

TWM4

THE PENGUINFOLK

A NEW RACE FOR A TRUE
WORLD CAMPAIGN



WEL

THE PENGUINFOLK

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TABLE OF CONTENTS

MAZTICA ALIVE!	1
INTRODUCTION	1
ORIGIN	1
THE CRYSTAL SKULLS	3
BAREEGA	5
MAZTICAN DOHWAR (RACE)	6
NEW CLASSES	7
MARTIAL ARCHETYPE (DEATHSQUEALER)	8
MONASTIC TRADITION (ADAMANTINE CLAW)	8
OTHERWORLDLY PATRON (THE CRYSTAL SKULLS)	9
NEW MONSTER	10
FLYING TAPIR	10

MAZTICA ALIVE!

The Maztica Alive Community is dedicated to bringing the True World into the 5th Edition, and maintaining consistent lore that will grow organically and consistently.

Each product listed below was developed by a community member or members and they consist of core sourcebooks (TWC), novels (TWN), adventures (TWA) and article sized products which focus on a single topic (TWM).

So far, the following can be found on the **Dungeon Masters Guild**.

- TWC1 *The Maztica Campaign Guide*
- TWC2 *Lopango – Land of the Sacred Sun*
- TWC3 *Claw and Sting – The Scorpionfolk of the Maztican Underdark*
- TWC4 *Esmeralda – Island of Revolution and Supernatural Threats*
- TWN1 *Azure Skies*
- TWM1 *Diamond Eyes – A True World Tale of Betrayal*
- TWM2 *Fangs and Feathers – A Book of Spells for the True World*
- TWM3 *The Grand History of the True World*
- TWA1 *The Ruins*
- TWA2 *The Curse of Zarzumotl*
- TWA3 *Blood Offering*

Each of these sourcebooks can be found at:

<http://www.dmsguild.com/product/171534/TWC1-The-Maztica-Campaign-Guide>

INTRODUCTION

TWM4 *The Penguinfolk* is a book about a new, playable race of beings who call themselves the dohwar, but most others refer to as the penguinfolk due to ignorance and the race's appearance. In the 2nd Edition Spelljammer setting, the dohwar were a space bound race of traders who were seen as both comical and non-threatening. Survival in the True World, however, has a way of changing people – even if

those “people” are actually anthropomorphic penguins from another world!

When the dohwar came to Toril, they were beset upon by creatures from both the sea and land – leading to their near extinction. When one of them found a relic of another ancient race, the dohwar found salvation, but possibly at the cost of their souls.

In this book you will find the history of the dohwar in Maztica along with the challenges they currently face. In addition, they are fully intended to be a playable race, with all new character options available.

Hopefully you enjoy what has been done with this race of beings that were at one time considered a bit of a “joke.” Enemies who cross beaks with a deathsquealer fully armed with an adamantite weega certainly no longer think so!



ORIGIN

When the dohwar first came to Toril, they arrived in the eastern ocean Taylola; not terribly far from Tulom-Itzi, but separated from it by water, jungle and the Pelankal Mountains. Though they were unused to the watery environment, their physiology had not lost its evolutionary memory and the penguinfolk were not in any danger from drowning. Their steeds however – creatures today known simply as flying tapir (but once called something else),

could not remain aloft forever and they were terrible swimmers. Luckily a vast green land was within sight, but their swine would have to carry them over the rocky cliffs that stood in the way.

It was not long after they had come ashore that the dohwar were set upon by a flock of winged beasts known as hakuna. The flying tapirs' scent had been picked up by the predators from miles away.

There was a large death toll as the lives of both tapir and dohwar were lost, but the dohwar turned to their brave and foolhardy warriors for salvation. This fighting force, a nearly suicidal bunch known as the deathsquealers, fought with reckless abandon and turned the flock back to their mountain demesnes, at least temporarily.

