

BHUKA

"The bhukas are an offshoot of the goblinoid people and claim to be descended from the first inhabitants of the world. They are consummate survivors of the waste, having a talent for finding water and many physical adaptations that allow them to function in a harsh environment. Their culture celebrates and preserves ancestral ways of living."

— Elminster

Bhukas are slightly built, with sand-colored skin and brick-red, tightly curled hair. They have little facial or body hair. Their large ears, networked with veins, fold flat against the head to retain heat in the cold desert night and keep out blowing sand. A frill of skin about the neck contains numerous spines that can lift the frill and raise it for cooling. The face of a bhuka is flat, with slitlike nostrils protected by flaps of skin. A bhuka's eyes have long lashes to keep out sand and dust, and the skin surrounding them is darker than the rest of the face, giving a bhuka the appearance of wearing a mask. Bhukas have wide, splayed feet that help them move easily over sand, and they do not wear shoes. Body paint is used to signify social position and ranges from a simple stripe on a low-ranking youth's neck frill to an elaborate pattern of spots, stripes, and whorls covering the arms and upper body of a matriarch.

MEAK AND UNINTERESTING

From the beginning of their history, bhukas have been a gentle people of whom others have taken advantage. When the first people emerged from the Lower World, bhukas were the last to choose their home and thus had to adapt to the harsh waste. The cruder goblinoid races deride them as weak, while the traditional enemies of goblins are more likely to engage a bhuka on friendly terms. Warlike people of the waste have driven bhukas away from fertile regions, forcing them into an ever-smaller and less hospitable territory. Yet this form of exile is a source of strength for the bhukas, who take pride in their ability to flourish even under such conditions. Bhukas are not cowards, push too hard, and they reveal a toughness bred of burning sun and baked earth. The bhuka people have a longstanding trade relationship with the crucians (desert turtles), exchanging food, art objects, and dyes for tools and other worked items.

PHRATRIES

Bhukas form extended family groups, called phratryes, consisting of several clans related by origin. Each phratry claims ancestry from one couple who emerged from the Lower World at the beginning of history and is responsible for maintaining a particular tradition of the people. Young adults of a given phratry cannot marry within any of its clans, which means they must wed someone from another village; the new family may settle with either parent clan. Bhukas inhabit adobe or sandstone dwellings built into and against cliffs or dug into the upper levels of desert canyons. Each family has its own home, with a terrace built under it to allow drying of food, space for sitting and talking, and access to other houses. The entrance to a house is well above ground level as a defense against invaders, access is by ladders or rope lifts. A central spring provides water to the community.

Each phratry is responsible for protecting a relic of the Emergence, the time when the first people came out from under the earth. For example, members of the Wokuhoo (Moon Owl) phratry are the caretakers of the Talon, a relic of the bird that led their ancestors into the Upper World. They lead ceremonies commemorating that event and control imagery that appears in sacred art relating to it.



HARD LIVING

Each bhuka village has a ceremonial pit, dug into a courtyard or sacred cave and covered with a lid of painted hides. The walls are carved with traditional symbols that depict the Emergence and subsequent migrations of the people, as well as images of friendly spirits, important landmarks, and food animals and plants. The most solemn rituals take place in these pits, which recall the dark world beneath the ground from which the bhukas emerged. Outsiders are strictly forbidden from entering sacred pits, and only adult members of the community participate in the rites. The village pit is also where coming-of-age rituals are held. Village festivals celebrating the harvest, weddings, and changes of season take place in the common area rather than the pit, and are occasions for feasting, song, and dance.

Farms surround each village. The arid climate and hard earth of the waste makes agriculture a challenge, but bhukas use traditional dry-farming techniques to grow their staple foods of beans, sunflowers, desert grasses, and corn. The fields are not plowed. Instead, tough native vegetation holds the soil in place, with the crops planted in rows of deep holes. Sometimes, the village spring irrigates a terrace built below the house entrances for growing small, tough melons that furnish both food and containers. Bhukas supplement their diet with wild plants such as cactus pads, fruits, and the meat of small animals.

