

PRIMAL NEANDERTHAL

A Race Option For D&D 5E

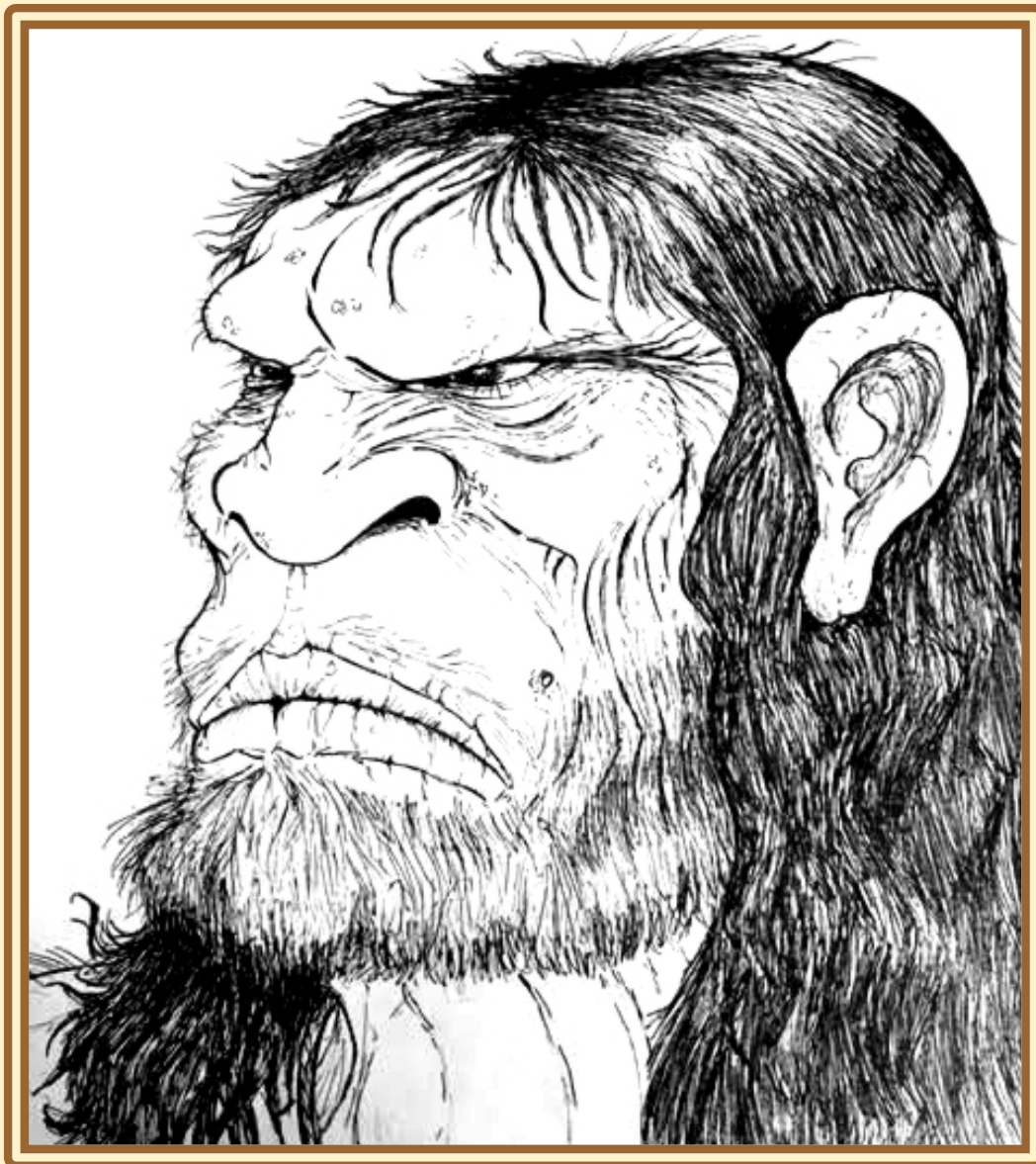


BY BLUE GOBLIN GAMES



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NEANDERTHAL (Jende)

Let us take these brutish individuals, for example. From what myself and a few other scholars can gather from ancient artifacts and petroglyphs, these hardy people have existed and endured since before recorded history. There are some learned men, not unlike me, that believe these primitives are the archaic ancestors of human-kind, though this theory is highly up for debate.

