

DOHWAR

The dohwar look all the world like pudgy, waddling penguins in garish clothing. Their flipper-like wings are prehensile and capable of manipulating objects. Their beaks have small, serrated fangs which are far more useful in holding onto slippery fish than they are for attacking. Although native to the arctic seaside, dohwar can be found anywhere, even in the hottest and driest of places, as they use magic to keep themselves cool and comfortable. In places where they worry that their appearance might cause them grief, they wear heavy hooded cloaks.

Amongst their own kind, dohwar are helpful, friendly, and supportive. Amongst others, though, they are paranoid and convinced that the world is out to get them. They cover their insecurities with a thick veneer of either persistently annoying obnoxiousness or obsequious meekness. (In reality, the

DOHWAR MERCHANT

Small humanoid (dohwar), neutral

Armor Class 10 (natural armor)

Hit Points 13 (3d6+3)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Insight +2

Damage Resistances cold

Senses passive Perception 10

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 1/8 (25 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 6 (2d6-1) piercing damage.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 10). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

ACTIONS

Peck. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.



bulk of the world either doesn't even care that they exist or wish that they didn't. Except for those that find the dohwar easy and tasty prey.)

Dohwar are omnivores, preferring fish and sea vegetables but able and willing to eat anything. Alcohol doesn't affect them at all (a fact that they use to their advantage, as they are fully capable of feigning drunkenness), but sweets are *highly* intoxicating.

Gold-Blooded. The dohwar are merchants, one and all. In their mind, they're the greatest merchants in all the Planes. They refuse to join humanoid merchant guilds, seeing them as the Competition. They will gladly sell anything, no matter how bizarre, and typically have a wide variety of things available. If they don't have it, they can get it. If they *do* have it, they will do anything to sell it.

Their entire society—which they call a Cartel—is structured around a business model and wealth is *everything* to them. They value it more than their own lives.

Most dohwar are “merchants”—the lowest rung in their society. At the top of the ladder is the President and below him or her are a variety of middle managers, some of which have been elevated to the position of the President's circle of advisors and given the lofty title of Executive Board Member.

House Industries. Even family life is centered around the business model concept. Dohwar mate for life in partnerships called Mergers. The eggs they lay annually hatch into young that they call New Wares. All dohwar are telepathic amongst themselves, but those in a Merger are in *constant* telepathic contact, to the point that when they speak to others, they invariably finish each other's sentences.

Let's You And Him Fight. Most dohwar loathe violence—if only because they are so very bad at it. They have plenty of money, however, and are more than happy to fork over as much as it takes to hire top-notch guards and mercenaries. They never stint on the cash and always keep their promises to sell-swords, as long as *they* stick to the bargain as well.

DOHWAR INCANTATIONS/ THAUMATOLOGY DIRECTOR

Small humanoid (dohwar), neutral

Armor Class 13 (natural armor and *mage armor*)

Hit Points 27 (6d6+6)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	15 (+2)	12 (+1)	12 (+1)

Skills Arcana +5, Insight +5

Damage Resistances cold

Senses passive Perception 12

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 1/2 (100 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 6 (2d6-1) piercing damage.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 10). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

Spellcasting. The dohwar's is a 6th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The dohwar has the following wizard spells prepared:

Cantrips (at will): *blade ward, friends, mending, ray of frost*

1st level spells (4 slots): *alarm, mage armor, Tenser's floating disk, unseen servant*

2nd level spells (3 slots): *locate object, knock, suggestion*

3rd level spells (3 slots): *fear, glyph of warding*

ACTIONS

Peck. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

MIDDLE MANAGEMENT

The Holy Requisitions Directors and the Incantations/Thaumatology Directors are the spellcasters among the dohwar. The HR directors will gleefully worship any god of wealth, trade, or greed that they learn about, while the IT directors see it as their purpose to learn all they can about the goods they sell and to use their magic to enhance their quality, or at least the appearance of quality. Both types of middle management are researchers and are always on the lookout for new magic that will make their cartel strong.

DOHWAR HOLY REQUISITIONS DIRECTOR

Small humanoid (dohwar), neutral

Armor Class 10 (natural armor)

Hit Points 27 (6d6+6)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	8 (-1)	12 (+1)	12 (+1)	15 (+2)	12 (+1)

Skills Insight +5, Religion +5

Damage Resistances cold

Senses passive Perception 12

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 1/2 (100 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 6 (2d6-1) piercing damage.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 10). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

Spellcasting. The dohwar's is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks) The dohwar has the following cleric spells prepared:

Cantrips (at will): *guidance, mending, resistance, sacred flame*

1st level spells (4 slots): *bless, purify food and drink, shield of faith*

2nd level spells (3 slots): *augury, locate object, prayer of healing*

3rd level spells (3 slots): *create food and water, tongues*

ACTIONS

Peck. *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage.

