

Spilled Ale Studios



RACES OF GALLIAN
THE HOBHEN

RACES OF GALLIAN: THE HOBGEN

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Aadila swept her gaze around the tavern's interior, taking in the scum occupying the dive in all their grim variety. They, in turn, raised their smoke and alcohol-reddened eyes to watch as she crossed the stinking, matted straw coating the tavern's floor.

If she were not searching for her friend, she would never have stepped foot in the door. Aadila didn't like to frequent these kinds of places. She was judged because of her ancestry everywhere she went, but in taphouses like this was where the bad blood most often boiled over. Normally she didn't need that kind of trouble.

Today she would risk any trouble. A comrade was missing, and Aadila would find her. To do this much was a duty she owed her friend. And after all, wouldn't Dhakiyah do it for her? They were stronger together.

Hobben are uncommon in Gallian, and those that do live there typically find their lives to be difficult. They are most common in their own lands far to the North-West, but are also to be found in both Artuga and Espera where they have become naturalized. The entirety of Artuga and vast portions Espera were once conquered by the hobben and became part of the Caliphate of Pontola. A little over six hundred years ago the territories were reclaimed and the Caliph and his armies were driven out, but many hobben settlers remained behind, abandoned by their leaders. Today, hobben are integrated into both countries but especially so in Espara where the majority of them can be found, as well as many half-hobben born of mixed elf and hobben parentage. The shorter-lived hobben breed far faster than the elves, and their presence revitalised Espara. In modern times, hobben and half-hobben citizens make up the backbone of Esparan labour and military might. Because hobben are the "face" of Espara's army, and due to the tensions between Espara and Gallian, hobben that live in Gallian typically find themselves treated with intense hostility, no matter how innocently they attempt to live their lives.

STRONG IN BODY AND MIND

Hobben are handsome folk with noble bearings, and they have an average height of 6 and a half feet. They are seldom shorter than five foot ten, and any hobben below six feet in height is considered a runt. They generally weigh between 170 to 240 pounds. They are an imposing species that towers above most others, and they possess tremendous physical endurance. hobben skin shades range from earthy ochre to is deep red, and their ears taper to pronounced points, though not as exaggerated as those of an elf.

Hobben have hair on their head and brows, but are otherwise naturally hairless. Although it is not present in all members of the race, many hobben also have horned cranial ridges. Some also possess down-turned horns that emerge from their cheekbones. Because these horns have been viewed as a sign of strength for all of hobben history, noble

families have seen these physical traits as a desirable trait in potential marriage prospects. Consequently, members of noble bloodlines more commonly manifest horns.

Despite their physical endowment, hobben do not fall back on their might as a solution for every challenge. In fact, they are known for their intellect and their race has produced many of the world's foremost scholars and philosophers.

Many of the world's technological and scientific advancements originated within the mind of a hobben.

SERVANTS OF THE WORD

Hobben society first emerged far to the North-West of Gallian. Their rule rapidly expanded beyond their original borders until an empire

HOBHEN AGES

Age of Maturity: 15

Average Lifespan: 57

Oldest Known Example: 85



was formed. At the peak of the Hobben's dominion their territories stretched all the way to the high elf nations of Espera and Artuga, which were conquered and subjugated as part of the Caliphate of Pontola.

The hobben's conquest was as much for religious reasons as anything else. Their desire to spread the word of their religion to the heathens, by fire and sword if necessary, while not the first such campaign in history, was certainly unparalleled in its breadth and success.

The lands ruled by the hobben are collectively known as the Sublime Caliphates. Each caliphate is an autonomous area governed by a steward known as a caliph, who is considered a religious successor to Shujaat, the Prophet of the Word himself.

In the caliphates, society is divided into four social classes: nobility, scholars and priests, the working class, and finally slaves. This latter class is generally better treated than they would be in other cultures, as they are considered to have some rights under the laws encapsulated by the Word. Indeed, when it comes to religious issues, a properly pious slave is considered the equal of a citizen. Since the emancipation of a slave is one means for a Servant of the Word to atone for sins, it is also possible for them to become free citizens.

CONFLICTS OF FAITH

When the elves of Artuga and Espera finally ousted the Pontola Caliphs from their lands, many hobben, particularly of the working class, were left behind. In order to rebuild their nations, the elves could not afford to ignore such a resource, and the hobben were integrated into the new structure of their society. However, in Espera, their religious integration has not gone as smoothly as their political integration. The elven nobility are staunch believers in the Faith, and Espera is closely allied with the Holy Empire. Practice of the Word has been outlawed, and the Tribunal of the Holy Office of the Inquisition was founded to root out any such heresy. A hobben of Espera is expected to adopt the one true faith, and any

individual whom wishes to practice an alternative religion must do so in conditions of extreme secrecy to avoid the attentions of the Inquisition.