The dohwar were safe for the time being, but they were in a foreign land with no place for even temporary refuge. They wandered for days and were beset by numerous other predators of the jungle. They encountered small groups of mankind and the diminutive jungle halflings, but both were at the very best distrusting of the strange beings in their hunting grounds.

Eventually the dohwar returned to the coast, if

only to find nourishment for their young and safety for the infirm.

The sea was plentiful with fish and the dohwar regained some of their strength in their first weeks along the coastal cliffs. They found an ancient cave system within the rock that echoed the sounds of the crashing surf. The echoing booms gave their new home the moniker "The Thunder Cliffs," but the more proper name of Bareega was given in honor of the dohwar who first located it.

The caves were extensive, and it would take them many months, if not years, to explore fully. There was room for their beloved and loyal swine, but they could not risk drawing the hakuna to their new home with the tapir's pungent scent. Instead, the penguinfolk built open pens deeper in the jungle and the flying tapir were free to come and go as they pleased. The deathsquealers stood guard close to the pens, prepared for any additional attacks.

The worst threat the dohwar faced in their new home did not come from the mountain nests of the hakuna, nor did it come from the jungle – rather, the dohwar were beset upon by the terrible sea devils known as the sahuagin.

Dohwar who were hunting just beyond the shallows inadvertently drew the sea devil's attention and led them right to their new home. Most of the deathsquealers were stationed deep in the jungle and were not able to return to the cliffs in time. It was likely that Bareega would be sacked that day, with hundreds of penguinfolk becoming nothing more than meat to the cruel sahuagin raiders.

The few warriors that remained in the tunnels gave their lives to allow the young and noncombatant to seek an escape route deep in the unknown tunnels. The sahuagin would eventually overwhelm the defenders, but it would give the



community at least a fighting chance.

Deeper and deeper the dohwar delved, much further than any had gone before, when suddenly a light appeared where none should be. A massive cavern, smooth to the touch and nearly organic in its stone texture opened before the refugees. In the rear of the cavern, sitting in an elaborately carved alcove was the source of the light. Twin crystal skulls shone like beacons to the beleaguered penguinfolk.

As if drawn to the power of the skulls, the dohwar surrounded them in a great arc and basked in the warmth they emanated. A wave of energy passed through the dohwar, spreading quickly into the caverns beyond. As the wave spread outward it sped to the hunting sea devils and brought to them a terrible feeling of sickness and a desire to return to the sea as quickly as possible.

The dohwar stood by the skulls, unaware as of yet to what the skulls had accomplished. Quiet moments passed until a brave female by the name of Aweekina stepped forward. She had only recently lost her young to the predations of the hakuna, and as she placed her hands upon the skulls, they bestowed upon her the knowledge that could save her kind. From that day forward, the dohwar would no longer fear the world around them, but it came with a cost.

THE CRYSTAL SKULLS OF THE BATRACHI

Initially unknown to all but Aweekina, the skulls were in fact remnants from a civilization so ancient, that even the men of Maztica had not heard legends. Only the gods, and perhaps the ancient aarakocra knew that there was an age when the amphibious races ruled much of the world. Maztica was not the center of their power, but this creator race, known as the batrachi, once had a presence here and they had left behind the crystal skulls.

The skulls were sentient and had thousands of years of solitude. The dohwar had awakened in them a longing to find their creators, whatever may remain of them. In return for helping them in this search, the skulls told the Aweekina they would show her means for her people to both

survive and to thrive. The dohwar merchant ways would need to fall away and a new, warlike penguinfolk would need to emerge. Unfortunately, the Crystal Skulls, like some of their batrachi creators, have a cruel streak of their own. Their interests in the dohwar are not the result of charity.

Painfully, the skulls taught the dohwar to file down the cartilage of their fins with sharp edged obsidian and to coat the resulting claws with the metal known as adamantine – the caves were loaded with veins of the valuable metal. Useless appendages became deadly fighting instruments and even the traditional beak swords of the dohwar known as the *weega* were now forged exclusively from the metal.