--Friar Athelstan Corriganmere, Scribe & Creature Archivist

PRIMITIVE BRUTES

Neanderthal (or the *Jende* as they call themselves) stand anywhere from 5 to 5 ½ feet in height, and weigh about 150 to 200 pounds. They have broad frames, barrel chests, and are well muscled throughout their entire bodies. Their facial features are primitive, though not quite as ape-like as many may assume, though they do have sloped foreheads, small ears, and a slightly-protruding muzzle. They are covered in patches of rough hair throughout their body, which is typically black, and their eye color is almost invariably dark brown, with a few exceptions of green or even blue. Neanderthal mature at about 14 years of age and can live 50 years or more.

A SIMPLER TIME

Though of a primitive culture, Neanderthal own all the know-how it takes to survive in the harsh wilderness. Using their limited (but no-less effective) skill-set, these brute-people are capable of all the basic survival proficiencies, such as fire-building, hunting wild-game, fishing, gathering plants, herbs, roots, mushrooms, and berries both for sustenance and medicinal use, the creation of vital bone, obsidian, and stone implements such as tools and weapons, and crafting warm and protective clothing, such as blankets and tunics from the furs and hides of slain beasts.

A spiritual people, Neanderthal venerate the spirits of nature, especially that of the life-giving earth, whom they call *The Earth-Mother*. This force, which they view as the creator off all things, is also worshiped as a fertility goddess and protector of the young.

SURVIVORS...BUT FOR HOW LONG?

For thousands of years, these primitives have survived some of the most treacherous weather conditions ever known, and are as hardy as they ever have been, however, encroachment on their ancestral lands and hunting grounds by technologically advanced races have pushed these ancient people deeper into the wilds, and closer to complete extinction all together.



NEANDERTHAL NAMES

Neanderthal names are simple and gruff, like the people who bear them.

Male Names: Gok, Grog, Korr, Krord, Krunk, Rokk, Thag, Ogg, Ook, Zog

Female Names: Aelah, Abbuk, Crik, Eanik, Masha, Meeska, Nashee, Paka, Skála, Zug-Zug

Tribal & Clan Names: Angry Claw Tribe (Cave Bear, Black-spear, Thunder-horn clans); Lion Skull Tribe (Spear-tooth, Twin-axe, Broken-moon Clans); Mastodon Tribe (Bloody-tusk, Earth-mane, Heavy-foot clans).

NEANDERTHAL TRAITS

All Neanderthal have the following traits.

Ability Score Increase. Your Strength and Constitution scores increase by 2. Your Strength and Constitution scores have a maximum is 20.

Ability Score Decrease. Your Intelligence and Charisma scores decrease by 2.

Age. A Neanderthal reaches adulthood at age 14 and can live up to 50 years or more.

Alignment. Neanderthal are more inclined to chaos, leaning heavily towards neutral.

Size. Neanderthal are medium size.

Speed. Your base walking speed is 30 feet.

Earth Mother's Wisdom. You have advantage on all *Wisdom (Survival)* checks when in a wilderness setting.

Hardy Folk. You have advantage on saving throws against cold and disease, and you have resistance against cold damage.

Limited Intellect. Your primitive mind cannot handle much; you have a maximum Intelligence ability score of 9, and have disadvantage on all Intelligence skills.

Primal Toughness. Your hit point maximum increases by 1, and it increases by 1 every time you gain a level.

