

PRIMAL SASQUATCH

A Race Option For D&D 5E



BY BLUE GOBLIN GAMES



TABLE OF CONTENTS

The Sasquatch	1
Names	2
Racial Traits	2
Subraces	3
Racial Feats	5
New Equipment	6



SASQUATCH

Rare and elusive, the Bukwas, as this clan call themselves, are a race of prehistoric people that dwell in the most remote, savage regions of the wilderness. Though my contact with these hairy giants have been few and infrequent over my many years of research regarding their culture and language, these fortunate encounters have made me re-evaluate my opinion of what was thought of these mighty creatures. The Sasquatch are more than just the boogeymen that society has marked them all as, rather, they are an ancient race of lore-keepers, proud warriors, and stalwart guardians of the primal world.

--Friar Athelstan Corrganmere, Scribe & Creature Archivist

PRIMAL BEINGS

Sasquatch stand 9 to 12 feet in height and weight 500 to 800 lbs., with females being shorter and far less heavily-built. Depending on their clan or region of origin, Sasquatch have thick, dense fur over most of their muscular bodies, ranging in color from light brown to snow white. They have primate-like features, like those of the great apes, with sloping foreheads, a wide frame, powerful arms, short legs, and large feet. Their broad, heavy jaws sport two rows of teeth, and some clans have six fingers and six toes as well. Most disdain the use of clothing, armor, or shields, but do employ utility harnesses to carry their tools and weapons. Sasquatch mature at about 24 years of age and can live 170 years or more.

GRUFF & STOIC

Sasquatch tend to be gruff and ornery, but are more than capable of diplomatic parley if doing so suits their immediate needs. Sasquatch can be found in the most remote most parts of the natural world, from dense evergreen forests to ice-capped mountains. When encountered, they are usually hunting for prey, often nocturnally. Though not the type to instigate hostilities, these mighty giants are more than capable of defending themselves from threats when necessary. These enigmatic forest-folk gather in small families, usually consisting of a mated pair and a few whelps, but are always connected to a larger clan and tribe.

NOMADIC PEOPLE

Though mostly hunter-gatherers, some desperate or chaotic clans have taken to raiding, and can sometimes be found staking out territory near major trade routes or near poorly-defended villages or towns. For the most part, they stick to a nomadic existence, following bison or deer herds across the wilderness, and occasionally trading skins and furs with local barbarian or hill giant tribes, even passing caravans brave enough to have dealings with them, as they are well-known throughout the realms as savage warriors and cunning tacticians in stealthy guerrilla warfare.

GUARDIANS & LORE-KEEPERS

Sasquatch culture is primal in nature, steeped in ancient tribal tradition and an intricate oral history. Sasquatch gather each year at designated and isolated spots to trade, feast, and find perspective mates. These events are called "Squatch-moots", and it is a rare, if not unheard-of occurrence, for a non-Sasquatch to attend. For the most part, Sasquatch tend to keep to their own council.

During these *Squatch-Moots*, community elders recant the stories and myths of their ancestors, passing along this important history to the younger generation. One tale amongst the Sasquatch involves the origin of their race. In this grand epic, the elders state that the Sasquatch's ancestors, the *Nephilim* came to this world from a distant and mysterious star, and that these ancestors were a type of divine being, spirits made flesh, whose technology was far greater than what exists in their current culture. Whether this is true or just a fabrication is up for debate, but based on ancient Sasquatch relics passed down through the generations, one cannot deny that these mysterious ancestors were of a highly-advanced civilization.

A patriarchal society, each family is headed by the largest and strongest bull, usually the father, known as the 'Até. This 'Até in turn answers to his clan elder (most likely a cleric), who answers directly to the tribe's mighty chieftain.

Sasquatch have an extraordinarily strong spiritual connection to the natural world, particularly to the earth and water elements. These two sacred elements hold a divine place in Sasquatch culture, as they view them both as the givers and sustainers of life. It is no surprise that many of the most powerful and mythical figures from Sasquatch history are water or earth priests of great renown and deeds.

SASQUATCH NAMES

Sasquatch are not given names at birth, instead, they are christened with names that match their personality, skills, and physical appearance when they reach young-adulthood, at around the age of 18. For example, a Sasquatch that shows uncanny skill as a bow-hunter might be called "Strongbow", or a gray-furred individual might be known as "Ash Cape".

Male & Female Names: Ash Cape, Bone-claw, Boulder-fist, Proud Dagger, Strongbow.