BHUKA TRAITS

Your bhuka character has the following racial traits.

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

Age. Bhuka reach adulthood at age 10 and live up to 80 years.

Alignment. A complex system of community relationships holds a bhuka village together. Respect for superiors and the need to contribute to the common good is drilled into every member of the society, and those who do not adhere become outcasts. Bhuka society is lawful, with most individuals tending toward good.

Size. A typical bhuka stands between 4 and 5 feet tall and rarely weighs more than 90 pounds. Your size is Small.

Speed. Your base walking speed is 30 feet.

Desert Born. You're naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Glare Resistance. Dark skin and long lashes around the eyes protect bhukas from sun glare. You have advantage on saving throws against the blinded condition.

Sure Feet. Bhukas have broad feet and splayed toes that help them travel easily over sand and similar loose surfaces. When you would fall into quicksand, you can make a DC 10 Dexterity saving throw. On a success, you do not fall into the sand, and you can immediately move to the nearest unoccupied safe space, if you have movement remaining.

You also have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Water Sense. You have the innate ability to detect a source of drinkable water within a distance of 100 feet. To do so, make a Wisdom (Survival) check. The DC depends on the depth below ground of the water source, according to the following table.

Water Depth	Survival DC
0 feet (on the surface)	10
10 feet or less	12
11-20 feet	14
21-40 feet	16
41-70 feet	18
71-100 feet	20

Languages. You can speak Common (if it exists in your campaign), and Goblin.

The bhukas do not have a literate society. All their lore is oral, supplemented by a rich library of symbols that adorn both artistic and everyday objects. Their language is distantly related to Goblin, but the two tongues diverged so long ago that most other goblinoids cannot understand Bhuka.



BHUKA NAMES

Bhuka names are long and carry much meaning, but they retain the harsh syllables of the Goblin tongue. A typical bhuka has a given name, followed by the name of the mother's clan (preceded by kha, or "born of"), and the clan into which he or she has married (preceded by gi). Children receive a pet name until they come of age and choose a name that describes their personality. Clans carry the name of a totem spirit or relic of the Emergence.

Male Names: Aghila'ak (Runs Like Lizard), Cochik'ukan (Eyes of Sunhawk), Gistik'uwa (High-KickDancer), Kotigana (Ears of Hare), Niskigan (Snake Fang), Piklit'akit (Jumping Mouse Grace), Takigini (Speaks with Force), Wikitagan (Flight of Swallow).

Female Names: Chinkichu (Basket of Corn), Hintak'inai (Painted Frill), Kekkoti (Little Ear), Lakinigo (Slow Smile), Namatagi'na (Sings with Paint), Stikuchi (Dancing Mother), Takihoti (Speaks with Wisdom), Yukaki'na (Leader of Songs).

Clan Names: Chikuk (Sunhawk), Kekkinna (Ear of Corn), Kichu (Basket), Niski (Rattlesnake), Pitlitak (Jumping Mouse), Wiki'i (Swallow), Wokuhoo (Moon Owl).

DEKANTER

"This rare species of goblinoid was once as belligerent and aggressive as an ogre. Nowadays, thanks to Guerre, they have reshaped the opinions of many against the goblinoids. Impressive little creatures, they throw themselves into their work, and are as loyal as a pet rock."

— Gimble, *Notes from a Treasure Hunter*

The dekanter have changed much, and ventured far since their creation. Dekanters sprang forth from the abominable experiments performed by the Beast Lord, an illithid lich, or alhoon. The Beast Lord operated upon many a goblin, eventually creating his masterpiece of the dekanters.

Dekanter goblins are somewhat larger than their pregenetive cousins, but not by much. They stand at roughly the same height, dekanters merely a few inches taller; their proportions however vary widely. Dekanters are stocky and built closer to a dwarf or miniature bugbear. Dekanter goblins' skin ranges from the colour of rust to that of an old dried scab. Their hair grows longer on their head than any other goblinoid, sometimes reaching down past their shoulders. Their heads squat atop thick, powerful necks, and they have a sharp, rhinolike horn at the tip of their elongated snouts.