VARIANT: EXECUTIVE BOARD MEMBERS

High-powered Holy Requisition and Incantations/Thaumalogist Directors are invited to be on the Executive Board and act as advisors to the President. A Board Members has a challenge rating of 1 (200 XP). It has the same statistics as a HR or IT Director, except that it has 45 (10d6+10) hit points, its spellcasting attribute is 18 (+4), it is a 10th-level spellcaster (spell save DC 14, +6 to hit with spell attacks) and it has the following spells prepared:

Holy Requisitions Board Member

Cantrips (at will): *guidance, mending, resistance, sacred flame*

1st level spells (4 slots): *bless, command, purify food and drink, shield of faith*

2nd level spells (3 slots): *augury, locate object, prayer of healing*

3rd level spells (3 slots): *create food and water, remove curse, tongues*

4th level spells (3 slots): *divination, locate creature*

5th level spells (1 slot): *geas, mass cure wounds*

Incantations/Thaumalogist Board Member

Cantrips (at will): *blade ward, friends, mending, ray of frost*

1st level spells (4 slots): *alarm, mage armor, sleep, Tenser's floating disk*

2nd level spells (3 slots): *locate object, knock, suggestion*

3rd level spells (3 slots): *fear, glyph of warding, sleet storm*

4th level spells (3 slots): *fabricate, Leomund's secret chest*

5th level spells (1 slot): *creation, legend lore*

"ASK NOT WHAT YOU CAN DO FOR
YOUR PROFITS, BUT WHAT YOUR
PROFITS CAN DO FOR YOU."
—89TH RULE OF ACQUISITION



DOHWAR BODYGUARD

Small humanoid (dohwar), neutral

Armor Class 19 (natural armor and full plate)

Hit Points 38 (7d6+14)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

Skills Acrobatics +2, Perception +2

Damage Resistances cold

Senses passive Perception 12

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 1/2 (100 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 9 (2d6+2) piercing damage.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 10). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

ACTIONS

Beak Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6+2) piercing damage or 16 (4d6+2) piercing damage when berserk.

Light Crossbow. *Melee Weapon Attack:* +2 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8) piercing damage.

DOHWAR DEATHSQUEALER

Small humanoid (dohwar), neutral

Armor Class 20 (natural armor and full plate)

Hit Points 44 (8d6+16)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	10 (+0)	12 (+1)	10 (+0)

Skills Acrobatics +4, Perception +3

Damage Resistances cold

Senses passive Perception 13

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 1/2 (100 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 10 (2d6+3) piercing damage.

Calvary. While mounted, the dohwar has advantage on melee attack rolls against any unmounted creature of Medium-size or smaller.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 10). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

ACTIONS

Beak Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) piercing damage, or 17 (4d6+3) piercing damage when berserk.

Lance. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 10 (1d12+3) piercing damage.

PROTECTOR

Some dohwar (those who show little success at trading) become protectors. The bulk of them are Bodyguards—every middle manager has at least one and large groups of dohwar will have several. They are decked out in thick, heavy plate armor and wear razor-sharp swords called *weega* over their beaks. The very best bodyguards become one of the elite Deathsquealers. These lance-wielding cavalry ride vicious, magically engineered winged boars. Squads of Deathsquealers protect the President and the Executive Board, and the mere sight of them strikes terror into the heart of anyone capable of being terrified by a lance-wielding, armored penguin riding on a flying pig.

THE PRESIDENT

At the head of each dohwar colony stands the President, whose position is democratically elected from amongst the most charismatic and financially successful dohwar, following a long campaign full of promises, fresh ideas, and hefty bribes. It's up to the President to open new trade possibilities, develop new sources of salable materials, and engage in relations with other races. He or she remains in office for life or until un-elected by the Board, whichever comes first. It's usually the latter. Being the President is a thankless job.

The President's Merger partner has equal statistics and is called the First Partner.

FLYING BOAR

The dohwar breed flying boars as trackers, guards, beasts of burden, and for their Deathsquealer cavalry, mounts. These beasts look and act exactly like (and use the same stats as) normal **boars**, except that they have a large pair of pigeon-like wings (flying speed 40 ft.) and the following additional traits, which do not alter their challenge rating:

Damage Resistance: cold

Skill: Perception +4.

Senses: passive Perception 13.

Keen Smell. The flying boar has advantage on Wisdom (Perception) checks that rely on smell.

Flying boars both grunt and oink like boars and coo like pigeons. The cooing, which was an unintended side effect of their breeding, annoys their dohwar riders as it cuts down on their intimidation factor. A flying boar's carrying capacity is 400 lbs.



Image taken from https://en.wikipedia.org/wiki/Flying_pig

DOHWAR PRESIDENT

Small humanoid (dohwar), neutral

Armor Class 10

Hit Points 60 (12d6+24)

Speed 20 ft. swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	14 (+2)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Int +2, Wis +4

Skills Arcana +6, Deception +7, Insight +6, Perception +6, Persuasion +7

Damage Resistances cold

Senses passive Perception 16

Languages Dohwar, Common, racial telepathy (1 mile)

Challenge 2 (450 XP)

Berserk. If the dohwar's partner is slain, the dohwar goes berserk. While berserk, the dohwar has 10 temporary hit points, resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons, and its peck attack does 8 (2d6+1) piercing damage.

Innate Spellcasting. The dohwar's spellcasting ability is Charisma (spell save DC 14). The dohwar can cast the following spell, requiring no material components:

3/day: *detect thoughts*

Spellcasting. The dohwar's is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks) The dohwar has the following bard spells prepared:

Cantrips (at will): *blade ward*, *mage hand*, *prestidigitation*, *vicious mockery*

1st level spells (4 slots): *charm person*, *detect magic*, *disguise self*

3rd level spells (3 slots): *blindness/deafness*, *enthrall*, *suggestion*

2nd level spells (3 slots): *hypnotic pattern*, *stinking cloud*, *tongues*

4th level spells (3 slots): *compulsion*, *dimension door*

5th level spells (2 slots): *dominate person*, *teleportation circle*

6th level spells (1 slot): *mass suggestion*, *programmed illusion*

Magic Resistance. The dohwar has advantage on saving throws against spells and other magical effects.

Leader. The dohwar's allies have advantage on melee attack rolls against any hostile creature within 5 feet of the President.

ACTIONS

Peck. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Presidential Decree. The dohwar chooses a friendly creature who can see or hear it. That creature can use its reaction to move up to its speed without provoking opportunity attacks.