

RACES OF THE HORDE

Credits

Editor, Introduction, Orc Religion, Bugbear Religion, Goblin Religion, Beehive – Dennis Payne

Bugbear Paragon, Goblin Paragon – Warforged Goblin

Bugbear Monster Class – Kel

Orc Society and Culture, Orc Religion, The First Horde, Only Smaller, Hruggek's Might – AllWillFall2Me

Orc Ranger, Orc Sorcerer – Ponce_LeRue (Giant in the Playground forum)

Orc Psychology – AMGriffin

Additional text – Maraxus and Threefists

Goblin Throwing Star, Varag Rhino Helm – Bhu

Introduction

Races of the Horde was started on the Wizards of the Coast forum by Threefists. Originally it was called Races of Savagery. Borris suggested the new name which seemed to be favored by others. Numerous people have contributed to this book beyond those listed in the credits. The book is intended to expand upon orcs and goblinoid. Players have new options for characters who are orcs or goblinoids. DMs can use the book to build opponents or create a goblin village.

What is a Race of the Horde?

Any race that uses sheer numbers to overwhelm opponents is potentially a race of the horde. For this book, we focus on four races of orc and goblinoid blood; orcs, goblins, bugbears, and hobgoblins.

Chapter One: Orcs

Description

Orcs appear similar to primitive Humans with skin varying between pale greens to dark grays, with coarse body hair, somewhat stooped postures, low

foreheads and reddish eyes. Orc faces are marked by their sloping foreheads, short, snubbed noses, lupine ears and large, boar-like tusks in the place of lower canines. A Orc male can stand anywhere from 4 to over 6 feet tall and weigh around 210 pounds, although females are almost always slightly smaller and lighter.

Psychology

Orcs are violent, impulsive, and crude. The very nature of their society leaves little room for compassion or remorse. The young quickly learn that each day is a fight for survival. If the clan lacks enough food, only the strong eat. Death in battle are common occurrences. The young have little time to worry about the future or anyone but themselves, making orcs very survival oriented. Even when they leave the dangers of the orc tribe, an orc has trouble letting go of their defensive impulses. They will be very territorial and protective of their possessions, leading to the misconception that they're greedy by nature.

For that matter, many of the orc's failures in the eyes of "civilized" races (poor hygiene, violent, rude, aggressive) are not innate, but rather the result of warlike culture begotten of a grim and hopeless lifestyle. Orcs raised outside of the confines of their tribes can show just as much benevolence or piety as any human can. It still must be noted that orcs are to some extent inclined to be stupider and far less insightful than humans, having an innate inclination to being short-tempered, impatient, and uncouth.

Society and Culture

The Family

It is a widespread belief that orcs have no familial bonds or loyalty, being violent and cruel to their own children. This view is the result of prejudices and misinterpretations of actions and the society as a whole. The Orcish reliance on the clan (See below) change many of the duties other humanoids assign to the family. In the simplest terms, the entire clan is an orc's family. The older warriors serve as uncles and mentors, fellow clan children

serve as brothers-in-arms, cousins, and eventual tested allies. The females of the clan serve as aunts, grandmothers, and in many cases eventual wives.

None of this refutes the fact that orcs do honor the ties of blood, and hold loyalty to their families. An Orcish father seeing his sons wrestle in the dirt is one of the proudest creatures alive. The misunderstanding results from the orcish viewpoint. An orc sees no reason to spare his children pain, indeed he feels it is his duty to teach the harder lessons, as he knows he won't kill his sons. Orcs live lives of constant battle and danger, an untested or weak orc is a liability to the clan and tribe. So an orc will often strike children who make mistakes or don't learn, as a bruise will heal better than a cut from a dwarven axe. However, orcs also understand that they will lose children. Too rough playing, childhood accidents, raids from unscrupulous adventurers, all of these make the likelihood of an orc child making it to adulthood low. Often, adventurers report that orcs callously beat their children, not seeing the lines of resignation in the father's face, unwilling to embrace a child in case it should fall. Once a child survives past the day of adulthood, the orc's love for his offspring is fiercer than almost any race's. Some of the greatest blood rivalries, and most intense of hatreds, have sprung from the death of an orc's young son.

The Clan

Most races focus on the family. Others focus on the community as a whole. Orcs, contrary creatures that they are, follow neither path. The core unit of orc society is not the family, nor the tribe, but rather, the clan. The clan is at times a difficult concept to understand, but to the orcs, it is the best of both worlds. A clan is made up of several families, normally 3-4, that share some distinctive trait. It is often the case that this distinctive trait is a combat style, but at times it could be a strange religion, or perhaps the families produce a great many druids, or some other unique characteristic. In any case, the clan is sort of a tribe within a tribe, or the family above the family. The standard way of an orc's life is to be taught the

ways of his clan by his father, then the other warriors/mentor of the clan, to prove himself worthy to take the clan's name at adulthood, and marry within the clan. This being said, there are other ways to become a member of a clan. Some orcs cannot live in a clan, or at the least, learn it's ways. An example is, say Oruk, of the Blood Razors, a clan that focuses on wielding light, slashing weapons in both hands, has a son that is ponderous, but strong and tougher than most of the other children. If it is deemed that a child cannot learn the clan ways, and the clan has no other function he can fill, the father will address the chief, his clan head, both of whom will contact another clan head, and discuss the potential for a clan transfer. If deemed appropriate, the child will be formally adopted by a family of the other clan, and be raised as a member of the clan. He will be a clan member in all ways, but still retain loyalty to his real family. Occasionally, chiefs will force clan transfers as a way of cooling clan rivalries. It's hard to hate the people who have raised your eldest son to be a honorable warrior. Clans can choose, as a whole, to leave or join a tribe.

The Tribe

The Clan is the central unit of society to an orc, but the most commonly seen structure is the tribe. This is due to the understanding of teamwork and unity orcs. At its most fundamental, the theory, though few orcs could express it, is the more non-clan allies we have, the fewer of our clan will die in battle. Orcs gather in tribes, because numbers provide strength and safety.

