

Dohwar

Dohwar are small fey that move and look like penguins.

Their society is overwhelmingly trade focused. Dohwar tend to prioritize a trade to their benefit over fair practices if necessary.

Dohwar typically prefer to communicate via telepathy and can include a willing third party into their conversations.

When Dohwar operate in groups, they are called a „cartel“.

Dohwar often not only engage in the trade of goods, but information as well.



Dohwar Wizard

Psyionic Spellcasting

On 3rd Level you gain the ability to cast the *Detect Thought* spell without component requirements.

Creature Type: Fey

Size: Small (2 - 3 feet tall)

Speed: 20 feet

Life Span: 40 - 50 years on average

Additional racial trait: You have Darkvision with a range of 60 feet.

Languages: You can read, speak and write Common, Dohwar and a language of your choice.

Ability Score Increase: You gain an increase of +2 and +1 in two Ability Scores of your choice.

Telepathy

The Dohwar can communicate via telepathy with a range of 30 ft. As an individual that traveled the worlds in search for business opportunities, you learned to expand your ability to drop the need of a second Dohwar to communicate with another species that doesn't know telepathy.

Slippery Feet

As a Dohwar, your body and mind are used to icy cold weather. You do not suffer movement reduction on otherwise difficult ice or snow terrain.

Trading comes natural

Being a natural born merchant, whenever you engage in a sort of trade, you gain *Advantage* on *Deception & Persuasion* checks. You have *Advantage* on *Insight* checks.

Fey Ancestry

You have *Advantage* on *Saving Throws* you make to avoid or end the *charmed* condition on yourself.