Ironically, the few hobben living within Gallian are able to practice their faith in relative peace, though they can still expect intolerance from among the Faithful. While the Faith is the predominant religion there, it is not yet illegal to practice other religions.

SKILLED AND FOCUSED

Hobben have intellectual tendencies, and study as much as possible within their means. A working class hobben learns trades and skills, while those from the aristocratic and scholarly classes explore scientific, philosophical, and religious fields. When they settle on a pursuit or two that particularly interest them, a hobben is able to focus on their studies to an intense degree.

Their proclivity toward learning and advancement is a driving factor in the success of the hobben race.

Another is the fact that each hobben understands their place in society, and furthermore take pride in the work they do. They are able to pursue the tasks associated with their role in a focused manner. When it comes to group efforts, such as work teams, units of soldiers, and the like, not only does each hobben strive to perform their job well, but the team drills until they act almost as one.

HOBHEN ADVENTURERS

On the whole, hobben have a healthy respect for the boundaries placed on them by their society. That said, those at the bottom of the hierarchy have a great deal more reason to feel unsatisfied with their lot in life. Those youngsters that feel unhappy with their life, who frequently come from within the ranks of the working class, find an adventuring life to be to their liking. The freedom to go where they want, do what they want, and make their own path to success and wealth is a powerful motivator to these underprivileged youths, and they often find them-

THE OPINIONS OF OTHERS

Dragonborn: "We have clashed with the hobben in the past. A fearsome race, and not to be trifled with. But if they press us, they'll learn who is fiercest."

Dwarves: "They are an advanced race, and their accomplishments are admirable. There are still some things we could teach them."

Elves: "It has been a couple of centuries since we suffered in the name of the Prophet, but it remains a strong cultural memory. The hobben are a reminder of that past, but they serve a useful purpose in our current society."

Gnomes: "Whether the Prophet's People or the Holy Empire, the hobben and those like them are far too serious. If they could only learn to focus a little more on the life they're living, and a little less on the afterlife they are preparing for, they'd enjoy themselves a lot more. And we might get along."

Half-Elves: "I don't feel strongly one way or the other about the hobben. But I can empathise with all the hobben and elven crossbreeds living in Espara. Like us, they are neither one thing nor the other: a constant reminder of an enemy still lurking just beyond the borders."

Half-Orcs: "When it comes to the hobben, it's always too much thinking, not enough doing."

Halfings: "The hobben may be fearsome, but you know what they say — the bigger they are, the harder they fall."

Humans: "The hobben have shown themselves capable of forging a mighty empire, and achieving great accomplishments in many fields. But they will see that they are not the only race capable of great achievements."

Tieflings: "When it comes to us, they are just as close-minded as everyone else."

selves possessing natural aptitude for the adventuring life.

Hobben are physically tough, and have an aptitude for stratagems, and as such they make excellent warriors of any kind. Most often, hobben gravitate toward the Fighter and Paladin classes.

Hobben also make excellent spellcasters — indeed, many hobben nobles, including the caliphs, have practiced the arcane arts. Hobben possess natural intelligence, so are inclined toward wizardry.

HOBHEN NAMES

A hobben has a given name, and a family name.

Male Names: Aaban, Baahir, Dhiya, Ghauth, Kareem, Omair, Sadit, Wafi

Female Names: Aadila, Dhakiyah, Ifza, Jabrayah, Nabihah, Qirat, Umaiza, Valiqa

Family Names: Abed, Barakat, Dajani, Farha, Ghaf-fari, Iqbal, Kamal, Malak, Radi, Tariq

HOBHEN TRAITS

Ability Score Increases: Constitution +2, Intelligence +1

Age: A hobben physically matures at approximately age fifteen, but is considered an adult by thirteen. Hobben are considered fortunate to live into their eighties.

Alignment: Respect for society's laws is ingrained into hobben culture, as strict adherence to societal hierarchies is bound up in their religious beliefs. In Espara, working class hobben tend to be more ambitious, as they have the opportunity to advance themselves they would not have had if born in their own lands. Most still adhere to the law, hoping to advance by honourable means. Some few are happy to try their hand at underhand tactics.

Size: Hobben are larger than humans, and equivalent in size to orcs and half-orcs. Unlike orcs, they stand upright and proud, with a more noble bearing. Your size is Medium.

Speed: Your base walking speed is 30 feet.

