Premium

Gallindor's Guide to Goblinoids





Many Isles



1 - Races

Goblinoids are a diverse lot. One wouldn't call them of the same race, and they aren't. The three main races were brought together only under Maglubiyet's iron rule. He made the goblinoid race into what it truly is - a united and terrifying enemy in the eyes of other races.

However, the three that Maglubiyet allied - and the others which remain free - are still different races, and cannot interbreed. Often, wild tribes of goblinoids feel hatred for other goblinoids, and even hosts might have some disparity between them.

Goblins, the Small Lot

Goblins occupy an uneasy place in a dangerous world, and they react by lashing out at any creatures they think they can bully. Cunning in battle and cruel in victory, goblins are fawning and servile in defeat, just as in their own society lower castes must scrape before those of greater status and as goblin tribes bow before other goblinoids.

Beast Masters and Slave Drivers. Goblins are weak and often dominated by other races. This results in them trying to dominate whatever they can. They're often found to keep beasts, such as worgs or giant bats, as companions, pets and war beasts. They also make slaves out of whatever weak humanoids they can find.

Family. Pure-goblin society is rigidly structured (see the next Chapter). There is hardly any social mobility, as those in higher castes strive to keep their power by not sharing their knowledge and skills. There are four castes: Lashers (the "nobility" of goblins, those with important skills), Hunters (skilled in combat but nothing else), Gatherers (they gather any foodstuffs and prisoners in traps) and Pariahs (doing the worst jobs or supervising slaves doing them).

Khurgorbaeyag. The only surviving goblin god is Khurgorbaeyag, the Overseer of All. The cruel god drives his followers to be masters of others - only by wielding the whip can you escape its lash. His symbol is a yellow-and-black striped whip, and the bare knowledge of knowing how to fabricate one can easily elevate a goblin to master lasher caste. This secret is therefore closely guarded by the family that knows it, and used excessively on other goblins and slaves.

Booyahgs. Goblins rarely encounter magic, and to them all magic is booyahg. If one of them becomes any kind of magic practitioner, which is extremely rare, he quite quickly becomes lasher.

Playable Races

All races with a Playable Race part are official 5eS races and may be played in any 5eS game.

Playable Goblin Race

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d8 per character level

Ability Score Increase. Your Dexterity score increases by 2, and your Constitution score increases by 1.

Age: Goblins reach adulthood around 8 and live up to 60 years. ***Size:*** You are between 3 and 4 feet tall. Your size is small.

Speed. Your base walking speed is 30 ft.

Darkvision. You can see up to 60 feet in darkness.

Nimble Escape. You can take the Disengage, Dash or Hide action as a bonus action.

Sneaky Killer. You deal an additional 1d6 damage when you hit an attack on which you had advantage. This becomes 2d6 when you reach 8th level, and 3d6 when you reach 16th.

Languages. You can speak Goblin.



Hobgoblins, the Soldiers

Hobgoblins are the organized backbone of any host, and also its main striking force. Guided by honor and martial precision, they form the armies that smash empires. War is their lifeblood, and disgrace is worse than death.

Brutal Civility. Hobgoblins hold themselves to high standards of honor. Punishments for infractions of the law, whatever it is, are brutal and merciless. They have no appreciation for beauty or art, and their lives consist of farming or building, to advance the community, or killing others.

Implacable Gods. They serve two gods after Maglubiyet, the only survivors of a previously large pantheon. Nomog-Gaeya is a powerful leader, and many believe they must follow her example of an ideal hobgoblin. Bagrivyek is the god of unity and discipline, and sets the base for any hobgoblin society. Hobgoblins don't build temples for them, lest they displease Maglubiyet, but they do have small shrines and priests. Nomog-Gaeya's priests wield one of her two favourite weapons, the longsword and handaxe, and usually assist in martial training as well as instructions in strategy and tactics. Bagrivyek's followers wear gold and black armor, and are the police force of some hobgoblin societies. They make judgements about disputes and meditate about honor.

Playable Hobgoblin Race

Hit Points at first level: 8+Constitution modifier
Hit Points at higher levels: 1d8+Const. mod.
Hit Dice: 1d8 per character level

Ability Score Increase. Your Constitution, Strength, Intelligence and Dexterity scores increase by 1.

Age: You are considered an adult around 20 in age and live up to a century.

Size: Hobgoblins are between 5 to 6 feet tall. Your size is medium.

Speed. Your base walking speed is 30 ft.

Darkvision. You can see up to 60 feet in darkness.

Martial Training. You are proficient with two martial weapons of your choice.

Great Parry. From third level on, you can use the Parry reaction once per turn without using your reaction.

Languages. You can speak Goblin and either Elvish or Common.

Bugbears, the Sneaky Killers

Bugbears rely on stealth and strength to attack, preferring to operate at night. However, they are quite lethargic and lazy.

