Warren kobolds avoid combat whenever possible unless they are in the familiar surroundings of their home tunnels. Their usual tactic is to retreat into tunnels too small for larger creatures to fight in effectively, where they can present greater numbers than their opponents. Their tunnels can usually be collapsed in order to funnel their foes through such tight spaces if they wish to proceed further into the warren.

All kobolds have a clear mental map of their tunnels, so know the most efficient routes to outmaneuver and flank their opponents and, if the kobolds are taken by surprise or the odds turn against them, the closest trap or hazard they can draw the enemy towards. If traps and battle fail them, warren kobolds are more likely to throw themselves at their enemy's mercy than to flee, offering themselves as servants or slaves in return for their lives.

WARREN KOBOLD WARBANDS

Use these tables to generate a warren kobold encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	8 kobold miners
2	1	4 scutico, 2 kobold javelin throwers
3	2	2 kobold beastmasters, 2 svaraskalos
4	2	4 kobold miners, 4 kobold javelin throwers, 2 kobold spearmen
5	3	4 kobold spearmen, 2 kobold beastmasters, 2 svaraskalos
6	3	4 scutico, 5 svaraskalos
7	4	6 kobold miners, 2 kobold javelin throwers, 1 seismosuchus
8	4	8 scutico, 4 kobold beastmasters, 2 svaraskalos

CR 5-8

d8	CR	Group Members
1	5	12 kobold javelin throwers, 8 kobold spearmen
2	5	16 kobold miners, 8 kobold javelin throwers, 1 kobold beastmaster, 1 svaraskalos
3	6	2 kobold javelin throwers, 6 kobold spearmen, 3 kobold beastmasters, 3 svaraskalos, 1 kobold king
4	6	8 scutico, 4 svaraskalos, 1 seismosuchus
5	7	4 kobold miners, 4 scutico, 12 kobold javelin throwers, 8 kobold spearmen, 1 kobold beastmaster, 1 svaraskalos
6	7	4 scutico, 10 kobold javelin throwers, 8 kobold spearmen, 1 kobold king
7	8	4 svaraskalos, 2 seismosuchus
8	8	6 kobold beastmasters, 8 svaraskalos, 1 kobold king

KOBOLD MINER

Small humanoid (kobold), neutral

Armor Class 12

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	15 (+2)	10 (+0)	9 (-1)	7 (-2)	8 (-1)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the kobold miner has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

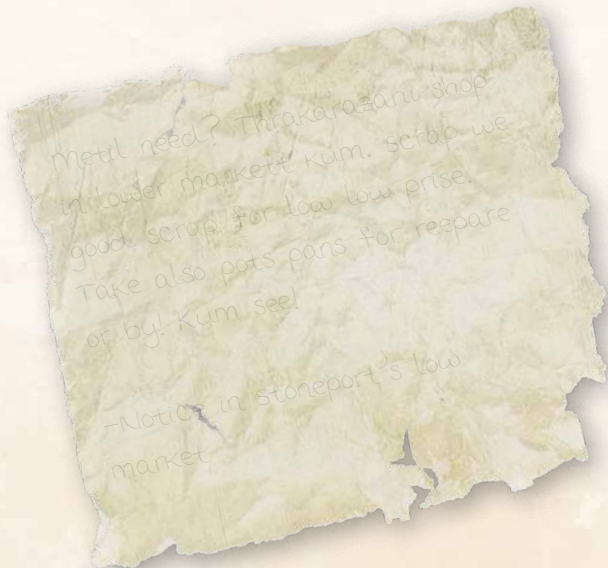
Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.
Hit: 4 (1d4 + 2) piercing damage.

WEAPONS, ARMOR & ITEMS

Pick, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 104)
10-11	A tattered coin purse containing 7 (2d6) cp
12	A <i>potion of healing</i>

Miners make up the bulk of the kobold population. Mostly docile by nature, they are strong from a lifetime of manual labor and can utilize their tools to defend their home.



KOBOLD JAVELIN THROWER

Small humanoid (kobold), neutral

Armor Class 14 (leather armor)

Hit Points 10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	8 (-1)	7 (-2)	7 (-2)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold javelin thrower has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

5 javelins, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (<i>p. 104</i>)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A quiver containing 2 (1d4) +1 javelins

Javelin throwers hurl their weapons using a simple atlatl, or spear-thrower, enabling them to propel the projectiles in a near straight line, rather than an arc, greatly improving the weapon's usability in relatively confined spaces.



KOBOLD SPEARMAN

Small humanoid (kobold), neutral

Armor Class 15 (leather armor, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/4 (50 XP)

Sunlight Sensitivity. While in sunlight, the kobold spearman has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

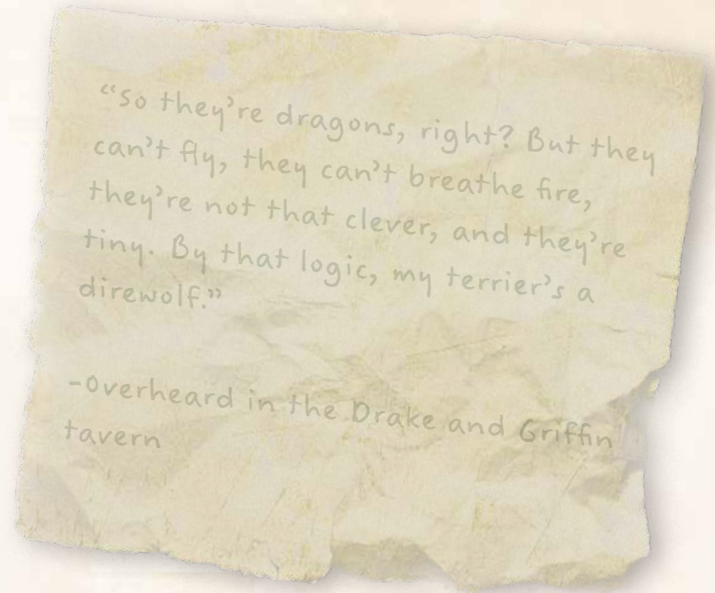
Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Spear, leather armor, shield, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 104)
10-11	A tattered coin purse containing 10 (3d6) cp
12	A <i>potion of healing</i>

Spearmen are the rank and file of the kobold military, using their small size to cram together as many shields and spears as possible in their narrow tunnels.



KOBOLD BEASTMASTER

Small humanoid (kobold), neutral

Armor Class 16 (half plate)

Hit Points 21 (6d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	10 (+0)	9 (-1)	7 (-2)	8 (-1)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/2 (100 XP)

Mounted Attacks. When mounted, the kobold beast master has advantage on attacks made against Medium or smaller creatures who are on foot.

Sunlight Sensitivity. While in sunlight, the kobold beast master has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Spear. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 30/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Spear, half plate, and roll a d12:

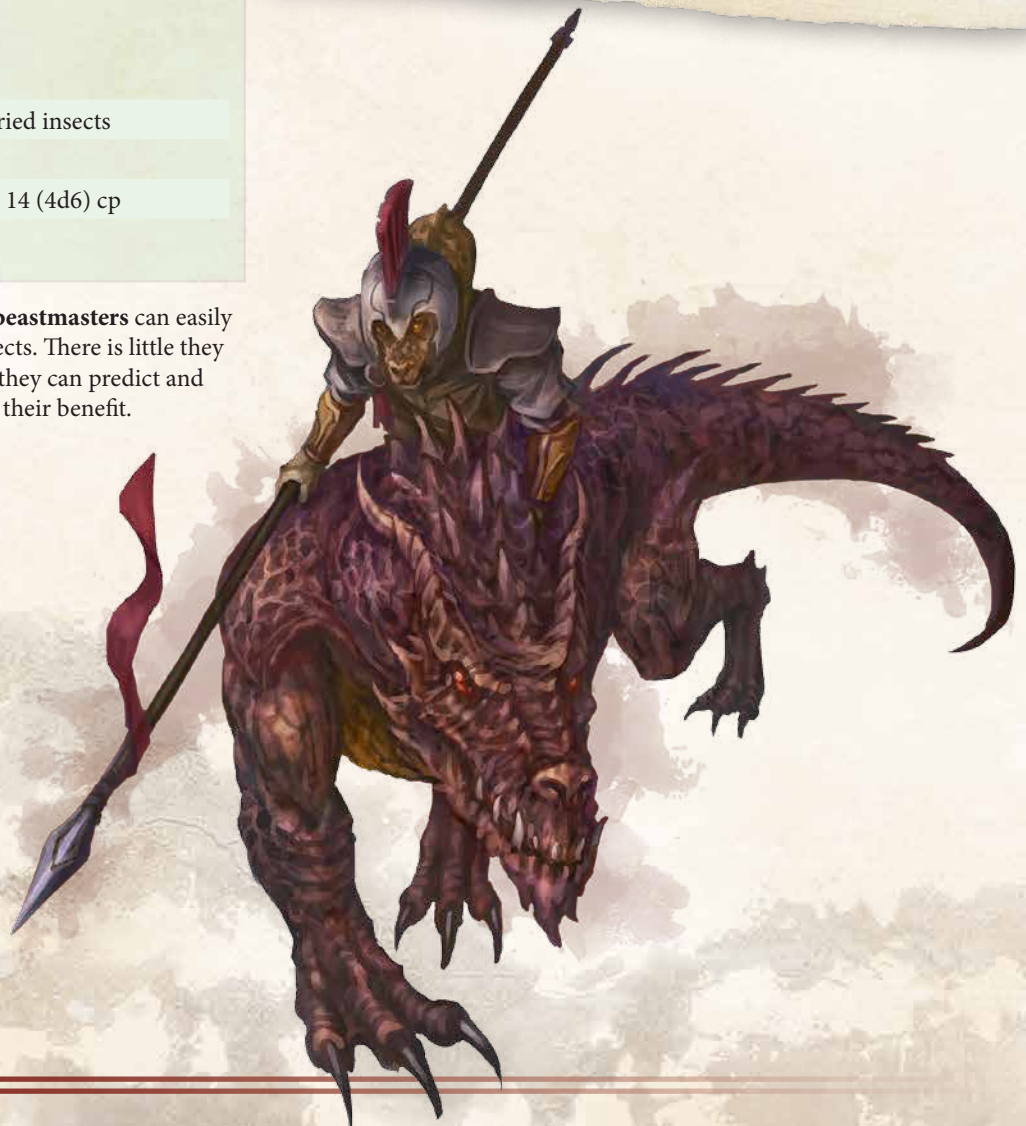
d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 104)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A <i>potion of healing</i>

Though dwarfed by most of their charges, **beastmasters** can easily stay ahead of their sluggish, reptilian intellects. There is little they can do to train the beasts in their care, but they can predict and exploit their largely instinctive reactions to their benefit.

The lineage of the so-called lizard-hounds (who share little kinship with lizards, and even less with hounds) are shrouded in mystery; it is doubtful even that the kobolds who tend to them know of their origin. That they descend from above ground stock is clear at the gross anatomical level; their hide (which is highly sought after by leatherworkers) is richly patterned and colored unlike the plainer skin one would expect of a subterranean species. Moreover, their legs, upright and powerful, are those of a cursorial runner, not a digger.

If we are to assume, and I suggest we do, that 'lizard-wolves' once roamed the world, they are doubtless long gone. Their only surviving relatives, the lizard-hounds (and, some might suggest, the mighty dragons, wyverns and their ilk - see chapter VI for a discussion of the leading draconic taxonomies) are seldom seen by folk above ground, save as part of a kobold raiding party.

-Tobias Collmore *SCALE AND CLAW: AN INTRODUCTION TO REPTILES*



KOBOLD KING

Small humanoid (kobold), neutral

Armor Class 19 (half plate, shield)

Hit Points 28 (8d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	10 (+0)	9 (-1)	9 (-1)	10 (+0)

Skills Deception +2, Intimidation +2, Persuasion +2

Senses darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Challenge 1 (200 XP)

Devout Aggression. All friendly kobolds within 15 feet of the kobold king gain a +1 bonus to damage rolls.

Sunlight Sensitivity. While in sunlight, the kobold king has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Multiattack. The kobold king makes two attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

WEAPONS, ARMOR & ITEMS

Shortsword, half plate, shield, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 104)
10-11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A +1 steel shortsword

Kobold **kings** often demand tribute from their 'loyal subjects', allowing them a little more ornamentation in their good quality armor. Some rose to their position by being fierce fighters, others are spurred on by somewhat misguided belief in their own importance.



WARREN KOBOLD TRINKETS

The following items might be carried by a warren kobold:

d10 Trinket

- 1 A rock hammer with a blunted point and replaced handle
- 2 An egg-shaped rock
- 3 A lizard-hound horn carved with simple runes proclaiming a king's laws
- 4 A large clay dibber, for excavating shallow, round holes
- 5 A serpentine jade clasp
- 6 An unadorned gold ring, nicked and scratched where a clawed finger has been inserted
- 7 A ring of leathery egg shell, worn as a bracelet
- 8 A handful of iron nails in a copper cup
- 9 A single metal scale from a suit of armor upon which a kobold has practiced some carving
- 10 A pointed steel pole used to safely trigger traps

WARREN KOBOLD LAIR DETAILS

An area controlled by warren kobolds might display the following:

d10 Lair Detail

- 1 A dozen or so shallow depressions in the earth scattered with scraps of leathery eggshell
- 2 A neatly stacked pile of reclaimed and repaired mining equipment
- 3 Patches of leathery shed skin have been rubbed off on the rough walls
- 4 Claw marks from whatever enormous creature excavated this part of the tunnel network scar the walls
- 5 The laws of a past king have been inscribed, defaced by their usurper, and modified by a successor
- 6 Hundreds of pale cricket-like insects swarm over a cultivated fungus growing near to a flat, heated cooking rock
- 7 Elements of stonework – clearly dwarven – incorporated into tunnel supports
- 8 A cryptic message in scratchy Draconic warning warren residents of a newly installed trap in the tunnels ahead
- 9 Multiple entrances to a tiny tunnel network, too small even for a full-grown kobold, excavated by hatchlings in their mad rush to the surface
- 10 Carts of reclaimed wood with stone wheels, full of ore to be sorted and attached to harnesses fitted for a large reptilian beast of burden



DRAGON KOBOLDS

Occasionally amongst a group of warren kobolds, a different sort of king will rise, more driven and focused than others. Commonly lead by dreams of flight or fire, this 'dragon-touched' will lead their followers on a reckless pilgrimage, often above ground, to seek a dragon egg. Sometimes, a particularly stealthy kobold will be sent into an adult dragon's lair to secret away an egg, and many a pilgrimage has been utterly wiped out when they are discovered trying to transport it back to the warren, but other times an abandoned egg or wyrmling is found and the pilgrims settle around it. Rarely, kobolds will stumble across a dragon egg in the course of digging tunnels, which typically leads to the same end result.

The egg changes the dynamic of the kobold's society. Instead of mining ore for supplies, workers now seek gems and gold for the hoard, and those with ambition and drive who would normally become kings among warren kobolds now rise as priests. This dynamic continues to shift throughout the dragon's long life. In the beginning, the kobolds act as part foster parent and part animal handler, providing food and attempting an education (which is of dubious value, even setting aside the fact that a dragon's intellect outstrips their own in a matter of months). As the dragon becomes more self-sufficient, it becomes more of a living idol; part monarch and part god. Younger dragons typically enjoy the worship heaped upon them and sometimes take an active interest in utilizing these minions to their own ends. After a few decades of constant fawning, however, most dragons lose interest; in the best cases, they simply ignore the kobolds surrounding them, but it is just as common for a dragon to carry out some pest control in its adult years (any surviving kobolds, devastated that they have done something to so upset their overlord, will redouble their worship, or else wander like heartbroken lovers, possibly finding their way into the underclasses of civilization).

These kobolds leverage the status that comes with associating with a dragon to raid settlements and other monsters for better supplies, knowing that they can fall back to their lair and hoping that any pursuers know what lurks within. Their clothing tends to be of better quality, as do their armor and weapons (which consist of spears, curved blades, steel scale armor and, for a lucky few, true dragonscales). Dragon kobolds are often well supplied enough to decorate themselves with jewelry, paying tribute to their master with horn and wing designs.

CULTURE

Whilst nominally ruled by the dragon they serve, most kobolds will never be allowed any level of interaction with it, and may even be forbidden from setting eyes on it. In practice, the group is led by a ruling class of priests who speak to the dragon and (supposedly) relay its will. Given that dragons are generally indifferent to their retinue of kobolds, their 'will' is often open to a great deal of interpretation, and thus the priests have close to absolute power in the group. This, naturally, leads to a great deal of tension and infighting in the priest caste, with individuals and factions constantly jockeying for higher positions with greater access to the dragon's ear. Some ambitious priests genuinely believe that they will be able to influence their master (and the most powerful of them have been known to, with the help of enchantments), others see the reality of the situation and take any opportunity they can get to manipulate the populous to their own ends.

Beneath the priests are a multitude of acolytes, retainers, and lackeys who carry out the organization and counting of tributes, pronouncement of minor edicts, and the less glamorous parts of tending to the dragon such as cleaning teeth (high fatality rate) and clearing waste (mid-to-high fatality rate). Acolytes are frequently paid off to report their priest's activity to rivals, and it is not uncommon for a high-ranking priest's retinue to be made up entirely of individuals in someone else's pocket. Some use this to their advantage to spread misinformation about their doings to confuse the competition, but others simply make sure that bribed acolytes are assigned to dragon duty as soon as possible.

ENVIRONMENT

Dragon kobold lairs are far more grand and ornate than warren kobolds'. Their tunnels are, theoretically, an extension of the dragon's hoard, so are often opulently decorated and strictly organized. At least one acolyte will be saddled with the task of tallying and neatly piling the dragon's wealth, organizing by size, type, and value. As the dragon ages and the hoard grows, it is not uncommon for this acolyte to run a constant loop, starting the count again as soon as he is finished. It is also not uncommon for distrustful priests to appoint second or even third acolytes to recount and recheck. The acolytes, of course, see this busywork as a great honor and service to the dragon. The dragon, having an innate knowledge of its finances, couldn't care less.

ROLEPLAYING DRAGON KOBOLDS

Dragon kobolds are a mixture of self-important, sycophantic and power hungry. They will fawn and flatter the powerful while trampling over the weak. Most priests genuinely do revere the colony's dragon and speak of it with the same reverent tone any fanatical cult leader would use for the subject of their worship, and with the same level of acceptance for those who do not show the proper respect. Others are more pragmatic and see the dragon as a means to gain personal power and status; these are usually more open to compromise, but equally likely to worm their way out of any such compromise should a better offer present itself.

COMBAT TACTICS

Depending on their personal level of loyalty to the dragon they serve, dragon kobolds can use similar tactics to their warren cousins, or attack more aggressively to the point of recklessness. Those on the periphery of society, for whom life is little different with or without their dragon, utilize the same tactics of tunnel fighting and retreating to draw enemies into traps with the additional 'trap' of a dragon's lair to lure unsuspecting opponents into. Some more self-serving priests also use the tried and tested method of hiding behind a dragon when invaders come knocking.

Those with more reverence for their overlord view using it as a defense as distasteful, and see it as their duty to ensure no unworthy intruder gets far enough to set eyes on it. These loyalists will fight with a fanatical ferocity screaming draconic devotions, and believe dying in the dragon's service to be a high honor they can hope to achieve.

DRAGON KOBOLD WARBANDS

Use these tables to generate a dragon kobold encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	8 dragon kobold acolytes
2	1	4 kobold spearmen
3	2	2 dragon kobold warriors
4	2	8 kobold miners, 4 kobold javelin throwers

5	3	4 dragon kobold acolytes, 4 scutico, 4 kobold spearmen, 1 dragon kobold warrior
6	3	1 dragon kobold warrior, 1 dragon kobold mutant
7	4	2 kobold beastmasters, 2 svaraskalos, 2 dragon kobold warriors
8	4	2 dragon kobold warriors, 1 dragon kobold mutant

CR 5-8

d8	CR	Group Members
1	5	8 dragon kobold acolytes, 4 scutico, 6 kobold spearmen, 1 dragon kobold mutant
2	5	6 kobold javelin throwers, 2 kobold spearmen, 3 dragon kobold warriors
3	6	2 kobold beastmasters, 2 svaraskalos, 4 dragon kobold warriors
4	6	3 dragon kobold mutants
5	7	1 seimosuchus, 1 dragon kobold wizard
6	7	3 dragon kobold warriors, 1 dragon kobold wizard
7	8	4 dragon kobold warriors, 2 dragon kobold mutants
8	8	4 scutico, 1 svaraskalos, 1 seimosuchus, 1 dragon kobold wizard

CR 9-12

d8	CR	Group Members
1	9	8 dragon kobold acolytes, 1 dragon kobold prophet
2	9	4 kobold javelin throwers, 4 kobold spearmen, 3 dragon kobold warriors, 2 dragon kobold mutants
3	10	2 kobold beastmasters, 2 svaraskalos, 1 dragon kobold prophet
4	10	8 kobold miners, 5 dragon kobold warriors, 3 dragon kobold mutants
5	11	5 dragon kobold warriors, 3 dragon kobold mutants
6	11	3 dragon kobold warriors, 1 dragon kobold prophet
7	12	4 dragon kobold warriors, 2 dragon kobold wizards
8	12	8 dragon kobold acolytes, 3 dragon kobold warriors, 1 dragon kobold prophet

DRAGON KOBOLD ACOLYTE

Small humanoid (kobold), neutral evil

Armor Class 11

Hit Points 5 (2d6 – 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (–2)	12 (+1)	9 (–1)	8 (–1)	7 (–2)	8 (–1)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1/8 (25 XP)

Sunlight Sensitivity. While in sunlight, the dragon kobold acolyte has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Multiattack. The dragon kobold acolyte makes two attacks with its claws.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 112)
10-11	A tattered coin purse containing 7 (2d6) cp
12	An <i>Elemental Gem</i> (roll a d4: 1. Blue Sapphire, 2. Yellow Diamond, 3. Red Corundum, 4. Emerald)

Acolytes are the put-upon dogsbodies of the priest caste, each vying to improve their position, most of them fruitlessly.



What is the nature of the gods? The question has plagued philosophers through the ages. Such philosophers may envy the kobold, for whom the answer is simple. Perhaps they should pity them as well, for the answer is also capricious, vain, and wrathful.

Dragons seem an obvious focus for worship, being among the most powerful living creatures that walk the earth, and indeed it is known for cults of dragon-worship to spring up among the more civilized peoples from time to time. However, none of these can match the fanatical fervor of the kobold; a devotion even dragonsfire cannot burn away. Most beings, faced with a god that openly despises them, tells them so at regular intervals, and frequently devours some of their number would find a new one, but kobolds see this only as proof of the dragon's superiority, and work hard to win back a favor which never existed in the first place.

-Tintharael Ellanwe, MYTHS OF THE SAVAGE RACES

DRAGON KOBOLD WARRIOR

Small humanoid (kobold), neutral evil

Armor Class 17 (chain shirt, shield)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	8 (-1)	7 (-2)	8 (-1)

Senses darkvision 120 ft., passive Perception 8

Languages Common, Draconic

Challenge 1 (200 XP)

Sunlight Sensitivity. While in sunlight, the dragon kobold warrior has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

Dagger, 3 javelins, shortsword, chain shirt, shield, and roll a d12:

d12 Item(s)

1-6 1d4 days' rations consisting of dried insects

7-9 A trinket (p. 112)

10-11 A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp

12 A quiver containing 4 (1d4 + 2) +1 javelins

Warriors are pledged to the defense of the priests and the dragon, serving as a personal guard (dragons' opinions on this vary), and facing foes with fanatical loyalty.

To kobolds, attempting to emulate dragons is not blasphemy, but a form of worship in itself. Their priests brew potions and tonics, and the populace gleefully submit to their experiments. A handful, perhaps one in every twenty, emerge winged, worshipped as blessings from the dragon. The mangled bodies of the majority are often too toxic to feed even to the lizard-hounds.

-Wulfgang Boor, WYRM CULTS: DRAGON WORSHIPERS, THEIR BELIEFS AND HABITS



DRAGON KOBOLD MUTANT

Small humanoid (kobold), neutral evil

Armor Class 14 (leather armor)

Hit Points 24 (7d6)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	9 (-1)	8 (-1)	9 (-1)

Senses darkvision 120 ft., passive Perception 9

Languages Common, Draconic

Challenge 2 (450 XP)

Sunlight Sensitivity. While in sunlight, the dragon kobold mutant has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit. Reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 +3) piercing damage.