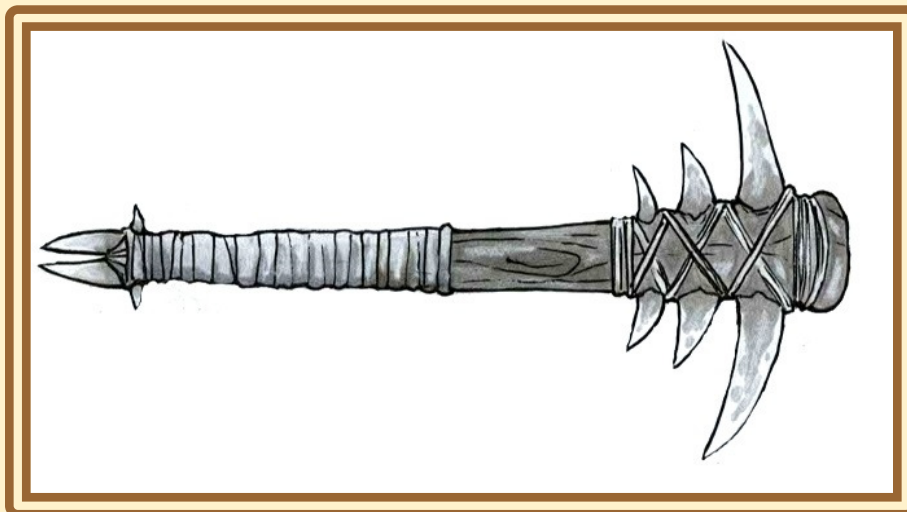
Survivor. You have proficiency in the *Survival* skill.

Natural Armor. Your hardy frame is covered in sinewy muscle and tough skin. Your Armor Class is 12 + your Dexterity modifier.

Neanderthal Weapon Training. You have proficiency with the celt, club (all), dagger, handaxe, iuak, sling, and spear.

Tool Proficiencies. You are proficient with *Smith's Tools* (primitive material items only).

Languages. You can speak Primordial.



NEANDERTHAL FEATS

Feats are an optional rule in chapter 6, "Customization Options", of the *Player's Handbook*. Included here are 3 new feats available to Neanderthal characters.

Poison Frog Eater

Prerequisites: Constitution 13 or higher; neanderthal

You have spent years gaining resilience to poisons by consuming various toxic plants and venom from creatures. You gain the following benefits:

- You have resistance to poison damage.
- You have advantage on all Constitution saving throws against poison.

Savage Caveman Fury

Prerequisites: Neanderthal

Your savagery in battle is legendary; you rush head-first into combat, mouth-foaming, hooting, and howling like a beast. You gain the following benefits:

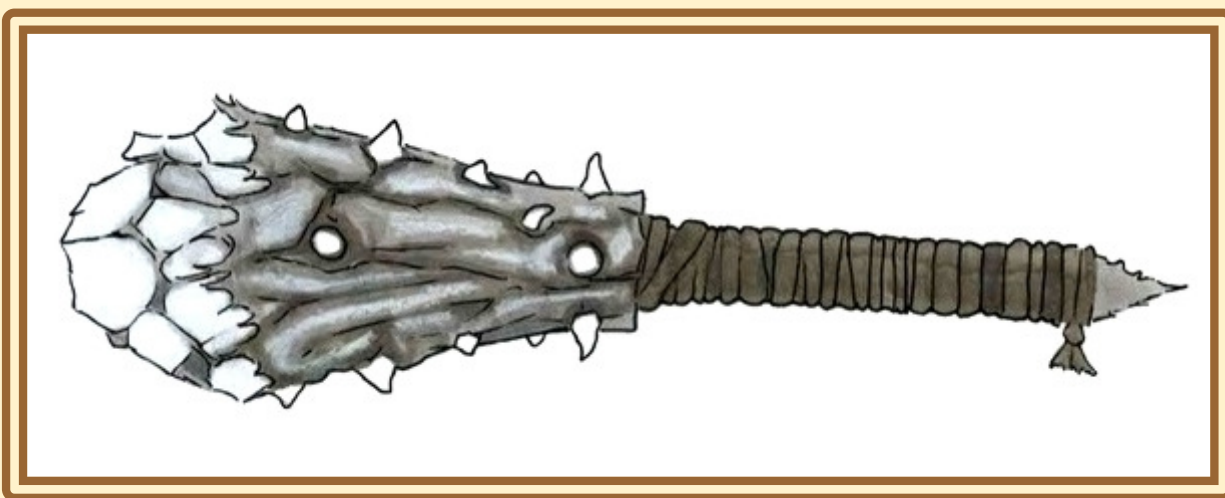
- While wielding a melee weapon in combat, you inflict an additional 1d6 psychic damage. This bonus damage does not stack with similar psychic damage bonuses.

