

DMDAVE'S PATRON CHRISTMAS RACES



erry belated Christmas, folks! As promised, I've whipped up some nifty new races for you to play in your Fifth Edition campaigns per your requests. The requests that I got were: Qunari, Pandafolk, and Tarrasqueborn. These were a hoot to make, too! So please

enjoy. As always, for more madness, be sure to pop in to www.DMDave.com.

PLAYTEST CONTENT

The material here is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by final game design and editing. They aren't officially part of the game.

QUNARI

The Qunari (literally, "People of the Qun") is the umbrella term most commonly used to describe the white-haired metallic-skinned race of large humanoids and their society that governs the islands of Par Vollen and Seheron, as well as the settlement of Kont-Aar in northern Rivain, and Qundalon in the Anderfels.

Members of any race who adhere to the teachings of the Qun can become "Qunari", but those other than the original giant race, that is humans, elves, and dwarves, are called Viddathari within the Qun. Humans of Rivain and elven slaves of Tevinter are especially susceptible to conversion, although it is not unknown for members of other groups to embrace the Qun.

Members of the Qunari race are rarely seen outside of their lands with the exception of Rivain. During the Dragon Age, a fleet of Qunari ships sank in the Waking Sea between Ferelden and Free Marches, which resulted in Qunari presence in both of these lands. Tal-Vashoth are much more present in non-Qunari lands, most commonly as elite mercenaries, such as the Kadan-Fe in Ferelden.

QUNARI TRAITS

Your qunari character has a variety of natural abilities.

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

Age. Qunari mature at the same rate as humans, but live slightly longer lives. They are considered young until they reach the age of 30. On average, they live for 200 years.

Alignment. Qunari live by the Qun, the Qunari religion, which governs each part of their society. As such, Qunari are nearly always lawful in alignment. They do not tend strongly towards good or evil, although others outside of their caste may see their rigid ways as evil.

Size. Qunari are much taller than humans, standing between 7 and 8 feet in height. They average around 250 to 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Quick Learner. You can add your proficiency bonus to any ability check you make that doesn't already include your proficiency bonus. You can't use this feature again until you finish a short or long rest.

Qunari Durability. You have advantage on Constitution saving throws against nonmagical effects.

Qun Proficiencies. You gain proficiency with an artisan's tool of your choice or with a martial weapon of your choice.

Languages. You can speak, read, and write Common and Qunari.

SHUNGMO

Shungmo are pandafolk, friendly humanoids that live in the forests surrounding Rokugan. Wise and amiable, shungmo enjoy most things in life, especially eating, drinking, and sleeping. However, an angered shungmo is a fearsome sight.

SHUNGMO TRAITS

Your shungmo character has certain characteristics in common with all other shungmo.

Ability Score Increase. Your Wisdom score increases by 1.

Age. Shungmo mature at the same rate humans do. They are considered adults when they reach 15 years of age and can live until they are just over 75 years of age.

Alignment. Most shungmo are good-natured, even the red shungmo who tend to be a bit more chaotic than their giant brethren.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Bear 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.

Languages. You can speak, read, and write Common and Rokugan.

Subrace. Two main subraces of shungmo populate the worlds of D&D: giant shungmo and red shungmo. Choose one of these subraces.

GIANT SHUNGMO

Giant shungmo are the largest of the shungmo subraces, sturdier and stronger than red shungmo. They are also much more pleasant, although many of the Rokugan races consider them lazy.

Ability Score Increase. Your Strength score increases by 2.

Size. Giant shungmo stand between 5 to 6 feet tall and can weigh between 150 to 225 pounds. Your size is Medium.

Burst of Strength. When you make a Strength ability check or saving throw, you can roll a d6 and add the number rolled to the check or saving throw. After you use this trait, you can't use it again until you finish a short or long rest.

Natural Athlete. You have proficiency in the Athletics skill.

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

RED SHUNGMO

Often mistaken for raccoonfolk, red shungmo are smaller, faster shungmo. They tend towards roguish lifestyles and are often found scheming or pulling pranks.

Ability Score Increase. Your Dexterity score increases by 2.

Size. Red shungmo are smaller than giant shungmo. They stand between 2 to 3 feet tall and weigh between 60 to 90 pounds. Your size is Small.

Fleet of Foot. Your base walking speed increases to 35 feet.

Natural Acrobat. You have proficiency in the Acrobatics skill.

Deftness. You can take the Dodge action as a bonus action. You can't use this feature again until you finish a short or long rest.

TARRASQUEBORN

Born of tarrasques, as the name proclaims, tarrasqueborn lumber through a world that greets them with confusion and fear. Shaped by cruel gods with a wicked sense of humor, none are quite sure where or how tarrasqueborn were willed into existence. And just the idea of a tarrasque procreating with a humanoid is just too grisly to consider.

Tarrasqueborn look very much like tarrasques standing erect in humanoid form, although their heads are considerably larger than other humanoids, often comically so. They are tall and strongly built but often lumber like beasts and have large, spike-covered shells on their back.

Though all tarrasqueborn strive to be self-sufficient, they recognize that help is sometimes needed mostly because of their large, cumbersome heads and inability to judge their meals before swallowing. They choke on food a lot. Like, a lot.

TARRASQUEBORN TRAITS

Ability Score Increase. Your Strength score increases by 2, your Constitution score increases by 2, and your Intelligence score is reduced by 2.

Age. Tarrasqueborn grow quickly. We think. And since it's unknown how they're even, uh... created, it's any one's guess what they look like when they're young. Plus, being so rare, there's no telling how long tarrasque born live for; some believe they might even be immortal. Poor devils.

Alignment. Tarrasqueborn are often bestial, therefore chaotic. However, they don't really side one way or the other between the spectrums of good and evil. They kinda just like breaking things, yelling, and eating stuff.

Size. Tarrasqueborn are taller and heavier than humans, standing upwards to 8 feet tall and weighing nearly 300 pounds (most of which is in its head). Your size is Medium.

Speed. Your base walking speed is 30 feet.

Bite. Your large jaws make for a natural weapon, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Partially Swallow. After you make a bite attack against a Medium or smaller creature, you can immediately use your bonus action to attempt to swallow the same creature. Make a bite attack. If the attack hits, it deals its normal damage, and the target is grappled by you. While grappled, the target is blinded or restrained (your choice) plus you are suffocating and can't make a bite attack against another creature until the grapple ends.

Reflective Carapace. The large shell on your back can protect you from magic. If you are targeted by a magic missile spell, a line spell, or a spell that requires a ranged attack roll while you are taking the Dodge action, roll a d6. On a 1-3 you are affected as normal. On a 4-5 you are unaffected. And on a 6, you are unaffected, and the effect is reflected back at the caster as though it originated from you, turning the caster into the target.

Languages. You can speak, read, and write (poorly on all accounts) Common and Draconic.

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