Flask of Alchemist Fire. *Ranged Weapon Attack:* +5 to hit, range 20 ft., one target. Hit: 2 (1d4) fire damage. The target takes this damage again at the start of each of its turns. As an action, the creature can make a DC 10 Dexterity check, extinguishing the flames on a success.

Firebreath Potion. After drinking this potion, as a bonus action the mutant kobold can exhale fire at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. The effect ends after the mutant kobold exhales the fire three times or after 1 hour has passed.

Icebreath Potion. After drinking this potion, as a bonus action the mutant kobold can exhale ice at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a successful one. The effect ends after the mutant kobold exhales the ice three times or after 1 hour has passed.

WEAPONS, ARMOR & ITEMS

2 daggers, 2 flasks of alchemist fire, 2 *firebreath potions* (p. 169), 2 *icebreath potions* (p. 169), leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 112)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A <i>potion of resistance</i>

The beneficiaries, or victims, of crude experimentation, **mutant** kobolds use alchemical mixtures to emulate a dragon's abilities and are viewed with awe by others of the colony.



DRAGON KOBOLD WIZARD

Small humanoid (kobold), neutral evil

Armor Class 14 (magic robes)

Hit Points 28 (8d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	10 (+0)	14 (+2)	16 (+3)	10 (+0)

Saving Throws Int +4, Wis +5

Skills Arcana +4

Damage Resistance variable

Senses darkvision 120 ft., passive Perception 13

Languages Common, Draconic

Challenge 4 (1,100 XP)

Damage Resistance. The kobold wizard is resistant to the damage type of the dragon it serves.

Spellcasting. The dragon kobold wizard is an 8th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following wizard spells prepared:

Cantrips (at will): *acid splash, fire bolt, poison spray, ray of frost*

1st level (4 slots): *burning hands, chromatic orb, mage armor, thunderwave*

2nd level (3 slots): *flaming sphere, enlarge/reduce, gust of wind*

3rd level (3 slots): *fireball, lightning bolt, sleet storm*

4th level (2 slots): *conjure minor elementals, stonkskin*

Sunlight Sensitivity. While in sunlight, the dragon kobold wizard has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit. Reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) bludgeoning damage, or 4 (1d8) bludgeoning damage if wielded with two hands.

WEAPONS, ARMOR & ITEMS

Quarterstaff, magic robes, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 112)
10-11	A tattered leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp
12	A <i>firebreath potion</i> and an <i>icebreath potion</i> (p. 169)

Priests with a flair for the dramatic, **wizards** worship the dragon with demonstrations of elemental power which wow the population and can be used to great effect in its defense.



DRAGON KOBOLD PROPHET

Small humanoid (kobold), neutral evil

Armor Class 13 (magic robes)

Hit Points 52 (15d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	16 (+3)	18 (+4)	10 (+0)

Skills Arcana +6

Damage Resistance variable

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Damage Resistance. The kobold prophet is resistant to the damage type of the dragon it serves.

Wyrmtongue. Dragons under the command of the kobold prophet have advantage against being charmed by anyone except the kobold prophet.

Innate Spellcasting. The dragon kobold prophet's spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *fire bolt*, *ray of frost*, *shocking grasp*

2/day each: *dominate monster*, *fireball*, *lightning bolt*, *ice storm*

1/day each: *cone of cold*, *chain lightning*, *fire storm*, *hold monster*

Sunlight Sensitivity. While in sunlight, the dragon kobold prophet has disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight if it, the target of its attack, or what it is trying to perceive is in direct sunlight.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit. Reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Change Shape. The kobold prophet magically polymorphs into a young chromatic dragon, following the rules of the *polymorph* spell, but ignoring its challenge rating restriction. Roll a d10 to determine the dragon's color: 1–2: black, 3–4: blue, 5–6: green, 7–8: red, 9–10: white.

Command Dragon. One young dragon or wyrmling under the control of the kobold prophet can use its reaction to make a bite attack.

WEAPONS, ARMOR & ITEMS

Magic robes, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of dried insects
7-9	A trinket (p. 112)
10-11	A tattered coin purse containing 28 (8d6) sp, and 14 (4d6) gp
12	A <i>ring of resistance</i> , and a <i>ring of protection</i>

Taking on some of the powers of manipulation dragons are famed for, **prophets** may not be the most popular priests with the general population, but are usually cunning enough to worm their way closer to the dragon.



YOU APPROACH THE LAIR OF THE GREAT SHAZATHARAX, GRAND EMPEROR OVER ALL DRAGONS, THE THUNDERBOLT OUT OF THE CLEAR BLUE SKY, AND BY WHOSE GRACE WE ARE ALLOWED TO LIVE. COME NO FURTHER, WORM, LEST IT BE ON YOUR KNEES.

-INSCRIPTION MADE IN FIVE LANGUAGES ON THE LINTEL OF A RUINED TEMPLE COMPLEX, NOW LONG ABANDONED

DRAGON KOBOLD TRINKETS

The following items might be carried by a dragon kobold:

d10 Trinket

- 1 A tiny shell fragment from an enormous egg contained in a finely crafted locket
- 2 A small splinter of dragon tooth
- 3 A candle fashioned vaguely into the shape of a dragon
- 4 A scroll covered in tally marks, some of which are angrily scribbled out
- 5 A small lump of twisted, melted stone
- 6 A page torn from a beautifully illuminated manuscript
- 7 A single glove made of reptilian hide
- 8 A bronze cap made to fit over the tip of a horn, oxidizing at the edges
- 9 A tiny vial of dried, aromatic dragon dung
- 10 A clay tablet inscribed with runes supposedly providing protection from a dragon's breath

DRAGON KOBOLD LAIR DETAILS

An area controlled by dragon kobolds might display the following:

d10 Lair Detail

- 1 Neatly piled stacks of gold, sorted by size and origin
- 2 A pile of stones forming an altar topped by an effigy crafted from a ragged scrap of shed skin
- 3 The cloying smoke of incense hangs heavy in the air
- 4 Cloth of gold has been spread on the ground in the shape of open wings; the area around it is well trafficked, and the footprints are careful to avoid it
- 5 A sulfurous stench, ozone tang, sharp acrid smell, greenish fog, or unnatural chill fill the air, dependent on the dragon's type
- 6 Hundreds of twisted, dripping candles extend and fuse together from every surface like waxy stalagmites
- 7 Vials and bottles are scattered around a stone table carved with winged designs, crisscrossed with restraints, and covered in dark stains
- 8 A reclaimed stone fresco of a rearing dragon – the area which was carved with a mounted dragonslayer, lance in hand, has been thoroughly scraped away
- 9 Stacks of books and scrolls, neatly sorted by color with no regard for their contents
- 10 A curved table, roughly resembling a dragon in flight, surrounded by priests' claw-footed stools

KOBOLD CLANS

KALSHADRAXII

The Kalshadraxii (then named the Dahakar) considered themselves blessed when the dragon-touched king Ajdar rose to prominence. Whipping them up to near fanaticism with the promises of wealth and power his dragon dreams had revealed to him, he led close to the entire colony on a grueling above ground march during which, it is said, Ajdar fasted for thirty days until, on the thirty-first, they came across the slumbering volcano and within, The Egg.

In the months while the baby dragon grew within the shell, the kobolds worked tirelessly, excavating a palatial cavern fit for their future ruler along with winding tunnels for its attendants. Even before the shell was cracked, they had begun to fight for positions in the hierarchy. By chance, it was a common miner, Ilmis, who witnessed the dragon emerge from the egg, propelling her to a lofty position in the eyes of the colony, much to the chagrin of Ajdar.

Years on, Kalshadrax the red dragon is kept fed and pampered by a team of attendants, foremost of whom is Ilmis, who regularly gives rousing sermons espousing the qualities of their draconic charge in flashy displays, which are beloved by the colony. Ajdar has fallen somewhat out of favor, with his obvious rivalry with Ilmis considered rather distasteful. However, it is Ajdar, an altogether more wily sort, who has the dragon's ear, wisely treating the young reptile as a conqueror rather than a child. Ajdar's oozing sycophancy is received far better than Ilmis' mothering and attempts at education (the Kalshadraxii raided a stack of manuscripts prior to the hatching but, being unable to read Common, are reduced to pointing out the impressive illuminations). Those priests still loyal to the former dragon-touched act as spies on these disastrous lessons, passing on any information Ajdar could use to drive a wedge between them.

THRAKARAZARII

What does one do when their sole reason for living simply flies away? The Thrakarazarii were forced to consider just that. When the great dragon, Thrakarazar grew tired of the fawning and idolatry that had erstwhile amused her, she made a violent exit from the colony, bringing down tunnels and dousing with lightning most of those who had nurtured and worshipped her since before she hatched.

Severely depleted in number and their prospects utterly desolate, the remaining estranged kobolds wandered aimlessly for days, led by Kothar, a former hoard-counter, and the only of the dragon caste to survive Thrakarazar's wrath, being in a far-flung tunnel at the time. They traveled far from the former safe-haven of their underground tunnel networks, until they came across a bustling hub of civilization, the like of which none of them had ever known. Lack of better alternatives emboldened them and, weary from travel, the bedraggled few entered the gates and did not look back.

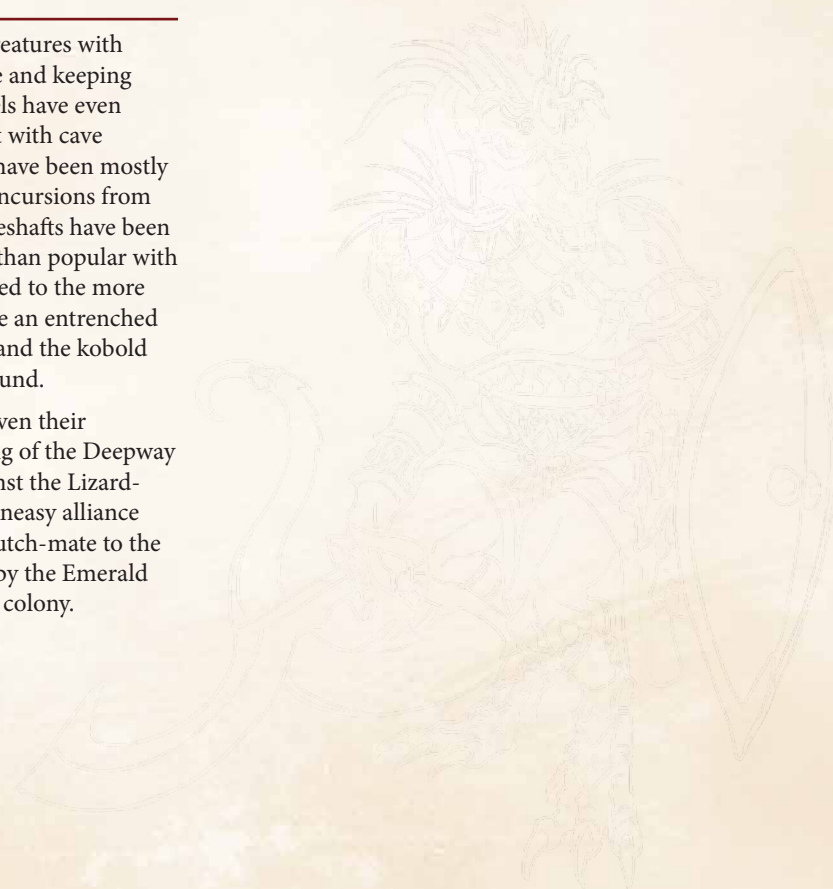
Now the Thrakarazarii live and work under a wooden shopfront that sports the name of their former colony and their new trade. Embarking on entirely new lives, they now utilize the scavenging and mining skills honed while in service to the dragon. They learned to trade and tinker with what they found, developed the best version of the common tongue that their reptilian mouths could produce, and set up shop in one of the cheaper and more disreputable parts of town, forever trying to keep out of trouble and bumbling blindly through bureaucracy they don't understand. Though dragons are demanding and unpredictable, at least they don't require quite so much paperwork...

ZAHHAK

The Zahhak are, for the most part, unassuming creatures with little ambition beyond finding the next vein of ore and keeping themselves fed. To this end, their sprawling tunnels have even stretched deep enough to bring them into conflict with cave goblins in the deeper reaches, but these passages have been mostly abandoned and collapsed to prevent any serious incursions from below. More recently, some derelict dwarven mineshafts have been incorporated into the warren, which became less than popular with the dwarves concerned when the kobolds expanded to the more active shafts. Fighting in these tunnels has become an entrenched stalemate, with the dwarven defenses too strong, and the kobold tunnels too treacherous for either side to gain ground.

A significant push from the kobolds is unlikely given their fractious command. Shazath, naming himself King of the Deepway for his victories against the goblins, schemes against the Lizard-Hound King, Askzar, but they have brokered an uneasy alliance against The King of All the Warrens, Kashzath, clutch-mate to the previous King of All the Warrens who was killed by the Emerald King before his dragon dreams led him out of the colony.

The kings seldom come to blows, though each keeps a force of loyal soldiers which they will occasionally send to 'make war' on their enemies (which usually involves the two groups half-heartedly poking each other with their spears until someone gets hurt, at which point victory is declared). These megalomaniacal displays are avoided by most of the colony, whose efforts are currently focused on keeping the dwarves at bay.





OGRES

Night presses at the edges of the fire, sending grasping shadows over fern and bracken and up the trunks of ancient pines. The fire spits and cracks with drops of fat from the spit. With a tremor and crack, the chorus of the night goes dead. Another tremor, and another, and another, increasing in severity. A shadow is torn by a splintered branch that crashes to the forest floor. The ground stops shaking as two pinpricks of light appear atop a lumpy monolith of doughy flesh glowing orange in the firelight. A beefy hand, the size of a stewpot, darts out like a podgy lightning bolt, snatching meat and spit both. Lips smack. A warhorn of a belch trumpets forth. The hand reaches out for more. This is an ogre.

Ogres are defined by their violent cruelty, immense strength, and monumental stupidity. They are inordinately proud of all these things.

Some large bull ogres can reach fifteen feet tall when standing upright (although they seldom do), and tip the scales at 1,500 pounds. Although these extremes are the exception rather than the rule, ogres do tend to be massive in height and girth. It is believed that ogres rarely live to fifty, although this is difficult to corroborate given that they have no system of counting, and they continue to grow throughout their lives. Unlike most other humanoids, ogres appear to suffer no negative effects from carrying a huge amount of body fat; up to half of their entire weight in some cases.

Ogre sows birth litters of up to eight young, which can walk and run almost straight away. Maternal instinct only lasts for a matter of minutes, after which the young are viewed as potential food for the adults, so these skills are often put to the test early. Young ogres spend the first years of their life as scavengers - little better than animals - on the peripheries of the mob, much like the dogs that trail a marching army feeding on their scraps. Occasional bold or quick individuals will dart into the main throng for a few scraps but, on the whole, until they can grow large enough to survive the beatings doled out by the older ogres (and start administering some of their own), they keep their distance, existing entirely separately, savagely competing with each other to grow and pile on weight as quickly as possible.

To an ogre, dressing in any more than a simple, stained loin cloth is unusually fancy; additions of whole untreated pelts and bone trophies are extravagances only for the fashion-conscious. In battle, ogres typically rely on their overall size and toughness to see them through, but a few see the value of armoring themselves in scavenged goods (making the incredible leap of intellect that if a man in armor is harder to kill, an ogre in armor might be too). Weapons are similarly scavenged, and consist of anything the ogre can swing which, given their strength, is more or less anything it can fit in its hand.

CULTURE

Gut size is the measure of worth amongst ogres, so adolescents who have yet to grow a gut worthy of respect exist at the bottom of the pecking order. Beyond this, their culture is one of barely structured anarchy and chaos. Each ogre strives to be the biggest by devouring as much as possible, and the bigger an ogre gets, the better it is at getting, holding on to, and denying others food. Ogres will often wander into others of their kind forming a loose mob of individuals with the shared goal of finding and eating food; depending on the opportunities this creates, some may stick around, some will wander on again.

If a mob is proven to be successful, the adult ogres are more likely to stay together, albeit fractiously, for increased opportunities for mating and foraging. Should an ogre become badly injured in one of their many scraps, it will typically have the sense of mind to leave the group, for even a lone, wounded ogre is more than capable of dealing with most threats the world can throw at it (though they have a healthy fear of trolls, whose natural weaponry rivals their own, and bugbears, who specialize in bringing down big game as a team). However, travelers should not assume that a lone ogre is necessarily nursing a wound – an ogre may have many reasons to find itself alone, including if it was by far the strongest of the mob and has slaughtered its erstwhile companions.

Although chilling reports exist of those taken alive by ogres, it is unclear whether ogres truly relish the torture they inflict on their victims, or whether these horrors are the result of unthinking and uncaring gluttony. Regardless, tales of captives being ripped quite literally limb from limb, or body parts fought over and devoured in front of their still-living owners are enough to give anyone pause.

Travelers' tales (commonly from 'The Far North,' or 'Across The Sea,' or somewhere similarly vague and difficult to corroborate) tell of settlements, even empires of ogres. These ogres, it is claimed, spoke and traded with other folk and built cavernous stone temples to ever-hungry gods. That intelligent ogres existed is possible, but most scholars agree that such creatures vanished long ago. These persistent myths may be nothing more than an attempt to explain the mysterious ruins that dot the land, remnants of vast structures seemingly constructed for a race far larger than our own.

ENVIRONMENT

To call ogres nomadic is to give them too much credit; ogres simply wander aimlessly, cutting a meandering swathe of destruction through anything that gets in their way. Where they choose to settle for the night quickly becomes a squalid mudhole ('mud' is putting it charitably) churned up by their near-constant infighting.

Ogres may also be encountered in caves (often feasting on the cave's previous inhabitants), but seldom wander too deep, for the deeper caves often have the whiff of troll about them. Nonetheless, some do lose their way, or trail food deeper underground and become trapped. These ogres are often found blinded and shackled in the retinue of a goblin king.

Should a mob happen upon the scent of civilization, carnage is sure to follow. Ogres prize villages and hamlets as a supply of food that will last the mob weeks. Some ogres will rush in with wild abandon, killing all they can lay their hands on and stowing the bodies for later consumption. Others, gifted with unusual forethought, may use tree trunks or rubble to construct makeshift corrals, penning in surviving villagers for an easy supply of fresh meat.

The trails an ogre mob has taken can be identified by the lack of any creatures not small enough to escape notice, with perhaps a few blood splashes remaining of larger quarry. The exception being the populations of frighteningly large boars, known as scrofa, which trail the mob, feeding off their leavings. The scrofa are wily enough to evade the ogres' notice much of the time, and tough enough to compete with adolescents for scraps and stand a chance at escaping should an adult take interest. This, and the lingering smell, is usually enough to warn experienced travelers to choose another route.



ROLEPLAYING OGRES

Ogres have roughly the intellect of a fairly stupid dog, so interactions are quite limited. Whilst the general rule is that the simpler a creature is, the easier it is to magically charm it, the opposite appears to be true of ogres; they have so little mental capacity that they are resistant to such attempts. Non-magical manipulation may prove more effective, but any agreements negotiated are sure to be soon forgotten and the would-be-manipulator smashed repeatedly with a blunt object.

Ogres are unable to feel full, and their constant, ravenous hunger is the central theme of most of their interactions with other races. This goes beyond simple greed (which cannot be entirely discounted, due to the positive correlation between size and power) but is in fact a strange and unexplained biological anomaly. As no amount of food is ever enough, and violence is the quickest way of obtaining it, ogres will strike first and not consider asking questions, even if they were in possession of the wits required.

LANGUAGE AND COMMON NAMES

Ogre language is, as one might expect, a simple one. There are few words, and each conveys a few different concepts, for example the word meaning 'food' also means 'small', as anything smaller than the ogre is normally viewed as a potential food source; beings smaller than the ogre but too difficult or dangerous to eat, such as a well-equipped adventurer, are sometimes called 'big-smalls', which seems to be the only way for an ogre to mentally process this dilemma.

Ogres tend not to have names. Their society and sense of self is limited enough that they can get by with pointing and grunting at who they are addressing, and it is rare that a conversation would be complex enough to refer to a party that is not present. In these rare cases, referring to others as "big" and "small" (in relation to the speaker) usually gets the point across.

COMBAT TACTICS

Ogres fight in order to feed, and whatever tactics they display serve that purpose. They will attack seemingly at random, with no preference for those lightly or heavily armored. The only commonality to their attack patterns is a marked preference for halflings, who they seem to view as easily portable snacks.

Ogres typically do not have the sense to flee unless larger individuals do so, or are killed. A lone ogre will almost invariably fight to the death. This means fights against ogres are prolonged, bloody affairs, typically resulting in heavy losses even if the ogres are slain.

OGRE WARBANDS

Use these tables to generate an ogre encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 5–8

d4	CR	Group Members
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1	5	8 scrofa, 6 adolescent ogres
2	6	1 ogre hurler, 2 scrofa old boars
3	7	1 scrofa old boar, 1 ogre charger
4	8	2 scrofa, 5 adolescent ogres, 1 ogre charger

CR 9–12

d4	CR	Group Members
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1	9	1 scrofa old boar, 1 ogre berserker
2	10	4 scrofa, 2 scrofa old boars, 1 ogre charger
3	11	2 ogre hurlers, 1 ogre berserker
4	12	1 scrofa old boar, 2 ogre chargers

CR 13–16

d4	CR	Group Members
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1	13	1 ogre hurler, 1 ogre charger, 1 ogre berserker
2	14	2 adolescent ogres, 1 ogre collector
3	15	3 ogre chargers
4	16	4 scrofa, 1 scrofa old boar, 1 ogre collector

CR 17–20

d4	CR	Group Members
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1	17	4 scrofa, 1 ogre master
2	18	8 scrofa, 1 scrofa old boar, 2 ogre berserkers
3	19	3 scrofa old boars, 1 ogre collectors
4	20	2 scrofa old boars, 1 ogre master

ADOLESCENT OGRE

Medium giant, chaotic evil

Armor Class 15

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	16 (+3)	5 (-3)	6 (-2)	7 (-2)

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 1/2 (100 XP)

Monumental Stupidity. The adolescent ogre has advantage on saving throws against being charmed.

Scrappy. As a bonus action, the adolescent ogre can make a melee attack with disadvantage.

Tough. The adolescent ogre adds its Constitution modifier to its armor class.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) slashing damage.

Rock. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A <i>potion of healing</i>

Adolescent ogres are far removed from the image usually conjured by the word 'ogre'; small and skinny, they are always desperate to feed and made vicious and feral by their harsh existence.



"If ignorance is bliss, then the ogre must be the most content being in all creation."

-Aticus Greenmoss, minstrel

OGRE HURLER

Large giant, chaotic evil

Armor Class 15

Hit Points 66 (7d10 + 28)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	4 (-3)	5 (-3)	8 (-1)

Skills Athletics +7, Intimidation +1

Senses darkvision 60 ft., passive Perception 7

Languages Common, Giant

Challenge 2 (450 XP)

Bowler. The objects that the ogre hurler throws have so much momentum they travel an additional 15 feet in a straight line past their landing point. Each creature in the path of the thrown object must succeed on a DC 12 Dexterity saving throw or take 5 (1d10) bludgeoning damage.

Monumental Stupidity. The ogre hurler has advantage on saving throws against being charmed.

Tough. The ogre hurler adds its Constitution modifier to its armor class.

ACTIONS

Slam. *Melee Weapon Attack:* +7 to hit, range 5 ft., one target.

Hit: 12 (2d6 + 5) bludgeoning damage.

Boulder/Barrel/Sack. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. Hit: 14 (2d10 + 5) bludgeoning damage, and the target must succeed on a DC 15 Dexterity saving throw or be knocked prone.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A sack of 15 (3d6 + 2) gems, each worth 25 gp

If there's one thing ogres love, it's hitting people with things.

Hurlers have mastered the art of hitting people with things from a great distance.

"It is often said that ogres will come in the night to snatch away naughty children. The far more frightening truth is that ogres come any time they please to snatch away everybody."