While the deathsquealers remained strong and kept their traditional fighting styles (bolstered by their new weapons), a new breed of warrior was born that shunned both the traditional *weega* and the tapir of the deathsquealers. The Adamantine Claw became a new elite fighting force, who used only the strength in their bodies, reinforced by pain and an indestructible metal.

There are not many dohwar who are permitted to “speak” to the Skulls (only those who touch the Skulls may communicate with the intelligence that resides within), but those who indicate a desire to can be granted an opportunity by the now immortal Aweekina herself. Oftentimes, these chosen few forge a pact with the Skulls for power and the pact forged gives the dohwar the powers of warlocks – something never before seen among the penguinfolk. This semireligious group has been referred to as a cult and they are often accused of serving only the Skulls, without an actual desire to see the community flourish. The deathsquealers in particular hold no lost love for the dohwar warlocks.

Unbeknownst to even Aweekina, the Crystal Skulls care nothing for the dohwar. At the time being, the training and magic that they provide has undoubtedly saved the dohwar from extinction, but the penguinfolk themselves are slowly rotting from the inside. The Skulls are certain that remnants of the batrachi civilization still exist within the world – perhaps in the True World itself, and they would sacrifice the entire community for even the smallest of discoveries.

THE CRYSTAL SKULLS OF THE BATRACHI

Wondrous item, artifact (requires attunement)

The Crystal Skulls are fused in such a way that both heads face generally in the same direction. Their semi-froglike appearance is said to be either greatly unnerving or highly comforting, depending on the intentions and mood of the dual personalities that reside within.

The personalities themselves are unique, but remain unnamed. Neither is dominant over the other, and they most certainly share a common goal. One is seen as the diplomat of the two, and the rage filled second personality tends to remain quiet, lest an outburst of cruel honesty reveal itself prematurely. The Skulls are capable of communicating with any being telepathically, but this ability remains hidden outside of the dohwar warlocks. There is an entire ceremony for new initiates to communicate with the Skulls for the first time (and forge the resulting warlock pact).

Actual possession of the Crystal Skulls is denied by the intelligence within and it (they) never grants permission to be used or even removed from its chamber as if it were a simple magical item. However, in the face of a major discovery about the batrachi, or an existential threat, it might allow itself to be used by a warlock – perhaps only Aweekina. Its powers are listed below.

Random Properties. The Crystal Skulls of the Batrachi have the following random properties (DMG pg 219-221).

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Nauseating Antipathy. The Crystal Skulls may create an effect similar to antipathy at will which can affect a spherical area with a radius of a mile. They can maintain the effect permanently, but only one type of creature may be affected at a time. In addition, it takes a full ten days to “recharge” this ability should the Skulls decide to change the type of creature that is affected.

The nauseating antipathy, as its name implies, forces all creatures of the designated type within range to suffer from intense queasiness and unless they make a DC 17 saving throw, they are nauseated while in range. Creatures inherently understand the source of the sickness and often choose to leave the maximum range as quickly as possible.

Immortality. The Crystal Skulls may choose to stop the effects of aging on any one creature. This being need not be attuned to the artifact.

Fonts of Ancient Knowledge. The Crystal Skulls have remained undisturbed since the very end of the batrachi empire, yet they are virtual sages in reference to those ancient beings. The Skulls know ancient lore that cannot be found elsewhere. Effectively, the Crystal Skulls have a skill proficiency in Intelligence (History) +15 in regards to the batrachi or their empire.

Part of the knowledge that the Skulls have passed on to the dohwar was in both the location of large deposits of adamantine, and how to work the impossibly hard metal.

Voidmind. When carrying the Crystal Skulls your mind is protected by the perfect crystalline structure of the Skulls. You are immune to psychic damage and enchantment magic.

Warlock Pact. The Crystal Skulls are themselves a new source of pact magic for warlocks as described in *New Classes*.