A tribal chief is not a powerless figurehead, though. The chief is the voice of the tribe, regardless of whether or not most or any of the tribe agrees. He mediates clan disputes, and leads the tribe in battle. He is regarded as the closest thing to an avatar of Gruumsh a tribe has. He consults with the priests to know the Orcfather's will, and will consult with the tribal elders on more mundane matters.

Elder is a title that any orc can acquire, though as suggested by the name, usually the wiser, older orcs fill the roles. The elders manage the lesser aspects of tribal life for the chief. Things like

sanitation, food, clothes, all seen to by the elders. A lesser known or discussed part of the elders is that often, should a tribe possess some from of scouts or spies, unless battle is joined or an attack imminent, the leader of such a group reports to the elders, of which he or she is a member. Any religious or spiritual leaders not favored by the chief hold positions amongst the elders.

Gender Roles

Orcs are by nature a warlike people. When they are not preparing for battle, they are either waging it or resting from it. Such a life makes one a fierce warrior, but also ill-suited for domestic life. Thus the roles in orcish society have become fairly divided.

The males of an orc tribe tend to fall into one of three categories: warrior, leader, informant. The majority of orc males are warriors, constantly fighting, or wanting to fight. The second most common is the leader. Be he a priest of Gruumsh, a clan head, a chief, or some other role, these orcs fight, but also plan and plot and show their followers how things are done. The rarest of the male role is that of informant. The wizened druid, the half-blood spy, the maimed instructor, all examples of the least represented and honorable of male orc roles. In a society that measures prestige by strength, being the brain carries a stigma.

The females handle all the day-to-day that makes a tribe run. They make the goods, hunt, cook, raise children, mend armor and weapons, and in some cases are even the forgers of said weapons. They fall into a wide variety of roles, from the broodmother watching the clan's children, the rare female fighter war-wedded, or a simple wife to a great warrior. Without the females, an orc tribe, clan, or family would quickly find itself unable to function or possibly survive.

Orcs and Other Races

Strength earns the respect of orcs. They rarely maintain alliances. Once weakness is shown in an ally, orcs will exploit it to crush the former ally.

Bugbears: Bugbears have a similar attitude of might is right. They care little for positions of

power nor do they respect authority. More than one orc warlord has been surprised by the refusal of bugbears to follow his command. Orcs have learned not to rely upon the creatures but will still use them when they can.

Dwarves: Orcs and dwarves have been in conflict since their earliest encounters. While the orcs dislike the dwarves, they admire their strength. Neither offer nor expect surrender. Both have a stubbornness that prevent them from admitting to past mistakes. Rarely do the two races cooperate.

Elves: Conflicts with the elves extend back as far if not further than those with the dwarves. The orcs hold no respect for the elves. While the dwarves matched steel with the orcs, the elves relied on magical secrets hidden from the other races.

Gnomes: The smaller races are not well treated by orcs. Viewed as weak, gnomes nack with illusions annoy orcs. Their small structures prevent orcs from easily attacking gnome communities.

Goblins: The goblins learned long ago to avoid being crushed by the orcs. Typically they serve the orcs rather than directly fight them. To the orcs, they are disposable. Cunning goblins are usually working behind the scenes to undermine the orcs.

Half-Elves: Their elven blood biases orcs against the half-elves. If they know of the mixed ancestry, orcs tend to taunt the half-breeds.

Halflings:

Half-Orcs: Half-orcs are judged based on how well they embrace their orc heritage. Most orcs will accept a half-orc who displays great strength while others will demand greater success for acknowledgment. Those perceived as weak however will be treated worse than any other races.

Hobgoblins:

Humans:

Religion

If there is anything that binds a tribe together, making it more than several clans that happen to

live together, it's religion. The average orc is far more religious than your average dwarf, human, or elf. This is in part derived from the orcish lack of intelligence. Many orcs lack "scientific" understanding of the world around them, and have learned to accept the words of the elders, who tend to be priests or druids, about such matters. If the priest of Gruumsh says that thunder is Baghtru beating on the shields of dwarven gods, well, he would know such godly things.

A common misunderstanding about orc society is that all orcs worship Gruumsh, and they all kill in his name. Are such things believed about the dwarves, whose god does tell them to fight orcs and goblins and giants, at night genocidal intensity? The misunderstanding comes from the orcish practice of god-chiefs, and their natural ferocity.

Orcs believe, thanks to the teachings of their elders, that the Chief is the avatar of spiritual perfection within an orcish tribe. Be he Gruumsh, Nature, or Erythnul, the orc chieftain is essentially the very god that gives power. This helps to unify orc clans into tribes, as it is difficult for a mortal clan head to argue the decision of the "god", but at the same time creates a reliance. The chief must prove he excels in all areas, or he will lose the support of the priests, and without the priests, what good is a god? This is the main reason orcs so rarely surrender or retreat, is to the average priest of Gruumsh, such things are blasphemous, and any leader who ordered them must be corrupt.

This is also the reason it is so hard to unify orcish tribes. You have to prove your god is more god than theirs. Or have noncompeting gods. Orcs form a cult of personality around their leader, and this is the true being they call out to in battle. It is not the god Gruumsh they offer their kills to, but rather the god-chief "Gruumsh" that their chief is. When orcish tribes do merge, normally one chief shows themselves to be stronger than the other(s), and the cult is restructured around the new god-chief.

Gruumsh

Greater Deity (Chaotic Evil)

Gruumsh is known by many names including the One-Eyed God and He Who Never Sleeps. He appears as a powerful orc missing his left eye. As the most powerful orc god, Gruumsh has taken Luthic as his mate.

Portfolio: Orcs, Conquest, Strength, Survival, Territory.

Domains: Cavern, Chaos, Evil, Hatred, Orc, Strength, War.

Favored Weapon: Spear.