-Brandis Klay, militia captain



OGRE CHARGER

Large giant, chaotic evil

Armor Class 15

Hit Points 105 (10d10 + 50)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	4 (-3)	5 (-3)	7 (-2)

Skills Athletics +9, Intimidation +1

Senses darkvision 60 ft., passive Perception 7

Languages Common, Giant

Challenge 5 (1,800 XP)

Monumental Stupidity. The ogre charger has advantage on saving throws against being charmed.

Tough. The ogre charger adds its Constitution modifier to its armor class.

Unstoppable. Once the ogre charger gets moving, it is difficult to stop. If it moves at least 20 feet on its turn, it can move through spaces occupied by Large or smaller creatures and smash through stone barriers up to 3 feet thick.

ACTIONS

Maul. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 19 (4d6 + 5) bludgeoning damage.

Charge. The ogre charger moves up to 40 ft. in a straight line. All creatures in its path must make a DC 15 Dexterity saving throw or DC 20 Strength saving throw, taking 18 (3d8 + 5) bludgeoning damage on a failed save or half as much on a successful one. If a creature makes a successful Strength saving throw, the ogre charger stops moving in front of the creature.

WEAPONS, ARMOR & ITEMS

Maul, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	A collection of 7 (2d6) random potions both common and uncommon

Chargers use the surprising turn of speed ogres can muster in combination with their huge size to smash through enemy defenses, and even structures.



"I've met people too clever for my charms before, but too stupid? That is almost impressive."

-Cesaria Ceris, traveling wizard

OGRE BERSERKER

Large giant, chaotic evil

Armor Class 15

Hit Points 168 (16d10 + 80)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	4 (-3)	5 (-3)	7 (-2)

Skills Athletics +9, Intimidation +1

Senses darkvision 60 ft., passive Perception 7

Languages Common, Giant

Challenge 7 (2,900 XP)

Blind Rage. If the ogre berserker has 84 hit points or fewer, it can choose to attack with disadvantage but add 7 (2d6) damage to each hit. If the ogre berserker has 42 or fewer hit points, it can choose to attack with disadvantage to add 14 (4d6) damage on a hit.

Immense Swing. The ogre berserker can hit up to 2 Medium or smaller targets within 10 feet of each other with each flail attack. A separate attack roll is made for each target.

Monumental Stupidity. The ogre berserker has advantage on saving throws against being charmed.

Tough. The ogre berserker adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The ogre berserker makes two attacks with its flail.

Flail. *Melee Weapon Attack:* +9 to hit, reach 20 ft., one or two targets no more than 10 ft. apart.
Hit: 15 (2d8 + 6) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

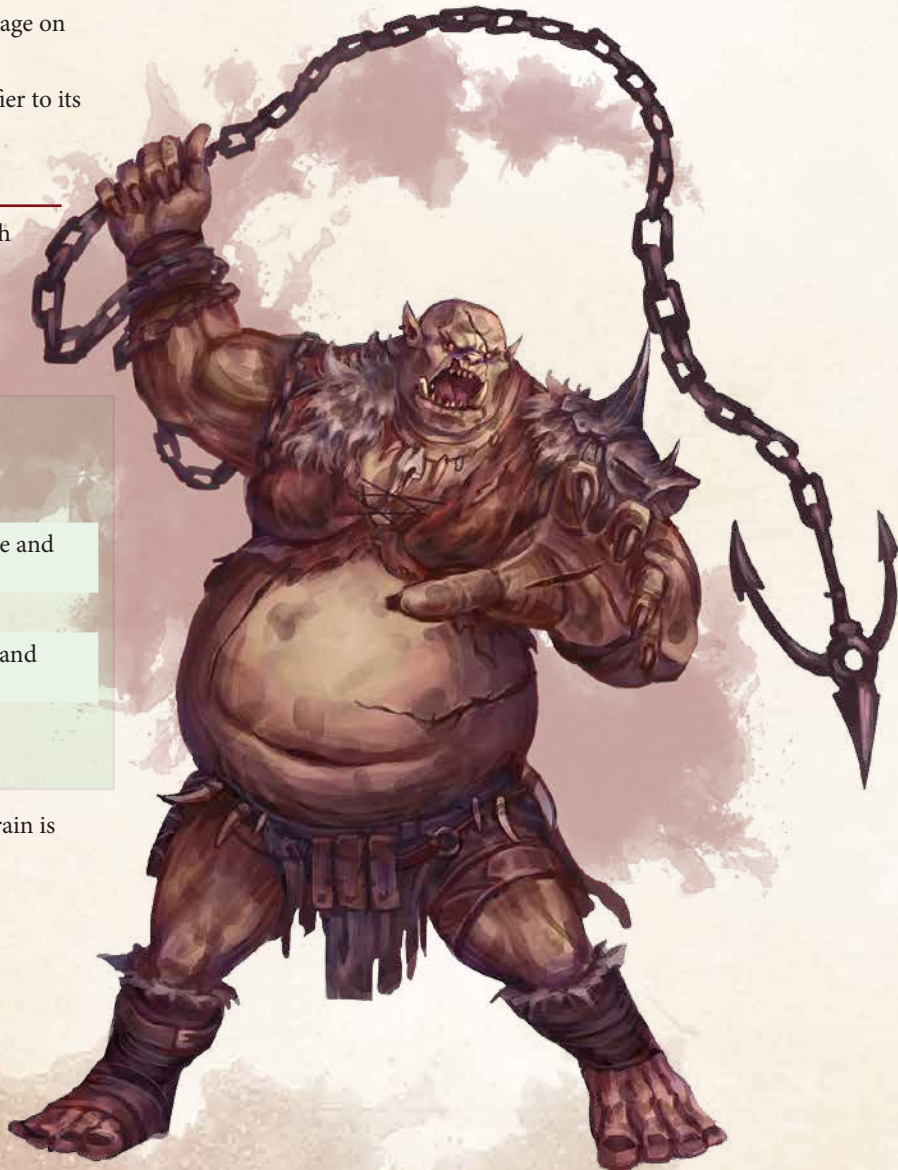
Flail, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered coin purse containing 24 (7d6) sp, and 10 (3d6) gp
12	A sack containing 3 (1d4 + 1) <i>potions of greater healing</i>

One emotion which can easily be felt by an ogre's tiny brain is mindless rage. **Berserkers** feel this almost constantly.

"My advice on fighting ogres? Don't if you can help it. And if you can't help it, make sure they brain you nice and clean. Don't let them take you alive."

-Jana, mercenary, former hobgoblin slave



OGRE COLLECTOR

Huge giant, chaotic evil

Armor Class 18 (improvised armor)

Hit Points 225 (18d12 + 108)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	6 (-2)	7 (-2)	8 (-1)

Skills Athletics +11, Intimidation +4

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 13 (10,000 XP)

Colossal Swing. The ogre collector can hit up to 2 Large targets, or 3 Medium or smaller targets within 5 feet of each other with each maul attack. A separate attack roll is made for each target.

Monumental Stupidity. The ogre collector has advantage on saving throws against being charmed.

ACTIONS

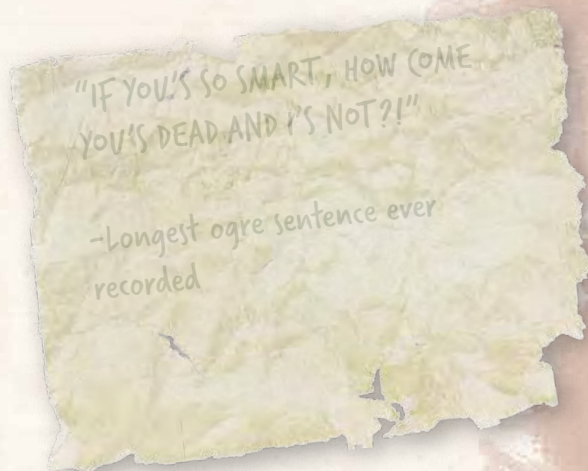
Maul. *Melee Weapon Attack:* +11 to hit, reach 15 ft., up to three targets no more than 5 ft. apart. Hit: 27 (6d6 + 6) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Maul, improvised armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered coin purse containing 17 (5d6) pp
12	Two badly worn +2 <i>shields</i> , and one +3 <i>sword</i>

Prodigies amongst their kind, **collectors** have worked out the benefits of wearing 'armor' to augment their natural toughness.



OGRE MASTER

Huge giant, chaotic evil

Armor Class 19 (half plate)

Hit Points 230 (20d12 + 100)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	20 (+5)	7 (-2)	8 (-1)	10 (+0)

Skills Athletics +12, Intimidation +5

Senses darkvision 60 ft., passive Perception 9

Languages Common, Giant

Challenge 16 (15,000 XP)

Colossal Swing. The ogre master can hit up to 2 Large targets, or 3 Medium or smaller targets within 5 feet of each other with each glaive attack. A separate attack roll is made for each target.

Monumental Stupidity. The ogre master has advantage on saving throws against being charmed.

Tough. The ogre master adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The ogre master makes two attacks with its glaive.

Glaive. *Melee Weapon Attack:* +12 to hit, reach 15 ft., up to three targets no more than 5 ft. apart. Hit: 20 (3d10 + 7) slashing damage.

WEAPONS, ARMOR & ITEMS

Glaive, half plate, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of maggoty cheese and strange rotten meat
7-9	A trinket (p. 123)
10-11	A tattered coin purse containing 28 (8d6) pp
12	A sack containing several beautiful crystals including one <i>ioun stone of strength</i>

The strongest ogres are most able to defend their food. The most well-fed ogres grow stronger. **Masters** are the result of a lifetime of good eating.



OGRE TRINKETS AND ANATOMY

An ogre might carry the following items, or display an anatomical quirk:

d10 Trinket

- 1 A large, perfectly clean thigh bone
- 2 A necklace of cracked skulls
- 3 A dented, tooth-marked breastplate, bent into a bracelet
- 4 Rocks of various sizes, all rolled perfectly smooth and round
- 5 A goad commonly used by goblins, serving as a toothpick
- 6 A belt made from an anchor chain
- 7 Several old arrowheads lodged in the skin
- 8 A huge scrofa tusk jutting from an old thigh wound
- 9 Scars from a troll's claws, and a nose broken so badly it obscures one eye's vision
- 10 Broken shackles around the wrists and ankles

OGRE LAIR DETAILS

An area controlled by ogres might display the following:

d10 Lair Detail

- 1 A somewhat smelly depression in the ground where a large creature has slept
- 2 The splintered and gnawed bones of an adolescent ogre, being picked over by carrion birds
- 3 Long, heavy blunt objects, some embedded with chunks of bone, which have been used as clubs for a time before being forgotten about
- 4 A drooping tree which once bore fruit, but which has now been stripped down to the bark
- 5 The hole of a burrowing creature which has been thoroughly excavated by huge, rough hands
- 6 The lingering smell of unwashed bodies, pigs, blood, and excrement
- 7 The partially eaten carcass of a cow, strung up in a tree where only the tallest ogre can reach it
- 8 The flattened remains of a goblin raiding party, some of whom were armed with harpoons and brands
- 9 A smashed cart, its valuables untouched but its food stores thoroughly emptied
- 10 Confused and chaotic foot and hoof prints circle each other where an ogre has clashed with a sounder of scrofa over a meal

Once the incision was made, the stomach gave off a stench the likes of which I had never experienced prior, and hope never to again. Within, at various stages of digestion, we found a horse's head, the head and forelegs of a boarhound, sundry remains of elk, boar, cow, and wolf, amongst a wealth of pitted, unrecognizable bones and scraps of matted hide, the remains of a henhouse (with the bones of at least six hens), a gorget and greaves, a leather coinpurse (with sixty-four gold pieces which I kept after washing thoroughly), and four bottles of red wine (the labels rendered illegible).

- Kasin Yan, student of anatomy, dissection notes



OKITI

The bright moon glints off pavestones slick with bootleg rum, fish scales and seawater and the smell of salt is strong in the air. A coinpurse, dropped clumsily by a maudlin sailor earlier in the evening lies sodden, with its sparse contents vomited on the damp stone. The sounds of the town are far off; here only the waves break the silence of deepest night. All looks still and lifeless, but expert eyes pierce the gloom, watching, and adept feet scuttle silently and invisibly through the crags and crannies. A sudden flash of scarlet silk disappears into a gutter. The coinpurse has vanished. An undulating shape emerges from the darkness and streaks towards the bilges of a docked ship. Not one, but many small creatures, scurrying in perfect unison and almost immediately swallowed by night. These are okiti.

Okiti, ratmen, bilge rats, or simply bilgers, are a surprisingly populous race of humanoid rodents. Their origins presumably lie across the sea as they can be found in great numbers in any decently sized port if one looks hard enough, though they are experts at evading attention.

Resembling large, bipedal rats, okiti stand between three and four feet tall, with wiry limbs and a long, thin tail. Some individuals are able to control this tail to the extent of holding a torch or similar object, but stories of okiti picking pockets, swinging from

rafters, or sword-fighting on the crossbeam of a sinking ship using their tails are almost certainly embellishments. Short lived for humanoids, okiti start to suffer the effects of old age at around twenty, and most will not see twenty-five.

Okiti give birth to large litters of young, usually between seven and fourteen, which are about as developed as human babies. The young mature quickly, and are considered adults by the age of two. Until that time, they are raised communally, with each member of the colony contributing their own skills to their education as and when they have time. While somewhat chaotic, this does raise okiti with a rounded set of skills, and a strong sense of community.

In contrast to their natural stealthiness, okiti tend to dress in paradoxically garish clothing, favoring swathes of bright, rich fabrics decorated with trinkets. It would seem okiti take pride in being able to escape notice despite this handicap, as well as it being a way to show off their loot.

CULTURE

The okiti are relatively intelligent and sophisticated for a monstrous race, and have an egalitarian and democratic society with a single elected leader who is usually expected to step down after a year or two in charge. They have their own unique language, though most understand and speak at least limited common for trade and negotiation purposes (when stealing is not an option). Shiny things are prized above all else, and intelligence, stealth and cunning

as means to obtain them. They see themselves as deserving of the items they take; their original owners were clearly not smart enough to hold onto them. As a result, the okiti has bested them, and should be rewarded. This culture of theft and competition is not reflected inwardly, however; an okiti would never rob his neighbor or brother, seeing each other as equals as they do. Rather, one would help said neighbor to obtain the supplies of a less respectable race, sharing equally in the spoils, of course.

Okiti also have a great affinity with boats and often construct lairs close to waterways, with multiple escape routes to moored craft, or even directly into the water, as okiti are natural swimmers. Their alternative name 'bilgers' comes from their habit of stowing away on sailing ships (typically in the bilges, but also in other hard-to-check spots), which has earned them the enmity of sailors the world over. While typically a population of okiti is simply a drain on resources while they satisfy their own desire for adventure, it is not unheard of for the rats to turn pirate, suddenly and violently emerging from their hiding spots at the midpoint of the voyage and taking the ship as their own.

ENVIRONMENT

The typical environment for a colony of okiti is some out of the way area of a port city, such as the sewers or cellars, but this is not always the case. Okiti pride themselves on being able to get by on very little, so they can be found in any community which is at all wasteful or negligent of their food stores. Okiti usually keep their thefts low-level and widespread to avoid suspicion, a few loaves of bread here, a few dried fish there, but should their population suddenly increase, or an attempt be made to drive them out, they can quickly turn nasty. A settlement can soon find itself in comparable conditions to a siege if the okiti decide to swarm the food supplies or, if the colony feels particularly threatened, they may put their alchemical skills to use. Numerous great plagues throughout history can be traced back to an okiti colony under threat; thousands of lives snuffed out with a few well-placed drops.

Like their animal counterparts, okiti lairs can also be found in less urban environments such as in forests and near rivers. These okiti display their outlandish fashions using more natural objects like bright feathers and flowers, though pilfering the treasure

hordes of other monsters and passing trade caravans can provide the odd fabric offcut or item of jewelry. These colonies often come into conflict with goblin troops, as they favor similar locations for their lairs, and indeed okiti slaves can often be found in goblin warrens, but some okiti are able to leverage their superior intellect to manipulate the simpler goblins to their own ends.

ROLEPLAYING OKITI

The greatest peril when dealing with okiti is to assume that their leader counts themselves as greater than the rest of the colony. To do so is a great insult, as every okiti is equal. This peculiarity aside, okiti are generally amenable to trade or parlay, especially if a 'fair' offer of shiny objects or sweet food is offered. Okiti take great joy in outsmarting others and laughing at another's expense, but their pranks are normally good-natured and relatively harmless.

Travelers should not be fooled if they stumble upon what appears to be a lone okiti; there are always more hidden away and they will swarm if they feel threatened. Their melee weapons tend to be small and concealed, doubling as lockpicking and burgling tools, though they also will use small bows or crossbows for range.

LANGUAGE AND COMMON NAMES

Okiti revel in wordplay and love to outwit other races. They are amused by how confusing others find their soft, chirping language, and how similar their names appear to those unfamiliar with their speech. Okiti names are descriptive of their antics, deeds, and character, and as such grow longer and longer as the individual grows older. Where okiti are more integrated into society as a whole, they may go by their translated name (and will often insist it is used in full, more for their own amusement than any other reason).

Okiti Names: Rikstialikativa ('Dancer-on-the-Rooftops'), Tiaskitikiska ('Wanderer-in-the-Moonlight'), Ritiskavilika ('Joyful-Voyage-Seeker'), Jesniktrikativa ('Shadow-of-the-Rooftops'), Rikstialiakiska ('Dancer-in-the-Moonlight'), Naniritisklavita ('Enjoys-Joyful-Company'), Kikikatislaminita ('Light-Quick-Hands'), Vilakistiminita ('Swiftest-of-Hands'), Vilakistimalivista ('Swiftest-of-Feet') and Jivamilakivila ('Child-of-the-River').



COMBAT TACTICS

Okiti are not vicious by nature, but will fight fiercely if they are cornered, or when coming to the defense of others. Okiti fight intelligently, and aim to always have overwhelming numbers, knowing their small size puts them at a disadvantage against most other races. Against lone targets, they will simply swarm in a sea of frenzied, stabbing knives, hoping to remove the threat before any reinforcements can arrive. Against groups, they will typically employ some of their knowledge of poisons and use projectiles to split their opponents up before attempting to tackle each individually, starting with the most lightly armored, or weakest looking to reduce the number of targets.

Okiti are always ready to retreat back to their holes, and see no dishonor in fleeing from any threat. However, they will only do so as a group, with stronger members of the colony remaining to cover the retreat of the weaker, who will splinter off from each other to make themselves more difficult to follow, until all okiti have removed themselves from the fight.

OKITI WARBANDS

Use these tables to generate an okiti encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d6	CR	Group Members
1	1	2 okiti sneaks
2	2	2 okiti brigands
3	2	2 okiti sneaks, 1 okiti brigand
4	3	2 okiti sneaks, 1 okiti assassin
5	4	4 okiti sneaks, 2 okiti assassins
6	4	4 okiti brigands

CR 5-8

d8	CR	Group Members
1	5	3 okiti brigands, 1 okiti poisoner
2	5	3 okiti brigands, 1 okiti ringleader
3	6	3 okiti assassins
4	6	3 okiti poisoners
5	7	5 okiti brigands, 1 okiti swashbuckler
6	7	4 okiti sneaks, 3 okiti assassins
7	8	6 okiti brigands, 1 okiti ringleader
8	8	4 okiti swashbucklers

BILGE BULES

This disease causes quick and painful localized swelling. While seldom fatal, it is debilitating in the short-term, and can be used by okiti to make good their escape (as well as have a laugh at the expense of those affected). Okiti fill vials and pots with a gaseous agent containing the disease. A creature exposed to the toxic cloud must succeed on a DC 15 Constitution saving throw or become infected.

Once infected, the creature breaks out in a distracting, itchy rash and has disadvantage on saving throws.

Every hour, the infected creature must make a DC 15 Constitution saving throw against the disease. After 3 successful saves, the creature is cured.

A failed save causes painful swelling to develop; roll a d6 and consult the table to determine its location and effects. If the creature already suffers from the effect rolled, it instead takes 1d4 bludgeoning damage.

d6 Location and Effect

- 1 Throat – You cannot speak properly. Every time you attempt to cast a spell with a verbal component, roll a d20. On a 5 or lower, the casting fails and the spell slot is expended.
- 2 Chest – You suffer one level of exhaustion.
- 3 Arms – You have disadvantage on skill checks and attack rolls using your arms.
- 4 Hands – You may only use one hand to hold a weapon or shield.
- 5 Legs – You have disadvantage on skill checks and attack rolls using your legs.
- 6 Feet – Your speed is reduced by 10 feet.

RED DEATH

This disease causes internal bleeding and makes it difficult for the blood to clot, usually causing a swift and painful death. Okiti fill vials and pots with a gaseous agent containing the disease, using it as an extreme, but short-term deterrent; the disease is usually too fast-acting to spread very far. A creature who breathes in the toxic cloud, or who comes into contact with an infected creature's bodily fluids must succeed on a DC 17 Constitution saving throw or become infected.

It takes 1d4 minutes for the infected creature to start manifesting symptoms, which include severe stomach cramps. The infected creature has disadvantage on attack rolls, ability checks, and saving throws which rely on Strength, Dexterity, or Constitution.

Every hour, the infected creature must make a DC 17 Constitution saving throw against the disease. After 3 successful saves, the creature is cured.

A failed save worsens the internal bleeding, causing the creature to suffer one level of exhaustion and reducing the creature's hit point maximum by 3d10 until the creature is cured of the disease. While the creature's hit points are reduced, it is also vulnerable to slashing damage, as even the tiniest nick bleeds profusely.

OKITI SNEAK

Small humanoid (okiti), chaotic neutral

Armor Class 14 (leather armor)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	10 (+0)	8 (-1)	8 (-1)	14 (+2)

Skills Acrobatic +5, Perception +1, Sleight of Hand +5, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Okiti

Challenge 1/2 (100 XP)

Extra Nimble. The okiti sneak can move through spaces occupied by Medium or larger creatures. Doing so doesn't provoke an opportunity attack.

Keen Smell. The okiti sneak has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The okiti sneak has advantage on an attack roll against a creature if at least one of the okiti sneak's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack. Once per turn, the okiti sneak deals an extra 3 (1d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 +3) piercing damage.

WEAPONS, ARMOR & ITEMS

6 daggers, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A vial of <i>bilge bules</i> (p. 126)

The best thieves, **sneaks** are well-respected for their ability to get in, get a job done, and get out without anyone suspecting a thing.



The okiti venerate the sea, and their creation myths center around life being birthed from the water, possibly being representative of a voyage or shipwreck in their cultural memory, suggesting a foreign origin for the species. Proponents of the theory suggesting okiti are the descendants of magically enhanced common rats have yet to satisfactorily explain this, although it is possible to interpret being washed from the sea, a great and mysterious unknown, to the shore, the tangible and knowable, as an allegory for a sudden gain of sentience. Perhaps the okiti know but, given their proclivity for misleading others, they do not say.

-Fintharael Ellanwe, MYTHS OF THE SAVAGE RACES

OKITI BRIGAND

Small humanoid (okiti), chaotic neutral

Armor Class 15 (leather armor, parrying dagger)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	17 (+3)	10 (+0)	8 (-1)	8 (-1)	13 (+1)

Skills Acrobatics +5, Perception +1, Sleight of Hand +5, Stealth +5

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Okiti

Challenge 1 (200 XP)

Keen Smell. The okiti brigand has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The okiti brigand has advantage on an attack roll against a creature if at least one of the okiti brigand's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The okiti brigand makes one attack with its shortsword, and one with its dagger.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, range 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

REACTIONS

Parrying Dagger. If an attack made with a blade misses the okiti brigand, it can make an opportunity attack against its attacker with its shortsword.

WEAPONS, ARMOR & ITEMS

Parrying dagger, shortsword, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A sword of vengeance

Brigands are the closest the okiti have to frontline fighters. Large for okiti, they can stand toe to toe with many of the larger races, at least long enough for allies (who are invariably nearby) to arrive.



On the third day, exhausted, he returned to the okiti.

"You told me your potion would keep me awake for a hundred days! I can't keep awake another minute!"

The okiti's eyes glinted.

"Silly man has it all backwards. It is simple, no? Just go to sleep at night!"

