



BARGHEST

A RACE OF SOUL STEALING INFERNAL CANINE-LIKE GOBLINOIDS

By Christopher Zito





Creating a race of beast that could disguise itself as a Goblin and transform into a wolf, the Demon Lord told his new creation of it's primary task, to kill, devour and steal the souls of every goblin. For every Goblinoid soul a Barghest obtains they will be welcomed back to the realm of Gehenna where they shall live the rest of their lives in luxury and reward. With their newfound purpose and hunger for Goblin blood, The Barghest were implanted within the Goblin Warchief's armies disguised as babies, women, and men. As they grew from whelps, they would learn the Warchief's plots, his tactics, and his weaknesses and before long Goblinoid forces and civilians of the Warchief's army will fall before him and where his solders should stand is a snarling pack of hungry wolfen demons.

THE BIG BAD WOLF

Barghest are described as Orc sized Goblinoids with a variety of wolf-like features which are commonly mistaken for Lycanthropy. They hold the capability of transforming into large wolf like forms that still have their goblinoid faces and when they are brought into the Material Realms are given an ability to flawlessly assume a form of a Goblinoid creature. A Barghest that is assigned to the Material Planes to undertake a their task of harvesting Goblinoid souls have two ways of travel from Gehenna, they are either sent by the will of the Demon Lord they serve or are sent down as a soul. Those sent as souls are implanted into a Goblinoid woman ready to give birth, the soul of a Barghest possess the unborn Goblinoid child and without the mothers knowing their child is born as a disguised Barghest. Through the course of their childhood their infernal abilities will grow and when the Goblinoid matures they will be taken over by their true natures and either accept the role as a true Goblinoid hunting Barghest, or their sanity shall slip away as they devour and obtain the souls of their loved ones.

THE BROKEN CONTRACT

Gehenna is a realm outside the Great Wheel that houses some of the most fowl devilry in all the planes. A realm in which it's gravity has an ill shift about it that any who travel the plane always feels as if they are climbing a mountainside. Any who were to trip and fall while walking through the plane of Gehenna are often left to die tumbling down for miles before catching their footing or snagged upon the the molten rocky terrain. Gehenna houses all manner of demons, devils and creatures capable of surviving blistering heats and infernal landscapes, one such infernal creature is the Barghest.

Barghest are the result of a Demon Lord's revenge upon a Goblin warlord who did not honor his contract for aid in conquest. How the story is often told is that a Goblin Warchief who had ties to the infernal realms sought power from a Demon Lord of Gehenna to grant him infernal contract and honor a bargain for such power. After a long campaign of war the Goblin unsatisfied with his gains neglected to uphold his end of the bargain and when the Demon Lord approached him for repayment he was turned away from what he was owed. In response to this dishonor the Demon Lord crafted a new race of demons, goblin in nature but imbued with the fury and hellfire of the very realm the Goblin drew his power from.

WILL WORK FOR SOULS

Barghest who were born naturally within the Material Planes that do not serve a Demon Lord often have full control of their actions and morals, but are still seen as outcasts and abominations should other Goblinoids were to discover their true natures. All Barghests either from the Material Planes of Gehenna are honorbound by contracts as they were created as a cautionary tales for Goblins to always honor bargains and deals.

If a Barghest does not see itself as a free thinking individual, it can be contained through bargaining and bound by contract. As long as it's hunger and collection of Goblinoid souls is quelled, a Barghest will offer it's service to any who create a contract, thus Clerics, Warlocks and Wizards will summoning a Barghest from Gehenna and craft pacts with them as guards or familiars. Barghest born of the Material Realms who fancy themselves as adventurers will seek to service a master powerful enough to see their quest for Goblinoid souls and flesh, for surely the Humans and Dwarves may have issues Goblin and their talents can satisfy both their new master's and their own need for Goblinoid souls.

BARGHEST TRAITS

Your Barghest character will have the follow traits.

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

Age. Barghest age and mature the same as Goblins, they are born as any average Goblinoid race, slowly grow more into their Infernal natures and tendencies as they mature. However due to their demonic heritage, they can live a additional 10 to 20 years longer then an average Goblin. Barghest mature at 14 and can live up to 80 years.

Alignment. Barghest are chaotic knowing their lot in life is the hunt and harvest of the souls of other Goblinoids. So long as the aligencies are needed to see a job done they will follow and abide by most moral codes as long as there is a contract, a common endgoal, or a reward to further the hunt.

Size. Barghest are stocky and hunched which can often dwarf their height to it's actual size. Barghest are Medium, varying from 4'5 - 6'5 feet tall.

Speed. Your base walking speed is 35ft.

Sunlighth Sensitivity. While in sunlight, Barghest have disadvantage on Attack rolls, as well as on Perception checks that rely on sight.

Darkvision. Barghest have 60ft of Darkvision.

Keen Senses. Barghest have disadvantage on Perception checks that rely on scent.

Goblin Disguise. All Barghest have the ability to guise their form as a Goblin, Hobgoblin, or Bugbear to better blend into Goblin society. Upon character creation you must choose your disguised form to be either Goblin, Hobgoblin, or Bugbear. As an action, you can take the appearance of the Goblinoid form of your choosing that is unique to yourself. Your new Goblinoid form must have at least one physical similarity to your true form such as eye color, ear shape, skin color, or a physical scarring. You retain all of your stats while in your Goblinoid form, however your disguise is dropped after either taking damage, using an action to drop your form, you are knocked unconscious, or you are killed.