Luthic

Lesser Deity (Neutral Evil)

Once Luthic, the Cave Mother, fought alongside her mate and children. To stop the extermination of her people, she gave up the warrior path.

Portfolio: Fertility, Medicine, Females, Servitude.

Domains: Cavern, Earth, Evil, Family, Healing, Orc.

Cleric Training: Females with a gift for tending wounds or childbearing are offered training by senior clerics. Male clerics to Luthic are extremely rare and often treated as heretics by other followers.

Prayers: Luthic's prayers begin as low moans building to screams before abruptly stopping. It is said that those giving birth naturally pray to the Cave Mother.

Rites: Luthic's clerics bless new children and sometimes are called to conduct fertility rites for a childless female.

Herald and Allies: A fiendish ogre weretyrannosaurus serves as Luthic's herald. Succubus demons and night hags ally with Luthic.

Favored Weapon: Spiked gauntlet.

Bahgtru

Intermediate Deity (Chaotic Evil)

The first son of Gruumsh and Luthic is powerful orc but remarkably short-sighted and ignorant. He expects strength to win all battles.

Portfolio: Strength, Combat.

Domains: Chaos, Evil, Orc, Strength.

Ilneval

Intermediate Deity (Lawful Evil)

Ilneval dresses in a red suit of full plate. Unlike Bahgtru, Ilneval plans carefully for war.

Portfolio: Warfare

Domains: Destruction, Evil, Orc, Planning, War.

Favored Weapon: Longsword.

Shargaas

Intermediate Deity (Neutral Evil)

Shargaas is never fully depicted in drawings. Shadows conceal his face and most of his body. Thieves pray to the Night Lord.

Portfolio: Darkness, Thieves.

Domains: Chaos, Darkness, Evil, Orc, Trickery.

Prayers: The exact content of prayers to Shargaas is known to few. They are whispered softly. Some prayers are known to followers only in fragments requiring multiple people to recite the full text.

Favored Weapon: Shortsword.

Yurtrus

Intermediate Deity (Neutral Evil)

The orc god of death and disease has numerous descriptions. The two most common are an orc ghost and an orc slowly wasting away due to disease.

Portfolio: Death, Disease.

Domains: Death, Destruction, Evil, Orc, Suffering.

History and Folklore

The First Horde

Once, in the Ancient Times, Gruumsh and Luthic

were more than just the Mother and Father gods of the orcs, they were the mother and father of every orc. Also, Gruumsh was whole, with two eyes. In these days, the female orcs stood with the males, as warriors in their father's army. Gruumsh raised his sons and daughters, and taught them the holy ways of War. The Blood-Fury, the need for Armor, and how fear was weakness. Soon, he had raised an army, with which he hoped to take the world the other gods cheated him of. So he massed all his children, and put as their leader Bahgtru, The Firstborn.

Led by Bahgtru, this First Horde fell on the other races like a black tide, washing them in blood and death. Nothing could stop them. The Dwarf's shields and hard armor was no match for the waves of Orcish Axes. The Elves had too few arrows to slow the tide, and the armies of man had no hope, nor spirit as strong as the rage of the orcs. So all fled before the horde, or died. Until that day.

The Horde was chasing an army of fleeing humans, down a box canyon, and was glee-filled, for they knew their foes would be caught between the canyon wall and their axes. Until they heard the sound of stomping boots, and clinking armor behind them. They turned, and found the exit closed by a Dwarven Army! And all around the Canyon Walls, Elven Archers appeared! What no race had the strength to do, stop the orcs, they had found through helping the others.

The battle that day was Bloody, and the Orcs killed many Dwarves and Men. But, they were outnumbered, and so they called to their Father: "Father, you see our plight, Crush our foes, so we may yet win!"

Gruumsh, hearing their cry, sped to the battle, and made to strike the Elven archers from the walls, and rend the earth Beneath the Dwarves, when he heard behind him: "No."

Turning, Gruumsh met the Gods of Dwarves, Elves and Men. They had cheated him from the world before, and now they prevented him from saving his own children. He flew into the greatest Blood-Fury ever seen, and struck at all three pantheons. For a day and a night, he singly fought against overwhelming odds, as his children did below. And seeing their God-Father fight for them,

they fought even fiercer, though still they dwindled, still they were outmatched.

Finally, Great Gruumsh knelt, unable to defeat the other gods who sought to stop him. He knelt, and knew that he could not save his children. One tear leaked from his left eye. In a fury at his own weakness, Gruumsh took his spear and put out his own eye, vowing never to weep again. His one tear fell to earth, and bathed his Firstborn, Bahgtru, who was then touched, as the only recipient of his father's sorrow, and that is how Bahgtru became a God.

Gruumsh's blood from the wound of his eye bored holes into the earth, tunnels which the orcs used to escape their pursuers. They fled into the dark places below the earth, where one day they would emerge the Orog.

When Gruumsh returned to his camp, where Luthic waited to hear how her children were slaying their foes, he told her the tale. She keened for her lost children, and the treacherous and weak unity their foes had used to defeat them. She took the battle-strength of her daughters, and in her hands twisted it. "Since Dwarf and Elf and Man wish us dead," She cried, "For every man born there shall be three Orcs!" And so saying, she made her war-daughters into breeder-daughters. And this is why orcs breed faster than the other races. The wrath of their divine parents at the loss of their first children drives them to conquer their united foes.

Chapter Two: Goblins

Description

Goblins are small humanoids that stand anywhere from 3 to 3 1/2 feet tall, and both genders weigh between 40-45 pounds. A Goblin's eyes commonly have a dull and glazed appearance, with a wide variety of color from the red and yellow spectrums. A typical Goblin has a skin colour of yellow, but any shade from orange to a deep red or a variety of shades of green is possible, though most members of a single tribe possess the same-coloured skin. Goblins possess flat faces, broad noses with large nasal openings, large pointed ears

and a wide mouth full of small fangs in the place of teeth, although the common Goblin lacks a effective bite attack.