Darkvision: Although the hobben of Espara and Artuga have adapted to the diurnal cultures in which they now live, the citizens of the Prophet's Empire still prefer the nocturnal lifestyle that comes naturally to them. 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.

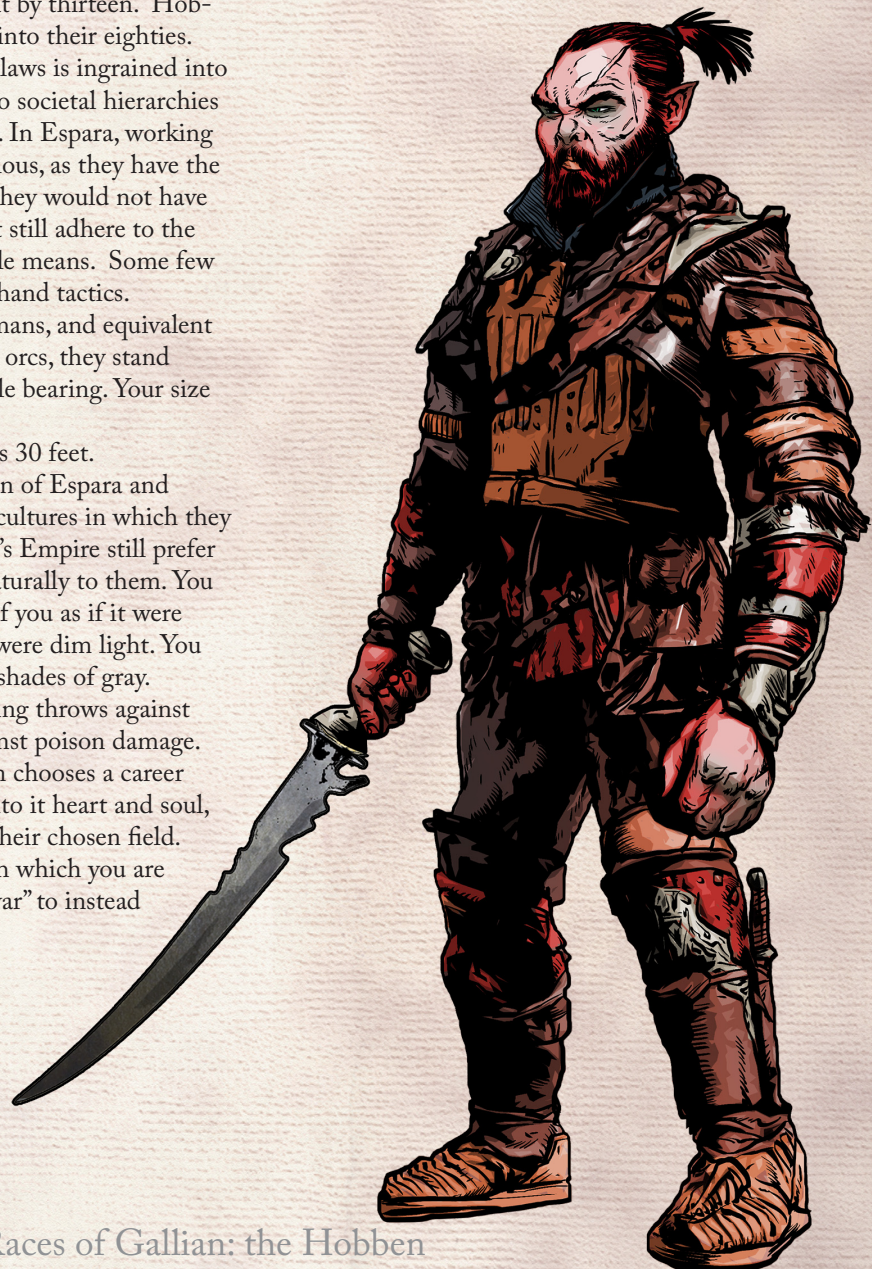
Hale: You have advantage on saving throws against poison, and you have resistance against poison damage.

Single-minded: When a Hobben chooses a career or interest, they throw themselves into it heart and soul, almost always becoming experts in their chosen field. Choose two skills or set of tools with which you are proficient, or alternatively choose "war" to instead

specialise in attack rolls as well as all Intelligence or Wisdom ability checks related to battle strategy. When you make a roll relating to a specialty, you may add 1d6 to the result. You can wait until you roll the original d20 before deciding to use your Single-minded die, but must decide before the GM says whether the initial roll succeeds or fails. After you use Single-minded, you can't use it again until you complete a short or long rest.

Team Player: Hobben understand the value of working together, knowing that the individual is never as great as the whole. When you take the Help action to grant a non-hostile creature advantage, the creature may add your combined Proficiency and Ability bonus to their second roll instead of their own modifier, if your total modifier is greater.