*-Willum Jacobs, THE RATMAN'S BARGAIN
(from THE CANDLELIGHT'S COMPANION)*

OKITI ASSASSIN

Small humanoid (okiti), chaotic neutral

Armor Class 15 (leather armor)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	8 (-1)	9 (-1)	14 (+2)

Skills Acrobatics +6, Perception +1, Sleight of Hand +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Okiti

Challenge 2 (450 XP)

Assassin. If the okiti assassin hits with an attack against a surprised target, it counts as a critical hit.

Keen Smell. The okiti assassin has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The okiti assassin has advantage on an attack roll against a creature if at least one of the okiti assassin's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack. Once per turn, the okiti assassin deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +6 to hit, range 30/120 ft., one target. Hit: 7 (1d6 + 4) piercing damage and the target must make a DC 12 Constitution saving throw, taking 3 (1d6) poison damage on a failed save, or half as much damage on a successful one.

Smokebomb. The okiti assassin can throw a smoke bomb as a bonus action to help it escape capture or avoid being attacked. The smoke bomb creates a 15-foot-radius sphere of thick gray smoke. The smoke spreads around corners, and the area within the smoke is heavily obscured. The smoke lasts for up to 1 minute or until a wind of light or greater speed (at least 5 miles per hour) disperses it.

REACTIONS

Uncanny Dodge. When an attacker the okiti assassin can see hits it with an attack, it can use its reaction to halve the attack's damage.

WEAPONS, ARMOR & ITEMS

2 daggers, hand crossbow, quiver with 20 bolts, 2 smokebombs, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A vial of <i>red death</i> (p. 126)

Assassins are sneaky even for okiti, using their innate agility to get into the best position to strike from afar.



"Word to the wise; if you see the ratmen at their work, don't try to interfere. I've been coughing my guts up for two weeks, and I know folks who aren't so lucky."

-Esran Talliger, merchant

OKITI POISONER

Small humanoid (okiti), chaotic neutral

Armor Class 17 (leather armor)

Hit Points 19 (3d6 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	16 (+3)	10 (+0)	10 (+0)	11 (+0)

Skills Acrobatics +5, Perception +2, Sleight of Hand +5, Stealth +5

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 12

Languages Common, Okiti

Challenge 2 (450 XP)

Keen Smell. The okiti poisoner has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The okiti poisoner has advantage on an attack roll against a creature if at least one of the okiti poisoner's allies is within 5 feet of the creature and the ally isn't incapacitated.

Tough. The okiti poisoner adds its Constitution modifier to its AC.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, range 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage and the target must make a DC 12 Constitution saving throw, taking 4 (1d8) poison damage on a failed save, or half as much damage on a successful one.

Flask of Poison Cloud. The okiti poisoner throws the flask at a location within 30 feet. When it hits the ground or another hard surface, the flask shatters and releases a cloud of green gas in a 15-foot-radius sphere. All creatures that enter the gas or start their turn there must succeed a DC 15 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. The cloud lasts for 1 minute or until a wind of light or greater speed (at least 5 miles per hour) disperses it.

Flask of Sleeping Fog. The okiti poisoner throws the flask at a location within 30 feet. When it hits the ground or another hard surface, the flask shatters and releases a cloud of gray fog in a 20-foot-radius sphere. All creatures that enter the fog or start their turn there must succeed on a DC 13 Constitution saving throw or fall asleep if it has 17 (5d6) or fewer current hit points. A sleeping creature wakes up if it takes damage, or is shaken awake as an action. The cloud lasts for 1 minute or until a wind of light or greater speed (at least 5 miles per hour) disperses it.



WEAPONS, ARMOR & ITEMS

Dagger, 3 flasks of poison cloud (p. 169), 2 flasks of sleeping fog (p. 169), leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A vial of rotbones (p. 134)

Masters of their trade, **poisoners** couple a keen mind with an innate understanding of poisons and disease to cultivate a variety of weapons ranging from noxious fumes to manufactured plagues.

Those who think okiti nothing more than a charming nuisance need only open a book of medical history to see their folly. Firebrow, Rat-Bite Fever, Knotgut, Yellow Horror, Rot Bones, The Red Death (which commoners call 'dead by dinner'), The Four Day Shakes; all of these and more see their first victim taken in a city with a known okiti problem.

-Kozel Encona, A PRIMER TO THE HEALING ARTS

OKITI RINGLEADER

Small humanoid (okiti), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 27 (6d6 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	18 (+4)	12 (+1)	10 (+0)	13 (+1)	16 (+3)

Skills Acrobatics +6, Intimidation +5, Perception +3, Persuasion +5, Sleight of Hand +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Okiti

Challenge 2 (450 XP)

Courageous Leader. All okiti within 30 feet of the okiti ringleader, who can see and hear it, can add 1d4 to their attack rolls.

Keen Smell. The okiti ringleader has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The okiti ringleader has advantage on an attack roll against a creature if at least one of the okiti ringleader's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The okiti ringleader makes three melee attacks.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 6 (1d4 + 4) piercing damage.

WEAPONS, ARMOR & ITEMS

4 daggers, rapier, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A ring of swimming

Although nominally in command, **ringleaders** do not see themselves as superior to their companions; they are respected for their skills and charisma, but have no innate right to lead.

"Human say okiti stupid, because okiti speak nonsense in circles. okiti say it is the human who stops to listen, no? So who is the fool?"

'Fights-with-tongue', okiti ringleader



OKITI SWASHBUCKLER

Small humanoid (okiti), chaotic neutral

Armor Class 18 (studded leather, shield)

Hit Points 17 (5d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	10 (+0)	9 (-1)	8 (-1)	14 (+2)

Skills Acrobatics +6, Perception +1, Sleight of Hand +6, Stealth +6

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 11

Languages Common, Okiti

Challenge 2 (450 XP)

Keen Smell. The okiti swashbuckler has advantage on Wisdom (Perception) checks that rely on smell.

Offensive Stance. Once per turn, the okiti swashbuckler can add 1d4 to its attack roll.

Pack Tactics. The okiti swashbuckler has advantage on an attack roll against a creature if at least one of the okiti swashbuckler's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Multiattack. The okiti swashbuckler makes two attacks with its rapier.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

REACTIONS

Riposte. If a melee attack made against the okiti swashbuckler misses, it can make an attack against its attacker with disadvantage.

WEAPONS, ARMOR & ITEMS

Rapier, shield, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' hard cheese rations
7-9	A trinket (p. 133)
10-11	A tattered leather coin purse containing 21 (6d6) cp, and 7 (2d6) sp
12	A +1 steel shield

Okiti enjoy attaining and developing new skills. Some master thievery, while others develop a different set of roguish skills. **Swashbucklers** are masters of swordplay, using their small size and speed to make up for their lack of physical power.

Deck wife/husband – Okiti ostensibly mate for life. However, tradition dictates that any such commitments are moot on the deck of a ship; a fact which is enthusiastically taken advantage of by any and all okiti, with no ill will incurred from their partner. Attempts by humans to introduce a similar arrangement have been met with a stony silence. (See also 'married to the sea', referring to an okiti with an unpleasant partner who takes full advantage of this custom).

–Gronnit Stahn, LEXICON OF THE RATMEN



OKITI TRINKETS

The following items might be carried by an okiti:

d10 Trinket

- 1 A piece of costume jewelry, very bright, and obviously fake
- 2 A still-warm freshly baked meat pie, half eaten
- 3 A scrap of vellum covered with scribbled pictograms, with a lock of fur pinned to it
- 4 A piece of chalk and a half-melted stick of brightly colored sealing wax
- 5 A shoelace, a button and a boiled sweet
- 6 A concealed blade fashioned from a letter-opener
- 7 A wedge of luxury cheese made overseas
- 8 A scrunched up wanted poster with whiskers drawn on the face in charcoal
- 9 A pouch of counterfeit currency; iron coins covered in gold leaf
- 10 An empty vial from which emanates a faint, noxious-smelling steam

OKITI LAIR DETAILS

An area controlled by okiti might display the following:

d10 Lair Detail

- 1 A stash of neatly sorted small shiny objects; ornamental pins, metal buttons, and polished glass
- 2 Slightly wilted, but still bright, flowers add some color, stuffed into a handful of alcoves
- 3 Cracked hand mirrors line one wall, allowing okiti to check and preen themselves before leaving the area
- 4 Grains and cheeses are gathered in a large pile, which is surrounded by neatly sorted equally-sized portions laid out on handkerchiefs
- 5 Wall hangings made from brightly colored scraps of fabric (one of which is, rather conspicuously, a noble's undergarments)
- 6 The floor is covered with bundles of ragged and stained cloth and wadding where okiti children have been given free rein
- 7 Rum leaks from a crooked, tapped barrel into a spreading, fummy puddle
- 8 Pilfered alchemical ingredients are stacked next to mismatched jars, flasks, and bottles, near to them is a smear of noxious green fluid
- 9 Scrabbling, chittering noises echo all around as if coming from within the walls
- 10 A faint wind emanates from a concealed entrance, wafting a stale, damp fur smell

OKITI COLONIES

PACKRATS

In the major cities, one has many options for moving cargo of a less than savory, perhaps even illicit, nature. The criminal gangs are always an option, though even the best (or worst, depending on your point of view) can be bought, or threatened, or spill their secrets over a few drinks. Gutter gnolls might be an option if the task is simple enough, but there is always the chance that those dropping off or receiving the items might end up on the menu. No, those who want discretion, expedience, and safety turn to the Packrats.

It is entirely possible that the many different factions who use the Packrats' services, from criminals peddling contraband, to merchants looking to avoid import taxes, even to nobles with a potentially embarrassing proclivity, are not aware that any of the others exist. Indeed, the more high profile an 'associate' is, the harder they will work to cover up the fact they employ ratmen to carry out their dirty work. The Packrats have their fingers in many pies, and a city-spanning network of hidden tunnels giving them

access to nearly anywhere they may need to go, below the gaze of any who might be on the lookout, including long-forgotten secret entrances to a number of homes and public buildings. It may be that the Packrats have the fullest picture of everything that is happening in the city at any one time, though it would never occur to them to use this network of information for anything greater than planning the best routes to run cargo.

If asked about their leader, the usual answer is that his name is Vitisrikivikan (which actually means 'none of your business'), and one of the okiti present will typically claim to be him, trusting that most other races find it sufficiently difficult to tell them apart for the charade to stand. Whether or not the Packrats have a single leader is unclear; it is entirely possible that each small group acts independently and pools resources to help the whole, aiding their city-wide coverage.

Working with the Packrats is not without its own risks, of course; there is a very high chance that some item or other, usually whichever is shiniest, will go missing along the way (and an okiti may be spotted wearing a suspiciously similar trinket soon afterwards), but this can be easily worked around by simply padding the cargo with cheap, gaudy jewelry. These losses are generally mitigated by the Packrats' extremely competitive pricing, and can be reduced even further if one indulges in their propensity for riddling, boasting, and witty insults, as the okiti never steal from their own. However, few who utilize their services have time for such pleasantries; those who stoop to using ratmen as couriers tend to be in rather desperate situations.

PIPER'S RATS

Those who sail the Piper are not the typical crew of such a vessel; for one, they number over a hundred rather than the dozen or so required for a ship of its size and, for another, most of them are bipedal rats.

The original pirate crew decided to try their hand at slaving, raiding a port town and taking several citizens aboard, including some okiti from the local colony. Seeing this happen, a few brave members of the colony gathered their weapons and snuck aboard, waiting for their opportunity to teach these brigands the error of their ways. A few days into the voyage, the first sailor got sick. After a few more days, the entire crew was reeling from a terrible fever, and were in no state to fight off the okiti, bolstered by their freed and armed allies. A few pirates made it to the lifeboats, but most did not.

The leader of the coup, Ritikatiska-kitikavista ('Tamer-of-Whitecaps-Stealer-of-Ships'), has captained the ship ever since, for nearly all of his twenty years. The Piper spends nearly all of its time in the open water, coming close to land only when in need of repair or if more than ten of the okiti on board wish to feel solid ground under their feet once more (the captain knows that for every okiti who leaves the ship, another will join), but there are okiti born aboard the Piper who have never set foot on shore. The ship is something of a legend amongst okiti colonies, and many young, adventurous sorts long to see its sails on the horizon.

For the most part, The Piper's Rats prey on the sort of scum who originally sailed their ship; pirates and slavers, and make a decent living doing so. This, they say, is for the good of folk on land; "If these pirate-men steal all a ship's cargo, what is there for okiti brothers and sisters at the dock to steal?" That said, they are forced to turn true pirate on occasions when supplies run low, though they attempt to keep innocent casualties to a minimum, concocting poisons to weaken or incapacitate rather than kill. The, presumably numerous, deaths of starvation or illness caused by a sudden lack of supplies while out at sea are put out of the okiti's minds.

QUANTS

The extended family of okiti calling themselves the Quants (after the poles they use to propel their flat bottomed barges) have been living in, on, and around one of the larger rivers of the realm for many generations, maintaining a modest lifestyle as fishermen, scavenging and fixing up flotsam, and trading goods and supplies with river traffic. Their settlement, Quantston, is a collection of

connected pontoons and barges ready to be unmoored and punted to the middle of the river should a threat arise.

As an additional source of revenue, the Quants also serve as ferrymen across the wider parts of the river, and guides for other vessels through the more treacherous and difficult to navigate areas. This business is aided by the fact that bridges in the area have a tendency to collapse, and those sent to carry out repair work suffer from a high rate of sickness. When a local authority gets wind of this obvious sabotage and sends someone to put an end to the ratmen, the Quants simply unmoor their entire settlement and move to a few miles along the river after spending a little time in one of the less-trafficked tributaries to give the big folk time to cool off a little.

The Quants are currently led by Kovavilakistimkivilas ('Navigates-the-Swiftest-Rivers'), littermate of Ristivakiviliavita ('Spins-Tales-to-the-Rivermen') who came before him, proudly telling anyone who will listen that he is directly descended from the original settlers of Quantston. Kovavilakistimkivilas was, by all accounts, an outside bet before the last leadership vote, gaining a very slim majority at almost the last minute. Though of course all votes are secret, it is believed, particularly by the older generations, that recent additions to the colony keen to gain influence with the handsome philanderer are to thank for his surge in popularity. It is still to be seen whether heritage and a famous name are a decent enough substitute for business savvy and strategy.

ROTBONES

This disease, weaponized by the okiti, causes the flesh around the victim's extremities, or the site of infection, to rot and become necrotic. It is often fatal, and even those who survive can be permanently scarred and weakened. Okiti sometimes coat their weapons with a solution tainted with rotbones, or infect wells and food stores. A creature exposed to the disease must succeed on a DC 14 Constitution saving throw or become infected.

It takes 1d4 hours for the infected creature to start showing symptoms, which include muscle cramps and fever. The infected creature suffers one level of exhaustion.

At the end of each long rest, the infected creature must make a DC 14 Constitution saving throw against the disease. A successful save decreases its level of exhaustion by one, and if this reduces the level of exhaustion to zero, the creature is cured.

A failed save increases its level of exhaustion by one and its flesh begins to turn black, dealing 1d10 necrotic damage for each level of exhaustion. This damage cannot be healed until the creature is cured of the disease. For every 30 points of damage taken in this way, the creature's Constitution score is reduced by 1. Lost Constitution can only be restored by the *greater restoration* spell or similar magic.

How do okiti put you to sleep?
With their long tails.

-Popular joke



ORCS

Dust and ash swirl in the air, kicked up by the fall of heavy boots, lit by the flames engulfing the remaining buildings. The sounds of deep laughter and war cries almost drown out the sound of screams. Almost. From the cloud of fume, separating himself from the heaving shadows, he emerges at full charge, adjusting his calloused hands on the haft of the bloody, rough-edged axe. The thick pelts, hides, and leathers rise and fall with each pounding footstep like an angry sea. He yells with animal bloodlust, exposing cracked, yellow tusks, distorting the pattern of scars, raised bumps of flesh, caked warpaint and spattered blood that covers his face. The stench of sweat and untreated hides, of blood and death and fear flow before him. His roar builds to a crescendo, and he brings down the axe with terrible force. This is an orc.

Orcs revel in destruction and take great pleasure in sacking and pillaging. As they see it, the strongest deserve the spoils of those too weak to defend themselves, and each orc strives to be the strongest.

Standing up to eight feet tall, orcs are an intimidating presence, and constantly spoiling for a fight. Males pile on muscle mass during maturation, becoming particularly bulky around the shoulders and neck compared to a human. During this time, their lower canines also develop into long tusks, of which orcs are particularly proud. Their skin tones range from a brown olive to

the green of a stagnant lake, growing more mottled and pale with age. Females tend to be paler and more heavily built around the hips, with smaller tusks.

Orcs dress in thick layers of hide and furs, usually trophies from creatures the individual has personally killed. Until another, better pelt comes along, it is common for this outfit to be the only one the orc owns and, as a result, a heady cocktail of stale sweat, mud, blood, rotting furs and gods know what else tends to accompany orcs wherever they go. The orcs, of course, see this as a signal of their rampant masculinity - 'strong smell, strong orc.'

Although capable of crafting, orcs take no joy in it and their own goods are basic but effective. They favor heavy, single-edged blades requiring strength rather than skill to be effective. Axes are a favorite weapon, along with cleavers, although a few more primitive tribes make use of spears and bows.

CULTURE

For orcs, brute strength is king. They possess a certain level of predatory cunning and the ability to selfishly scheme, but these traits are not the route to respect. Orc chieftains are, without exception, hulking mountains of scars, muscle, and murderous attitude. Without frequent demonstrations of strength, a chieftain will soon find himself abandoned (or, more likely, violently destroyed), for an orc will only follow a leader who could beat it in a fight. In times of relative peace, this fragile hierarchy is constantly

tested with organized duels and disorganized brawls, so it pays for a chieftain to keep the tribe on the move, and to keep their attentions and aggression focused outwardly. Tribes consist of as many individuals as a chief can keep in line, and a true warchief can command a tribe of hundreds.

For reasons scholars are yet to agree upon (though most are thankful for the fact), orc females are rare, usually only one in ten orcs of a given tribe are female, although as low as one in twenty is not unheard of. High mortality rate certainly plays its part; death

in childbirth is common with four babies being the rule but, even disregarding this factor, their numbers are low. For this reason, tribes are extremely protective of their females as a resource, but nothing more. Orc tribes will fight to the death for control of females, but should one deign to give her opinion on battle tactics, she will be met with a gruff silence.

As the presence of a mother is in no way guaranteed, young orcs are raised by the elders of the tribe; the oldest males set apart by the deeds of their youth. The elders teach the youngsters what it is to be an orc, passing on their fierce and oddly-honorable warrior culture – an orc attacks from the front, so that no one can call his strength into question. By the age of ten, an orc is ready to become an adult, and is set a task by the elders. This will often take the form of hunting down and killing a dangerous monster using only his bare fists but, where monsters are rare, taking part in a raid on a settlement may suffice. Orcs wear their accomplishments with pride in the form of tattoos and scars (often self-administered) to commemorate their deeds. Orcs of the same tribe can read each other's histories on their skin.

ENVIRONMENT

Orc tribes are nomadic, slowly wandering from one target to another and rarely staying in one place for more than a few weeks. Where there are no towns to raid, they will set up camp near a road and waylay travelers, or compete with each other for hunting trophies.

Typically, orcs carry their belongings with them, and set up small villages of yurts where they make camp, with the largest, belonging to the chieftain and his harem, set apart from the others (to show he is strong enough to fend for himself in case of attack and, although he would never admit it, to avoid the possibility of spending the night surrounded by potential rivals).

Where pickings are rich, orcs may settle for months, or even years, though it would take a powerful chieftain to stop bored orcs wandering off by the dozen to find excitement elsewhere. In these cases, orcs are smart enough to use their environment to their advantage, often utilizing ruined forts, or occupying a sacked walled town. Orcish graffiti covers many ancient sites, much to the chagrin of archaeologists.

ROLEPLAYING ORCS

Orcs constantly look for ways to prove their bravery and power to each other and to the world, from seeking out the strongest enemy on the battlefield, to scoffing down eye-watering peppers, anything that could conceivably be competitive is made so, and taken extremely seriously. This trait makes them predictable, and easy to manipulate; the easiest way to make an orc do something is to imply that he is unable to, especially if it is said in front of other orcs. Of course, if the implication is too subtle it will not get through his dense skull, too explicit and the orc is likely to challenge the would-be-manipulator to one-on-one combat to the death.

They see the trappings of the civilized world as 'soft', and the brutality of orc life as the only way to produce true strength. Of course, if an orc tribe does well enough to live comfortably on its riches, this is proof of the strength of their warriors rather than a sign of softness.



LANGUAGE AND COMMON NAMES

Orc is primarily composed of deep, guttural vowel sounds, their tusks present them with difficulty pronouncing hard consonants, so their language tends to avoid them. Even so, 's' tends to be slurred into 'sh', which orcs insist is the correct way to pronounce it anyway.

Orcs continuously test their strength against other members of their tribe to determine their place in the pecking order and those who do great deeds may add an epithet to their name. How well an epithet sticks is directly proportional to how hard the orc in question can punch any who care to dispute it.

Orc Names: Dugluk, Gorgum, Goshok, Gursha, Koshog, Kuzgol, Shugdosh, Ushak, Uzgog

Orc Epithets: Battle-Roarer, Blood-Axe, Head-Taker, Many-Sons, One-Eye, Skull-Smasher, The Scarred, Tusk-Puller, The Unkillable, War-Bringer, Worg-Master

COMBAT TACTICS

Orcs may attack en masse, but they fight as individuals, with little thought to utilizing their skills together tactically. They are disdainful of stealth and other underhanded tactics, preferring to charge at full pelt towards their enemy while yelling a battlecry. Each orc seeks to earn their own glory, and will aim to attack the most fearsome opponent, though they won't pass up opportunities to get a few hits in on the way to their target. Orcs also seek out elves and dwarves in combat over other races, due to the long-standing feuds between their gods. As a general rule, a more devout orc will attack a lightly armored elf over a heavily armored human, with a more impious orc making the opposite choice.

Given their bravado, orcs will usually fight to the death over fleeing but, should the battle turn against them and there are no witnesses to report their cowardice to the tribe (or if more powerful individuals have already fled), it is not unknown for orcs to turn tail and run. Should the tribe find out of their cowardice, the orc in question will be publicly humiliated, usually in the form of losing an ear or their nose as a mark for all to see.

ORC WARBANDS

Use these tables to generate an orc encounter quickly and easily, either by rolling a d8 or selecting an appropriate challenge rating.

CR 1-4

d8	CR	Group Members
1	1	2 orc archers
2	1	2 orc warriors
3	2	2 orc archers, 2 orc warriors
4	2	4 worg runts, 2 orc warriors
5	3	6 orc soldiers
6	3	4 worg runts, 1 orc archer, 2 orc warriors, 1 worg mother
7	4	2 scrofa, 5 orc warriors, 2 orc soldiers
8	4	2 orc archers, 4 orc warriors, 2 orc soldiers

CR 5-8

d8	CR	Group Members
1	5	6 orc warriors, 1 scrofa old boar
2	5	2 orc battleborn, 1 orc bruiser
3	6	4 orc archers, 4 orc warriors, 4 orc soldiers
4	6	5 orc battleborn, 1 worg alpha
5	7	4 orc archers, 2 orc warriors, 2 orc soldiers
6	7	8 worg runts, 5 orc battleborn
7	8	4 scrofa, 4 orc archers, 6 orc warriors, 2 orc soldiers, 1 scrofa old boar
8	8	4 orc battleborn, 1 orc shaman

CR 9-12

d8	CR	Group Members
1	9	2 orc bruisers, 1 orc captain
2	9	4 orc battleborn, 1 orc berserker
3	10	4 orc warriors, 2 orc shamans
4	10	5 orc battleborn, 2 worg alphas, 1 orc captain
5	11	4 scrofa, 2 orc bruisers, 1 orc shaman
6	11	2 orc bruisers, 1 orc berserker
7	12	6 orc archers, 8 orc soldiers, 2 worg alphas, 1 orc captain
8	12	1 scrofa old boar, 2 orc berserker

CR 13-16

d8	CR	Group Members
1	13	7 orc battleborn, 2 orc bruisers
2	13	10 orc battleborn, 1 orc commander
3	14	2 worg alphas, 3 orc shamans
4	14	4 orc battleborn, 2 orc berserkers
5	15	6 orc soldiers, 2 orc battleborn, 3 worg alphas, 1 orc commander, 1 orc shaman
6	15	3 orc berserkers
7	16	4 orc shamans
8	16	2 orc archers, 6 orc soldiers, 3 orc bruisers, 1 orc commander

CR 17-20

d8	CR	Group Members
1	17	6 orc soldiers, 2 orc bruisers, 2 orc shamans
2	17	4 orc warriors, 2 orc berserkers, 1 orc warlord
3	18	6 orc bruisers
4	18	4 orc battleborn, 2 orc shamans, 1 orc warlord
5	19	4 worg alphas, 3 orc berserkers
6	19	6 orc archers, 4 orc warriors, 2 orc soldiers, 3 orc battleborn, 1 orc shaman, 1 orc warlord
7	20	4 orc berserkers
8	20	4 orc battleborn, 2 orc berserkers, 1 orc warlord

ORC ARCHER

Medium humanoid (orc), chaotic evil

Armor Class 14 (leather armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	10 (+0)

Skills Athletics +4, Intimidation +2

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Overdraw. The orc archer can use a bonus action before they attack to add 1d4 to their damage on a successful attack with their bow.