Soul of the Earth-Mother

Prerequisites: Wisdom 13 or higher; neanderthal

The people of your tribe are known for the blessings heaped upon them by *The Earth-Mother*. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on all Intelligence, Wisdom, and Charisma saving throws against magic.



NEW NEANDERTHAL EQUIPMENT

Neanderthal have access to the following items. Unless stated in their description, other races may have access to these items as well.

ARMOR

Behemoth Chitin Plate: A suit of armor composed from the chitin plates of the *Rock-hide* (ankylosaurus) or similar dinosaur. A full suit usually consists of a chitin breast plate, vambraces, as well as simple greaves. Part of the slain beast's head serves as a helmet.

Bone Armor: This armor is crafted by attaching beast bones to a hide breastplate, vambraces, and greaves. Part of the slain beast's head serves as a helmet.

Cord: This armor is crafted by weaving fibrous plant material into a serviceable vest. Though protective, the armor is itchy and uncomfortable at best.

Furs: An armor consisting of a patch-work tunic of roughly-sewn animal furs secured at the waist with a coarse leather belt and a simple bone or ivory buckle. Part of the slain beast's head serves as a helmet. A complete suit also comes with serviceable breeches and a pair of buskins.

Hide, Cave Bear: An armor crafted from the hide of a cave bear. A full suit usually consists of a long tunic that reaches mid-thigh, and covers the arms as well. Part of the slain beast's head serves as a helmet. These types of hide armor are often decorated with the claws and teeth of the cave bear.

Hide, Mammoth: An armor crafted from the hide of a wooly mammoth. A full suit usually consists of a long tunic that reaches mid-thigh, and covers the arms as well. These types of hide armor are often decorated with bits of mammoth tusk.

Hide, Rhino: An armor crafted from the hide of a wooly rhinoceros. A full suit usually consists of a long tunic that reaches mid-thigh, and covers the arms as well. Part of the slain beast's head serves as a helmet. These types of hide armor are often decorated with bits of rhinoceros horn.

Hide, Stag: A standard suit of hide armor crafted from the skins of a buffalo, caribou, deer, or antelope. A full suit usually consists of a long tunic that reaches mid-thigh, and covers the arms as well. Part of the slain beast's head serves as a helmet. These types of hide armor are often decorated with bits of the stag's horn and hoof.

Layered Leathers: An armor crafted from several layers of roughly-cured animal skins worn like a poncho and secured at the waist with a leather cord.

Lamellar Armor: Sturdy plates of leather and bone are laced together to form a protective coat. Leather bracers and greaves provide defense for the limbs.

Wood Armor: This armor consists of resin-treated wooden strips and plates that are sandwiched between layers of leather. Wooden bracers and greaves provide some measure of defense for the limbs.

Shield, Chitin: A large shield crafted from a beast's chitin plates.

Shield, Hide: A simple oval shield crafted from treated beast hide over a sturdy hardwood frame.



