Barghest

A Race of Soul Stealing Infernal Canine-like Goblinkoids

By Christopher Zito
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 its gravity has and 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 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.

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 Gehenna 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 soldiers should stand is a snarling pack of hungry wulfen 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.

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 its hunger and collection of Goblinoid souls is quelled, a Barghest will offer its 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 following 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 growing more into their Infernal natures and tendencies as they mature. However, due to their demonic heritage, they can live an additional 10 to 20 years longer than 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 allegiances 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 end goal, or a reward to further the hunt.

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

**Speed.** Your base walking speed is 35ft.

**Sunlight 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 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.

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**Death and Banishment**

Typically when the Barghest 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 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 summons or revives 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 concerning infernal contracts, as Barghest who fail their contracts are executed by less forgiving masters.
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 be 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

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<tr>
<th>Name</th>
<th>Cost</th>
<th>Damage</th>
<th>Weight</th>
<th>Properties</th>
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<tbody>
<tr>
<td>Man Catcher</td>
<td>15 gp</td>
<td>1d8</td>
<td>12 lb</td>
<td>Reach, Two Handed, Corral</td>
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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.
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.


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