Aggressive. As a bonus action the orc archer can move up to half its speed toward a hostile creature that it can see.

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, reach 80/320 ft., one target. Hit: 6 (1d6 + 3) piercing damage. The target must succeed a DC 14 Constitution saving throw or become poisoned. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

WEAPONS, ARMOR & ITEMS

Dagger, quiver with 20 arrows, shortbow, leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A quiver containing 3 (1d4 + 1) +1 arrows

Archers' heavy, barbed, poison-smearing arrows are just as deadly as their companions' axes. Those orcs that specialize in the bow, unlike others, take pride in their lack of scars as proof of their skills.



"Orcs' natural strength and stamina could make them natural dancers, given the right tutor."

- Vayne Emert, dancemaster (later, subject of THE UNUSUALLY CRUEL DEATH OF VAYNE EMERT)

ORC SOLDIER

Medium humanoid (orc), chaotic evil

Armor Class 16 (half plate)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	10 (+0)	12 (+1)

Skills Athletics +6, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Aggressive. As a bonus action the orc soldier can move up to half its speed toward a hostile creature that it can see.

Massive Swing. The orc soldier can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each greataxe attack. A separate attack roll is made for each target.

ACTIONS

Greataxe. *Melee Weapon Attack:* +6, reach 5 ft., up to three targets no more than 5 ft. apart. Hit: 10 (1d12 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Greataxe, half plate, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A bottle of <i>berserker brew</i> (p. 168)

A cut above the average orc, **soldiers** have access to better equipment, and a lifetime of winning most of their squabbles with others tends to make them hungry to test themselves.

"Picture a shaved ape. Now, add a boar's tusks, and the attitude of an angry bull. Now picture something even bigger and nastier hitting that first one with an axe. That's an orc."

-Byrn Mattock, guard captain



ORC WARRIOR

Medium humanoid (orc), chaotic evil

Armor Class 13 (hide armor)

Hit Points 22 (3d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	7 (-2)	10 (+0)	12 (+1)

Skills Athletics +5, Intimidation +3

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 1/2 (100 XP)

Healing Rage (1/day). The orc warrior can heal 11 hit points as a bonus action.

Relentless Endurance (1/day). When the orc warrior is reduced to 0 hit points but not killed outright, it drops to 1 hit point instead.

ACTIONS

Multiattack. The orc warrior makes two attacks with its hand axes.

Hand Axe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

2 hand axes, hide armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 14 (4d6) cp
12	A <i>potion of hill giant strength</i>

Warriors may be the most common orcs, but each individual is still more than a match for most fighters of other races.

When we asked if he wanted to join the game, the orc laughed. "Don't play no sport but urzag kurza," he said. He explained the rules; two equal teams of any number, a wooden target at either end, and an axe. You get points for throwing the axe in the opponents' target. Bad form to deliberately throw the axe at each other, anything else is fair game. Simple stuff. Anyway, I lost two fingers, Gormer lost an ear, and the captain banned it the next day.

-Mercer Dale, TALES FROM A SOLDIER OF FORTUNE



ORC BATTLEBORN

Medium humanoid (orc), chaotic evil

Armor Class 16 (studded leather)

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	7 (-2)	8 (-1)	13 (+1)

Skills Athletics +5, Intimidation +3

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 1 (200 XP)

Aggressive. As a bonus action the orc battleborn can move up to half its speed toward a hostile creature that it can see.

Healing Rage (1/day). The orc battleborn can heal 18 hit points as a bonus action while it's in combat.

Tough. The orc battleborn adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc battleborn makes two attacks with its spiked gauntlets.

Spiked Gauntlet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

WEAPONS, ARMOR & ITEMS

2 spiked gauntlets, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 17 (5d6) cp, and 3 (1d6) sp
12	A <i>potion of stone giant strength</i>

Some orcs have been in enough fights to become bored with the simple pleasures of hitting something with an axe. These **battleborn** invent challenges to keep themselves interested and to show off their skills, such as wading into battle armed only with heavy gauntlets.



ORC BRUISER

Medium humanoid (orc), chaotic evil

Armor Class 17 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	7 (-2)	8 (-1)	14 (+2)

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc bruiser can move up to half its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the orc bruiser hits with it (included in the attack).

Massive Swing. The orc bruiser can hit up to 2 Medium targets, or 3 Small or smaller targets within 5 feet of each other with each flail attack. A separate attack roll is made for each target.

Tough. The orc bruiser adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc bruiser makes two attacks with its flail.

Flail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., up to three targets no more than 5 ft. apart. Hit 12 (2d8 + 3) bludgeoning damage.

WEAPONS, ARMOR & ITEMS

Flail, studded leather armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	2 (1d4) bottles of <i>berserker brew</i> (p. 168)

Freakishly strong, even amongst their kind, **bruisers** are orcs large and tough enough to ascend to a powerful position should they so wish, but, through a lack of wits or ambition, stay where they are in the hierarchy, content to be pointed towards things to smash.



"See that fellow's tattoo? Thinks any old orc tattoo'll earn him some respect, doubt his is charcoal rubbed into an open wound, mind. Now I've spent a bit of time with orcs, got to know a bit about them, and I doubt that fellow's had his way with as many orcish women as his tattoo says he has."

-Overheard in the Rampant owlbear tavern

ORC CAPTAIN

Medium humanoid (orc), chaotic evil

Armor Class 19 (half plate)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	9 (-1)	14 (+2)

Skills Athletics +5, Intimidation +4

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc commander can move up to half its speed toward a hostile creature that it can see.

Tough. The orc captain adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc captain makes two attacks with its broadsword.

Broadsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

Battle Cry (1/day). Each creature of the orc captain's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry adds 1d4 to their attack rolls and 2 (1d4) to their damage rolls until the start of the orc captain's next turn. The orc captain can then use a bonus action to make an attack with disadvantage.

WEAPONS, ARMOR & ITEMS

Broadsword, half plate, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A +1 broadsword

Captains have enough fighting behind them that most of the tribe are aware enough of their strength to not bother challenging them. Those under their command tend to do as they're told most of the time.



"The trick to fighting orcs is to remember they don't expect to make a second blow. of course, surviving the first blow is easier said than done."

-Jana, mercenary, former hobgoblin slave

ORC COMMANDER

Medium humanoid (orc), chaotic evil

Armor Class 19 (half plate)

Hit Points 52 (7d8 + 21)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	8 (-1)	10 (+0)	16 (+3)

Skills Athletics +5, Intimidation +5

Senses darkvision 60 ft., passive Perception 10

Languages Common, Orc

Challenge 3 (700 XP)

Aggressive. As a bonus action the orc commander can move up to half its speed toward a hostile creature that it can see.

Tough. The orc commander adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc commander makes three attacks with its battleaxe.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if wielded with two hands.

Taunt (1/day). Each hostile creature within 60 feet of the orc commander, that can hear or see it, must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against the orc commander's allies until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

Battle Cry (Recharge 5–6). Each creature of the orc commander's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 3 (1d6) to their damage rolls until the start of the orc commander's next turn. The orc commander can then use a bonus action to make an attack with disadvantage.

WEAPONS, ARMOR & ITEMS

Battleaxe, half plate, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 24 (7d6) cp, and 10 (3d6) sp
12	A <i>potion of superior healing</i> , and a bottle of <i>berserker brew</i> (p. 168)

Commanders have a bit more of a tactical bent than most orcs, and are often able to formulate strategies above and beyond 'run as fast as you can at the enemy and hit them with an axe', such as 'run to the sides of an enemy and both hit them with axes at the same time'.

Human tapestry depicting a coronation, with orish graffiti

Wool

Notes: Original tapestry shows the coronation of a human king (from the location and presumed age, it could be either Tristin II or Elbert D). Worn from age and exposure to the elements. Has since been overlaid with blood and chalk with the addition of weapons piercing the congregation, 'stoppid dead man's, bosgram wuz heer and killed [handprint and four fingers] (sic), and a skull. It never ceases to astound me that orcs learned to write for the sole purpose of destroying things.

Quranis Kullanya, antiquarian, personal inventory



ORC SHAMAN

Medium humanoid (orc), chaotic evil

Armor Class 14 (hide armor)

Hit Points 55 (10d8 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	13 (+1)	15 (+2)	16 (+3)	11 (+0)

Skills Athletics +3, Intimidation +2

Senses darkvision 60 ft., passive Perception 13

Languages Common, Orc

Challenge 4 (1,100 XP)

Spellcasting. The orc shaman is a 10th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mage hand*, *mending*, *shillelagh*, *shocking grasp*

1st level (4 slots): *cure wounds*, *healing word*, *inflict wounds*

2nd level (3 slots): *hold person*, *lesser restoration*, *silence*

3rd level (3 slots): *bestow curse*, *spirit guardians*

4th level (3 slots): *banishment*, *conjure woodland beings*

5th Level (2 slots): *mass cure wounds*

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +3 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. Hit: 4 (1d6+1) bludgeoning damage or 7 (1d8+3) bludgeoning damage with *shillelagh*.

WEAPONS, ARMOR & ITEMS

Quarterstaff, hide armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered leather coin purse containing 28 (8d6) cp, and 14 (4d6) sp
12	A ring of <i>spell storing</i>

Only the smartest warriors survive to become **shamans**. The only type of orc respected despite their relative lack of physical strength, shamans more than make up for their shortcomings with a crude, yet effective, control over the magical arts.



Their tusks are smaller, and they've usually got a leveler head on their shoulders, but male orcs set the bar pretty low there. From my experience, orc women are just as dangerous as orc men, and both are equally prepared to die in blood and pain to further the orc cause.

-Morrine Steen, midwife

ORC BERSERKER

Medium humanoid (orc), chaotic evil

Armor Class 15

Hit Points 67 (9d8 + 27)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	17 (+3)	7 (-2)	8 (-1)	16 (+3)

Skills Athletics +7, Intimidation +7

Senses darkvision 60 ft., passive Perception 9

Languages Common, Orc

Challenge 5 (1,800 XP)

Bloodlust. Each successful attack gives the orc berserker a +1 bonus to its attack rolls (to a maximum of +5) and a +2 to its damage rolls (to a maximum of +10). If the orc berserker misses with an attack, it loses these bonuses.

Healing Rage (1/day). The orc berserker can heal 33 hit points as a bonus action.

Mobile. Opportunity attacks made against the orc berserker are made with disadvantage.

Pain Driven. While the orc berserker has 33 or fewer hit points, it can use its greataxe attack one additional time when it takes the multiattack action. While it has 16 or fewer hit points, it can use its greataxe attack two additional times when it takes the multiattack action.

Tough. The orc berserker adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc berserker makes three attacks with its greataxe.

Greataxe. *Melee Weapon Attack:* +7, reach 5 ft., one target. Hit: 9 (1d12 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Greataxe, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (p. 148)
10-11	A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	3 (1d4 + 1) bottles of <i>berserker brew</i> (p. 168)

Some **berserkers** are orcs previously shamed, who see it as the only way to win back their lost honor; others are simply maniacs. Whatever their reasons, their battle-fury makes them seemingly impervious to pain.



"I've seen orcs laugh off lost fingers and fight on with missing arms. I've seen an orc work his way up the spear that stuck him and kill the spearman. I've seen an orc's severed head make a go at biting off toes for a good half a minute. Orcs take a lot of convincing to die."

-ollard, soldier

ORC WARLORD

Medium humanoid (orc), chaotic evil

Armor Class 17 (hide armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	18 (+4)	10 (+0)	12 (+1)	17 (+3)

Skills Athletics +7, Intimidation +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Orc

Challenge 6 (2,300 XP)

Aggressive. As a bonus action the orc warlord can move up to half its speed toward a hostile creature that it can see.

Brute. A melee weapon deals one extra die of its damage when the orc warlord hits with it (included in the attack).

Tough. The orc warlord adds its Constitution modifier to its armor class.

ACTIONS

Multiattack. The orc warlord makes three attacks with its shortsword.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

Frighten (1/day). Each hostile creature within 60 feet of the orc warlord that can hear or see it must succeed on a DC 15 Wisdom saving throw or become frightened of the orc warlord until the start of the orc warlord's next turn. The orc warlord can then use a bonus action to make a shortsword attack with disadvantage.

Taunt (2/day). Each hostile creature within 60 feet of the orc warlord that can hear or see it must succeed on a DC 15 Wisdom saving throw or suffer disadvantage on attacks made against targets other than the orc warlord until the start of the orc warlord's next turn. The orc warlord can then use a bonus action to make an attack.

Battle Cry (Recharge 5–6). Each creature of the orc warlord's choice within 30 feet of it that can hear it, and is not already affected by Battle Cry add 1d4 to their attack rolls and 4 (1d8) to their damage rolls until the start of the orc warlord's next turn. The orc warlord can then use a bonus action to make an attack with disadvantage.

WEAPONS, ARMOR & ITEMS

Shortsword, hide armor, and roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of blood sausage and potato bread
7-9	A trinket (<i>p. 148</i>)
10-11	A tattered coin purse containing 21 (6d6) sp, and 7 (2d6) gp
12	A set of +2 <i>hide armor</i>

Orc warlords have survived everything the world has to throw at them—including multiple tribes' worth of envious orcs seeking to supplant them—and lived to boast of it.



ORC TRINKETS

The following items might be carried by an orc:

d10 Trinket

- 1 A skin of lumpy, foul-smelling, incredibly strong liquor
- 2 A pouch containing ash and a small, razor-sharp knife
- 3 A scrimshawed orc tusk
- 4 A tattered, folded piece of leather with some swearwords clumsily written in Common
- 5 An iron nail pierced through a slightly yellowing humanoid ear, attaching it to a leather strap
- 6 A pouch of teeth from various humanoids, multiple beasts, and a handful of large monsters
- 7 A dwarven jawbone with beard still attached
- 8 A clasp made from the skull of a reptile with impressive teeth
- 9 A pouch of powdery ochre war paint
- 10 A collection of overwhelmingly spicy chilies

ORC LAIR DETAILS

An area controlled by orcs might display the following details:

d10 Lair Detail

- 1 A crude image of an orc ripping a human's head off is scratched into a wall
- 2 Orcish swearwords are daubed in red on every surface
- 3 A circle has been worn into the floor, and the middle ground is well trampled where orcs have violently wrestled
- 4 Splintered, bent, and broken weapons litter the floor where they have been abandoned after a skirmish
- 5 A pile of sodden and stinking furs, deemed too foul for even an orc to wear
- 6 A wooden surface marked with deep gouges roughly a finger's-width apart, dotted with dark orc blood
- 7 A bone fertility totem has been erected by the side of a darkly stained sleeping mat
- 8 A large area of trampled ground marked at either end by a splintered wooden post, one of which has a throwing axe embedded in it
- 9 A filthy collection of wooden surfaces covered in cleavers, meat hooks, and loops of preserved blood sausage, appearing to double as kitchen and slaughterhouse
- 10 A relatively clean area, housing a collection of bowls of warpaint, charcoal powder for tattooing, and spikes for piercings, centered around a patch worn by the knees of kneeling orcs

ORC TRIBES

BONE-CRACKERS

The Bone-Crackers' own legends say they were driven from their usual stomping grounds by a huge clan of gnolls and, finding themselves surrounded by powerful rival tribes, were forced into a cave network. From there, their bravado pushed them deeper and deeper underground into lands unknown to any orc previously.

Underground travelers might occasionally stumble across their carvings and crude paintings on cave walls; these anomalies are a mystery to most, who have no inkling they may run into orcs in the depths. The Bone-Crackers, however, have taken well to underground life, carving out a section of the caves for themselves and foraging out into the darkness, sometimes for weeks at a time to raid and expand. Over generations, the orcs have become paler, smaller (though most are still larger than a human), as well as even more brutish than their surface-dwelling kin. With the scarce

resources available, most are armed with simple clubs of stone or bone, they wear little armor beyond their usual furs and hides, and their raids are for food rather than wealth or glory. The tribe's shaman, Gushluk, is the only orc among them who remembers life on the surface, and he embraces this descent into savagery as a return to 'the old ways' away from the decadence and plenty of the 'sun-dwellers'.

To cement their position underground, the Bone-Crackers even have a following of reverent cave goblins which, unwanted as they may be, are a good measure of power in the deep caves. These goblins work diligently, undertaking any tasks the orcs think beneath them and making theirs possibly the world's cleanest orc encampment, even if a few are occasionally killed out of boredom or frustration.

THE GOLD ARMS

The Gold Arms, named for the ostentatious jewelry worn by each and every member is an extravagantly wealthy and powerful orc tribe. Their leader, Shugruk the Golden, boasts that he has never spent so much as a copper piece in his life, being strong enough to take anything he wants by force. He is known to jokingly refer to his warriors as his 'coins'; easily disposable objects which exist to acquire riches, "cept my coins' better, 'cos they got axes".

The Gold Arms exist primarily as an army for hire, and excel as front line troops in open battle, or shock troops during siege escalations (they are less useful during more drawn out sieges; Lord Barrowstone learnt the limits of their patience in this regard when he lost over a hundred men to bored orcs before they marched away with his coin). While they are primarily in the business to get pointed towards some good fighting, The Gold Arms are aware of the value of coin to other races, and will enthusiastically extort as much as possible for their services. For example, Shugruk may cite 'unexpected paperwork' as a need for additional funds after a job if he is in a good mood (while pointedly flexing his muscles and running a thumb over his axe), or simply threaten to cut his employer's head off if he is in a bad mood. Another favorite tactic is threatening to switch sides part way through their employment unless the rate is increased.

These underhanded tactics are particularly encouraged by Shugruk's second in command and rival, Uzgog, who believes the orcs demean themselves by working for others but, with a comfortable lifestyle, and having lost an eye, ear and finger to Shugruk already, is not keen to press the issue.

Repeat custom is understandably rare, but there is always need for brutes with axes somewhere and if a job hasn't presented itself for a while, The Gold Arms will start burning, smashing and plundering until someone pays them to stop; sending soldiers to drive them off generally ends with a net win for the orcs in terms of additional weapons and goods and so is considered payment in its own way.

THE MOON DAUGHTERS

Tired of being seen as little more than wombs, or resources to be fought over, The Moon Daughters are a female-led tribe living free of the more usual male rule of orc culture. They are aware of their rarity and value in orc society, and do not follow the orcish logic that they should be little more than property. Males are permitted to stay with the tribe provided they abide by their rule and for many, who would otherwise have to fight a superior to even catch a glimpse of a female, this is a good deal.

The Moon Daughters are harsh and hard, but less bloodthirsty than other tribes; they are often content to leave a settlement alone in return for a generous 'gift' of gold or food. Their preferred tribute is physicians, especially those trained in midwifery, for The Moon Daughters are not too proud to look to outsiders for aid in what they see as their species' only weakness; their fragility in childbirth.

Their chief, Mother Anga, is a survivor of six births, a feat almost unheard of amongst her kind. The males of the tribe are still governed by the rule of the strong, but the females exist outside of this system; not prizes to be won. Instead Anga, along with a handful of other older females, has the final say on whether a pairing should be allowed, weighing up the strength and history of the male with the female's constitution and fertility. Should the risk be deemed acceptable, the match shall be condoned. This system, along with their collection of enslaved physicians, has allowed the tribe's numbers to swell, and attracted individuals from other tribes, petitioning for the favor of their females.

Rival tribes are loath to fight them, saying it would be unworthy to attack a tribe of weaklings, but in truth fearful of causing too many deaths amongst their already rare females, damaging the very prize they mean to win. However, it is only a matter of time before some particularly bloodthirsty or foolhardy tribe decides it can't risk the females falling into another tribe's hands, or simply that it doesn't like the idea of a tribe so openly flying in the face of their customs, and declares war with the hope of reaping what spoils they can.



TROLLS

The hill quakes, a lone edifice in the otherwise featureless meadow. An intake of breath like grating stone elicits little more than an ear twitch from the goat grazing at the summit. A scrubby briar quivers and is uprooted, falling along with a shower of pebbles, rolling down the increasingly vertical surface. A lumpy, five-pronged object vaguely resembling a rocky hand the size of a man's torso plants itself on the ground in a shower of soil. Another gropes and paws blindly, pinning down its bleating quarry. Heaving its bulk upright, the craggy form reveals itself. Brushing dust off its enormous nose, it yawns thunderously, revealing gravestone-slab tusks lining its cavernous maw before biting down. The bleating is immediately cut short; a trickle of blood dribbles from mossy lips. The lone hill settles, silent. This is a troll.

Enormous, adaptable, stealthy and practically immortal, trolls are the ultimate ambush predator. Nowhere is entirely safe – a troll can blend into and inhabit any kind of habitat and will develop features that hone its survivability, camouflage and natural weapons. This adaptability (and their indefinite lifespan) is borne from their regenerative capabilities – a troll is able to re-grow any and all of its limbs, up to and including its own head (though a common cause of death is starvation or dehydration before it is able to accomplish this). Areas with known troll populations have their children taught the old rhymes and stories, and carry matches in their pockets and glass vials around their necks, for only the devastating power of fire and acid can truly thwart a troll. Smug trophy hunters

who have baited trolls with the intention of waiting for first light and the expected petrification rarely live to regret their mistake; unfortunately, a troll does not turn to stone in sunlight.

There are some things that trolls invariably have in common. They are all large creatures, though some significantly larger than others – again, this is dependent on their environment. A swamp or forest troll has less use for sheer size, blending in as they do in murky water and woodland respectively, and so range from around eight to ten feet tall. Hill and mountain trolls, however, can easily be mistaken for their namesakes (and take pains to ensure they are), so size is paramount, and they can easily reach twenty or even twenty-five feet tall.

CULTURE

Some comfort for travelers and adventurers can be found in the fact that trolls are extremely unlikely to be found in large groups; in fact, you would be most unlucky to encounter more than one or two in an entire area. Trolls live in small family groups in a large territory, though a breeding couple will likely separate for the majority of the season to cover more ground and blend in better with their surroundings – stealth is difficult in numbers. A pair will produce one offspring who will stay with its mother until it is mature (at around fifteen to twenty years of age). When ready, the adolescent troll may join a small group of similarly aged and adapted creatures until each establishes its own territory.

Though they have no concept of currency, trolls covet and collect shiny objects much like some species of bird. They will decorate their lairs with anything they come across, be it gold coins, polished breastplates or collections of saucepans, placing more value on an item the shinier it is. Trolls in more heavily trafficked areas with a greater volume of loot or tribute may become pickier with their shiny things, only decorating their lair with a particular shade of blue, or polished glass, or steel (red and green are typically avoided due to their association with fire and acid). Due to their long lifespans, communities may get to know the proclivities of 'their' particular troll, and offer it tribute to its liking to make sure it sticks to stealing livestock rather than children.

Some more intelligent trolls can be convinced to work for others with a steady stream of food and loot. Such trolls are a great boon to any mercenary force which can sustain one, and a disaster waiting to happen for any who cannot. These trolls are sometimes equipped with custom armor, and can even be taught to wield simple weapons, but most do not have the patience for such training and rely on their ample natural talents.

ENVIRONMENT

A troll's defining feature, deadliest weapon, and secret to its longevity is the creature's incredible and unique adaptability. Trolls can be found anywhere and everywhere and no two are quite the same. Each individual will develop physical features perfectly suited to wherever it makes its home to give it the best chance of survival, as well as providing camouflage, defenses, resources and natural weapons. It is not unknown for a troll to entirely change classification and adapt every cell in its body if it is forced out of one type of environment and into another: for example, a forest troll evicted as the result of a fire may travel up into the icy mountains, where it would increase in size, start to form a layer of blubbery fat and grow fur in order to stay warm.