Society and Culture

Life in a Goblin tribe is full of strife and subterfuge and quite often all too violently short. As most Goblin tribes live as raiders, when their prey, normally Human or Gnome villages, create more determined defenses, the Goblins either starve or are forced to move on to easier pickings. Those few tribes that practice primitive farming fair a little better, but there is always something bigger, stronger and crueller willing and able to move in and dominate such forward-thinking Tribes. Personal space is reserved for the Chieftain, and perhaps the other upper echelons of Goblin Society if their lair, be it ruins or other abandoned structure, has the room for such extravagance, while the common Goblins of the tribe must share communal living areas, often with little more than a boundary of pebbles to delineate where one Goblin's 'territory' begins and another's ends. Squabbling over space, food and just about anything that can be argued about is common, with each insult filed away for repayment later. The Communal living arrangement has one benefit, in that it requires a very charismatic, or very intimidating, Goblin to get the rest of his brethren to ignore him as he murders his rival in his sleep, a fact which keeps the burgeoning numbers of Goblins from turning on each other as the lack of space, privacy and often food exacerbates their aggravation. Goblin children are raised by both parents, assuming the mother knows which Goblin is the father, but once they are able to walk, are abandoned as burdens. Most Goblin children band together simply for survival in the dog-eat-dog world of the Goblin Tribe, and it is the friendships and rivalries born in these proto-tribes that are often the strongest bonds that a Goblin will forge in his or her life.

Religion

Goblins are not a particularly loyal race. They worship those who help their survival. If a powerful demon take control of a tribe and

demands that they worship him or some other evil entity, the goblins will submit. Sometimes it is uncertain that the being they worship even exists. The Fire Wormz tribe believe the great Fire Worm freed them from enslavement to Ogres by causing the mountain near the Ogre city to spew lava and ash. The priests of the Fire Worm draw power from some divine source but no outside the tribe has heard of the Fire Worm. It has been suggested that Maglubiyet assumes many aliases to mislead others of his strength.

Maglubiyet

Greater Deity (Neutral Evil)

Maglubiyet appears as a giant (11 feet tall), black-skinned goblin with flaming eyes, powerfully-muscled arms and sharp talons. He wields a mighty coal-black battleaxe that constantly drips blood.

Portfolio: War, Rulership.

Domains: Chaos, Destruction, Evil, Trickery.

Herald and Allies: Maglubiyet calls upon a fiendish goblin 10th-level rogue/10th-level Assassin as his herald. Night hags and shadow mastiffs are allied with the goblin god.

Favored Weapon: Battleaxe.

Nomog-Geaya

Lesser Deity (Lawful Evil)

Hobgoblins pay tribute to Nomog-Geaya more than goblins. Nomog-Geaya is described as a powerful gray hobgoblin wielding a sword in one hand and a hand axe in the other. He has chilling orange eyes and shark-like teeth. Most goblins find his rules and call for order too restrictive. Nomog-Geaya reluctantly serves Maglubiyet.

Portfolio: War, Discipline, Authority, Hobgoblins.

Domains: Evil, Law, Strength, War.

Clerical Training: Each tribe has rules describing the number of priests needed. When additional clerics are needed, some goblinoids trained in religious rites. The wants of the individual are not

important. Occasionally a divinely inspired hobgoblin will kill an existing priest to allow to join the order.

Rites: Hobgoblins perform a small ritual before an upcoming battle. Followers of Nomog-Geaya also preside over the goblin courts when it is called upon.

Herald and Allies: Nomog-Geaya sends a fiendish hobgoblin 10th-level ranger/8th-level blackguard to do his will. His allies include pit fiends and chain devils.

Favored Weapon: Longsword and hand axe.

Khurgorbaeyag

Lesser Deity (Lawful Evil)

Pictures show Khurgorbaeyag as shorter than Maglubiyet but still towering over typical goblins. His flame-red skin is speckled with orange and yellow scales. He wears scale mail and wields a whip.

Portfolio: Slavery, Oppression, Morale.

Domains: Evil, Law, Protection.

Quests: Khurgorbaeyag's followers acquire slaves in the name of the god. Occasionally they attempt to simply demoralize opponents by destroying something they care about but has no military value. Enslaved followers have been known to promote attempting to escape only to inform the authorities and watch the hope fade from the eyes of the slaves.

Favored Weapon: Whip.

Bargrivyek

Lesser Deity (Lawful Evil)

The smallest of the well-known goblin deities, he stands eight feet tall. Bargrivyek has a high domed forehead and wields a flail. Despite being called the Peacekeeper, the god of cooperation and territory calls for unity among goblin tribes but holds no respect for other creatures. He favors the destruction of the orcs.

Portfolio: Co-operation, Territory.

Domains: Evil, Knowledge, Protection, Travel.

Clerical Training: The most calm and diplomatic goblins are approached to join the order. They are brought to neighboring tribes to see how others live. In highly contested areas clerics may be sent away and outsiders brought in who have no allegiance to the tribes.

Quests: Bargrivyek's followers are interested in uniting the goblin tribes. They may frame another group for attacks to promote war with the common enemy.

Prayers: Bargrivyek's prayers tell of the glory of the goblin race. They involve the rallying of goblins for common cause.

Temples: Temples to the Peacekeeper are rarely found in goblin communities. Instead they built accessible to multiple communities in hopes to promote a common bond. Occasionally large goblin populations will have a temple to quell conflicts between members of society.

Rites: Followers of Bargrivyek bless meetings between goblin tribes. For negotiating a peace, this may be a short prayer before the talks begin. After defeating a common foe, a large party celebrates the goblin race.

Herald and Allies: Bargrivyek's herald is a fiendish goblin 15th-level bard. His allies are barghests and fiendish worgs.

Favored Weapon: Flail.