Bursts of Brutality. Most of the time, bugbears doze and rest. They can easily bully or steal to account for their needs. Whenever a superior force puts them in subservience, they try to flee whether than work or confront the foe. Even in clans or hosts, they often have to be roused from naps and bribed to do something. This does not give a clue, however, about their terrible ferocity and brutality. For short periods of time, they can become ruthless and savage enemies.

Gangs. Bugbears are quite rare compared to other races, and therefore operate in small familiar groupings, much like gangs, when they aren't involved in a clan.

Malevolent Gods. The bugbears have two remaining gods: Hruggek, a ferocious fighter, and Grankhul, the younger brother, gifted with stealth and eternal vigor. The pair of them fight together all over the plains. The only reverence to them the bugbears make is by severing heads and sticking them on poles, as a trophy for Hruggek and a symbol for vigilance for Grankhul.

Playable Bugbear Race

Hit Points at first level: 10+Constitution modifier
Hit Points at higher levels: 1d10+Const. mod.
Hit Dice: 1d10 per character level

Ability Score Increase. Your Strength score increases by 3, and your Dexterity by 2. Your Wisdom is reduced by 1.

Age: Bugbears reach adulthood around 16 and live up to 80 years.

Size: You are between 6 and 8 feet tall. Your size is medium.

Speed. Your base walking speed is 35 ft.

Darkvision. You can see up to 60 feet in darkness.

Long-Limbed. You may increase your reach with melee attacks by 5 feet.

Sneaky Killer. You are proficient in the Stealth skill.

Surprise Attack. If you surprise a creature and hit it with an attack on your first turn, you deal an additional 2d6 damage of the weapon's type.

Languages. You can speak Goblin.

Aulins, the Watery Ones

Odd magical mutations, these creatures live spread out all over the uninhabited coasts of the Material Plane and Waterlond.

Masters of Water. Aulins have an innate ability to move and transform water.

Coastal Inhabitants. Aulin settlements are often huts in goblin style build on poles in lakes or rivers, and sometimes the coast. They are rarely more civilized, although some Aulin cities do exist.

Water Tongue. Aulins speak Aulin, which consist of odd slurping sounds coming from within their bodies. God of Water. Aulins venerate one deity called Bliddoop, originally a bastard giant god who took up the Aulin people, or maybe created them in the first place.

Playable Aulin Race

Hit Points at first level: 6+Constitution modifier
Hit Points at higher levels: 1d6+Const. mod.
Hit Dice: 1d6 per character level

Ability Score Increase. Increase your Wisdom score by 2, and your Heroism score by 1.

Age: Aulins live up to 200 years.

Size: You are between 3 and 4 feet tall. Your size is small.

Speed. Your base walking speed is 30 ft. You also have a swimming speed equal to your walking speed.
Watervision. You can see up to 60 feet in water, no matter what its murkiness.

Liquid Nature. Aulins can survive up to a week by drinking ten liters of water. However, whenever they spend time in a dry environment, they must make a Constitution saving throw with a DC of 10+the amount of hours spent without drinking water, or gain a level of exhaustion. If they die through this, they dry up and evaporate.

Scalding Splash. You can throw boiling water at a creature, dealing an automatic 1d6 fire damage. The water then evaporates.

Waterspell. You can freely change the temperature of water within 10 feet of you. It cannot become warmer than 60° or colder than 0°.

Languages. You can speak Aulin.

Sand Goblins, the Desertkin

Also called Inhabitants of the Sands, sand goblins have evolved (probably magically) from goblin families that went to live in the desert.

Sand Villages. Sand goblins build houses out of sandstone, half buried inside the desert. They are diurnal and seem to eat sun rays, and get water from unknown sources. They are a very odd race.

Strong Community. More so than with normal goblins, sand goblins need each other to survive. That is why they don't have a strong division in castes: everyone fends for everyone. Booyahgs do exist, however, and have their special standing in sand goblin society.

2 - Goblinoid Society

Although more than the common three exist, the remainder of this guide will only discuss the core races under Maglubiyet's dominion.

Notably, each race has its own way of life when separated from the other two. These traditions might be remainders from a time before Maglubiyet's dominion.

The last part of this chapter explores common goblinoid society, that which instills fear into even the strongest civilization.

> All societies presented here can be found in their WorldAnvil articles.



Goblin Clans

Typically, goblin's aren't part of a larger, inter-goblinoid host, but of a smaller settlement. A single group of goblins is called a clan (sometimes, a goblin will refer to his clan as "tribe", and to a greater alliance of multiple settlements as "clan"). A clan is usually based in a hidden location within one of the two typical biomes for goblins, forests or plains. Behind a small palisade, or just in a pit, are typically clustered a dozen or so hardened clay or fletched branch houses, with straw or branch roofs. In the center of a settlement is the Lasher's or Chieftain's hut.

The upper caste of a clan consists of the lashers. In a typical-sized clan, let's say there are five lashers. One of them, the toughest and tallest, is the chieftain. He lives in the central hut, along with two or three wives and all his children. In the houses immediately around the Chieftain's hut sleep the lashers, each living separate with their own wives and children. Lashers usually have the best equipment of the clan, meaning tanned leather clothes. As a sign of status, they usually carry a whip in the colors of the clan or of Khurgorbaeyag, their god. Lashers' women have a hunter's status, but are acknowledged by all other women as superior.