Skills. The calm, calculating personality within the Skulls has proficiency in Persuasion +12 and the angry personality has Intimidation +12. Whichever approach the Skulls use to accomplish their goals, they typically get their way.

Destroying the Skulls. The Crystal Skulls are virtually indestructible, but other than their ability to project nauseating antipathy and their powerful personalities, they do not have many defenses against those who would seek their destruction.

The only way to permanently destroy the skulls themselves would be to enter (through powerful magic, possibly psionic powers) the crystal lattice realm in where the personalities reside and destroy them. Such a projection would be fraught with danger as the Skulls have additional, unknown powers within their realm.

BAREEGA

Bareega is a collection of caverns and the tunnels that interconnect them. The lower levels are fully flooded with ocean water so habitation only begins at sea level and above. The magic of the skulls keeps the sahuagin away from Bareega, but there are other threats that occasionally arise from the depths. Most recently, a chimeric shark-octopus creature known as a luscan killed close to a dozen dohwar before it was chased off.

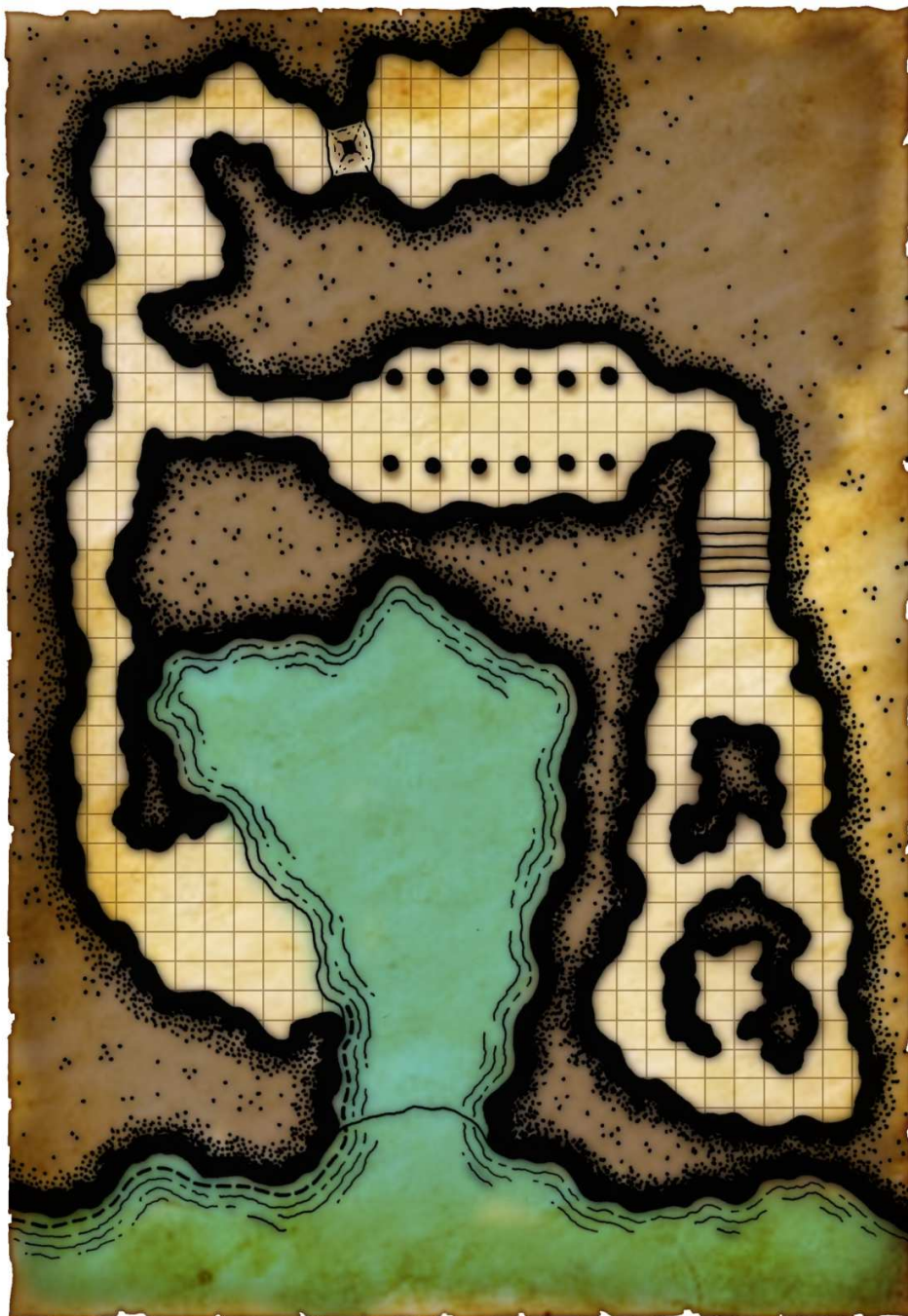
The dohwar do not generally build permanent structures within the caverns themselves, but rather use the natural environment to suit their needs. Their eggs are hidden deep within the caverns, but are still kept a good distance from the Crystal Skulls.