History and Folklore

Only Smaller

Gather 'round, mites, gather 'round. 's time sumone told you da ways of our people. So let me tell ya da tale of Maglubiyet's Malice.

In da ancient times, dere were only da gods. Maglubiyet, da big dumb gods of bugbears, and da hobgoblins' crazy gods dwelt together. Elsewhere, dere dwelt da ugly orc god, Gruumsh, and da dumb dwarven god Moradin. And even farther away da gods of men and elves, and snails and whoever. In dose days, da Brotherhood, as da goblinkin gods were called, waged war on da orc

and dwarven gods, who waged war wit' each other. The bugbears fought da orcs, seeking to prove who was da Biggest Bad, and da hobgoblins da dwarves, to show who was da big Tinkers. No-one-abody was winnin', 'sept Maglubiyet. Sees, 'e wasn't fightin' any-one side, but killin' orcs and dwarves, and trickin' hobgoblins and bugbears for fun. Wells, one day 'e got caught by da bugbears, who, squished 'im down small. See, 'e used ta be as big as a dwarf, til 'e got squish-ed. Well, dis seemed bad, til 'e found out 'e 'id even betta now! So he had many much fun, and liked bein' da small one. Well, one day 'e got caught again, dis time by da hobbys, who punched 'is face flat. Dat 'urt, so 'e asked how dey saw 'im. "You forgot your shadow." dey said. So, dis made biggo Maglubiyet mad. Stupid shadow, gettin' 'im 'urt. So, ta get back at it, Maglubiyet ripped up 'is shadow into a tousand tousan pieces, and threw it out on the world! After a little bit, da pieces o' da shadow stood up, and dat's where we come from. Now go away.

Chapter Three: Bugbears

Description

A Bugbear is a tall, powerful example of Goblinoid physiology, standing close to seven feet tall with the same flattened facial features as it's cousins, although the Bugbear possesses a more ursine slant to it's features, including the black, bear-like nose that is it's name-sake and large, pointed ears which protrude out from the sides of their head, rather than pointing upwards like those of a Goblin or Hobgoblin. Bugbears are tall, brawny humanoids with coarse hair covering much of it's body and it's mouth full of long fangs which have a habit of growing out of the Bugbear's mouth unevenly, further adding to the Bugbear's fearsome appearance. Bugbears commonly have light orange or pale red-brown skin, covered with short, coarse fur on the back of the torso and the outsides of their limbs, which can range in color from pale brown to midnight black.

Religion

Bugbears speak very proudly of their gods but rarely build churches or pray. The relation between a Bugbear and the gods is less of a traditional serving. They serve more as idolized heroes. Most Bugbears worship Hruggek. Bugbears see him as an idol, the perfect warrior, representing the ideals of a Bugbear's life. Hruggek is a symbol for physical and mental perfection, as they value it.

Being ruthless and dedicated like Hruggek is a high goal and Bugbears often have personal rituals to focus themselves, however this lacks the organization of other faiths. While one Bugbear might paint his skin with blood, his neighbor wields a sacred morningstar and the Bugbear around the corner fasts on full moons. Many Bugbears know no such things at all.

Hruggek

Intermediate Deity (Chaotic Evil)

Hruggek is the chief deity of the Bugbears, the deity of violence and combat. He appears as an immense Bugbear. Standing at over twelve feet tall, fangs jut out of his mouth and claws adorn his hands and feet. He wields a ten-foot long morningstar.

Portfolio: Violence, Combat.

Domains: Chaos, Evil, Trickery.

Favored Weapon: Morningstar.

Grankhul

Lesser Deity (Chaotic Evil)

Grankhul is the lord of the hunt. Nothing escapes his keen senses.

Portfolio: Hunting, Senses, Surprise.

Domains: Chaos, Evil, Knowledge, Trickery.

Favored Weapon: Longsword.

Skiggaret

Demigod (Chaotic Evil)

Skiggaret is the Bugbear god of fear.

Portfolio: Darkness, Fear, Insanity.

Domains: Chaos, Darkness, Madness, Weather.

Favored Weapon: Dagger.

Rulkarg

Demigod (Neutral Evil)

Rulkarg, deity of the earth, spends most of his days sleeping. When he stirs the very ground itself shakes.

Portfolio: Earth.

Domains: Earth, Protection, Strength.

Favored Weapon: Greatclub.

Nerhalk

Demigod (Lawful Evil)

Nerhalk judges those who expire. Very few worship him and fewer still speak his name aloud.

Portfolio: Death.

Domains: Death, Knowledge, Law.

Paglurek

Demigod (Chaotic Evil)

Paglurek, mother of the Bugbears, is the only female in the Bugbear pantheon. Drawings always depict Paglurek as being pregnant.

Portfolio: Fertility.

Domains: Charm, Plant, Travel.

History and Folklore

Hruggek's Might

Come, clan brothers. Hear the tale of the beginning. Hear the tale of Hruggek's Might.

In the beginning, there were only the three. Hruggek, First Blooded, First Brother; Grankhul, Hunter in Shadows, Daring Death; and Skiggaret, Terror Face, Fear Blood. They dwelt in a land of

eternal night, where the burning sun never rose, and the three spent all time hunting, crushing, killing, and eating. These were the pure days. However, the elf-gods and dwarf-gods were scared of the dark. They wanted to live in a world where they could be the equal of the Mighty Three! So they enacted a great treachery. The Dwarven gods mined deep into the blessed caves, favored sleeping place of our great gods, and brought forth gold in great quantity. They formed a giant morning star with it, and offered it to Hruggek. "Mighty one," they pleaded, "please strike the night sky with this, so we may have light..." And Hruggek laughed, at the weakness of the dwarves for so fearing the dark. He rose the morningstar, thinking he would have much fun using the dwarves' own weapon squishing them into paste, when the handle snapped, bent so by the great arm of Hruggek. The head flew into the air, and caught in the sky. The elves, seeing a chance to weaken our god, threw all their puny magics, and caused the golden head to burn with heat, and glow. And so Hruggek accidentally made the sun, so great is his might. But the three were not pleased, so in time, the three spoke.