Beneath the lasher caste is the warrior caste, say, a dozen warriors. These are all tough male goblins, those that are stronger than all the others but not strong enough to become lashers. They are the main defensive force of a clan. In an normal day, they lead the hunters during their hunt. If the clan is attacked, then they serve as elite force as the lashers lead them and the hunters in battle. Warriors typically have patchwork hide armor and stone weapons, though they might have scavenged metal equipment from civilized settlements. Their trademark item is, of course, the bow and arrows. Warriors and below do not have married women; they get together and mate whenever they wish to, and even warrior children are typically left with their mothers in the gatherer caste until they can be taught further.

Hunters go out every day to bring most of the food to the omnivorous, but preferably meat-eating clan. They consist of all goblins too weak to become warriors but strong enough to hunt, and there's usually twenty of them, if not more. A third of the hunters might be female, those that are particularly tough. Some alliances between males and females might happen within the hunter caste, called partnerships, but those are loose and uncommon. Hunters usually do like the warriors, spending time with whichever gatherer women that want to and breaking these relationships on a whim.

The lowest caste of a goblin clan consists of those that are the weakest, and those count usually about 35. They're called gatherers and predominantly female, but don't only go and gather berries and roots. Whilst the hunters are out hunting, some gatherers do go out and collect some additional food; however, most work on the work needing to be done. They might patch up houses, serve the lashers, stoke fires and prepare meals. They're the ones who do everything that isn't taken care of by the warriors and hunters, including the education of children until they're mature enough to be taken in by the hunters.

Children in the clan are handled quite simply: if the child is of warrior caste or below, then it goes with its mother into the gatherer caste and stays there until it reaches maturity, learning everything from the gatherers. If the child is of a lasher's wife, then he is educated within the lasher's home, before joining hunter education. Whenever a child reaches maturity, it spends its days in the hunter caste, participating in ever more difficult hunts. Some might wash out and fall down into gatherer caste, where they stay forever (as is the case with almost all females and some males, though never lasher or warrior children, since those are usually well-fed).

If they do well enough, they stay in the hunter caste and become hunters. If they're brilliant, they might follow warriors around after a couple years of hunting, being taught whatever martial arts the goblin tribe knows. A child then grows up in its own caste, and no social mobility exists, except if a warrior becomes so strong he can take the place of a lasher and either kill that lasher or demote him to warrior status.

Other Roles

Sometimes, a clan contains one or another extraordinary creature.

The most common of these is the **wolf pack leader**. Whenever a clan has a couple of giant wolves to ride on, they also need a strong goblin to keep them in line. The wolf pack leader, in goblin Worg-Man, is usually a very strong and powerful goblin, one who would be a lasher or even chieftain. A wolf pack leader isn't part of the lasher caste, actually, but the highest-ranking member of the warriors. He's like the leader of the military of a clan, a general. Typically, the Worg-Man is assisted by gatherers of his choosing that perform the more menial tasks of wolf-keeping. Usually, he also has one or two wives of his own and on top of that goes foraging within the gatherer's goblins. A Worg- Man is held in high esteem by the whole clan.

Slaves are another common outsider group. Sometimes, warriors might go and perform ambushes or even raid lone houses, capturing the people within instead of slaughtering them. Commonly, a slave has to be kept within cages hidden in in one of the huts or hooked up in a tree somewhere near the settlement because of his tendency to attempt to flee. Most of the time, a captured humanoid eventually breaks down and accepts becoming the servant of the clan. According to his aptitudes, he helps the gatherers or hunters, or serves a lasher directly, giving that goblin a great feeling of superiority. If a captured creature doesn't break after a while, the clan will usually eat him in a great feast.

A clan might feel a strong attraction to rigid hierarchy, as when the lower castes are rebellious. In this case, a hut is devoted as shrine of **Khurgorbaeyag** (the house of the Priest), and a single goblin with lasher status is appointed as Priest. This priest uses his whip proficiently and often, and typically, he receives a slight godly boon which is sufficient to scare lower goblins into line. The presence of Khurgorbaeyag is extremely scary to any goblin.

Rarely, a goblin gains magical powers akin to a sorcerer's. Such goblins are called **Boo-yahgs**, named after the magic they wield. They are extremely wild casters and terribly unpredictable, with much destructive potential. In a peaceful, wild goblin tribe, a Boo-yahg will be exiled from the clan quickly enough as he destroys something or other. When a clan is suffering from powerful nearby enemies, however, Boo-yahgs are seen as great gifts. The goblin is then elevated to warrior caste, and the clan falls prone to chanting "boo-yahg" over and over again.

> Please note that all goblinoid societies are nocturnal.

Hobgoblin Society

Thanks to their advanced level of civilization, hobgoblins may form many different types of societies, depending on their environment.

