



NEUSHOORN

Neushoorn are rhinoceros humanoids native to the savannas of Boscos in Odonburg. They are peaceful creatures who respect all life. Although they do not consider themselves citizens of Odonburg, the neushoorn cooperate with the Dinzers who rule the lands, serving on multiple counsels throughout the nation.

Neushoorn Names. Neushoorn names are similar to those of the Dinzers whom they share Boscos with. All neushoorn names are gender neutral. Common neushoorn names include Arrekay, Hulleus, Noen, and Uvys.

NEUSHOORN CHARACTERS

At your GM's discretion, you can play as a neushoorn character. Neushoorn often travel from their homelands to explore greater Omeria and learn of its varied peoples and cultures. Neushoorn make excellent fighters, barbarians, paladins, and clerics. Their connection to nature also lends itself well to ranger and druidic pursuits.

NEUSHOORN TRAITS

Your neushoorn character has the following racial traits.

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

Age. Neushoorn mature at the same rate humans do, reaching adulthood in their late teens, and live up to 80 years.

Alignment. Neushoorn are generally thoughtful, peaceful creatures. They also feel a strong urge to follow societal standards—even when those standards aren't their own. They are usually lawful good.

Speed. Your base walking speed is 30 feet.

Size. Fully-grown neushoorn stand 7 to 8 feet tall and can weigh as much as 300 to 400 pounds. Your size is Medium.

Horn. The horn on your nose is 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.

Charge. Immediately after you use the Dash action on your turn and move at least 20 feet, you can make one melee attack with your horn as a bonus action.

Natural Armor. You have a thick hide. When you aren't wearing armor, your AC is 11 (you do not add or subtract your Dexterity modifier). You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

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

Innate Spellcasting. You know the *spare the dying* cantrip. When you reach 3rd level, you can cast the *detect evil and good* 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 *bleed* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting modifier for these spells.

Languages. You can speak, read, and write Common and Neushoorni, the language of the neushoorn.

NEUSHOORN (RHINOFOLK)

Medium humanoid (neushoorn), lawful good

Armor Class 11 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	15 (+2)	10 (+0)	12 (+1)	10 (+0)

Senses passive Perception 11

Languages Common, Neushoorni

Challenge 1 (200 XP)

Charge. If the neushoorn moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Innate Spellcasting. The neushoorn's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *spare the dying*

1/day: *bleed*, *detect evil and good*

Actions

Multiattack. The neushoorn makes two attacks with its quarterstaff.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Quarterstaff. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage when wielded with two hands.