ARMOR					
Armor	Cost*	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Furs, low-grade	5 sp	11 + Dex modifier	---	Disadvantage	8 lb.
Furs, mid-grade	2 gp	11 + Dex modifier	---	Disadvantage	8 lb.
Furs, high-grade	5 gp	11 + Dex modifier	---	Disadvantage	8 lb.
Cord	5 gp	11 + Dex modifier	---	---	10 lb.
Layered Leathers	23 gp	12 + Dex modifier	---	---	13 lb.
<i>Medium Armor</i>					
Hide, stag	10 gp	12 + Dex modifier (max 2)	---	---	12 lb.
Hide, cave bear	25 gp	13 + Dex modifier (max 2)	---	---	20 lb.
Hide, rhino	25 gp	14 + Dex modifier (max 2)	---	Disadvantage	45 lb.
Hide, mammoth	200 gp	14 + Dex modifier (max 2)	---	---	20 lb.
Behemoth chitin plate	375 gp	15 + Dex modifier (max 2)	---	Disadvantage	40 lb.
<i>Heavy Armor</i>					
Lamellar armor	30 gp	14	Str 13	Disadvantage	40 lb.
Wood armor	75 gp	16	Str 15	Disadvantage	45 lb.
Bone armor	200 gp	17	Str 15	Disadvantage	55 lb.
<i>Shield</i>					
Shield, chitin	30 gp	+3	---	---	8 lb.
Shield, hide	10 gp	+2	---	---	5 lb.

*Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.

Primitive Armor Materials (Optional Rules)

If a creature wearing armor crafted from bone, chitin, hide, fur, leather, or wood (including plant fiber-based varieties) suffers a critical hit in combat, their armor class is reduced permanently by 1 point. Armor which AC is reduced to 10 is destroyed and must be replaced. Repeated wear and use of these types of organic-based armor degrade the item, which eventually falls apart and becomes useless. A typical suit of armor crafted from primitive material needs to be replaced every 12 months.

Critical Hits & Primitive-craft Shields

As with other forms of armor crafted from primitive materials, a primitive-crafted shield's AC bonus is reduced by 1 point each time a creature using it to defend themselves in battle takes a critical hit, however, a character wielding a shield can choose whether the critical AC penalty is dealt to their shield or their worn armor. Shields which AC is reduced to +0 are destroyed and must be replaced.

Furs & Durability

Fur armor is easily crafted, but uncomfortable to wear in hot or humid temperatures. Fur armor also tends to soil faster and attract lice and vermin, all which cause it to wear-out relatively fast. Depending on the type of furs used in crafting this type of armor determines its overall durability. There are 3 values of fur grades, listed below are some examples of these types and their longevity.

Low-grade: Badger, goat, hyena, sheep, rabbit.

Longevity: 1d4+1 weeks

Mid-grade: Buffalo, cougar, fox, leopard, lion, tiger, weasel, wolf.

Longevity: 1d4+4 months

High-grade: Beaver, bear, lynx, mammoth, mink, muskrat, racoon, saber-toothed tiger, skunk, winter wolf.

Longevity: 1d6+6 months.

WEAPONS

Celt, Obsidian: A sharp obsidian wedge roughly a foot long and a few inches wide. A prototype to the battleaxe, the weapon itself fits comfortably in hand, and is often wrapped in leather cord for a better grip.

Celt, Stone: A sturdier version of the *obsidian celt*, this version is crafted from stone.

Club, Bone: A simple bludgeon crafted from the thighbone of a beast.

Club, Oaken: A hefty one-handed club crafted from oak wood.

Club, Spiked: An improvement on the standard *wooden club*. This weapon is embedded with shards of obsidian, which effectively changes the weapon's damage from bludgeoning to piercing.

Club, Wooden: A simple weapon crafted from a short wooden shaft with a heavier head. Wooden clubs are often made from hickory wood.

Dagger, Bone: A small blade crafted from a fragment of animal bone. An improvement on the *obsidian dagger*.

Dagger, Obsidian: A small blade crafted from an obsidian shard. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Dagger, Stone: A small blade crafted from stone. An improvement on the *bone dagger*.

Handaxe, Bone: A handaxe crafted from the sharpened shoulder blade of a beast and a bone shaft, then lashed together with leather cord. An improvement on the *obsidian handaxe*.

Handaxe, Obsidian: A handaxe crafted from a chunk of sharpened obsidian and a wooden shaft, then lashed together with leather cord. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Handaxe, Stone: A handaxe crafted from a sharpened slab of stone and a wooden shaft, then lashed together with leather cord. An improvement on the *bone handaxe*.