Nomad Clan

The most basic of pure hobgoblin social structures is the nomad clan. A nomad clan works much like a wanderingorc tribe: not numbering much more than 30, they ride large herds of badeep across brubber tree-rich plains, feeding on their cattle and its judeep. In a nomad clan, no certain creature leads the others: they all do what they're best at. In the case of danger, those that know how to fight (usually, male or female makes no difference) fight or shoot off said danger. Those that have the most experience and know how to lead lead those warriors until the danger is over. Other problems are similarly dealt with, those knowing best how to deal with a certain problem taking up the position of leaders.

Marriage as such doesn't exist for them, but much like humans, they form romantic bonds which might break or stay intact. It's socially frowned upon to have more than one lover at a town, and for a male to break the bond with a female whilst the two have a child unable to fend for itself. Usually, the two bonded hobgoblins carry a sign that they're bonded, which is either specific to the two or which any bonded member of the clan wears. This can be anything from coloration to special garments.

Settled Clan

If the lands are fertile enough, and a clan's knowledge for farming is great enough, that clan becomes a settled clan. In a settled society, thinks take a different course. Such a clan almost always lives on plains, or in a location within easy reach of plains. A water source is always adjacent, and brubber trees are often a requirement. Furthermore, sufficiently large woods, stone or clay and, sometimes, surface metals might also be needed.

Such a hobgoblin clan has a single main settlement, with up to about 500 inhabitants. It houses are single-roomed with a first floor for storing goods and foods, with any kind of roofing available and wooden, clay or stone walls. A settled hobgoblin house also has a fireplace in a corner along with side chimney, a large near-to-the-ground table with cushioned surfaces around it, and a corner containing all the most important items of the family: metal armor and weapons, bows, and any insignias of military rank.

A settled clan is led by a single entity, the Boss (often called general or, in case of conflict, warlord). The Boss has a house in the center of the settlement, which has two parts: one is the private part, fashioned much in the same way as any other house but often with an additional cellar, and one is public, where great feasts can be held and a throne is located. The room also serves as shrine to Maglubiyet. The Boss has absolute power, and has a couple aides which take care of the affairs which he doesn't: they're the captains, and they live in normal houses as do all others.

Every hobgoblin is part of a family: a male and a female living together, initialized as bonded by a priest of Bagrivyek around their age of 15. Two bonded hobgoblins always have a family symbol: a decoration on their armor, a tattoo-like fur coloration, anything that shows they are clearly mated. A bonded hobgoblin may never leave his mate, and may never give birth to a child with/from another hobgoblin (sometimes, when the family is larger than a single household, it is not considered a crime to mate with creatures from another household, but within the same family; sometimes, it is).

Each family usually has around 4 children, which wear the family symbol until they bond with another hobgoblin, during which they choose whose family's symbol to keep, or to create a new family (if two influential figures marry, keeping one or the other might cause a civil war). A settled hobgoblin has a last name: that of whose family's symbol he's wearing.

The entire family is part of the military, and therefore under the command of the Boss and his officers. However, the army has different branches, such as the warriors, miners, farmers, metalworkers, and so on. Usually, each arm has a captain responsible for it and a lieutenant taking care of more detailed aspects. For example, a settled clan might have a close-to-the-surface iron vein nearby. In that case, a captain will be responsible for the whole metalworking operation. A lieutenant will be the leader of the miners, another will take care of smelteries, and a last one will look for the actual metalworking. If coal is also found nearby, a fourth lieutenant will be responsible for the processes of making the coal usable. Notably, a settled clan usually has a small but highly respected division called "Mirkarr" responsible for the distribution of finished goods, the attribution of raw materials to the "industries" needing it, and generally planning the whole market. There is no such thing as money: every member works to the best of their ability, and is given anything they need in exchange. If any member of the clan cheats this system, he might well be punished by the Mirkarr through public torture, exile, demotion to slavery, or execution. Another almost always present special division is the Kur'Bagr, the clergy of Bagrivyet. They also take up the role of priests of Maglubiyet, but only as much as necessary to appease the evil god. There are 1-3 priests in any given settlement, and they live in a house similar to the Boss's that simultaneously serves as church. They perform bonding rituals and also are the doctors of the settlement, using limited divine magic and worldly methods for healing.

Social mobility is possible, as long as a hobgoblin's personal and familial prestige is sufficient for the intended move. A farmer might become a warrior if members of his family are/were good warriors, or if that farmer fought well against a surprise attack from enemies. Going upwards in the same division is usually accomplished by the next-higher up member no longer being in position and filling up the empty space. To do so, one has to be acknowledged by the others as best choice.

In case of war, all members of the clan have had sufficient training to be a member of the army. A skeleton force is kept at the required industries, led by a single lieutenant, whilst all the others follow the Boss on the field. Each division remains under the orders of their captain, in that way forming as many units as there are divisions. The warriors usually split up amongst their lieutenants into groups called battalions and make sure that all parts of the army have some professional support. The captain's battalion is responsible for the rear. The general is assisted by the Mirkarr, who also take up the role of coordinating everyone.