In title, Bareega is actually led by the chieftain Kookree, a male dohwar deathsquealer whose ancestor led the penguinfolk in their battle against the hakuna. Kookree himself is perhaps the most powerful deathsquealer currently living, but he tends to stay with the others of his squadron in the jungles, watching over the flying tapir.

Kookree leaves much of the day to day leadership role to Looleeya, an adamantine claw monk that spends most of her time training new initiates in her ways. The lack of leadership has

finally allowed Aweekina, the seemingly immortal warlock and Keeper of the Skulls, to exert control. Her influence is causing tensions, and the dangerous expeditions she sends the dohwar on are often seen as a terrible waste.

A sample map of some of Bareega's caverns is provided below.



MAZTICAN DOHWAR

If it was capable of laughter, the sea devil would certainly have done so. The bird-man who stood before him could not have been more than four feet tall and it appeared to be defenseless as it waddled in his direction. The sahuagin thought, and may have actually said the word “meat” out loud.

The dohwar adamantine claw was used to being underestimated and it gave him a distinct advantage when it came to larger beings; always did they fail to see death coming for them! Having honed his fins down to sharp edges and enduring the terrible pain of an adamantine sheen, the dohwar’s impossibly sharp claws were ready.

The sahuagin thrust its obsidian tipped trident at the dohwar in an attack that would have certainly impaled a less agile creature. As it was, a single tine clipped the dohwar’s torso and a fresh line of blood mixed with its smooth feathers. The sea devil overextended itself in the attack however, and in the blink of an eye, the dohwar slashed at the sahuagin’s throat. Rancid, fish-like blood poured from the wound as the sea devil gurgled. The dohwar walked on, not even taking time to watch the creature die as he searched for new adversaries.

Maztican dohwar are barely recognizable as the annoying race of merchants that they might once have been. Constantly under siege in a hostile world, they have become shockingly efficient survivors.

DECEPTIVE FEROCITY

Beyond the strength they have been given through their contact with the Crystal Skulls, the fact that almost all of their enemies underestimate the penguinfolk is what gives them such a great advantage in battle.

Enemies find it difficult to understand how

anthropomorphic penguins flying on winged tapirs could be such a deadly threat usually until it is too late. Almost all penguinfolk are taught to fight from a young age. The most aggressive typically choose to become death squealers, the most agile become adamantine claws and the charismatic or introspective are indoctrinated into the secretive society of warlocks. Few other brands of warrior exist, but in most cases, this deadly trio is enough.

FAITH IN LITTLE

When the dohwar first came to Maztica, they were not known for their piety, and it was not long after their arrival that the whole of Maztica was transported to the godless world of Abeir. Needless to say, the penguinfolk still

have faith in very little. It is likely this void that has allowed the Crystal Skulls of the Batrachi to gain such a foothold on their society. The warlocks in particular believe the Skulls to be at least semi-divine, a trait that is encouraged by the manipulative artifact.