Greatclub, Wooden: A two-handed club crafted from a large, thick wooden shaft. Leather cord wrapped at the base of the shaft serves as a suitable grip.

Greatclub, Bone: A two-handed club crafted from the thigh bone of a large beast. An improvement on the standard *wooden greatclub*.

luak, Bone: A machete-like bone blade 6 inches wide and 2 feet in length.

Spear, Bone: A wooden shaft topped with a sharpened bone head. An improvement on the *obsidian spear*.

Spear, Obsidian: A wooden shaft topped with a sharpened obsidian head. Though deadly in combat, it is extremely-brittle and highly-prone to shattering.

Spear, Stone: A wooden shaft topped with a sharpened stone head, lashed together with leather cord. An improvement on the *bone spear*.

Spear, Wooden: A wooden shaft with a sharpened end. Open flame is applied to the pointed end to harden the edge.



WEAPONS

Name	Cost*	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Celt, obsidian	5 cp	1d4 piercing	3 lb.	Light
Celt, stone	2 sp	1d4 piercing	3 lb.	Light
Club, bone	1 gp	1d4 bludgeoning	2 lb.	Light
Club, oaken	1 sp	1d6 bludgeoning	8 lb.	Versatile 1d8
Club, spiked	5 sp	1d4 piercing	3 lb.	Light
Club, wooden	1 sp	1d4 bludgeoning	2 lb.	Light
Dagger, bone	5 sp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Dagger, obsidian	5 cp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Dagger, stone	1 gp	1d4 piercing	1 lb.	Finesse, light, thrown (range 20/60)
Handaxe, bone	5 sp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Handaxe, obsidian	5 cp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Handaxe, stone	1 gp	1d6 slashing	2 lb.	Light, thrown (range 20/60)
Greatclub, bone	1 gp	1d8 bludgeoning	10 lb.	Two-handed
Greatclub, wooden	2 sp	1d8 bludgeoning	10 lb.	Two-handed
luak, bone	10 gp	1d6 slashing	3 lb.	Light
Spear, bone	1 sp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Spear, obsidian	5 cp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Spear, stone	5 sp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)
Spear, wooden	2 cp	1d6 piercing	3 lb.	Thrown (range 20/60), versatile (1d8)

*Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.

Craft Material & Weapon Breakage (Optional Rule)

Weapons are bound to break after extensive use, particularly those made from bone, obsidian, stone, or wood. Whenever a character or creature rolls a 1 or 20 with a d20 for an attack roll, there is a chance their weapon will break. The chance that the weapon breaks is determined by the material used in its' construction.

Weapons, Simple Materials

Obsidian: Roll 1d6, weapon breaks on a roll of 1 through 5.

Wood: Roll 1d6, weapon breaks on a roll of 1 through 4.

Bone: Roll 1d6, weapon breaks on a roll of 1 through 3.

Stone: Roll 1d6, weapon breaks on a roll of 1 through 2.