"I do not like this thing," said clever Grankhul. "It is harder to hunt, as the beasts can see us with the burning orb's light."

"It weakens me," whined Skiggaret. "With the orb is above, the others are not scared as easily, I cannot sneak up as well."

"It angers me," declared Great Hruggek. "For the weaklings have gained much from my might, yet I have gained nothing."

"I shall strike it from the sky," he decided.

And so he went to the dwarves. "Meatlings, for giving you the burning-orb, I demand a reward."

The dwarves could not deny him, so they asked what he wished.

"The weapon you made pleased me, though it was too weak. Make me another, stronger and as beautiful as the first."

And so the dwarves made him another morning star, but this one had a head of silver, and a handle made of the Starmetal (adamantine). And so

Hruggek took his new weapon, and ran to the highest mountain in the land, and waited for the orb to pass. When it did, he struck it, but that only made it spin around the world. And so Hruggek made day and night, which pleased him a little, for now there were times when he and his brothers could enjoy the old ways.

But again, the weaker Godlings were frightened by the dark when the "sun", as they called it, was gone. So they formed another plan. The elves made arrows of silver and mithral, and made them burn as the sun, though silver as they were, and fired them into the night sky. Thus they gained light even in the dark. This displeased the brothers, who again were not as strong as they once were. And so Hruggek decided to knock the night sky so hard, the arrows fell out. He hurled his morning star up with all his might, but instead of knocking the arrows down, he threw so hard this new weapon was lodged in the sky, with the handle attached. And the elves made the silver glow in the dark, but always it's spinning, the handle will block the head, and so Hruggek made the moon, and why it changes.

Furious, Hruggek ripped great rents in the Earth, and mountains, and dug into the earth making caves and warrens and other dark places.

When his fury passed, he looked out, and saw he other gods had begun making many smaller peoples, who followed them, and gave them strength. seeing this, he went to his brothers, and saw they had followed the other gods' example. Skiggaret had made small ones, who he set to scaring the other races. But, their small size made them easily scared as well, which delighted Skiggaret even more. Grankhul had made stronger children, as tall as men, who knew tactics and planned their hunts and fights. Seeing this, Hruggek struck both of them, spilling their blood in his claw. He spat into the blood, and mixed it.

"Here we make *our* people," he said. "With fear and hunting in their blood, and ever the taste of violence, they shall be a stronger than these others as we are their gods." Laughing, he cast the mixture into all the dark places he had made in anger, and there our peoples rose. The forgotten children of Skiggaret and Grankhul soon found

their own gods to worship, and forgot the only true gods. But we remember who made us, and that is why we worship them, and offer them blood. For how can we not offer to them, what they gave to us?

Chapter Four: Hobgoblins

Description

Hobgoblins are goblinoids that stand about 6 1/2 feet tall with dark orange or red-orange skin, although the Hob's skin is obscured by a layer of short, fine fur the same colour as their hair, which ranges from dark reddish-brown to dark grey in colour. A Hob's face possesses similar qualities to that of a Goblin, being somewhat flat with large, pointed ears and a wide mouth, but male Hobgoblins, typically the leader or 'alpha male', possess either a bright blue or red nose, and all Hob's teeth are naturally a yellow colour.

Chapter Six: Character Options

Monster Class

Bugbear

Humanoid (goblinoid)

Racial Traits

Characters starting the bugbear monster class start with the following ability scores. Note that these are not identical to the regular bugbear's full suite of racial traits because the bugbear's ability scores and racial Hit Dice increase with level as shown

below.

- Starting Ability Score Adjustments: +2 Str, -2 Cha.
- Medium Size.
- A bugbear's base land speed is 30 feet.
- Darkvision out to 60 feet.
- +2 to Move Silently.
- Automatic Languages: Common, Goblin. Bonus Languages: Draconic, Elven, Giant, Gnome, Orc.
- Favored Class: Rogue.

Class Skills

The Bugbear's class skills are Climb, Hide, Listen, Move Silently, Search, and Spot.

Class Features

All of the following are class features of the bugbear monstrous class.

Weapon and Armor Proficiencies: Bugbears are proficient with all simple and martial weapons, as well as light armor and shields.

Feats: A bugbear begins with one feat at first level, and gains another at fourth level. After fourth level, the bugbear gains feats normally according to his Hit Dice.

Natural Armor: A bugbear gains a +1 bonus to natural armor at levels two, three, and four.

Scent (Ex): The bugbear gains the scent ability.

Table 1: The Bugbear

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+0	+0	+2	+0	(2+Int mod) x 4	1	+2 Dex, Feat
2nd	2d8	+1	+0	+3	+0	2+Int mod	1	+2 Con, +1 Natural Armor
3rd	2d8	+1	+0	+3	+0	-	1	+2 Natural Armor, +2 Move Silently, Scent
4th	3d8	+2	+1	+3	+1	2+Int mod	2	+2 Str, Feat, +3 Natural Armor

Paragon Class

Bugbear

Bugbears are the largest and strongest of the goblinoid races. However, despite their size, bugbears are consummate spies and assassins, using uncanny stealth to sneak past guarded areas and ambush their foes. Bugbear paragons encompass all these traits and enhance them further, turning themselves into truly skilled stalkers.

Adventures: Bugbears undertake adventures for many reasons, although most have to do with gaining wealth and power. For bugbears, “adventuring” often means raiding farmsteads of weaker humanoids rather than exploring dungeons and vanquishing beasts. Despite this predisposition, bugbears can sometimes be found accompanying groups of adventurers on quests. Some grow tired of their culture, and wish to rise above its malicious nature; while other seeks to master the fighting styles of others races in order to grow mightier among their own kind.