Confederacy

A settled clan's population may grow out of bounds. When it numbers in the thousands or tens of thousands, a single central settlement can no longer contain the entire population. In such cases, the main settlements split, and as many "towns" as necessary are built to sustain this population. Each town's ruler is now called general, and he has captains and lieutenants under him in divisions as normal. His entire population is a company. However, he is sworn fealty to the warlord, a hobgoblin that usually carries only one name that also is a title. A good example for this is Trensandor, the ruler of the Trensandor Empire (note that this was a mixed empire, not a pure confederacy as described here). This warlord then carries the name of his predecessor, which also functions as title, and his family name. A warlord is not chosen through mutual consent as each other rank is: he is put in power through any means, be it appointed from the previous ruler, through overthrow, or through general consensus.

This warlord lives in a keep or palace, which may be inside a town or in a fortress without. His position does not matter, however, as every general obeys his order whenever necessary. The federal household is supplied through anyone the warlord designs as responsible for this. The household is guarded by Fed'Mirk, which also assert federal presence in outside the palace. A Fed'Mirk is an elite warrior, usually granted magical power by Bagrivyek.

In this confederacy, it might make sense to exchange goods beyond a single settlement and to places where a given resource is scarcer. To this effect, local Mirkarr can be used, but this doesn't work too well as they are attributed to a single company, and the general flow has to be handled by a federal authority. This can be the Fed'Mirk, if no impression of powerful godly warriors is maintained by the warlord, but is often perfored by the Fed'Karr. These are expert economists which make sure that each company receives the goods it has less of, and gives those of which it has a surplus. In case of disobedience, the Fed'Mirk come in.

Family ties are still kept up at a larger scale in a confederacy. Often, families will spread beyond a single company and into multiple towns. The warlord and federal officials too might be part of other armies. To keep things understandable, each family has a single insignia. This can be worn as bracer, banner, pin, or any such way. The color of an emblem is decided by the company.

If there are many towns, each company might have multiple colors in a given pattern to keep the difference visible. Family structure is still identical, and each family member may be part of a different division. However, the greatest families often make a point of being part of a single divison, which is usually the warriors or Mirkarr, if not even federal government.

In the case of war, the army is raised from every single town. Eight companies usually form a legion; this gives the typical hobgoblin warlord three to four legions. Of course, this army's structure has to be set up differently, especially if a naval arm is in play (navies are handled differently from confederacy to confederacy, and are usually under direct federal command, so they will not be taken into account here).

The warlord, escorted by his Fed'Mirk which then also act as military police, leads the army. Each legion is a separate entity, commanded by the field general: one of the eight companies' generals, or a federal officer appointed by the warlord. Each field general handles his legion as a single unit in a full-on battle; otherwise, such as in a lengthy campaign, he serves as the organizer of different strikes.

In a full-on battle, each field general fulfills the orders of the warlord. The legion is usually constructed in four layers parallel to enemy troops: each layer consists of two companies. Within a company, the general (sometimes, one of the two is promoted second general and commands the whole layer) keeps his troops together and oriented against the enemy. Here, the chain of command might be different: families choose to fight together. In this case, each family forms a unit called battalion, ignoring normal company hierarchy. The family member with the highest rank takes the rank of warcaptain, those with the most experience of warlieutenant. The others obey their orders. Smaller families are handled in whatever way they can be fit in. In this manner, each family of a company - especially the same family but of different companies - strives to show off how great they are, giving a great encouragement for battling soldiers. This might confuse enemy tacticians, as they will notice that each legion is built of eight different colors aligned in a two-by-four shape, but also see that the same symbol might be present upon various colors across companies and legions.

In warfare that doesn't involve a headfirst battle, a general task is given to the field general, who then makes his camp in a strategically correct place. He then splits up his troops under the seven other generals, or in any manner he needs and overriding normal ranks, who then acts separately and build their own camps, following their field general's orders and independently allocating their own resources to the tasks given.

This creates an intricate and complicated network, especially when one general chooses to form battalions (family-based units) whilst the other keeps divisions. Depending on the situation, a general is also allowed to name ranks different from captain and lieutenant and their familial versions (with the war- prefix), creating a huge mish-mash. However, even though the warlord doesn't know the build of his own army, he can issue an order and each rank-and-file hobgoblin will know exactly what is to be done nonetheless.

Food lines are usually organized within the confederacy by the Fed'Karr. The convoy lines between confederacy territory and where the army is are then guarded either federally by the Fed'Mirk or by an officer appointed to this mission by his commander.

Bugbear Bands

In contrast to their politically more advanced kin, bugbears do not perform any kind of agriculture. They find that it requires too much work and sneer upon any race who does. For the same reason, bugbears don't form larger settlements or even societies more advanced than a band. Their only means of acquiring food is through hunter-gathering (emphasising the hunting) and raids, both of which do not allow for any kind of large population density.