Now that Maztica is back on Toril, and the gods have come back, perhaps the dohwar will soon find a true faith, but until such time, penguinfolk clerics are quite rare.



Adamantine Weapon

Adamantine armor was covered in the DMG, but there is an obvious omission in the case of adamantine weapons.

In this product, weapons which are forged of adamantine (including both the weega of the death squealers and the claws of the adamantine claw) allow the attacker to threaten a critical hit on a roll of 19-20.

If this does not suit the DM’s vision of an adamantine property, it is recommended that the name simply be changed to one that is unique. All references (including the adamantine claw) would then need to follow the newly named material.



PENGUINFOLK NAMES

For all that the penguinfolk have changed from their space bound origins, their naming conventions have remained since their arrival. Penguinfolk do not have clan or family names, and each name is typically intended to be unique (though coincidence often dictates otherwise). When a name is chosen for a chick, the sound made by a long and high pitched “ee” is the norm. Female names resemble those of males with the addition or replacement of an “a” at their conclusion.

Names. Adeek (Adeeka), Bakeeree (Bakeera), Biteekie (Biteeka), Eekalee (Eekela), Jikee (Jika), Muteekie (Muteeka), Rakeet (Rakeeta), Riteek (Riteeka), Tookreet (Tookreeta), Vahteek (Vahteeka).

PENGUINFOLK TRAITS

Your dohwar character has a number of inborn traits that are common to all members of the race.

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

Age. Penguinfolk mature early (reaching adulthood at 14) but you tend to live only until the age of 50, with rare elders reaching 75.

Alignment. Penguinfolk run the full gamut of alignments without any special preference for one over the other. However, as a deathsquealer, you tend to be chaotic, as adamantine claws, you tend to be both lawful and neutral and as a warlock, you are generally either chaotic neutral or chaotic evil.

Size. Penguinfolk adults typically range from 4 to 5 feet tall and average about 150 lb. Your size is Medium.

Speed. Your walking speed is 25 ft and your swim speed is 40 ft.

Flippers. As a dohwar, you have very clumsy hands and cannot wield normal weapons without suffering disadvantage on attacks. Only adamantine claws (the monastic tradition) overcomes this racial disability.

Exotic Metabolism. You are incapable of becoming intoxicated and have an inborn resistance to all poisons.

Weega Training. You are proficient in the use of a weega which no other race is known to be capable of using. They are specifically designed for the dohwar body shape.



Weega

The weega is the weapon most often used by dohwar which compensates for their lack of ability in wielding weapons such as swords or macuahuitl.

The weega has some similarities to a sword, but there is no handle. Instead, tight leather straps are woven through the base of a blade. The straps are secured around the face and beak of a dohwar, and the wielder can either jab or slash with a variety of quick neck motions.

A weega has no value to other races and can only be used by dohwar. It can be used as either a slashing or piercing weapon and in either case does 1d8 damage. Most weega forged in Bareega are adamantine and threaten a critical hit on a roll of 19-20.



NEW CLASSES

Maztican dohwar almost universally belong to one of the three paths below, though there are known to be occasional rogues (a holdover from their space bound culture), barbarians, bards and rarely clerics. Wizardry is all but unknown and

sorcerers are actively oppressed by the warlocks. In fact, should a dohwar be found outside of Bareega's influence, it is often an exile that has manifested such powers.

The deathsquealer is a martial archetype, the adamantine claw is a monastic tradition and the Crystal Skulls are used as an otherworldly patron for warlocks.

DEATHSQUEALER

The deathsquealer is a near suicidal fighter who cares little for the chaos they cause on the battlefield or the loss of their own lives. This tradition is the longest known for the dohwar and while they were once considered "insane" by their peers, the deathsquealer has become an honored warrior class in the True World.