Characteristics: Mean and nasty, bugbears have more than a few characteristics other humanoids find offensive. Most bugbears are cruel and greedy. Bugbear paragons, however, temper this lifestyle with cunning and a more tolerant view of other races. Bugbear paragons are even more cautious, some would say paranoid, than other members of their race, and many come to see knowledge as power.

Alignment: Bugbear paragons are almost always invariably chaotic, but more and more are beginning to realize the advantage of structure and

organization. The bugbear paragons, arguably the most forward-thinking of their race, favor neutral alignments.

Religion: The bugbear deity is Hruggek and many bugbear paragons venerate him, with a few who find the teachings of other deities, such as Hextor or Kord, more to their liking.

Background: Bugbear paragons learn that might may make right, but stealth and cunning go even further. They prove their strength by defeating weaker members of their tribe and often earn seats of leadership in their culture. Nearly all bugbear paragons seek knowledge and skills from other races, and strive to learn the weaknesses of their enemies.

Races: Bugbear paragons, like other bugbears, are generally hated by many of the other humanoid races. Aside from hobgoblins and orcs, bugbears rarely view other races as anything more than potential slaves, but when necessary, bugbear paragons can suppress their aggressive nature and get along with other races.

Other Classes: Bugbear paragons respect those with strength and stealth, such as barbarians, fighters, and rogues. Rangers are more often opponents of bugbear paragons than allies, however, the two classes shares a grudging respect to each other’s stealth and skill.

GAME RULE INFORMATION

Bugbear paragons have the following game statistics.

Abilities: Dexterity is important to bugbear paragons because of its role in sneaking, and

Table 2: The Bugbear Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Skill bonus
2nd	+2	+3	+0	+0	Sneak attack +1d6, improved scent
3rd	+3	+3	+1	+1	Ability boost (Str or Dex +2)

several bugbear paragon skills are based on Dexterity. Strength and Constitution are also important to a bugbear paragon's capability for combat.

Alignment: Any.

Hit Die: d8

CLASS SKILLS

The bugbear paragon's class skills (and the key ability for each) are Bluff (Cha), Climb (Str), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at 1st Level: (2 + Int modifier) x 4

Skill Points at Each Additional Level: 2 + Int modifier

Weapon and Armor Proficiency: Bugbear paragons are proficient with all simple and martial weapons, with light armor, and light shields.

Skill Bonus (Ex): At 1st level, a bugbear paragon gains a +2 bonus to Hide and Move Silently. This bonus stacks with his racial bonus to Move Silently.

Sneak Attack (Ex): At 2nd level, a bugbear paragon deals an extra 1d6 points of damage whenever an opponent is denied their Dexterity bonus to AC. This is identical to a rogue's sneak attack, detailed on page 50 of the Player's Handbook, and stack with any other form of sneak attack from other classes, such as assassin or blackguard.

Improved Scent (Ex): At 2nd level, a bugbear paragon's scent increases to a range of 40 ft. If the opponent is upwind, the range increases to 80 ft; if

the opponent is downwind, it drops to 20 ft. The scent ability is further described on page 314 of the Monster Manual.

Ability Boost (Ex): At 3rd level, a bugbear paragon increases his Strength or Dexterity by 2 points.

Goblin

Sneaky, mean, and conniving, these words perfectly describe the goblin way of life. Goblin paragons exemplify these traits to their worst possible extent. Only the strongest survive in goblin culture and the best way to the top is through whoever is in front of you. Survivors and quite possibly the most capable members of their race, goblin paragons seek wealth and power, both from within and without of their tribe.

Adventures: Goblin paragons adventure for many different reasons: fame, fortune, freedom, or the growth of their tribe's territory. Life in a goblin settlement always carries the risk of violence, so adventuring seems to be less of a risk than living at home. Goblin paragons view adventure as not only a way to acquire wealth, but to also as an outlet for their more murderous tendencies.

Characteristics: Most goblins are shifty, devious, detestable little creatures, and not surprisingly, so are goblin paragons. They use their superior skill to not only get one up on members of other races, but their own kin as well.

Alignment: Most goblin paragons are as hateful as any other member of their race. Granted, exceptions to this generalization of evilness do exist, but they are rare indeed.

Table 3: The Goblin Paragon

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Skill bonus
2nd	+1	+0	+3	+0	Improved feint
3rd	+2	+1	+3	+1	Ability boost (Dex +2)

Religion: All goblins worship Maglubiyet, evil lord of all things goblin. A few others will worship other evil gods, particularly Hextor, Nerull, and Vecna.

Background: Goblins become goblin paragons by being the sneakiest, most cunning, or most underhanded goblin they can be. There are no goblin paragon teachers or mentors, as they are loathe to share their talents with anyone else.

Races: Goblin paragons see only two types of people in the world: those that can be killed and looted, and those that should be killed and looted. They are always looking for another purse to cut or throat to slit, and it doesn't matter what race that purse or throat belongs to. All races are fair game to a goblin paragon.

Other Classes: Goblin paragons work unusually well with rogues, who understand and appreciate their stealth. They find fighters and barbarians to good as distractions and not much else. Other than that, goblin paragons see other classes as tools to be used for furthering their own means.

GAME RULE INFORMATION

Goblin paragons have the following game statistics.

Abilities: Dexterity is important to goblin paragons, as it improves not only their stealth, but their ability to break, enter, and steal. Intelligence helps with their skills, and a good Constitution keeps the goblin paragon alive longer.

Alignment: Any, though most favor neutral evil.

Hit Dice: d6

CLASS SKILLS

The goblin paragon's class skills (and the key ability for each) are Bluff (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Ride (Dex), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex)

Skill Points at 1st Level: (8 + Int modifier) x 4

Skill Points at Each Additional Level: 8 + Int modifier

Weapon and Armor Proficiency: Goblin paragons are proficient with all simple and martial weapons, with light armor, and light shields.

Skill Bonus (Ex): At 1st level, a goblin paragon gains a +2 bonus to Hide, Move Silently, and Ride. This bonus stacks with his racial bonus to Move Silently and Ride and size bonus to Hide.