A typical bugbear group isn't much larger than a dozen or two dozen individuals. Such a group is termed band by most sociologists, but in Goblin lingo, bugbears often refer to themselves as "gangs". These groups have no recognized leader; there is no need for one. Instead, decisions are based upon general opinion, which is often quite united.

About half of bugbear births are female. For this reason, single marriage is common among bands. In a grand ceremony, a band will applaud a new couple, which will then stay united for life by social recognition. Re-marriages may occur if one of the two dies or is bested by a rival, though this is rare. Children are then educated by whichever parent, usually the female, that has most time to do so. The other parent then brings back food for the entire family. Trade in between groups within the band is widespread, but trade with other bands is an impossibility - constant warfare is the law between bands. Any trespassing of perceived territory is to be answered in battle, with the loser going find some other place to hunt.

Bugbear camps are never permanent. Built out of branches and pits, a camp usually counts one refuge per family. This camp moves four to five times a year, as the gang moves off to a territory with more game, with unraided vulnerable farmsteads around, or after being bested by another gang.

To venerate their gods, Grankhul and Hruggek, a band's camp is usually surrounded by sticks topped with severed humanoid or other heads whose eyelids are cut off. These odd religious marks are usually left behind when a band moves, to make sure other bands realize they were there first and might come back, and because decomposing heads are difficult and useless to carry along. It's every warrior's goal to supply the most heads for a new camp's decoration.

United Goblinoid Hosts

Sometimes, one race (usually hobgoblins) gain control over the other two and rally them under a single ruler. Such a grouping almost exclusively contains members of all three races; if they don't, then the tasks traditionally given to the third race are taken over by the other two. Such a united goblinoid group is called a host.

A host is ruled by a single creature, almost always a hobgoblin. His title might be warlord, lord, leader, general, or even emperor. This warlord then rules from a central point, either a fortress or just a hut in a camp. The enforcers of his rule are called Rik'Mirk, a kind of state police present in most central points of the host.

The hobgoblins of a host take over the skilled part of work. They manage forges, tanneries, and anything else requiring skilled labor. They also serve as main troops in case of war. The different branches of hobgoblin work, which is all the work of the host, are each commanded by a general or captain, depending on the host's size. The general represents his branches' interests in governmental decisions, and leads part of the army in case of war.

Goblins serve as helpers under hobgoblin supervision. They're often the miners and field workers, kept in line by some lashers allowed to have status, or by hobgoblin pushers. Their raw products are then processed by mainly hobgoblin skilled workers. In case of war, goblins form their own units under the control of a goblin loyal to the host's leaders. They usually ambush enemies in difficult terrain, serve as light cavalry, or just flanking cannon fodder while hobgoblin troops move in.

Bugbears are a difficult member of hosts. The warlord knows fully well that having these lazy and independent-minded monsters serving at menial tasks, such as carrying goods or working mills, is a recipe for disaster and revolt in the ranks. To solve this problem, bugbears are often kept far from a larger host's civilized core by introducing them full-time into the army. Under hobgoblin command, or in independent bands paid by food, bugbears act as skirmishers, scouts, and brutal guerilla warriors in times of peace and war.

3 - Krakkar'Bliet

In the far past, the three goblinoid races were separate, each with their own pantheon. But a great and very powerful new deity arose, and smashed all three in a single year. He rallied the surviving gods under him, creating Krakkar'Bliet - the Goblinoid Pantheon. Only a few other goblinoid gods survived that year, and their followers are now often renegades of goblinoid society.

Krakkar'Bliet

God	Domain
Barivyek	Unity, Discipline, Hobgoblins
Grankhul	Stealth, Bugbears
Hruggek	War, Bugbears
Khurgorbaeyag	Meanness, Bullying, Goblins
Maglubiyet	Main God, War
Nomog-Gaeya	Leadership, War, Hobgoblins
Vyekbrag	Obedience, Order

Bagrivyek

Bagrivyek is the god of unity, discipline, and hobgoblins.



He serves Maglubiyet's army as a messenger and officer. When his forces go to war on Acheron, he runs along the ranks, making sure all follow their orders and that no feuds erupt between members of different races. He keeps all forces united as they lash out against their enemies.

Bagrivyek is represented as a powerful hobgoblin in black and gold armor, wielding a longsword. His armor and weapon is often symbol enough, but sometimes an eagle is used instead, showing proudness to inspire how every goblinoid should be proud of his alliance. The goblinoid Trensandor empire even chose Bagrivyek's golden eagle as emblem.

Many high-ranking officers beneath the title of general wear black and golden armor, reminding their troops that they stand under the rule of Bagrivyek and that he will suffer no infighting. Hobgoblins, especially, use this deity to keep bugbears and goblins in line. Law enforcers in goblinoid society are typically clad in gold or black.

Grankhul and Hruggek

Grankhul is the god of stealth and bugbears, whilst Hruggek is god of war, slaughter, and battle. The two are shown as powerful bugbear brothers, striding the world together. In Maglubiyet's host, Grankhul and Hruggek stalk the wild lands on the search of creatures to kill. Grankhul, representing the stealthy side of all bugbears, sneaks up to the enemy and takes it by surprise. Then, Hruggek, which is sometimes seen as an alternate persona of the same god as Grankhul, comes in and defeats the monster through combat. So, the two form a great team that only works if both members are present, inspiring bugbears to prise both of their innate abilities.