ROLEPLAYING TROLLS

Trolls vary in intelligence, though few are smarter than an idiot humanoid; their brain power is centered on cunning, not wisdom. Some trolls living closer to civilization have picked up a simple, heavily accented version of the common tongue, though their unusual syntax makes them difficult to understand and communicate with. Their relative stupidity is not the only reason one may not wish to stop and chat and is not the only thing that makes them dangerous; their great size and the vast amount of protein required to fuel their regeneration ensures they have a constant hunger, and they will aggressively pursue prey to try to sate their unending appetite.

If regularly placated with gifts and well fed, a troll can become downright friendly, though still as unpredictable as any other wild animal. Some even enjoy company and share jokes, although troll humor is difficult to distinguish from regular speech; the only difference seems to be them laughing loudly after threatening to eat someone.



LANGUAGE AND COMMON NAMES

Troll is a slow, rolling language with some elements too deep for most races to perceive, but which trolls can pick up through their feet and they can use to communicate over their large home ranges.

Settlements near troll lairs may create names (ranging from regular humaniod names like 'Bert' or 'Gertrude' to descriptions like 'Rocky' or 'Slimer' or titles such as 'The Old One' or 'The Green Man') for their monstrous neighbor. These names are used to refer to their neighbor with caution, fear or affection, though they will likely rarely (or never) speak to the troll directly. Nevertheless, these names can make their way to the ears of a troll, who may then start to think of itself as such.

In most circumstances, however, any individual troll with no given name will simply refer to itself as 'Troll', giving its mate the name 'Trom', and its offspring, 'Trob'. The mate and offspring will also think of themselves as 'Troll', with the mate referring back to their 'Trom' as such, and the offspring to both its parents as 'Trog'.

COMBAT TACTICS

Trolls prefer to attack from hiding, getting the drop on their foes with their impeccable camouflage, and they attack relentlessly, utterly fearless (with good reason) of any repercussions. Given that their attacks are usually motivated by the need to feed, they are usually happy to avoid the hassle of killing an entire group once they have slain one or two, preferring to carry off their hapless victims to be devoured in peace without being ineffectually poked with pointy pieces of metal. The most common exception to this is a family group defending the young, where only the utter destruction of the potential threat will suffice.

When confronted with its greatest and only fear, fire or acid, a troll will become enraged, targeting the hated substance's bearer with great prejudice. If it cannot subdue the threat swiftly, the troll will more than likely flee to fully heal.

FOREST TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	20 (+5)	8 (-1)	9 (-1)	7 (-2)

Skills Perception +2, Stealth +4

Senses darkvision 60 ft., passive Perception 12

Languages Giant

Challenge 5 (1,800 XP)

Keen Smell. The forest troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The forest troll regains 10 hit points at the start of its turn. If the forest troll takes acid or fire damage, this trait doesn't function at the start of the forest troll's next turn. The forest troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Woodland Camouflage. The forest troll has advantage on Dexterity (Stealth) checks made to hide while in the forest.

Woodland Stalker. The forest troll can attempt to hide even when only lightly obscured by foliage.

ACTIONS

Multiattack. The forest troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 17 (5d6) sp, and 3 (1d6) gp
12	A bag of beans

On the shorter and slither end of the troll size spectrum, **forest trolls** have long, willowy limbs adapted to mimic the texture of tree trunks and branches. Indeed, this skin is so similar to genuine bark that often flora will start to grow between and through cracks and crevices. The trolls encourage and even cultivate these so as to enhance their camouflage. Forest trolls tend to consume large amounts of birds who make the unfortunate and fatal mistake of building a nest on them. Their scythe-like claws allow them to easily cut paths through the brush, and make short work of any creature they come across.

Lot 83
THE FINELY STUFFED SKINS OF A FOREST TROLL GROUP (BULL, COW AND GALT) PRESENTED IN POSES TRUE TO LIFE AND IN A NATURALISTIC SETTING. IMPRESSIVE CENTREPIECE FOR ENTERTAINING, DINNER PARTIES, ETC.
A BONUS FOR ANY THRILL SEEKER: THE BULL TROLL SEEMINGLY SURVIVED THE EXPERIENCE AND MAY BE DRAWN TO THE PIECE OVER GREAT DISTANCES. STRONG SECURITY MEASURES ARE A MUST! PROSPECTIVE BUYERS MAY FIND LOT 96: AUTOMATED FLAME JET AND LOT 104: ACID SPRINKLER SYSTEM OF INTEREST IN THIS REGARD.
-LISTING FROM LAST AUCTION HELD AT THE SILVERLEFT AUCTION HOUSE.



CAVE TROLL

Large giant, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 138 (12d10 + 72)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	23 (+6)	8 (-1)	10 (+0)	8 (-1)

Skills Stealth +4

Senses darkvision 120 ft., tremorsense 60 ft., passive Perception 10

Languages Giant

Challenge 6 (2,300 XP)

Regeneration. The cave troll regains 10 hit points at the start of its turn. If the cave troll takes acid or fire damage, this trait doesn't function at the start of the cave troll's next turn. The cave troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Rocky Camouflage. The cave troll has advantage on Dexterity (Stealth) checks made to hide while in rocky terrain.

ACTIONS

Multiattack. The cave troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

REACTIONS

Rock Hide. When the cave troll is hit with a weapon attack, it momentarily hardens its skin, gaining resistance to non-magical bludgeoning, piercing and slashing damage from that attack.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 21 (6d6) sp, and 7 (2d6) gp
12	A collection of 5 (1d6 + 2) <i>elemental gems</i> (roll a d4: 1. Blue Sapphire, 2. Yellow Diamond, 3. Red Corundum, 4. Emerald)

Mid-sized trolls, **cave trolls** are adapted to tunneling and surviving long periods of hardship in the barren landscape below ground. Able to see in pitch darkness and sense vibrations through their large flat feet, cave trolls often lie in wait in narrow tunnels they have excavated, ready to pounce on anything that may happen by. Alternatively, they may take a more active approach, sensing prey through a dividing rock wall and putting their powerful arms and claws to work to spring an ambush. A cave troll has no fear of tunnel collapse or of natural predators; it can will its already tough skin to become as hard and impenetrable as rock for a short time.



"Say what you will, I liked The Grumpy Old Stone. He gave us something to talk about, a sense of identity, you know? And he kept orcs away. As for him eating that old lady, well, that was never proved."

- Brogdan, miller

SWAMP TROLL

Large giant, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	21 (+5)	8 (-1)	10 (+0)	7 (-2)

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Giant

Challenge 6 (2,300 XP)

Keen Smell. The swamp troll has advantage on Wisdom (Perception) checks that rely on smell.

Overwhelming Stench. Creatures that start their turn or move within 5 feet of the swamp troll must succeed on a DC 15 Constitution saving throw or become poisoned. The creature can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success. If the creature stays at least 10 feet away from the swamp troll for an entire round they automatically succeed on saving throws to end the effect. After a successful saving throw, a creature is immune to the swamp troll's stench for 24 hours.

Regeneration. The swamp troll regains 10 hit points at the start of its turn. If the swamp troll takes acid or fire damage, this trait doesn't function at the start of the swamp troll's next turn. The swamp troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Swamp Camouflage. The swamp troll has advantage on Dexterity (Stealth) checks made to hide while in swamps or murky water.



Of particular note is the orcish legend of Urga, known thereafter as Trollgut, who, having defeated a young swamp troll with the help of a few others, proceeded to carve up and devour the creature on the spot. Some time later, the orc complained of stomach pains, whereupon a partly formed troll burst forth from his innards to the astonishment of those around him. Given what we know of troll biology, it is unlikely that troll parts would retain their regenerative capabilities after passing through stomach acid, but some versions of the tale have the troll clawing its way out of Urga's mouth or throat, which seems more plausible (if we assume the troll was in peak condition and, even then, exceptional in its abilities). Other versions of the troll's emergence we can safely disregard as orcish crudeness.

-Fintharael Elnawe, MYTHS OF THE SAVAGE RACES

ACTIONS

Multiattack. The swamp troll makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 21 (6d6) sp, and 7 (2d6) gp
12	A dagger of venom

Able to wait under water almost indefinitely, **swamp trolls** are a menace in any wetland, and travelers are wise to be cautious around any body of water too deep or murky to see the bottom. They are particularly dangerous in swamps, or areas of stagnant water, where they blend with the murk and algae. Swamp trolls' preferred method of dispatch is drowning, although their bite and claws work just as well. Their rubbery hide is difficult for weapons to find purchase on, and is armored with scales around the joints.

FROST TROLL

Large giant, chaotic evil

Armor Class 16 (natural armor)

Hit Points 162 (13d10 + 91)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	24 (+7)	8 (-1)	7 (-2)	8 (-1)

Skills Stealth +4

Damage Immunities cold

Senses darkvision 60 ft., passive Perception 8

Languages Giant

Challenge 7 (2,900 XP)

Regeneration. The frost troll regains 10 hit points at the start of its turn. If the frost troll takes acid or fire damage, this trait doesn't function at the start of the frost troll's next turn. The frost troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

Winter Camouflage. The frost troll has advantage on Dexterity (Stealth) checks made to hide while in snowy and icy terrain.

ACTIONS

Multiattack. The frost troll makes two melee attacks, but can use its slam only once.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one or two targets within 5 ft. Hit: 13 (2d8 + 4) bludgeoning damage, and if the target is Large or smaller it must succeed on a DC 15 Strength saving throw or be knocked prone.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 24 (7d6) sp, and 10 (3d6) gp
12	A <i>frost brand sword</i>

Adapted to live in desolate, freezing, icy plains and mountains, **frost trolls** are hulking creatures of thick white fur, nearly invisible in the snow. Driven to near frenzy by hunger, the scarcity of food makes frost trolls the most aggressive, carnivorous and blood-thirsty of all trolls; supplementing their diet with plant matter is not an option in their harsh climate. Food is the fuel that sustains their regeneration, so a frost troll knows it must eat or die. In contrast, frost trolls can actually survive for the longest time without food, burning their accumulated substantial fat reserves as an emergency food source.



MOUNTAIN TROLL

Huge giant, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	22 (+6)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Giant

Challenge 10 (5,900 XP)

Keen Smell. The mountain troll has advantage on Wisdom (Perception) checks that rely on smell.

Regeneration. The mountain troll regains 20 hit points at the start of its turn. If the mountain troll takes acid or fire damage, this trait doesn't function at the start of the mountain troll's next turn. The mountain troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The mountain troll makes two melee attacks, but can use its slam only once.

Kick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage, and if the target is Medium or smaller it must succeed on a DC 15 Dexterity saving throw or be hurled up to 20 feet away.

Slam. *Melee Weapon Attack:* +8 to hit, reach 20 ft., up to three targets no more than 5 ft. apart. Hit: 15 (2d10 + 4) bludgeoning damage, and if the target is Large or smaller it must succeed on a DC 16 Strength saving throw or be knocked prone.

Stomp. *Melee Weapon Attack:* Each creature in a 10-foot-radius burst centered on the mountain troll must make a DC 16 Dexterity saving throw, taking 15 (2d10 + 4) bludgeoning damage on a failed save or half as much damage on a successful one.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 21 (6d6) gp, and 7 (2d6) pp
12	A set of <i>dragon scale mail</i>

Incorporating features of their cave and hill kin, **mountain trolls** are huge, with thick rocky skin and sparse, mossy hair. Despite their size, they are capable climbers with strong arms and large hands providing them an ample grip in their mountainous home. Despite the name, mountain trolls often venture into rocky lowlands to hunt, where prey is more abundant and their rough hide still affords them some level of cover.

Despite their apparent internal safeguards against mutations (no troll has been observed with tumors for example), it is nonetheless somewhat common to encounter trolls with additional heads or limbs (it is documented that Adolphus Gildinelli, the famous traveling showman once exhibited a forest troll with no less than fourteen heads, though in poor health due to its habit of fighting with itself over food, much to the amusement of the crowd). The leading theory is that, if not cleanly severed, remnants of the removed body part remain in the wound, standing a chance of taking root and regrowing alongside the growth from the stump of the body part in question. These aberrant forms are usually not detrimental to the troll, and can prove rather beneficial to the individual in question.

-Viggo Errendar, TROLL



HILL TROLL

Gargantuan giant, neutral

Armor Class 15 (natural armor)

Hit Points 390 (20d20 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	5 (-3)	28 (+9)	5 (-3)	10 (+0)	10 (+0)

Senses darkvision 60 ft., passive Perception 10

Languages Giant

Challenge 20 (25,000 XP)

Massive. The hill troll can move into spaces already occupied by Large or smaller creatures. When it does so, creatures in those spaces must make a DC 19 Dexterity saving throw, taking 21 (2d20) bludgeoning damage on a failed save, or half as much damage on a successful one.

Monolithic. While the hill troll remains motionless, it is indistinguishable from a small hillock.

Regeneration. The hill troll regains 30 hit points at the start of its turn. If the hill troll takes acid or fire damage, this trait doesn't function at the start of the hill troll's next turn. The hill troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The hill troll makes two melee attacks.

Kick. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. Hit: 29 (2d20 + 8) bludgeoning damage, and if the target is Large or smaller it must succeed on a DC 19 Dexterity saving throw or be hurled up to 20 feet away.

Slam. *Melee Weapon Attack:* +14 to hit, reach 20 ft., up to four targets no more than 5 ft. apart. Hit: 29 (2d20 + 8) bludgeoning damage, and if the target is Large or smaller it must succeed a DC 19 Strength saving throw or be knocked prone.

Stomp. *Melee Weapon Attack:* Each creature in a 10-foot-radius burst centered the hill troll must make a DC 18 Dexterity saving throw, taking 29 (2d20 + 8) bludgeoning damage on a failed save or half as much damage on a successful one.

WEAPONS, ARMOR & ITEMS

Roll a d12:

d12	Item(s)
1-6	1d4 days' rations consisting of strange rotten meat and hard tubers
7-9	A trinket (p. 159)
10-11	A tattered coin purse containing 42 (12d6) pp
12	A set of +3 armor

A **hill troll's** gargantuan size is its own unlikely camouflage – few suspect that the grassy verge they camp on or the steep slope they traverse will end up devouring them. Hidden in plain sight, a hill troll is patient, waiting for an opportunity to spring on unsuspecting travelers. Moss and grass grow on its back during its long periods of dormancy, only enhancing its camouflage.



TROLL TRINKETS AND ANATOMY

A troll might carry the following items, or display an anatomical quirk:

d10 Trinket

- 1 A roughly hewn, but brightly sparkling, gemstone
- 2 A well-used, mirror-polished saucepan
- 3 A drinking mug fashioned from a cauldron with a section of wagon wheel lashed to the side
- 4 A bird, bat, or other small creature has made a nest in a fold of skin
- 5 A withered third arm hangs limply from a shoulder
- 6 An old and weathered fishing hook with a length of line, lodged in a hard-to-reach spot
- 7 A previously unrecognized species of lichen growing in an armpit
- 8 A broken-off bugbear harpoon point
- 9 The skin bears an acid etched brand from a now-defunct mercenary company
- 10 A colony of parasitic, shelled mollusks

TROLL LAIR DETAILS

An area controlled by trolls might display the following:

d10 Lair Detail

- 1 Several shards of colored glass are lodged in a surface, resembling a stained-glass window
- 2 A surface has been rubbed smooth by the rough hide of a large creature scratching against it
- 3 A tottering pile of roughly spit-polished worthless metal objects
- 4 A well-worn trail where a large creature has patrolled its territory, carving out a path and splintering trees as it goes
- 5 Marks made by huge, powerful claws scar a prominent stone or tree
- 6 A stinking heap of inedible parts; horns, hooves, and scraps of armor
- 7 A deep pit with scabbling claw marks at the bottom where the troll has stored live prey
- 8 A collection of barrels of liquor, either entirely full or empty, suggesting the troll drinks a barrelful in one sitting
- 9 A torn and discarded set of troll-sized armor with the stamp of a now-defunct mercenary company
- 10 Large stones have been piled in a makeshift barrier, with old scorch marks on one side and a dampness on the other

If you go down to the woods today, you might
get a big surprise.
If you camp close to the swamp today, you'd
better not close your eyes.
For every hole that ever there was,
a nightmare could be lurking because
that hill or knoll, it could be a troll just
waiting...

-Popular nursery rhyme

APPENDIX A: BEASTS OF THE HORDE

The beasts presented in this appendix are used by the monstrous races as attack animals, beasts of burden, and for companionship. Some are trained and bred, others happen to dwell in the same environment and are associated more casually.

HYENAS AND HYENIDS

BROWN HYENA

Medium beast, unaligned

Armor Class 12

Hit Points 3 (1d8 - 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	9 (-1)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages understands Gnoll but doesn't speak it

Challenge 0 (10 XP)

Keen Smell. The brown hyena has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The brown hyena has advantage on an attack roll against a creature if at least one of the brown hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 3 (1d6) piercing damage.

STRIPED HYENA

Medium beast, unaligned

Armor Class 11

Hit Points 4 (1d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	11 (+0)	2 (-4)	13 (+1)	6 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Gnoll but doesn't speak it

Challenge 0 (10 XP)

Keen Smell. The striped hyena has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The striped hyena has advantage on an attack roll against a creature if at least one of the striped hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.



SPOTTED HYENA

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	12 (+1)	3 (-4)	12 (+1)	10 (+0)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Gnoll but doesn't speak it

Challenge 1/8 (25 XP)

Keen Smell. The spotted hyena has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The spotted hyena has advantage on an attack roll against a creature if at least one of the spotted hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

When left to their own devices, hyenas are happy to scavenge carcasses once larger predators have had their fill and seldom hunt their own food (with the exception of the spotted hyena, which is a voracious predator). However, in the company of gnolls, hyenas' behavior more resembles trained attack dogs, or the worgs kept by other monstrous races (though the comparison would be taken as a grave insult by any gnoll who heard it).

Gutter gnolls favor the company of **brown hyenas**, who can also be found scavenging in cities and so easily make the transition to their way of life.

The primarily nocturnal **striped hyena** is preferred by rock gnolls, and can be trained to use their crushing jaws to pin their quarry in place or otherwise hamper an escape.

Spotted hyenas, already formidable on their own merits, are made even more vicious by the influence of their plains gnoll clan mates.

LEUCROTTA

Medium beast, neutral evil

Armor Class 13 (natural armor)

Hit Points 40 (9d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	7 (-2)	14 (+2)	10 (+0)

Skills Deception +2, Perception +4, Stealth +6

Senses darkvision 60 ft., passive Perception 14

Languages Gnoll

Challenge 1 (200 XP)

Shadowlike. The leucrotta has advantage on Dexterity (Stealth) checks while in darkness and areas of dim light.

Mimicry. The leucrotta can mimic any words or phrases it has heard, as well as the voice which said them. It does not need to understand the language spoken. A creature that hears the voice can tell it is an imitation with a successful DC 13 Wisdom (Insight) check.

ACTIONS

Multiattack. The leucrotta makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) slashing damage.

Born from couplings of gnoll and hyena, **leucrottas** take on the predatory cunning of their parents. More lightweight and lean than a hyena, with the long legs of a hunting dog, leucrottas are swift and silent. By some quirk of their demonic heritage, leucrottas have the ability to eerily mimic voices, which they will most commonly use to lure unwary travelers to their doom, or to split up and confuse a defensive force before an attack.



CROCOTTA

Large beast, chaotic evil

Armor Class 11 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	10 (+0)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Gnoll

Challenge 2 (450 XP)

Contend. If the crocotta hits a creature with its bite attack the target must succeed on an opposed Strength (Athletics) check or become grappled (escape DC 14). Until the grapple ends, the crocotta can automatically hit the target with its bite, but the crocotta can't make bite attacks against another target.

Keen Smell. The crocotta has advantage on Wisdom (Perception) checks that rely on smell.

Sprinter. The crocotta can use its bonus action to run up to half its speed.

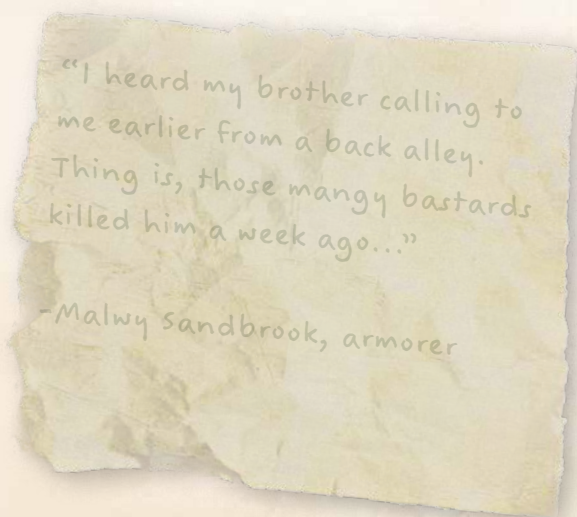
ACTIONS

Multiattack. The crocotta makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 11 (2d6 + 4) slashing damage.

A rare crossbreed of gnoll and hyena stock, **crocottas** embody the bestial violence of their parents. Resembling huge and heavily built hyenas, crocottas take on the role of shock-troops during gnoll raids; breaking through any organized resistance and exposing easier targets for the weaker clan members. Although some have basic language skills they are, for the most part, dumb beasts with the intellect of a hyena.



KOBOLD LIZARD HOUNDS

SCUTICO (SCALE RAT)

Small beast, unaligned

Armor Class 14 (natural armor)

Hit Points 9 (2d6 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	2 (-4)	7 (-2)	6 (-2)

Skills Perception +0

Senses darkvision 60 ft., passive Perception 10

Languages —

Challenge 1/8 (25 XP)

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 4 (1d4 + 2) piercing damage, and the target is grappled (escape DC 10). Until this grapple ends the scutico can't bite another target and has advantage on claw attacks against the grappled creature.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 4 (1d4 + 2) slashing damage.

SVARASKALOS (LIZARD HOUND)

Large beast, unaligned

Armor Class 15 (natural armor)

Hit Points 30 (4d10 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	4 (-3)	8 (-1)	6 (-2)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/2 (100 XP)

Tough. The svaraskalos adds its Constitution modifier to its armor class.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d6 + 2) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the svaraskalos can't bite another target and has advantage on claw attacks against the grappled creature.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (2d4 + 2) slashing damage.



SEISMOSUCHUS (TREMOR CROCODILE)

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 84 (8d12 + 32)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	4 (-3)	9 (-1)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages —

Challenge 3 (700 XP)

Tough. The seismosuchus adds its Constitution modifier to its armor class.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 13 (3d6 + 3) piercing damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the seismosuchus can't bite another target and has advantage on claw attacks against the grappled creature.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. Hit: 19 (3d10 + 3) slashing damage.

In the same way that other races have tamed animals to serve them, kobolds keep a variety of large reptiles. While not intelligent enough to be trained in the same way as a horse or worg, these creatures know who feeds them and will usually do their bidding, though it is not unknown for primitive instincts to take over in stressful situations. Unless secure in a seat on their back, kobolds will usually simply turn them loose on a foe before putting a good deal of ground, and preferably some sort of barrier between themselves and the beasts.

Scutico, or scale-rats, fill a similar role in kobold society as dogs do above ground; some kobolds with a rare sentimental streak may keep them as companions, but they are mostly used in large hunting packs to run down and harry subterranean game.

Kept by most colonies as a waste disposal and perimeter defense, **svaraskalos** lizard-hounds are usually kept in their own chamber due to their unpredictable nature. They will tolerate being ridden only by kobolds who are very familiar to them and view others as prey, though they prefer their food warm-blooded.

The **seismosuchus** is a huge burrowing reptile occasionally used by powerful kobold colonies to aid in the expansion of their tunnels either by leaving bait, goading the beast, or simply following in its wake and hoping for the best.

Dwarven warhorn

Horn, bronze

Notes: Carvings on the bronze bands depict dwarven fighters routing a group of ogres. Runes suggest this attack is in retribution for the death of Torrig, son of Tovik Deephammer, the dwarven clan-chief.