Tribal & Clan Names: Blood-claw Tribe (Big-spear, Earth-dagger, Flint-blade clans); Iron-hide (Earth-tooth, Bukwas, Rock-tooth, Twin-axe clans); Stone-skull Tribe (Granite-fist, Rock-eaters, Stone-blood, Thunder-club clans).

SASQUATCH TRAITS

All Sasquatch have the following traits, unless otherwise noted in their subrace category.

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 Dexterity and Charisma scores decrease by 2.

Age. A sasquatch reaches adulthood at age 24 and can live up to 170 years or more.

Alignment. Sasquatch are more inclined to chaos, leaning heavily towards neutral or good more than not.

Size. Sasquatch are hulking creatures that stand between 9 and 12 feet tall and can weigh up to 800 pounds. Your size is Large. As a large creature you take up a 10' x 10' space and your carrying capacity is double that of a Medium size creature. You also require three times the normal amount of food and water to sustain yourself, even more so in hotter environments.

Giant Weaponry. Due to your great size, you may wield much larger and deadlier weapons than the smaller races. Such weapons cost twice as much as normal but deal higher damage Every time a weapon goes up in size category, the dice double.

A *Greatclub* for example is....

1d8 medium

2d8 large

Speed. Your base walking speed is 40 feet, and you have a climbing speed of 40 feet.

Camouflage Hide. You gain advantage on any attempt to hide within a forest or jungle setting. You can also attempt to hide even when you are only lightly obscured by foliage, heavy rain, mist, and other natural phenomena.

Forest-dweller. You have proficiency in the *Survival* skill.

Oaken-soul. Sasquatch make no use of clothing, armor, or shields, and may only use non-metallic weapons.

Superior Darkvision. Your darkvision has a radius of 120 feet.

Natural Armor. Your hulking frame is covered in thick fur. Your Armor Class is 14 + your Dexterity modifier.

Natural Attacks. You possess sharp claws. You are proficient with your unarmed strikes, which deal 1d6 slashing damage on a hit.

Sasquatch Weapon Training. You have proficiency with the club (all), dagger, longbow, shortbow, sling, and spear.

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

Languages. You can speak Common and Primordial.

Subraces. The Sasquatch people are divided into five main subraces; *The Orang Pendek*, a small, elusive breed of Sasquatch who dwell in the deadliest of jungle regions; *The Si-Teh-Kah*, a violent, blood-thirsty race of Sasquatch who crave sentient flesh; *The Skunk Ape*, a Sasquatch tribe that which dwells deep within the sweltering marshes of the south; *The Stone-hide*, a tribe of honorable warriors, hunters, and lore-keepers, and *The Yeti*, a white-furred Sasquatch whose proud and resilient people hunt the icy tundra and mountain ranges of the frozen north.

Orang Pendek (Jungle People)

This breed of Sasquatch has acclimated to tropical rainforests. They stand on average of 5 feet in height, and of relatively slight build. Of all sasquatch breeds, the Orang Pendek seems to be the most human in appearance and behavior. Their fur color ranges from dark red, reddish-blond, or dark-brown.

Ability Score Increase. Your Dexterity score increases by 2.

Ability Score Decrease. Your Strength score decreases by 2.

Diminutive Frame. Your size is medium. Your natural claw attacks inflict 1d6. Your Armor Class is 11 + your Dexterity modifier.

Soft Step. You have advantage on *Stealth* checks.

Supreme Climber. You gain a climb speed of 50 feet.

Si-Teh-Kah (Cannibal Brutes)

The *Si-Teh-Kah* are a loathsome breed of Sasquatch that have gone down a dark and spiraling descent into madness. These creatures sport red fur over most of their lean and muscular bodies, have six-digit hands and feet, stand 12 feet in height on average, and have conical skulls. Once a proud and noble nation of druids and wilderness wardens, these now vile people have devolved into nothing more than a war-like, degenerate, and ravenous tribe of vicious raiders and cannibals, favoring the flesh and blood of all sentient races, especially that of other Sasquatch.

The *Si-Teh-Kah* view themselves as the true descendants of the *Nephilim* and heirs to all their glory. They are the only known breed of Sasquatch that employ the use of clothing, armor, shields, and metal weapons, as well as knowledge of their crafting.

Ability Score Increase. Your Strength score increases by 1.

Nephilim's Curse. You lose your climb speed natural claw attack, *Camouflage Hide*, *Forest-dweller*, and *Oaken-soul* racial traits.

Si-Teh-Kah Armor Training. You have proficiency with light, medium, and heavy armor, as well as shields.