Grankhul is lightly clad, wearing no armor and two blades to swiftly reach enemies and finish them. Hruggek is clad as a warrior, being covered in heavy scales of the many creatures he killed and using a huge mace to crush enemy bones.

Therefore, most bugbears left to themselves will prey to both these gods, forgetting Maglubiyet in doing so. Often, they will put the heads of their enemies on stakes around the holes where they sleep, sowing or glueing their eyes to remain ever open. In this way, Hruggek is pleased because of the offering bestowed in the form of severed heads, and Grankhul is referenced with the ever-open eyes. Sometimes, he will grant the boon of a warning spell or similar effect upon the heads, so that the bugbear tribe knows well the two brothers are always watching over them.

In larger goblinoid hosts, such a thing would be inacceptable by Maglubiyet. Therefore, the leaders of such hosts always forbid the placing of heads on stakes, and either skewer the entire bodies of slain enemies and place them around the entire camp, or just forbid staking altogether so Maglubiyet does not get outraged. In such cases, the champions of the bugbear group of the host are gratulated: the strongest is given special scale armor, and the stealthiest a commanding position in ambushing. So, the bugbears are kept happy, even if direct prayer to their gods is forbidden. In some even greater hosts, bugbear units are simply attributed one of the two gods as patron, fitting the task of their unit.

Khurgorbaeyag

The Hurtful Whip is the god of meanness, bullying, domination and goblins.

Khurgorbaeyag keeps all goblins in line beneath their masters, be it as inferiors to hobgoblins or as acolytes of Maglubiyet. When the Lord of Conquest came and battled the goblin pantheon, he planned on killing all to make goblins the bottom layer of goblinoid society, fully dependent on Maglubiyet as they should be to their other masters. However, Khurgorbaeyag the Overseer managed to save himself by vowing himself to Maglubiyet, and also with his fitting domains. SInce then, he has always lashed goblins into line and made sure they follow orders.

The Overseer is shown as a strong goblin with a long, yellow-black striped whip. In goblin society, the leading caste is called "lashers". Their estate's symbol is a striped whip in Khurgorbaeyag's colors, and none dare dispute it - except if they are strong enough to defeat the current lasher.

In larger goblinoid hosts, lashers are moved to the role of noncommisioned officers, keeping goblins in line and following orders of their superiors in exchange for lighter duties.

A renegade goblin has no god, since all but Khurgorbaeyag remain, and he would whip the rebel. He often feels so sad and alone he regrets leaving the host, and often finds his way back into it or another as a lowly slave, happy to be back among its peers even if the whip hits him again.

Maglubiyet

The Lord of Conquest is the master of all goblinoids and their gods, as well as god of war.

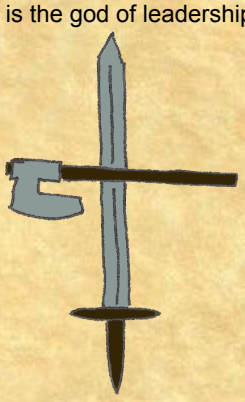
Often shown as a huge humanoid, his body a mixture of all three base goblinoid races, Maglubiyet leads his hordes against his enemies on battle-torn Acheron against a neverending enemy. The other gods of Krakkar-Bliet assist him in this war, much like all goblinoid races must work together and obey their supreme god, Maglubiyet.

Small, separate groups of a single goblinoid race are unlikely to obey their Master, for even though the conquest of the goblinoid pantheons happened tens of thousands of years ago, they still see him as the killer of all their beloved gods, and either pray to another member of Krakkar-Bliet or even another one.

Larger hosts are forced to fall back on Maglubiyet, as their unity and existence fully depends on the Lord of Conquest, since he even granted them their unity in the first place. A large temple, statue, or other form of showin power is usually placed in a host's main camp, in the hope that Maglubiyet will see it and not strike them down to smithereens. Warriors of Maglubiyet exist, powerful goblinoids that believe all those venerating lesser members of Krakkar-Bliet to be inferior. They are great warriors and will not shrink from enforcing the Lord of Conquest's will.

Nomog-Gaeya

Nomog-Gaeya is the god of leadership and war.



She is the stratege in Maglubiyet's hordes. Whenever the Lord of Conquest isn't leading the goblinoid horde himself, Nomog-Gaeya takes the reigns, launching her troops forward in powerful formations. In large-scale battles, she leads hobgoblin legions to assist Maglubiyet's onslaught.

Nomog-Gaeya is shown as a well-shaped female hobgoblin, dressed in red cloth. She wears no armor, becasue she trusts in her troops that she leads so well that no danger could approach her. She wields a longsword and a handaxe, one in each hand, and uses them to signal to her troops: longsword for tight formation, axe for storming and cleaving.