Some of the ogres appear to be fleeing sat astride enormous pigs (or possibly hornless rhinoceroses, given their size).

Given that dwarven carvings are generally entirely literal, this seems a strangely out of place invention, or may suggest that ogres' mental degradation may be a more recent phenomenon than previously assumed.

-Quiranis Kuulanya, antiquarian, personal inventory

SCROFA

SCROFA

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 22 (4d10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	11 (+0)	8 (-1)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1/4 (50 XP)

Keen Smell. The scrofa has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Gore. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage. If the target is Medium or smaller creature, it must succeed a DC 11 Strength saving throw or be knocked prone.

SCROFA OLD BOAR

Huge beast, unaligned

Armor Class 16 (natural armor)

Hit Points 59 (7d12 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	15 (+2)	8 (-1)	12 (+1)	8 (-1)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 2 (450 XP)

Keen Smell. The scrofa old boar has advantage on Wisdom (Perception) checks that rely on smell.

ACTIONS

Multiattack. The scrofa old boar makes two gore attacks.

Gore. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. Hit: 14 (2d10 + 3) piercing damage. If the target is a Large or smaller creature, it must succeed a DC 13 Strength saving throw or be knocked prone.

Scrofa are unusually large wild pigs most commonly found trailing ogre mobs. Most will grow to an intimidating 1,500 lbs if they are wily enough to avoid predators (chiefly the ogres they follow), but some can grow truly monstrous. Reliable reports exist of 4,000 lb males, and tales of even larger creatures exist, though their veracity is questionable.

Tough and vicious opportunists, scrofa can get by on any kind of food available, grazing and browsing vegetation, using their tusks to excavate roots, or using their great size to scare away predators and access carrion. If food is scarce, it is not unknown for them to chase down and kill their own prey, sometimes even smaller ogres are taken in this way (though the scrofa must eat quickly before the rest of the mob joins the feast).

Scrofa are difficult to tame and train but, even so, some orc tribes utilize them as mounts, often setting the procurement of scrofa piglets as a youngster's rite of passage to kill two birds with one stone.



WORGs

WORG PUP

Small monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	10 (+0)	6 (-2)	5 (-3)	8 (-1)

Skills Perception +1

Senses darkvision 60 ft., passive Perception 11

Languages Goblin, Worg

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The worg pup has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage. If the target is a creature, it and the worg pup make opposing Strength (Athletics) checks. If the worg pup wins, the attack deals an additional 2 (1d4) damage.

WORG RUNT

Medium monstrosity, neutral evil

Armor Class 15 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	6 (-2)	7 (-2)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Goblin, Worg

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The worg runt has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it and the worg runt make opposing Strength (Athletics) checks. If the worg runt wins, the attack deals an additional 3 (1d4+1) damage.

WORG MOTHER

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Worg

Challenge 1/2 (100 XP)

Keen Hearing and Smell. The worg mother has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 9 (2d6 + 2) piercing damage. If the target is a creature, it and the worg mother make opposing Strength (Athletics) checks. If the worg mother wins, the attack deals an additional 5 (1d6 + 2) damage.



WORG ALPHA

Large monstrosity, neutral evil

Armor Class 14 (natural armor)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages Goblin, Worg

Challenge 1 (200 XP)

Keen Hearing and Smell. The worg alpha has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) piercing damage. If the target is a creature, it and the worg alpha make opposing Strength (Athletics) checks.

If the worg alpha wins, the attack deals an additional 7 (1d6 + 4) damage.

A large and brutish canine, the **worg** has been described as ‘to a wolf what an orc is to a man’; bigger, stronger, and more ill-tempered. Packs of worgs may be found roaming the wild places of the world, and are sometimes kept as pets and status symbols by the wealthy and powerful, ill-advised as this may be. However, they are most commonly associated with goblins, with whom they share a pack instinct, bestial cunning, and a vicious streak.

In truth, worgs of various sizes are used by many different monstrous races. Some more intelligent races have bred different strains of worg, much like different breeds of dog; hobgoblins for example, are known to raise a large breed for themselves to ride, and a smaller breed not much larger than a common wolf for their goblin kin. Goblins on the other hand, simply ride on younger worgs until they become unmanageable, at which point they are either killed or chained up.



APPENDIX B: TOOLS OF THE HORDE

This appendix contains a variety of items used by the monstrous races presented in the previous chapters, which can be used to create culturally specific loot drops. Each item is presented with its name in Common, and in the language of its creator.

ALCHEMIST POTION (WIGMIG)

Goblins use this unstable and colourful potion to sow chaos amongst their enemies.

As an action, you can throw this potion to a location within 40 feet. When it strikes the ground or another hard surface, it shatters and releases a cloud of green gas that fills a 20-foot-radius. The hallucinogenic cloud spreads around corners and its area is lightly obscured. It lasts for up to 5 minutes or until a light wind (at least 5 miles per hour) disperses it. All creatures that enter the cloud or start their turn there must succeed on a DC 15 Constitution saving throw or suffer one of the following effects:

d4 Effect

- 1 The target's vision is distorted and their balance is off. They make attacks with disadvantage.
- 2 The target can't tell friend from foe and must spend their turn making a melee attack or casting a cantrip against a random creature within range. If no target is within range, they must move up to their speed towards the nearest creature and make an attack against it.
- 3 The target's reaction time is slowed. All attacks made against them have advantage and their speed is reduced by 10 feet.
- 4 In their mind's eye the target see their greatest fear manifested. It drives them mad and they must use their action to Dash in a random direction.

Creatures affected by the hallucinogen can repeat the saving throw at the start of each of their turns, ending the effect on itself on a success. The effects of the hallucinogen end after a creature spends 1 minute outside the hallucinogenic cloud.

BERSERKER BREW (URD FURSA)

This dark, viscous, and lumpy liquid sends orcs into a battle fury, allowing them to ignore even grievous injuries. A few orcs drink it recreationally, but these are viewed as eccentrics, or violently insane, even by other orcs. When you drink this potion, roll a d6:

d6 Effect

- 1 – 2 You gain 7 (2d6) temporary hit points, and are poisoned for 1 minute.
- 3 – 5 For the next minute, whenever you hit a creature with a melee attack, you gain 7 (2d6) temporary hit points. If you do not hit a creature with a melee attack on your turn, take 3 (1d6) psychic damage.
- 6 For the next 1d6 rounds, you are immune to any damage that does not kill you outright. When the potion expires, you immediately take all damage sustained during that time.

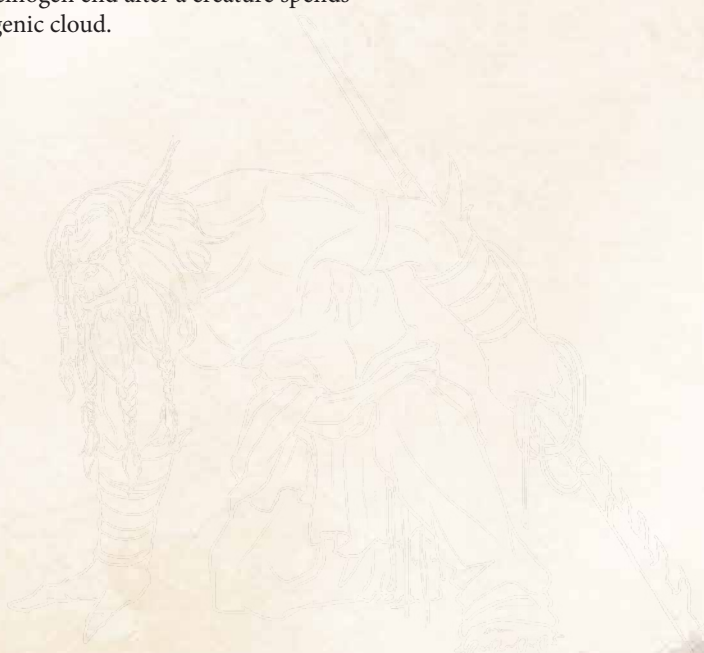
An orc can choose which effect they receive from the potion, and a half orc can roll twice and choose either result.

BUGBEAR HARPOON (GWAANUU)

This viscosly barbed weapon is used by bugbear hunters to bring down large prey, such as trolls. The projecting spikes make it difficult to remove and the attached rope allows a hunter to immobilize prey from afar. If you hit a creature within 60 feet with a ranged attack using the harpoon and have a free hand to hold the rope, the target is grappled by you. As an action, the target can attempt to remove the harpoon with a DC 15 Strength (Athletics) check, taking 1d6 damage per attempt. Alternatively, the target can grasp the harpoon rope and make a Strength (Athletics) check contested by yours to pull the rope from your hands.

Range: 20/60 ft.

Damage: 3 (1d6) piercing



DRAGONBREATH POTION (DRAKANAN-DOSHI)

Dragon worshipping kobolds use these potions to emulate their living gods. The truly devout drink them and breath out elemental fury as their overlords do but, for the more safety-conscious, throwing them produces a serviceable effect.

FIREBREATH POTION (FOTA-DOSHI)

When you drink this potion, roll a d6:

d6 Effect

- 1 You take 7 (2d6) fire damage.
- 2 – 4 You take 7 (2d6) fire damage and can exhale fire at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.
- 5 – 6 You exhale fire at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one.

You can also throw the potion bottle at a target within 40 feet. Make a ranged attack against the target, treating the potion as an improvised weapon. On a hit, the target takes 7 (2d6) fire damage.

ICEBREATH POTION (PAGA-DOSHI)

When you drink this potion, roll a d6:

d6 Effect

- 1 You take 7 (2d6) cold damage.
- 2 – 4 You take 7 (2d6) cold damage and can exhale a stream of frost at a target within 30 feet. The target must make a DC 13 Dexterity saving throw, taking 7 (2d6) cold damage on a failed save, or half as much on a successful one.
- 5 – 6 You exhale a stream of frost at a target within 30 feet. The target must make a DC 13 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much on a successful one.

You can also throw the potion bottle at a target within 40 feet. Make a ranged attack against the target, treating the potion as an improvised weapon. On a hit, the target takes 7 (2d6) cold damage.

FLASK OF POISON CLOUD (KIVITKALA)

Okiti use flasks of this bubbling green liquid to produce deadly clouds of poison, sending a clear message that they are not to be meddled with.

As an action, you can throw the flask at a location within 40 feet. When it hits the ground or another hard surface, the flask shatters and releases a cloud of green gas in a 15-foot-radius sphere. The cloud spreads around corners and its area is lightly obscured. All creatures that enter the gas or start their turn there must succeed a DC 15 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. The cloud lasts for 1 minute or until a light wind (at least 5 miles per hour) disperses it.

FLASK OF SLEEPING FOG (KIVITISHKA)

When, for one reason or another, okiti are trying to keep the body count to a minimum, this sluggish, gray liquid allows them to escape a crime scene with minimal casualties.

As an action, you can throw the flask at a location within 40 feet. When it hits the ground or another hard surface, the flask shatters and releases a cloud of gray fog in a 20-foot-radius sphere. The cloud spreads around corners and its area is lightly obscured. All creatures that enter the fog or start their turn there must succeed on a DC 13 Constitution saving throw or fall asleep if they currently have 17 (5d6) or fewer hit points. A sleeping creature wakes up if it takes damage, or is shaken awake as an action. The cloud lasts for 1 minute or until a light wind (at least 5 miles per hour) disperses it.

GNOLL BATTLE BREW (YAAKSHA)

Mixed from the blood of their victims, hyena musk, and the herbs and grasses of their natural habitat, this foul-smelling draft spurs gnolls on to greater acts of savagery. When you drink this potion, roll a d6:

d6 Effect

- 1 You immediately make a bite attack against the nearest creature, moving up to your speed if necessary. If you lack a bite attack, this is an unarmed strike that deals piercing damage.
- 2 – 3 You immediately attack the nearest creature, moving up to your speed if necessary.
- 4 – 6 You regain 7 (2d4 + 2) hit points, and have a marked preference for rare or raw meat for the next 1d4 days.

A gnoll can choose which effect they receive from the potion.

GOBLIN BOMB (FIZZGOK)

These crude explosives can cause havoc on the battlefield, but not always among the enemy.

As an action, you can throw a bomb to a location within 40 feet. When it explodes, all creatures within 10 feet of the bomb must make a DC 15 Constitution saving throw, taking 10 (3d6) thunder damage on a failed save, or half as much on a successful one. Additionally, all creatures within 20 feet, of the bomb must make a DC 10 Dexterity saving throw, taking 3 (1d6) piercing damage on a failed save, or half as much on a successful one.

When you throw a bomb, roll a d20. On a 5 or below, the bomb explodes before you can throw it, causing the above effects, centered on you.

GOBLIN LIQUOR (GOBSGOG)

This black liquid is distilled from various species of mushrooms. It has some minor restorative qualities, if one can stomach it, but causes a sense of paranoia that can heighten reaction times. When you drink this potion, roll a d6:

d6 Effect

- 1 You take 1d4 poison damage.
- 2 You become jittery and twitchy, and have disadvantage on attack rolls as well as skill checks and saving throws that use Strength or Dexterity for 1 minute.
- 3 – 5 You regain 5 (2d4) hit points.
- 6 You regain 5 (2d4) hit points, and your reflexes are honed, giving you advantage on Dexterity saving throws for 1 minute.

A goblin can choose which effect they receive from the potion.

HYENA TOTEM (HWA'SI)

Crafted from bone and bristled hair, this totem can be used as a spellcasting focus. Once per day, while wielding the totem, you can use your action to turn into a spotted hyena (*p. 161*). Your statistics, other than Intelligence and Wisdom, change to those of a spotted hyena.

While in hyena form, if your hit points are reduced to 0, you revert back into your original form with the same hit points you had before you transformed, but any additional damage from the attack is carried over. You can also use your action to shift back. Once you use this property of the totem, it can't be used again until the next dawn.

MARCHING ALE (KOJ'KARN)

Hobgoblins use this potent, steaming potion on long campaigns to stave off exhaustion, drinking it hot when they can so the pleasant warming sensation distracts from the bitter taste. It has been known for some hobgoblin superiors to add in ingredients to this potion when discipline is flagging, to make their troops more attendant and malleable to suggestion. When you drink this potion, roll a d6:

d6 Effect

- 1 Remove one level of exhaustion.
- 2 – 4 Remove one level of exhaustion and regain 7 (2d4 + 2) hit points.
- 5 – 6 Remove one level of exhaustion and regain 7 (2d4 + 2) hit points. For the next 24 hours, if ordered to undertake a simple task that takes less than 1 minute, doesn't contradict your moral code, and isn't obviously harmful, make a DC 14 Wisdom saving throw. On a failed save, you undertake the task to the best of your ability without argument.

SLEEPING SAP (KHUZGU-SUUD)

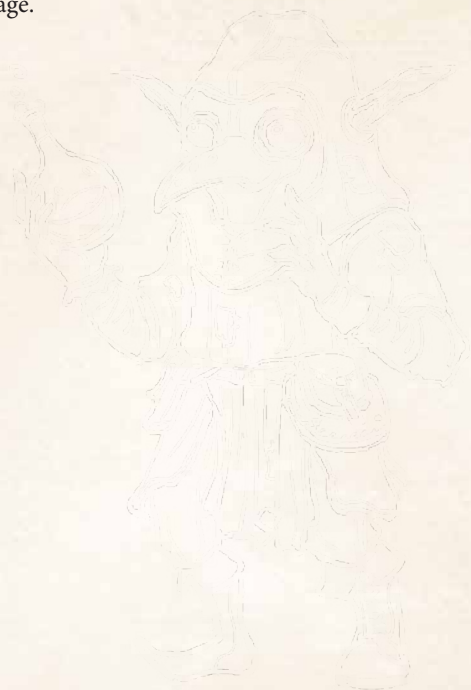
This sticky sap contains a powerful drug and can be smeared upon weapons, most commonly arrows, spears and swords. The next successful attack made with a weapon treated with sleeping sap forces the target to succeed a DC 13 Constitution saving throw or suffer the effect listed below dependant on their size, and the number of times they have been dosed with sleeping sap in the last hour:

	1 Dose	2 Doses	3 Doses	4 Doses
Small	Knocked unconscious			
Medium	Movement speed reduced by 10 ft.	Knocked unconscious		
Large		Movement speed reduced by 10 ft.	Knocked unconscious	
Huge			Movement speed reduced by 10 ft.	Knocked unconscious

The effects last for 1 hour. A creature affected by sleeping sap can repeat the saving throw at the start of each of its turn, ending the effects on itself on a success.

TROLLSBLOOD (HENGDUUR)

This brownish gray water smells faintly of rotten meat. It contains a few drops of troll's blood mixed with magical herbs to maintain a modicum of its regenerative properties. When you drink trollsblood, you can go 24 hours without food or sleep with no ill effects. Non-goblinoids must succeed on a DC 15 Constitution saving throw when consuming the trollsblood or take 2d4 + 2 poison damage.



APPENDIX C: PLAYABLE RACES

These rules allow a player to create a character based on the monstrous races as presented in the previous chapters. As always, discuss with your GM before selecting a non-standard race.

AUGURY BUGBEAR

Bugbears' individualistic spirit makes them well suited for adventuring life, provided they do not allow themselves to be ruled too fully by their superstitious nature. A bugbear might find themselves on this path after leaving their tribe to earn coin as a mercenary, or may have sacrificed their totem, sworn themselves to a cause and left their tribe behind them.

Bugbears tend to keep themselves to themselves, and feel uncomfortable if ever made the center of attention, or even if met with sustained eye contact. When uncomfortable, it is not uncommon for them to lash out.

AUGURY BUGBEAR TRAITS

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

Age. Bugbears age slightly more rapidly than humans and reach adulthood by the age of 12. They can live to the age of 70.

Alignment. A sense of calm self-sufficiency lends bugbears towards neither law or chaos. It is rare for one to care enough about the welfare of others to be considered good.

Size. Bugbears average around six-and-a-half to seven feet tall, and are bulkier than humans, weighing just over 200 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to the shadows of dark forests, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Brutish. Once per turn, you can add your proficiency bonus to a damage roll with a melee weapon you are proficient with.

Hidden Mysticism. You gain proficiency in the Stealth skill, and in your choice of the Medicine, Nature, or Religion skills.

Hunting Trick. You can throw your voice, making any vocal sound you can ordinarily produce appear to emanate from a space of your choosing within 30 feet.

Languages. You can speak, read, and write Goblin and one other language of your choice. The bugbear dialect of goblin is softer, emphasizing and drawing out the vowel sounds.



GNOLL

With their strong ties to the clan, gnolls are most likely to take to adventuring having been raised from a pup by a mercenary or someone of a similar life. Gnolls raised by a clan may find themselves alone if the clan is wiped out, or if they are banished for a betrayal, and might be forced to interact more peaceably with other races to keep their belly full.

Gnolls retain a strong instinct to physically dominate others, even those they are allied with, to work out a hierarchy. Despite this, they are fiercely aggressive of their established 'clan,' even non-gnolls, and see an insult or an attack on any 'clan mate' as a personal one. They tend to be impulsive, with a strong predatory drive which may lead to them to engage or pursue an enemy even when it may not be the best tactical choice. Most gnolls continue to collect trophies from their kills, although they tend to avoid body parts while in more civilized company if it is against the will of their 'clan mates.'

GNOLL TRAITS

Ability Score Increase. Your Constitution score increases by 1.

Age. Gnolls mature rapidly, reaching adulthood by three or four and growing old at 40.

Alignment. Outside their own clan, gnolls care little for order, tending towards a chaotic disposition. Beyond this, they imprint strongly on those that raised them and usually reflect their values.

Size. Gnolls range from six to eight feet tall, and are heavily muscled, especially around the neck and shoulders, and you weigh between 200 and 250 pounds. Your size is Medium.

Speed. Your base walking speed is 35 feet.

Darkvision. As part of your bestial heritage, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Bite. Your jaws are a natural weapon, and you can bite as an unarmed strike, dealing 1d4 + your Strength modifier piercing damage on a hit, instead of the normal damage. This damage increases to 1d6 at 8th level and 1d8 at 14th level.

Languages. You can speak, read, and write Gnoll and one other language of your choice. Gnoll has no formalized written component of its own, and is nearly impossible to transcribe (though attempts have been made), consisting mostly of guttural grunts and piercing howls.

Subraces. The three main types of gnoll are the gutter, plains, and rock. Choose one of these subraces.

GUTTER GNOLL

Ability Score Increase. Your Dexterity score increases by 2.

Opportunist. You gain proficiency in the Survival skill.

Sewer Dweller. You have advantage on saving throws against poisons and diseases, and you have resistance to poison damage.

PLAINS GNOLL

Ability Score Increase. Your Strength score increases by 2.

Fleet of Foot. Your base walking speed increases to 40 feet.

Sprinter. As a bonus action on your turn, you can move up to half your speed.

ROCK GNOLL

Ability Score Increase. Your Wisdom score increases by 2.

Lookout. You gain proficiency in the Perception skill.

Cave Dweller. While in rocky terrain, you are considered proficient in the Stealth skill.



SLY GOBLIN

Goblins do not do well on their own; as much as they constantly backbite and betray each other in their attempts to rise to the top, they require numbers in order to survive. When separated from their troop either through some calamity or fleeing a rival, they are quick to seek more powerful friends.

It is difficult for goblins to rid themselves of their sadistic streak (to be fair, few try), and they take full advantage and enjoyment of any power they can get.

SLY GOBLIN TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Goblins can walk from birth and reach adulthood by the age of three, a rare few will live to 60 years old.

Alignment. Goblins have a ruthless and power-hungry nature and see the end as justifying the means. They tend to be chaotic, with no central tenant governing how they reach their goals, and it is difficult for them to attain the selflessness needed to be truly good.

Size. Goblins average between three and four feet in height and are lightly built, typically weighing less than 50 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to a life in the shadows, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Crafty. You have proficiency with artisan's tools (tinker's tools), and can use these to create traps using the materials available in the environment.

Trap Cunning. You have advantage on Wisdom (Perception) checks to spot traps and hazards. When disarming traps, you are considered proficient and add double your proficiency bonus in place of your regular proficiency bonus.

Languages. You can speak, read, and write Goblin and one other language of your choice. Goblins speak the most basic version of their tongue, which is harsh, hard, and full of sharp consonants.

Subraces. The two most commonly encountered goblins are the forest and hill subtypes. Cave goblins live scarcely better than animals, with an intellect to match, being no more suited to an adventuring life than a burrowing rodent. Choose one of these subraces.

FOREST GOBLIN

Ability Score Increase. Your Wisdom score increases by 1.

Forest Dweller. Whenever you make an Intelligence (Nature) check related to a forest environment, you are considered proficient in the Nature skill.

Forest Sneak. You can attempt to hide when only lightly obscured by natural phenomena, such as underbrush or fog.

HILL GOBLIN

Ability Score Increase. Your Intelligence score increases by 1.

Slippery. If an attack against you misses, you can use your reaction to move 5 feet without triggering an opportunity attack.

Tricky. You gain proficiency in the Deception skill.



LEGIONARY HOBGOBLIN

Hobgoblins are frequently found as part of mercenary companies, usually individuals who have fled from battle and were unwilling to return to their commander to face punishment. Groups of these deserters may band together, but it is just as common for individuals to wander until they find work which suits them.

Hobgoblins are pragmatic and cold, with little in the way of the passions that rule other races. While most view them as surly and humorless, it is common for them to possess a dry, blunt wit, particularly in the face of battle, and they are stalwart allies to those who have earned their loyalty.

LEGIONARY HOBGOBLIN TRAITS

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

Age. Hobgoblins have similar lifespans to humans, but become physically mature a little quicker, usually around the age of 14.

Alignment. Hobgoblins are almost exclusively lawful, having been born and bred to follow the commands of their superiors and expect unquestioned loyalty from their subordinates.

Size. Hobgoblins average five-and-a-half to six feet tall, and have a lean, athletic build, weighing around 175 pounds. Your size is Medium.

Darkvision. Coming from goblinoid stock, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Speed. Your base walking speed is 30 feet.

Formation Fighting. You are trained to fight in close formations where each soldier is responsible for the defense of those around them. When you are wielding a melee weapon and aren't incapacitated, allies within five feet of you gain a +1 bonus to their AC.

Hobgoblin Training. You have proficiency with light and medium armor, longswords, shortswords, and spears.