Improved Feint (Ex): At 2nd level, a goblin paragon gains the Improved Feint feat, even if he does not meet the prerequisites. If the goblin paragon already has Improved Feint, he may choose another feat he qualifies for.

Ability Boost (Ex): At 3rd level, a goblin paragon increases his Dexterity by 2 points.

Racial Substitution Levels

Orc Ranger

Enemy leaders and spellcasters often hide behind lines of warriors. Orc rangers are trained to punch through the line and to get to the valuable opponents.

Table 4: Orc Ranger

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+1	+2	+2	+0	Indiscriminate, Track, Wild Empathy	As Ranger
2nd	+2	+3	+3	+0	Combat Style	As Ranger
8th	+8/+3	+6	+6	+2	Trackless Step	As Ranger

Hit Dice: d8

Requirements

To take orc ranger substitution levels, a character must be an orc about to take his 1st, 2nd, or 8th level of ranger.

Class Skills

Orc ranger substitution levels have the class skills of the standard ranger class.

Skill Points at Each Level: 6 + Int modifier.

Class Features

Indiscriminate

An orc ranger does not waste his time or his potential specializing in a particular type of enemy. His current enemy is his favoured enemy. The orc ranger may specify a unique individual to be the target of his indiscriminate ability, gaining a +2 bonus on damage rolls against the creature, and on Bluff, Listen, Sense Motive, Spot, and Survival checks against that creature. These effects persist for 24 hours, at which point the ranger may specify a new favoured enemy, refresh the old specification, or hold it in reserve. Specifying a favoured enemy is a free action that does not provoke an attack of opportunity. When the ranger would gain additional favoured enemies, all the normal bonuses occur, except that he instead is able to hold one additional favoured enemy at a time.

This replaces the normal favored enemy feature.

Combat Style

The ranger may opt to enter third combat style, break through.

If the ranger selects break through, at 2nd level he can do a violent overrun. During a violent overrun the orc can make a regular attack before the

overrun attack is resolved. This is available even if the opponent avoids the overrun. At 6th level he is treated as having the Improved Overrun feat, even if he does not have the normal prerequisites for that feat. At 11th level the orc gains defensive overrun. Opponents are no longer granted an attack of opportunity during an overrun.

The benefits of the ranger's chosen style apply only when he wears light or no armor. He loses all benefits of his combat style when wearing medium or heavy armor.

Trackless Step

Starting at 8th level, an orc ranger leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

This replaces the normal favored enemy feature.

Orc Sorcerer

Orc society values physical strength. Orc sorcerers are often more intelligent and wise than a typical orc. They see the value of magic but cannot be bothered to study it's rituals as wizards.

Hit Dice: d4

Requirements

To take orc sorcerer substitution levels, a character must be an orc about to take his 1st, 4th, or 7th level of sorcerer.

Class Skills

Orc sorcerer substitution levels have the class skills of the standard sorcerer class.

Skill Points at Each Level: 2 + Int modifier.

Class Features

Symbol Tattoos

Table 5: Orc Sorcerer

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spellcasting
1st	+0	+0	+0	+2	Symbol Tattoos	As Sorcerer
4th	+2	+1	+1	+4	Blaze the Horde	As Sorcerer
7th	+3	+2	+2	+5	Carnage Magic	As Sorcerer

Orc sorcerers tattoo various symbols on their face and body. The symbols are not magical but somehow help focus their spell casting. The caster is treated as having a Charisma score two higher for bonus spells and spell save DCs.

This replaces his ability to summon a familiar.

Blaze the Horde

The sorcerer becomes capable of expending small amounts of his magical potency to embolden those around him, increasing their battle prowess. By expending a spell slot, the sorcerer can grant all those allies within 10 feet of him a bonus on all melee and ranged damage rolls equal to the level of the spell slot sacrificed. This bonus lasts until the beginning of the sorcerer's next turn.

To gain this ability, the sorcerer must permanently sacrifice one of his second level spell slots.

Carnage Magic

The orc caster can extract the heart of a dieing foe or ally. The remaining life energy are used to power his spells. By touching a living creature that has -1 or fewer hit points, he rips out the heart. The subject gets a fortitude save vs DC 14 + Cha modifier to prevent the attack. Failing the save means the target dies and the save DC of all spells cast by the sorcerer is increased by 2 for 1 min per HD of the sacrificed creature.

To gain this ability, the sorcerer must permanently sacrifice one of his third level spell slots.

Chapter Eight: Equipment

Weapons

Goblin Throwing Star: This weapon is a lightweight version of the morningstar. It is also balanced for throwing.

Varag Rhino Helm: The rhino helm can only be used while charging. The wielder charges headfirst into the opponent.

Miscellaneous Gear

Beehive: Some goblin tribes have become skilled at beekeeping perhaps to ensure a supply of the sweet honey. Usually four or six beehives are stored near each other. Moving the hive must be done carefully at half regular speed otherwise the bees may attack. When a village is attack and defeat seems inevitable, the goblins will hurl the bee hives at the attackers. Treat the attack like a splash weapon, a ranged touch attack with a 10 foot range increment. Where ever the hive lands, it smashes apart and the honey bee emerge. They will attack the person occupying the square. If no one occupies the square they attack the first person to come within five feet. Otherwise they stay by the broken hive. They do 1 point of damage per round and distracts spell casting (Concentration DC 12 + spell level) and using skills that involve patience and concentration (Concentration DC 12). Any weapon effective against a swarm will disperse the honey bee swarm.

Cost: 100 gp

Weight: 15 lb

Table 6: Exotic Weapons

Exotic Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Light Melee Weapons							
Goblin Throwing Star	12 gp	1d4	1d6	x3	10 ft.	2 lb.	Bludgeoning and Piercing
Varag Rhino Helm	12 gp	2d4	2d6	x2	-	2 lb.	Piercing