Si-Teh-Kah Weapon Training. You have proficiency with the greatsword, longsword, shortsword, shortbow, and longbow.

Tool Proficiency. You gain proficiency with smith's tools, though you have access to craft items of metallic material.

Stigma of the Red-Hairs

Most *Si-Teh-Kah* are vicious killers and cannibals, and are universally reviled and despised, however, there are exceptions amongst their kind. Though extremely rare at best, there are some of these red-maned giants that have chosen a different path in life, shunning their people's wicked ways and vile practices, and walking the path a path of honor, justice, and good, though many still face bigotry and hatred towards them, regardless.



Skunk Ape (Swamp People)

This breed of Sasquatch has evolved into a race of semi-aquatic creatures, having lost their affinity to the cold, dense evergreen forests of the north, to the sweltering-hot marshes and bogs of the southlands. They stand on average of 8 feet in height, and are not as heavily-built as other Sasquatch. Their fur has taken on a greenish-tinge, and is often covered in various patches fungus and moss.

Ability Score Increase. Your Constitution score increases by 1.

Born on the Bayou. You have advantage on saving throws against poison, and you have resistance against poison damage.

Excellent Swimmer. You gain a swim speed of 40 feet. You lose your climbing speed.

Horrid Stench. Any living creature within a 30-foot radius of a Skunk Ape must make a Constitution save (DC 8 + the Skunk Ape's Constitution Modifier) or become nauseated for as long as they remain within this radius. This effect does not affect other Skunk Ape.



Stone-hide (World Guardians)

Of all the Sasquatch tribes, the Stone-hide are the most common and numerous. Keepers of ancient wisdom and masters of guerilla warfare, these honorable and proud warriors are the wardens of the natural world. They are built heavier and broader than their other Sasquatch-kin, and have hides that range in color from tawny brown to ashy-black. The Stone-hide are the mortal enemy of the *Si-Teh-Kah*, and usually attack them on sight.

Ability Score Increase. Your Strength score increases by 1.

Earthen Shell. By the blessings of the earth-spirits, you can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll a d10. Add your Constitution modifier to the number rolled, and reduce the damage by that total. After you use this trait, you can't use it again until you finish a short or long rest.

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

Thick Hide. Your Armor Class is 16 + your Dexterity modifier.

Yeti (Snow People)

The rarest, and most elusive of all Sasquatch, the Yeti hunt dwell amongst the high, snow-capped mountains and frozen tundra of the north. They have thick, dense hides that range in color from snow-white to ashy-grey.

Ability Score Increase. Your Constitution score increases by 1.

Excellent Climber. You gain a climb speed of 45 feet.

Mountain Born. You are acclimated to high altitude, including elevations above 20,000 feet.

Thick, Dense Fur. You have advantage on saving throws against cold, and you have resistance against cold damage.

SASQUATCH FEATS

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

Elemental Ancestor

Prerequisites: Constitution 13 or higher; sasquatch

It is said that the blood of ancient and mighty elemental being runs through your veins. You gain the following benefits:

- Choose a type of element (Air, Earth, Fire, or Water). During combat, you may imbue a weapon attack with the specific energy-damage 10 (3d6) connected to your chosen elemental ancestry (Air [Thunder]; Earth [Acid]; Fire [Fire]; Water [Cold]). You must finish a short or long rest before you can use this ability again. This bonus energy damage does not stack with similar abilities.

Granite Hide

Prerequisites: Constitution 13 or higher; sasquatch; must already possess natural AC

Your tribe has been blessed by the earth-spirits, granting your body uncanny resilience in battle. You gain the following benefits:

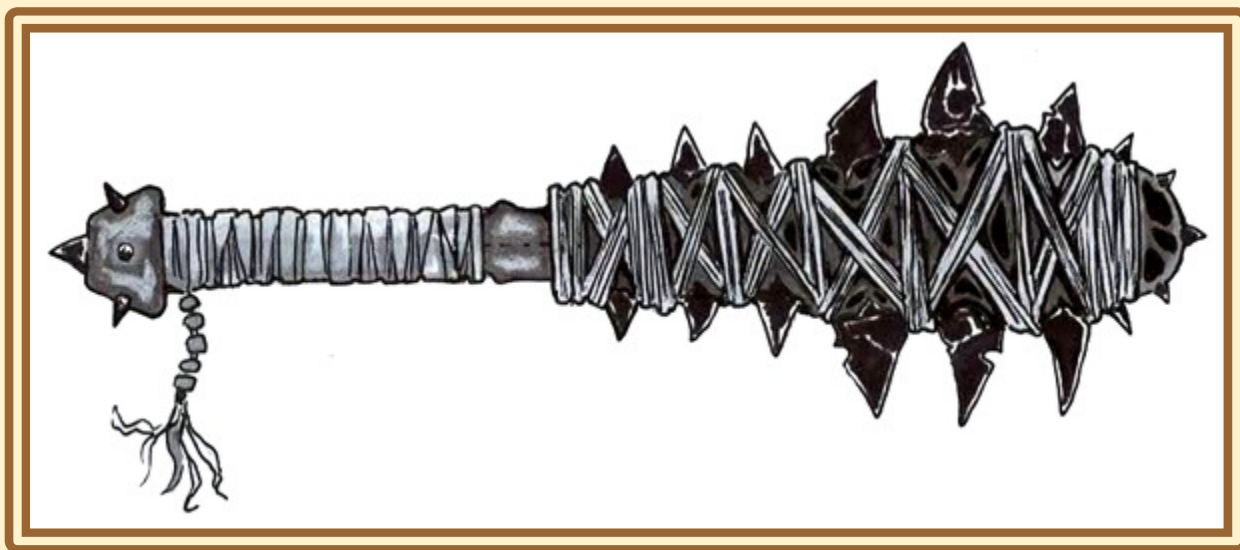
- Increase your Constitution score by 1, to a maximum of 20.
- You gain +3 natural AC.

Way of the Old Fathers

Prerequisites: Wisdom 13 or higher; sasquatch

You have kept the traditions and wisdom of your tribal ancestors close to your heart. You gain the following benefits:

- You gain advantage on *Nature*, *Religion* and *Survival* skill check rolls.



NEW SASQUATCH EQUIPMENT

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

WEAPONS

Janta', Bone: A massive, two-handed blade carved from the bone of a giant beast, such as a wooly mammoth or dragon. You must be large sized and have a Strength score of at least 20 or suffer disadvantage on all attacks made with this weapon.

U'karr, Obsidian: A sizeable oaken club studded with large, jagged shards of razor-sharp obsidian. You must be large sized and have a Strength score of at least 20 or suffer disadvantage on all attacks made with this weapon.

Zuurka', Bone: A sturdy hide gauntlet studded with shards of sharpened obsidian. This changes your *unarmed strike* (or claw/ slam) damage into that of *piercing*.

WEAPONS				
Name	Cost*	Damage	Weight	Properties
<i>Simple Melee Weapons</i>				
Zuurka', Bone	3 gp	---	2 lb.	Light, special
<i>Martial Melee Weapons</i>				
Janta', Bone	150 gp	5d6 slashing	18 lb.	Heavy, two-handed
U'karr, Obsidian	300 gp	3d8 piercing	30 lb.	Heavy, two-handed

*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

Healing Draught: A strong-smelling tea brewed from garlic and herbs. Imbibing this concoction heals 1d12 hit points.

Utility Harness: A sturdy harness crafted from boiled and cured leather. The harness has dozens of buckles, straps, and pouches to carry various tools and weapons.

Vermin Paste: A pungent grey paste brewed from garlic, herbs, and animal fat. Applying a dose on your body repels insects. Monstrous varieties, such as giant spiders, have a disadvantage to their attack rolls if engaged in melee combat with you. The effects of the vermin paste lasts for 2d4 hours. Vermin paste is carried in small clay jars and have 5 doses each.

Water Gourd: A hollowed-out and dried gourd often used to transport drinking water. The water gourd holds 1 gallon of liquid.

ADVENTURING GEAR

Item	Cost*	Weight
Healing Draught	20 gp	½ lb.
Utility Harness	5 sp	8 lb.
Vermin Paste	20 gp	2 lb.
Water Gourd	1 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.

Squatch' Pack (20 gp). Includes a utility harness, 2 hunting traps, a basket, 3 sacks, 8 days rations, and a water gourd.

Nature Warden's Pack (25 gp). Includes a utility harness, a jar of vermin paste, a sprig of mistletoe, a healer's kit, 4 days rations, and a water gourd.



Website

www.bluegoblingames.com

Credits

Concept & Design: Blue Goblin Games

Editing & Layout: Katt Pauze

Cover Illustrator: A.R. Frayre

Interior Art: A.R. Frayre

Contact Us

Email: BGGBooks1@gmail.com



Legal

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and 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.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2020 by Blue Goblin Games and published under the Community Content Agreement for Dungeon Masters Guild. Not for resale.

Permission granted to print or photocopy this document for personal use only.