MOUNT

At 3rd level, you are given a flying tapir as your mount and greatest companion. You and the beast become bonded in a ritual that takes a full 8 hours.

You add your proficiency bonus to the tapir's AC, attack rolls, damage rolls and four times that amount to its hit points.

The flying tapir cannot speak, but it understands both verbal commands and subtle movements of your body. While you are in physical contact with the tapir (riding the tapir, for example), silence does not affect your ability to control its movements.

You can use a bonus action to command it to take the Attack, Dash, Disengage, Dodge, or Help action.

Should your flying tapir be killed, you must repeat the ritual to bond with another.

RECKLESS ATTACK

Starting at 7th level, you can throw aside all concern for defense to attack with fierce desperation as the barbarian ability of the same name. When you make your first attack on your turn, you can decide to attack recklessly. Doing so gives you advantage on melee weapon attack rolls using Strength during this turn, but attack rolls against you have advantage until your next turn.

FEATHER FALL

At 10th level, you instinctively learn to use your body to slow falls so that they no longer cause damage. This ability works regardless of your condition.

EXTENDED STRIKE

At 15th level, despite your stature, while riding your tapir, your reach increases to 10 ft while attacking with a weega. Your weapon also gains the ability to overcome resistance to slashing or piercing damage.

PEERLESS DEFENDER

At 18th level, if you are fighting in defense of noncombatant dohwar, you are extraordinarily difficult to put down. If you drop to 0 hit points, you may make a DC 10 Constitution saving throw to drop to 1 hp instead and continue the fight. Once the threat is defeated, you instantly drop to 0 hp if you had to use this ability.

ADAMANTINE CLAW

The Crystal Skulls of the Batrachi have a vested interest in the penguinfolk and despite their selfish purposes, they have done remarkably well. One of their first actions was to impart knowledge of an ancient monastic tradition that harkens back to the time of the batrachi themselves. Painfully, the dohwar are instructed to file down their flippers until only sharpened bone remains, and these newly created "claws" are then coated in liquid adamantine. After years of training, the adamantine claw becomes a fearsome attacker whose appearance belies incredible agility and martial prowess.

MARTIAL ARTS/PHANTOM ATTACK

All dohwar monks who undergo the painful and transformative process of bonding adamantine to their bone can use their claws as a monk weapon. The adamantine property of scoring a critical hit on a 19-20, does not apply, however, unless the monk is an adamantine claw of 3rd level or higher. Using such a weapon is simply too specialized for those who are not specifically trained in its use.

Using 1 ki point, you may also slash with your claws and cause damage from a maximum range

of 30 ft at 3rd level. This attack works exactly as if the target had been standing within 5 ft of the adamantine claw, but the wounds simply appear on the target on a successful attack.

PAIN IMMUNITY

The pain that is first inflicted by applying adamantine to the body certainly lessens after the initial process, but it never disappears fully. As a result, by 6th level, the adamantine claw becomes immune to any negative effects caused by pain.

STAGGERING ATTACK

At 11th level, you can use 3 ki points as a bonus action to infuse your claws with the same effects as a *staggering smite* spell. For the next minute, your claws are charged with this ability and if you successfully strike an opponent you deal an additional 4d6 psychic damage. In addition, the target must make a Wisdom saving throw equal to 8 + your proficiency bonus + your Wisdom modifier. On a failed save, it has disadvantage on attack rolls and ability checks, and can't take reactions until the end of its next turn.

ADAMANTINE BODY

At 17th level, the adamantine in your claws infuses your whole body and you gain the immunity normally afforded by adamantine armor. Any critical hit which strikes you becomes a normal hit.

THE CRYSTAL SKULLS

Your patron is an intelligent, ancient artifact that holds vast knowledge of a civilization long lost to time and catastrophe. Your patron has undoubtedly selfish motivations, but the power that it affords you is more than worth it.