A number of high-ranking goblinoids in a host's army wear red cloth as a symbol of their own bravery and to show that Nomog-Gaeya is with them. Scouts and strateges dress in red when consulting with an army's commanding officer. Hobgoblin warlords like dressing in red, and often carry both a longsword and a handaxe to prove they are meant for leadership. For the same reason, it is often forbidden for other members of a host to carry both a blade and an axe.

Vyekbrag

Vyekbrag is the deity of subservience and order.

It isn't exactly clear from which pantheon Vyekbrag originated. Many believe she was a goblinoid god, because of her new role in Krakkar'Bliet; some think she was a hobgoblin, because of her liking of order.

Whenever Maglubiyet is depicted, Vyekbrag lies at his feet in a seductive or submissive pose. She is always completely obedient to the Lord of Conquest's orders, and does as she is told by any other gods, as well. Whenever alone, she takes on a dominant role, making sure everything is in order and that commands are followed by everyone.

Vyekbrag is used in two situations within a goblinoid host. An important leader will clad his companions in blue, the color of Vyekbrag, to show how powerful they are. Similarily, slaves or low-ranking members of a host might be clad in blue, symbolizing their low status and reminding them of how low they are.

The second function of Vyekbrag's blue is used by law enforcers within the host. They might wear blue armbands, or have blue marks on their faces. Rich armor and good weapons are carried to make sure there is no confusion between slaves and law enforcers. They usually also carry a thin stick, symbol of Vyekbrag, which they proficiently use to slash anyone not maintaining order.

4 - Oath of Goblinoids

The goblinoids, in the eyes of nearly any other race, are an evil lot that plunder and kill maliciously. However, throughout the ages, truly organized goblinoid empires rose that built cities and traded with other states.

But such good-willed civilizations were rare during goblinoid history, especially during the dark years of the Orc Wars. Then, the only goblinoid state sided with the demon-driven orc hordes, effectively siding against all cultured races. The Trensandor Empire was truly evil, and so, some of its members saw the wrong in it.

These few, usually hobgoblins, distanced themselves from the empire, swearing an oath to turn goblinkin to righteousness and mutually beneficial constructivism and to fight against oppressive domination by evil leaders.

So the Oath of Goblinoids came into being: whenever a hobgoblin saw something greater could be done with his race. Empowered by Physteus, one of the few survivors that escaped Maglubiyet's blade, these paladins do good and advocate justice, educating goblinoid settlements and dragging them from their hostile monstrous state to civilization.

Tenets of Physteus

The exact means through which to achieve epiphany for the goblinoids vary by paladin, but all the ideas revolve around educating fellow goblinoids and tearing them from their decrepit existence by any means necessary. They are ready to put their own well-being on the line if they can save others instead, their great benevolence often making them neutral good in alignment.

Enlighten all Goblinoids. Whenever I can, I speak to all goblinoids I meet, teaching them the benefice of civilized life.

Win. When I battle, I never give up.

Destroy. Any non-goblinoid that is a threat to me or my divine goals will be annihilated.

Oath Spells

You gain oath spells at the paladin level listed.

Oath of Goblinoids Spells

Paladin Level	Spells
3rd	*animal friendship, disguise self*
5th	*aid, hold person*
9th	*fireball, make edible*
13th	*charm monster, wall of fire*
17th	*forbiddance, mass healing*

Spells

You can find the spells above in the Many Isles Spell Index.

Features

As you progress in the paladin class, the Oath of Goblinoids grants you features at 3rd, 7th, 15th and 20th level.

Channel Divinity

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Goblinoid Turner. As an action, all goblinoids that can see you must make a Heroism check against your spell save DC or be charmed by you for 1 minute. While charmed, they listen to what your say and objectively think about you words, allowing you to teach them the reasoned tenets of Physteus. You cannot give them direct orders. If they take damage, they are no longer charmed. They are not aware that you charmed them, or attempted doing so.

Defuse Situation. As a bonus action, you send a wave of calming energy out from you. All creatures within 20 feet of you must make a Heroism saving throw against your spell save DC (goblinoids have disadvantage) or fall unconscious. While unconscious, they may attempt the save again at the start of each of their turns, ending the effect on a success, or after 1 minute.

Aura of Calm

Beginning at 7th level, as a free action, you can trigger the Aura of Calm around you, which lasts up to 10 minutes. Any evil creature that can see you and has a Heroism of 12 or less has disadvantage on attack rolls against you. Once you've used this ability, you must complete a short or long rest to use it again.

Undying Goblin

Starting at 15th level, when you drop to 0 HP and wouldn't die outright, you can choose to fall to 1 HP instead. You must wait at least 1 minute until you can use this ability again.

Holy Goblin

At 20th level, you can summon the might of Physteus around you. As an action, you radiate in golden light, shedding bright light in a 20-foot radius. Any non-good aligned friendly creature that is in the bright light takes 15 radiant damage at the start of each of its turns. This light lasts for 1 minute.

You need to complete a long rest before you can use this ability again.

The Many Isles thank you!

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