Languages: You can speak, read, and write Common and Hobben. The Hobben language is exceedingly elaborate, but very beautiful.



HOBHEN NON-PLAYER CHARACTERS

HOBHEN OFFICER

Medium humanoid (hobben), lawful neutral

Armor Class 19 (half plate, shield)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Damage Resistances poison

Condition Immunities poison

Skills perception +2

Senses darkvision 60 ft., passive Perception 12

Languages common, hobben

Challenge 2 (450 XP)

Martial Advantage: Once per turn, the hobben officer can deal extra 10 (3d6) damage to a creature if it hits with a weapon attack if that creature is within 5 feet of an ally of the hobben officer that isn't incapacitated.

Single-minded (Recharges after a Short or Long Rest):

When they make an attack roll or an Intelligence or Wisdom ability checks related to battle strategy, the hobben soldier may add 1d6 to the result.

Team Player: When the hobben soldier takes the Help action to grant a non-hostile creature advantage, the creature may add the hobben's combined Proficiency and Ability bonus to their second roll instead of their own modifier, if the hobben's total modifier is greater.

ACTIONS

Multiattack. The hobben officer makes three attacks with its longsword or spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Leadership (Recharges after a Short or Long Rest). For 1 minute, the hobben officer can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the hobben officer. A creature can benefit from only one Leadership die at a time. The effect ends if the hobben officer is incapacitated.

HOBHEN SCHOLAR

Medium humanoid (hobben), lawful neutral

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 30 ft.

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

Damage Resistances poison

Condition Immunities poison

Skills medicine +6, history +6/, religion +4

Senses darkvision 60 ft., passive Perception 10

Languages common, hobben

Challenge 0 (10 XP)

Single-minded (Recharges after a Short or Long Rest):

Choose two of the hobben scholar's trained skills. When they make an ability check related to either of the chosen skills, the hobben scholar may add 1d6 to the result.

Team Player: When the hobben scholar takes the Help action to grant a non-hostile creature advantage, the creature may add the hobben's combined Proficiency and Ability bonus to their second roll instead of their own modifier, if the hobben's total modifier is greater.

ACTIONS

Dagger Attack. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

Unarmed Attack. *Melee Weapon Attack:* +3 to hit, reach 5 ft, one target. *Hit:* 1 bludgeoning damage.

HOBHEN SOLDIER

Medium humanoid (hobben), lawful neutral

Armor Class 16 (chain shirt, shield)

Hit Points 21 (3d8 + 6)

Speed 30 ft.

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

Damage Resistances poison

Condition Immunities poison

Skills perception +2

Senses darkvision 60 ft., passive Perception 12

Languages common, hobben

Challenge 1/2 (100 XP)

Single-minded (Recharges after a Short or Long Rest):

When they make an attack roll or an Intelligence or Wisdom ability checks related to battle strategy, the hobben soldier may add 1d6 to the result.

Team Player: When the hobben soldier takes the Help action to grant a non-hostile creature advantage, the creature may add the hobben's combined Proficiency and Ability bonus to their second roll instead of their own modifier, if the hobben's total modifier is greater.

ACTIONS

Multiattack. The hobben soldier makes two attacks with its longsword or spear.

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

Spear. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) piercing damage.

HOBHEN MAGE

Medium humanoid (hobben), lawful neutral

Armor Class 12 (15 with *mage armor*)

Hit Points 49 (9d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	13 (+1)	18 (+4)	12 (+1)	11 (+0)

Saving Throws Intelligence +6, Wisdom +4

Skills arcana +6, history +6

Senses darkvision 60 ft., passive Perception 11

Languages common, hobben

Challenge 9 (5,000 XP)

Single-minded (Recharges after a Short or Long Rest):

When they make an ability check related to Arcana or History, the hobben mage may add 1d6 to the result.

Spellcasting. The hobben mage is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The hobben mage has the following spells prepared:

Cantrips (at will): *blade ward, fire bolt, mage hand, prestidigitation*

1st level (4 slots): *detect magic, chromatic orb, mage armor, shield*

2nd level (3 slots): *see invisibility, web*

3rd level (3 slots): *counterspell, fireball, fly*

4th level (3 slots): *greater invisibility, wall of fire*

5th level (1 slot): *cloudkill*

Team Player: When the hobben mage takes the Help action to grant a non-hostile creature advantage, the creature may add the hobben's combined Proficiency and Ability bonus to their second roll instead of their own modifier, if the hobben's total modifier is greater.

ACTIONS

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

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