Languages. You can speak, read, and write Goblin and one other language of your choice. The hobgoblin dialect is short and sharp, but allows for more complexity than basic Goblin. Many hobgoblins also speak Common in order to better give instruction to slaves and negotiate surrender with enemies.



WARREN KOBOLD

Kobolds are seldom encountered outside their warrens, and are most commonly found above ground at the very start of their lives on their mad dash to find another warren; these youngsters are sometimes taken in as curiosities and abandoned once grown. Adult kobolds might be encountered as displaced refugees after their dragon grows too old and powerful, or there are inevitably those taking part in a pilgrimage seeking a dragon who are less driven by their cause who might wander into civilization when the going gets tough.

Kobolds are diligent workers, and tireless once they have set themselves to a goal. Most races find their emotions difficult to read, and they have a reputation for being rather odd and eccentric, verging on mad.

WARREN KOBOLD TRAITS

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

Age. Kobolds can walk and run immediately after hatching and can take on the same tasks as adults within weeks. They reach adulthood by the age of 10, and can live for around 150 years.

Alignment. Kobolds enjoy order and structure in their lives, and tend towards a lawful disposition.

Size. Kobolds average three-and-a-half feet tall, but can reach four. Your size is Small.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. Adapted for a life deep underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Dragonkin. While they do not approach the abilities of true dragons, some kobolds still have a modicum of elemental resistance. Choose one of the following damage types: acid, cold, fire, lightning, or poison; damage that you take of this type is reduced by 5. The damage is reduced by 10 at 8th level and 15 at 14th level.

Mind Warren. If you spend at least 10 days thoroughly exploring an area of no more than 5 square miles, you are unable to become lost there and immediately know the fastest way between 2 points in the area.

Kobold Cunning. When you make an Intelligence check related to the origin or nature of precious metals, stones, or draconic creatures, you are considered proficient in the required skill and can add double your proficiency bonus.

Sunlight Sensitivity. You have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight while you, the target of your attack, or what you are trying to perceive is in direct sunlight.

Languages. You can speak, read, and write Draconic and one other language. The kobold dialect is simplified, and most speakers of Draconic find it grating and irritating to listen to.



OKITI

Most okiti long for thrills and adventure, and while many are loath to leave the security and companionship of a colony, some strike off on their own to seek a life of fortune and excitement. An okiti may have sailed as part of a pirate crew, ran with a band of smugglers, or may have fallen into a criminal gang on dry land, but it is very uncommon for their background to be entirely on the right side of the law.

Okiti enjoy fighting with words as much as weapons, and seldom keep quiet unless actively sneaking. They enjoy outwitting others with riddling talk or petty larceny, and will generally boast of their victories for long enough that their various embellishments make the stories unrecognizable, and seldom let those they outwit forget.

OKITI TRAITS

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

Age. Okiti mature incredibly rapidly and reach adulthood at the age of two. Very few live to the age of 25.

Alignment. Okiti value personal freedom, with a strong chaotic bent. It is rare for one to harbor enough of a malicious streak to be considered evil.

Size. Okiti average three to four feet tall and are slim of build, weighing between 40 and 70 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Darkvision. Used to a nocturnal life, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Cunning Tail. You can use your tail to manipulate objects within your space. This manipulation must be a simple action one could achieve with a limp hand, such as knocking over an object weighing less than five pounds or lifting a small object weighing one pound. You can't make attacks with your tail.

Plague Rat. You have advantage on saving throws against poisons and diseases, and you have resistance to poison damage.

Sneakthief. You gain proficiency in two skills of your choice, chosen from: Acrobatics, Sleight of Hand, and Stealth.

Languages. You can speak, read, and write Okiti and one other language of your choice. Okiti is a soft, trilling, tricky language which okiti delight in keeping secret. Its written component somewhat resembles the glyphs used in Thieves' Cant.



SAVAGE ORC

Orcs traditionally live a life similar in many respects to that of an adventurer anyway, so it is not difficult for them to make the transition. It is usually females and smaller males that take to adventuring, as they have the most to gain by leaving orc society; larger males are able to get what they want staying with the tribe.

Orcs get bored easily and enjoy violence so may attempt to start fights simply to keep themselves entertained, though some are able to limit themselves to friendly sparring in moments of relaxation. They also have an extreme tolerance for pain, and tend to forget that this is not true of other races.

SAVAGE ORC TRAITS

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

Age. Orcs mature a little faster than humans, reaching adulthood at around 15. Orcs can live to the age of 200 or so, but their violent lifestyle means it is rare for one to last anywhere near that long.

Alignment. It is hard for orcs to move away from their destructive nature, and even those that do remain somewhat chaotic.

Size. Orcs stand between seven and eight feet tall, and are heavily muscled, weighing 200 to 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to being on the move day or night, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Brutal. Once per round, when you roll minimum damage with a successful melee weapon attack, you can roll the weapon's damage dice again, adding that to the total damage.

Frightening Power. You gain proficiency with your choice of the Athletics or Intimidation skill.

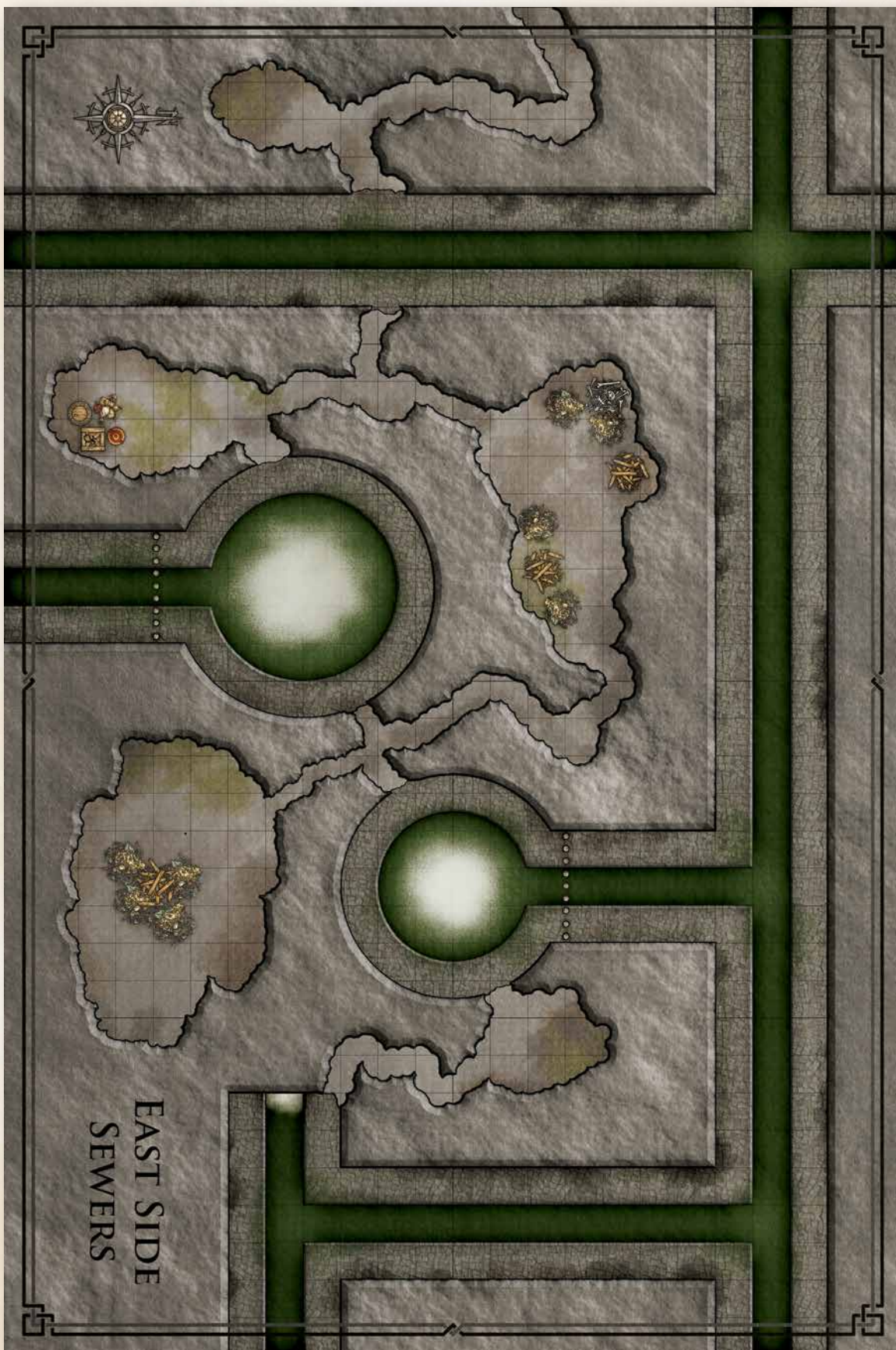
Pain Driven. When an attack reduces you to half of your hit point maximum, as a reaction you can make a melee attack. After using this feature, you must complete a short or long rest before using it again.

Languages. You can speak, read, and write Orc and one other language of your choice. Orc is a guttural, crude language and avoids hard consonants due to orcs' difficulty in pronouncing them. Orc is typically not written down, but many orcs learn to write at least a few choice profanities in Common for the purpose of defacing monuments.



APPENDIX D: LAIR MAPS

Use these maps as inspiration for encounters taking place in a monstrous race's home territory.



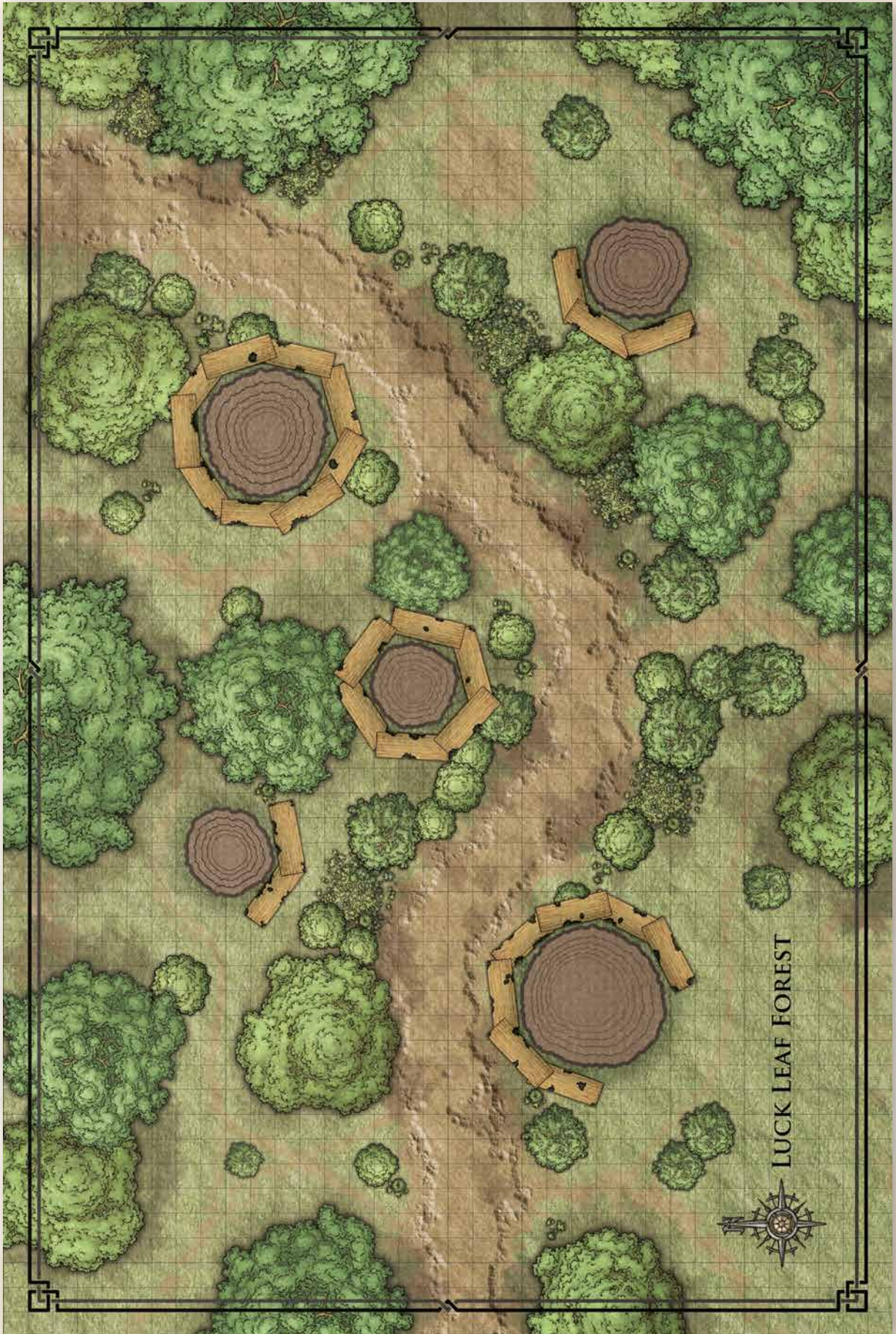


THE FISSURE



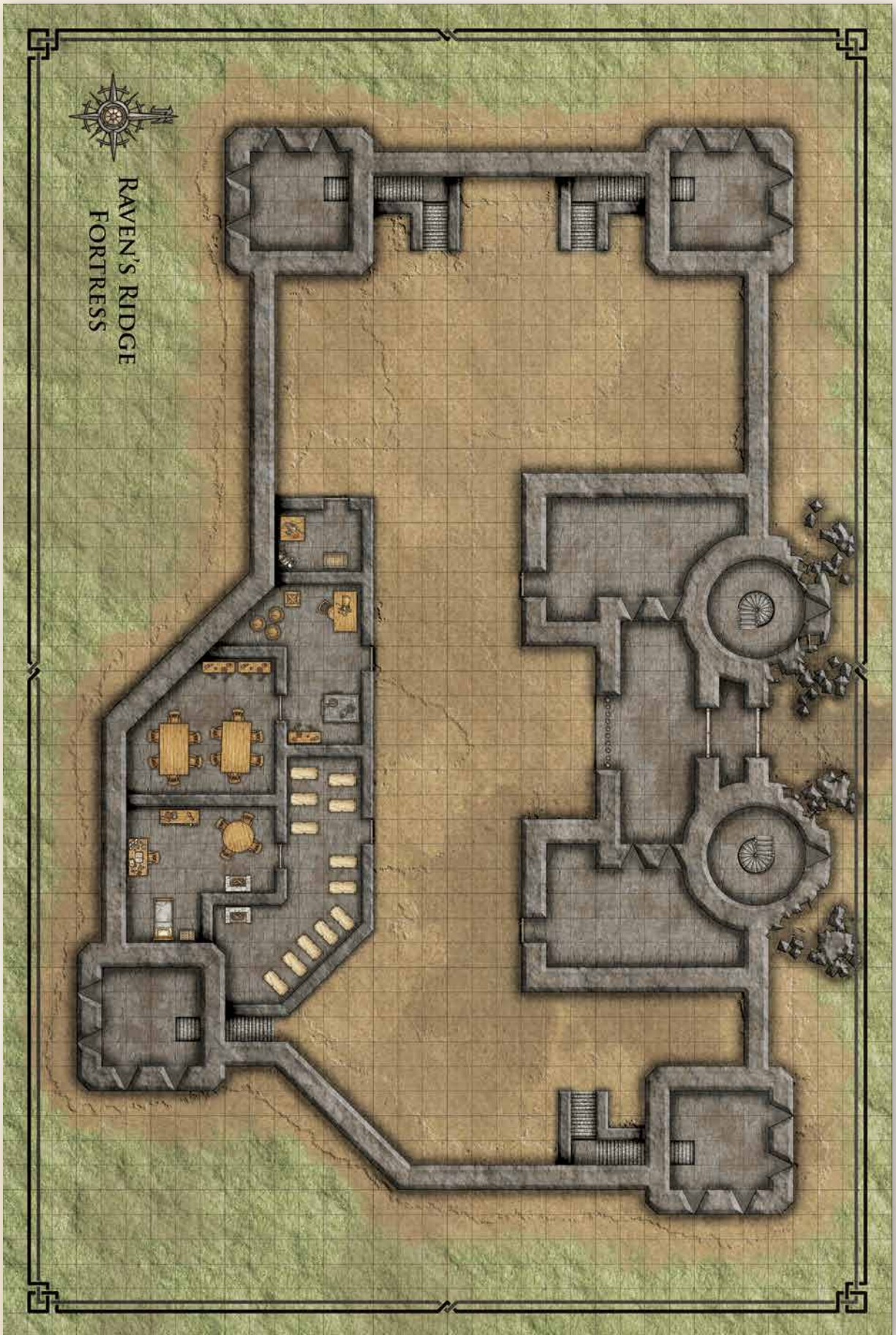


GREENROCK TEMPLE



LUCK LEAF FOREST

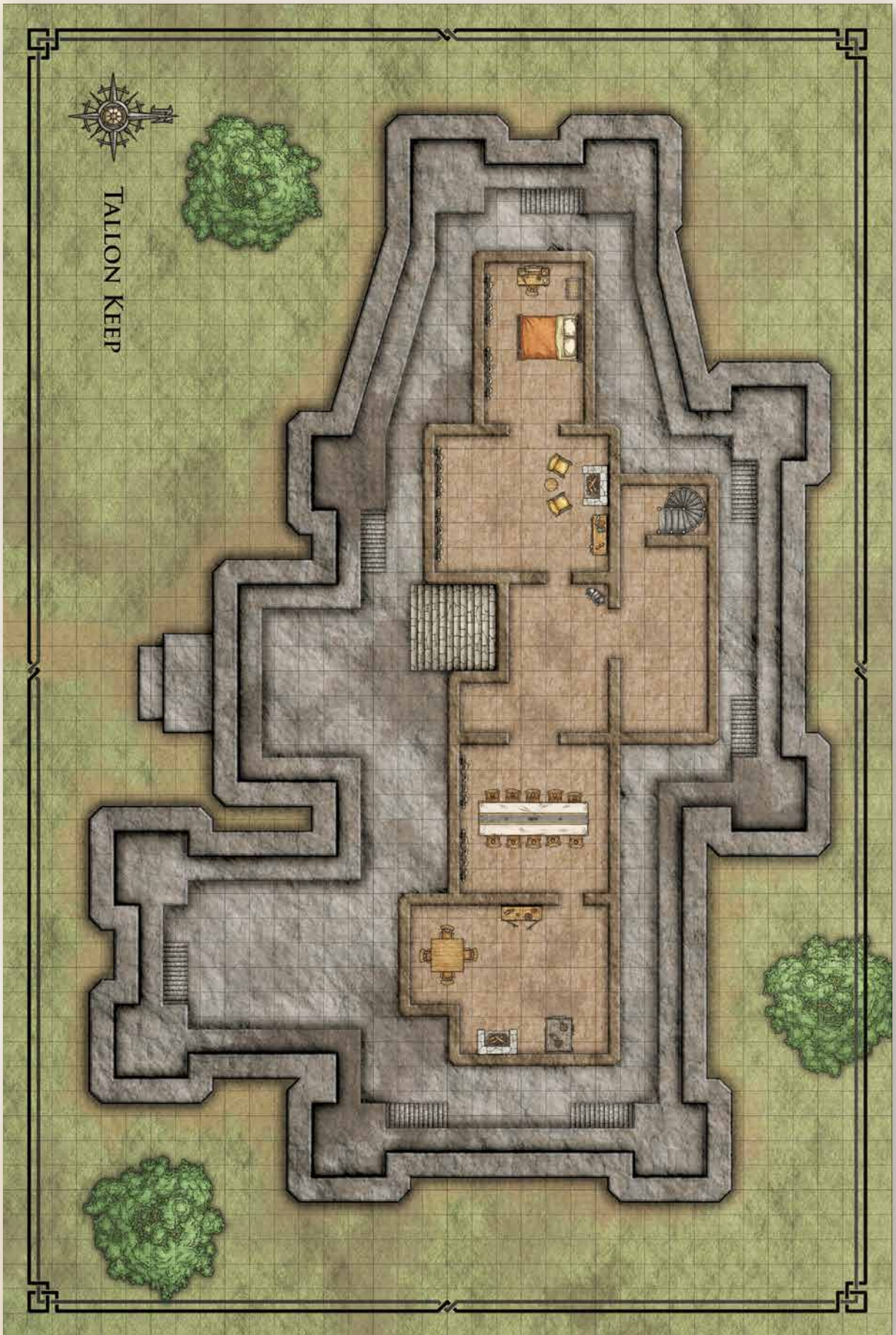






RIVERCREST
VILLAGE RUINS





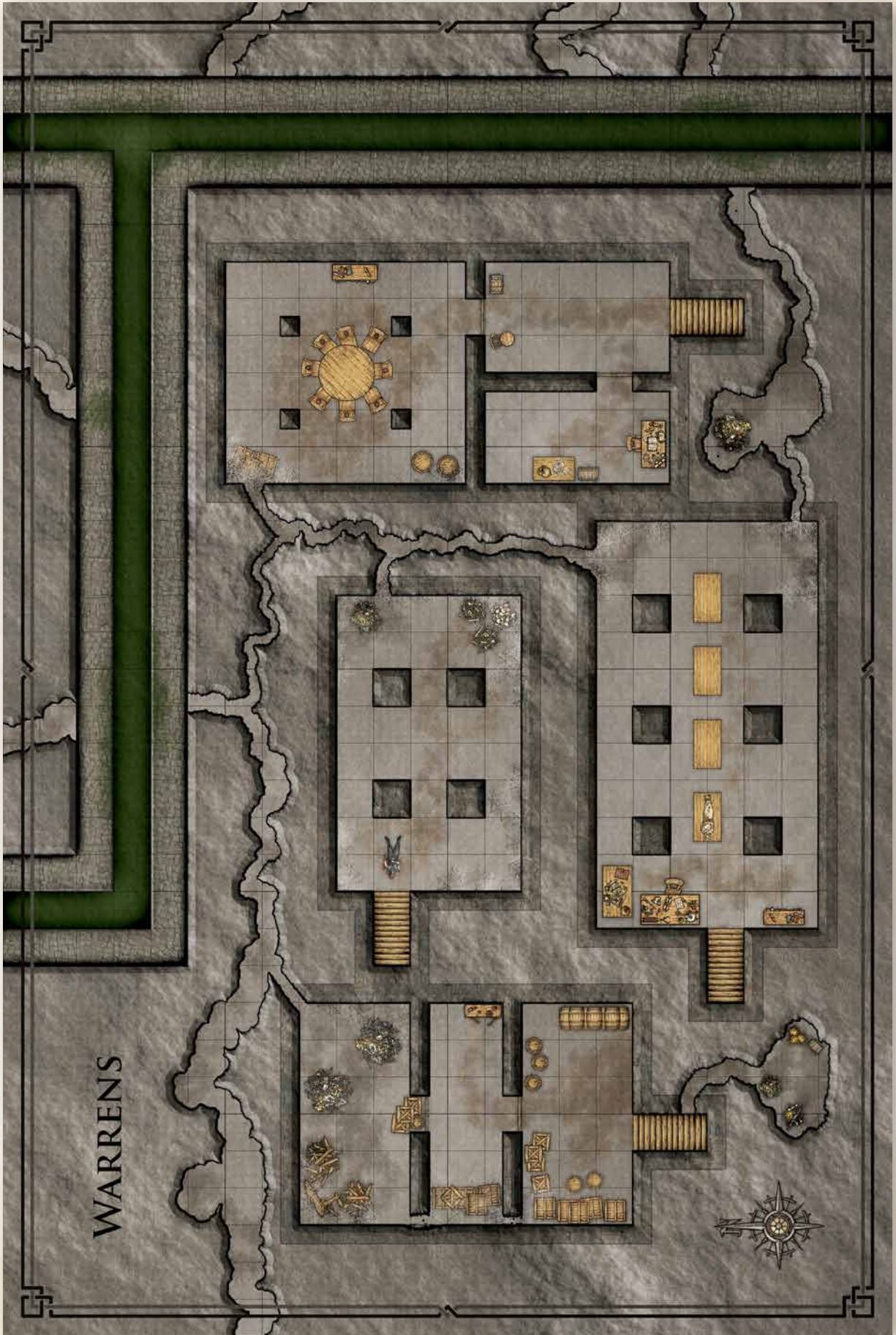


TALLON KEEP
CRYPT





TROLLFANG
GROTTTO



WARRENS

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