EXPANDED SPELL LIST

The Crystal Skulls let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

CRYSTAL SKULLS EXPANDED SPELLS

Spell Level

Spells

1 st	<i>Disguise self, false life</i>
2 nd	<i>Darkvision, levitate</i>
3 rd	<i>Stinking cloud, water breathing</i>
4 th	<i>Confusion, control water</i>
5 th	<i>Dominate person, telekinesis</i>

PSYCHIC SICKNESS

Starting at 1st level, the Crystal Skulls imbue you with some of their ability to cause others to become sick in your presence.

As an action, you can cause each creature in a 10-foot cube originating from you to make a Wisdom saving throw against your warlock spell save DC. The creatures that fail their saving throws are all nauseated by you until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

EXTRADIMENSIONAL SANCTUARY

At 6th level, you may use an action to create a door to the extradimensional realm where the consciousnesses (both of them) of the Crystal Skulls reside. The realm is crystalline and beautiful, but you can only remain within it for a maximum of an hour without suffering damage. At the start of every additional ten minutes you remain in the sanctuary, you take 2d8 psychic damage that bypasses the resistance granted by this class at 10th level. You may take as many as 8 additional Medium sized creatures with you, but they begin taking the psychic damage after 30 minutes (also in ten minute intervals). The Crystal Skulls are not welcoming to others in their demesne.

You may use this ability once between short and long rests.

PSYCHIC RESISTANCE

At 10th level, the crystalline lattice of the Skulls protects your mind from psychic damage. You gain advantage on all saving throws against attacks that cause psychic damage and only take half the damage you normally would.

CRYSTAL BANISHMENT

Starting At 14th level, you may force others to enter the crystalline extradimensional realm.

As an action, you choose a creature that you can see within 60 feet of you. It must make a

Wisdom saving throw against your warlock spell save DC. On a failed save, it is sent to this realm for 1 minute or until your concentration is broken. The creature also takes 6d8 psychic damage as the intelligences of the Skulls attack the creature's mind.

At the end of the minute, the creature returns to its original position.

You may use this ability once between short and long rests.

NEW MONSTER

The flying tapir is a new monster closely involved with the penguinfolk.

FLYING TAPIR

The flying tapir is an important part of penguinfolk culture and when penguinfolk are met outside of Bareega, they generally can be found riding one of these creatures.

Evolved Swine. The flying tapir was once a creature known as “space swine” when the dohwar were a spacefaring race of merchants. Though they are not entirely identical in appearance, in the True World the tapir is closest in resemblance to these creatures and they have adopted the local name. Interestingly, after nearly two centuries of selective breeding, the flying tapir snouts are beginning to elongate, and their appearance is beginning to fall more in line with their namesake.

Of course, the tapir’s wings are completely unique to these swine, and they are powerful enough to carry most riders of medium size.

Bonded Mount. The deathsquealers have formed what might be considered an

entire subculture within the dohwar. They are insane risk takers to the point of being considered almost suicidal in their reckless attacks, but the one thing they are cautious about is protecting their mounts. A deathsquealer whose mount is killed will mourn the loss of their companion more than the closest of family members.

The deathsquealers are not the only penguinfolk who use flying tapirs as mounts, but only they share a mystical bond with the creature.

FLYING TAPIR

Medium beast, unaligned

Armor Class 12 (natural armor)

Hit Points

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	4 (-3)	10 (+0)	7 (-2)

Senses passive Perception 10

Languages -

Challenge 2 (450 XP)

Charge. If the flying tapir moves at least 20 feet straight toward target and then hits with its tusks on the same turn, the target creature takes an extra 7 (2d6) slashing damage. If the target is a creature, it must make a DC 13 Strength saving throw or be knocked prone.

Flyby. The flying tapir doesn't provoke attacks of opportunity when it flies out of an enemy's reach.

Relentless (Recharges After A Short Or Long Rest). If the flying tapir takes 10 damage or less that would reduce it to 0 hit points, it is reduced to 1 hp instead.

ACTIONS

Tusk. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.