A TROUBLED PAST

Dekanter goblins were created only to serve their master, the Beast Lord. They were the terror of the Dekanter mines, mostly because of the alhoon's cunning in his command of them. Originally, these creatures only guarded the Beast Lord's domain. Today, however, they range far and wide, having long since deposed the alhoon, and seized their independence.

For many generations, they dekanter had difficulty adapting to freedom. For a race born into slavery and created to serve, they did not know how to live. They soon devolved into ignorant raiders and savages. That is until the rise of Guerre, a dekanter revolutionary, who united the goblinoids and brought them under one banner.

The dekanter have since become almost respectable goblinoids. They have shed their brutal heritage and made sincere efforts to better themselves morally and socially. In more open-minded communities, the dekanter have earned a place as capable artisans. In more rural areas with out-dated sensibilities, the dekanters are feared and misunderstood.

SERVICE BANDS

Each dekanter family has a house stone. Upon their first birthday, dekanter are gifted an earring which bears the stone of their house and marks them as a youngling. During these years, they are encouraged to play, explore and fight.

When they reach the age of 4, dekanter enter the workforce, learning skills in mercantile and crafting, related to their house's specialty. They are gifted with their first Service Band on their large horn, denoting their crafting skill. A bone band for jewelers, a leather band for armourers, an obsidian band for weaponsmiths, wood for carpenters, and a stone band for masons.

When they are conscripted into The Scarlet Horns at the age of 6, they are fitted with a red-gold Service Band on their smaller, rear horn. It is common practice to make a small scratch on their band for each kill earned in battle. The highest ranking members' bands have been scratched clean of red.

Upon completion of two years of military service, a dekanter crafts their own, final, Service Band. A cone tip for their horn. Each of these bands is crafted personally and the materials and design reflect the individual.



DEKANTER NAMES

Dekanter have strong intimidating names which evoke respect and attention.

Male Names: Agamemnon, Acron, Basillides, Callimachus, Demetrius, Echestratus, Glaucus, Hephaestus, Karanus, Kerghan, Lamachus, Mentor, Nicocreon, Spartacus, Xenocides

Female Names: Athena, Althaia, Berenike, Calista, Chrysanthe, Danae, Echo, Elpida, Kalliope, Ophelia, Persephone, Thalia

DEKANTER TRAITS

Physically powerful and cunning, dekanter goblins have literally been made for battle.

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

Age. As their cousins, dekanter goblins reach adulthood at age 8 and live up to 60 years.

Alignment. Dekanter goblins live for physical combat and battle, revelling in the thrill of the kill, most are chaotic evil.

Size. Dekanter goblins are short and squat, weighing about 125 lbs. Your size is Small.

Speed. Your base walking speed is 25 feet.

Artisanal Training. You have proficiency with one of the follow artisan's tools of your choice: Carpenter's tools, Jeweler's tools, Leatherworker's tools, Mason's tools or Smith's tools.

Claws. Because of your claws, you have a climbing speed of 20 feet. In addition, your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Horn. You have a horn with which you can make unarmed strikes. If you hit with hit, you deal piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for unarmed strikes.

Hybrid Nature. You have two creature types: humanoid and monstrosity. You can be affected by a game effect if it works on either of your creature types.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common (if it exists in your campaign), and Goblin.

RHINO

Prerequisites: Dekanter

You strengthen your body, adapting to your natural gifts. You gain the following benefits:

- By lowering your body to the ground and propelling yourself with your arms, you can move faster for a time. If you have both hands free, when you move on your turn in combat, you can double your speed until the end of the turn. Once you use this trait, you can't use it again until you move 0 feet on one of your turns.
- If you move at least 20 feet straight toward a target and then hit it with a horn attack you can attempt to shove the target with your horn as a bonus action.
- You develop a tough, leathery hide. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.