Wolf Shapechange. Barghest are born with the ability to transform into a wolf like beast that bares their face with more predominant canine features. As an action you can assume the form of a Dire Wolf akin to the Wild Shape Druid feature. If your Dire Wolf form's HP drops to 0, you may transform back into your Dire Wolf form again after a long rest.

Languages. Barghest can read, write and speak Goblin, Infernal and Common.

BARGHEST DEATH AND REVIVAL VARIENT

When the Barghest PC dies, they erupt into a pillar of fire and turn into ash after a minute. Once the body is completely burnt to cinders the Barghest's soul is sent to the plane of existence where they came from. If the Barghest was born on the Material Plane they are sent to the afterlife as per any normal soul. To revive a Barghest ally one must perform any resurrection spell while also adding the soul or body of a slain Goblinoid that has died within the last 24 hours as an arcane component.

Additionally for flavor purposes, if an ally resummons or revived a Barghest ally, this could be seen as an act of contracting a Barghest to serve the ally as a master if a Barghest was under contract for another creature. Revival and resummons from Banishment is seen as being bought out of a previous contract when conserning infernal contracts, as Barghest who fail their contracts are executed by less forgiving masters.



DEATH AND BANISHMENT

Typically when the Barghest dies or is trapped in a fire larger then themselves for one minute, they are banished from the Material Planes. While this is one way for a normal Barghest player to die what if the player's Barghest was born within the Material Plane? The following variant is to offer an optional death and revival process that is less taxing on the player while remaining thematic to the race.

NEW SUBRACE

The following subrace was made to be an additional subrace option for Tiefling for the purposes of granting the player Barghest like features while retaining the use of more core friendly races. In addition to the Tiefling subraces offered in Mordenkainen's Tome of Foes you may also choose the subrace race listed below.

TIEFLING SUBRACE:

BARGHEST TRAITS

Your Barghest Tiefling character will have the following features.

Ability Score Increase. Your Dexterity score increases by 1.

Additional Language. The Barghest Tiefling speak, read and understand Goblin.

Infernal Legacy. You know the *Primal Savagery* cantrip. When you reach 3rd level, you can cast the *Disguise Self* spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *Misty Step* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Wolf Shapechange. Barghest are born with the ability to transform into a wolf like beast that bares their face with more predominant canine features. As an action you can assume the form of a Dire Wolf akin to the Wild Shape Druid feature. If your Dire Wolf form's HP drops to 0, you may transform back into your Dire Wolf form again after a long rest.

NEW MARTIAL MELEE WEAPON

Name	Cost	Damage	Weight	Properties
Man Catcher	15 gp	1d8 Piercing	12 lb.	Reach, Two Handed, Corral

MAN CATCHER

Man Catchers are polearms with a circular metal claw, often adorned with barbs or spikes on the inside of the claws. The Man Catcher's purpose was not to deal damage but mainly to clasp the claws around the neck or limb of a victim. This would restrain the victim and allow the wielder of the polearm to corral them to another location while remaining a safe distance away from the target's attempts to strike back or break free.

Corral When you successfully hit a Medium or Small target with the weapon, you can spend a bonus action to impose a grapple check on the target.

Also until the end of your next turn you may move you and the target of the grapple up to your movement speed freely. At the end of your movement the target can be placed 5ft or 10ft away from you.

As an action while the target is grappled you may choose to either apply the weapon's damage to the enemy or impose disadvantage to their next check to break free of the weapon's grapple.



CREDITS

ART CREDITS
[Sigourney Martin](#)

[EVERINGOT ALMANAC](#)
[PATREON](#)



A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

DUNGEONS & DRAGONS, D&D, WIZARDS
OF THE COAST, FORGOTTEN REALMS,
THE DRAGON AMPERSAND, PLAYER'S HANDBOOK,
MONSTER MANUAL, DUNGEON MASTER'S GUIDE,
D&D ADVENTURERS LEAGUE, ALL OTHER WIZARDS
OF THE COAST PRODUCT NAMES, AND THEIR RESPECTIVE
LOGOS ARE TRADEMARKS OF WIZARDS OF THE COAST
IN THE USA AND OTHER COUNTRIES. ALL CHARACTERS
AND THEIR DISTINCTIVE LIKENESSES ARE PROPERTY OF WIZARDS
OF THE COAST. THIS MATERIAL IS PROTECTED UNDER THE
COPYRIGHT LAWS OF THE UNITED STATES OF AMERICA. ANY
REPRODUCTION OR UNAUTHORIZED USE OF THE MATERIAL
OR ARTWORK CONTAINED HEREIN IS PROHIBITED WITHOUT THE
EXPRESS WRITTEN PERMISSION OF WIZARDS OF THE COAST.

©2016 WIZARDS OF THE COAST LLC, PO BOX 707, RENTON,
WA 98057-0707, USA. MANUFACTURED BY
HASBRO SA, RUE EMILE-BOÛCHAT 31, 2800 DELÉMONT, CH.
REPRESENTED BY HASBRO EUROPE, 4 THE SQUARE,
STOCKLEY PARK, UXBRIDGE, MIDDLESEX, UB11 1ET, UK.