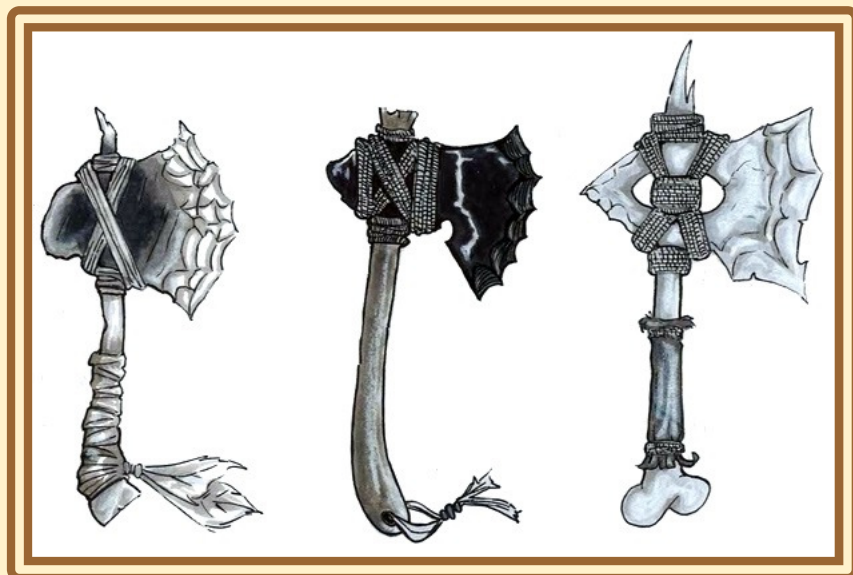
Weapons, Metallic Ores*

Bronze: Roll 1d20, weapon breaks on a roll of 1 through 10.

Iron: Roll 1d120, weapon breaks on a roll of 1 through 5.

Adamantine: Roll 1d20, weapon breaks on a roll of 1.

*Weapons crafted from these materials are only subject to breakage if rolling a 1 on an attack roll.



ADVENTURING GEAR

Arrows, Obsidian: Arrows crafted with sharpened obsidian arrowheads. An improvement on the *stone arrowheads*.

Arrows, Stone: Arrows crafted with sharpened stone arrowheads.

Stone-age Arrows (Optional Rules)

Obsidian Arrows. Arrows with heads made from obsidian are often the deadliest of tools amongst the primitive weapon arsenal. This brittle volcanic glass will break off in the wound (on a natural 20 critical roll), making it difficult to heal effectively. Characters suffer disadvantage on Wisdom (Medicine) checks when treating a creature injured by an obsidian arrow.

Obsidian & Stone Arrowheads. Against metal-crafted shields, heavy armor, metal armor, and natural armor of 14 or better, they are useless and shatter upon impact (only a critical hit succeeds on targets having these types of defenses). Enchanted obsidian or stone arrows are not subject to this rule.

Fire Kit: A simple stone-age fire starting kit which includes a hand drill, a soft wood strike plank, a supply of kindling, and some animal dung. The kit comes in a soft leather pouch with a carrying sling.

Mammoth Skins: A bundle of warm mammoth skins that may be used as a cloak or blanket. You gain advantage on Constitution saving throws against *Extreme Cold* wilderness environments.

Quiver, Rawhide: A primitive arrow quiver that holds a maximum of 10 arrows.

Rending Blades: A set of cutting and scraping stone and obsidian tools, used by primitive cultures to butcher meat. You get advantage on Wisdom (Survival) checks when dressing game.

Rucksack. A small, hide-crafted a bag with a shoulder strap that allows it to be carried on the back. A rucksack can hold just under one cubic foot or 20 pounds of gear.

Water Bladder. A large waterskin crafted from the cured bladder of an animal. The water bladder holds 1 gallon of liquid.

ADVENTURING GEAR		
Item	Cost*	Weight
<i>Ammunition</i>		
Arrows, obsidian (10)	3 sp	½ lb.
Arrows, stone (10)	1 sp	½ lb.
Fire kit	3 sp	1 lb.
Mammoth skins	5 gp	10 lb.
Quiver, rawhide	2 sp	1 lb.
Rending blades	1 sp	3 lb.
Rucksack	5 sp	3 lb.
Water bladder	5 cp	12 lb. (full)

*Prices here are provided using the standard D&D coin system, but can be modified into any other type of monetary system to better suit your campaign.



EXPANDED EQUIPMENT PACKS

The starting equipment you get from your class includes a collection of useful adventuring gear, put together in a pack. The contents of these packs are listed here. If you are buying your starting equipment, you can purchase a pack for the price shown, which might be cheaper than buying the items individually.

Caveman's Pack (8 gp). Includes a rucksack, bedroll, a fire kit, mammoth skins, 2 torches, rending blades, 1 sack, 8 days rations, and a water bladder.

Shaman's Pack (14 gp). Includes a rucksack, a fire kit, a healer's kit, a stone reliquary, 4 days rations, and a water bladder.

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