

WALROCK HOMEBREW

PATREON:
RACES OF
YULETIDE



FIFTH EDITION

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RACES OF YULETIDE

CHARACTER RACE OPTIONS

When winter unfurls its billowing cloak of snow across the land, a silence settles in. This quiet season can be deadly, but the dangers of winter only serve to bring most creatures closer to one another, huddled together for warmth and companionship as they await the return of the light.

In Faerûn, Midwinter (or Deadwinter Day) is observed in a myriad of different ways, ranging from ice dancing festivals to the ritualized casting aside of weaponry. The church of the Silver Flame in Eberron celebrates Rebirth Eve, a holiday involving an all-night vigil and a day of festivity afterwards. And those in Krynne celebrate Yule, a time to gather around the fire and visit relatives, before the coming of heavy snows.

Included here are several race options that have strong thematic ties to the season of Yule, and the mid-winter holidays.

AWAKENED TOY

Imbued with magical life by spellcasters, fey, or the mysterious nature of Yuletide itself, awakened toys are self-aware creations constructed of wood, cloth, fluff, and other such materials. Awakened toys are typically possessed of an innate desire to spread cheer however they can, but can rarely become villainous if denied joy or companionship themselves.

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

Age. As a construct, you do not age in a traditional sense and can not die of old age.

Alignment. Most awakened toys believe strongly in spreading compassion and positive feelings, and thus are usually good.

Size. You are nearly half a foot tall. You are size Tiny.

Speed. Your base walking speed is 25 feet.

Languages. You can speak, read, and write Common and one other language of your choice.

Petite. You have disadvantage on Strength checks to break, push, pull, or lift objects or creatures that are Medium or larger in size.

Living Construct. Imbued with magical life, you are both a construct and a living creature. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Additionally, you have two creature types: humanoid and construct. You can be affected by a spell or ability if it works on either of your creature types.

Flammable. Whenever you take fire damage, take an additional amount of fire damage equal to 6 – your Constitution modifier. This damage can not be resisted or ignored in any way.

Self Service. You are proficient with both tinker's tools and weaver's tools.

Toy Crafter. During a long rest, you can use the Crafting downtime activity (*PHB* page 187), treating the long rest as if it was an entire day spent crafting. Using this trait, you can only make Tiny-sized items, weapons, or armor suited for your own use. Any such item you make has 1/4 of its normal weight and 1/2 the materials cost. If you have spent an entire day crafting, you cannot use this trait during a subsequent long rest.

Imbue Essence. At 5th level, after you finish a long rest, you can imbue your living essence into either one set of armor you are wearing, or one weapon on your person. If you imbue your armor, increase its AC by +1. If you imbue a weapon, that weapon has a +1 bonus to attack and damage rolls.

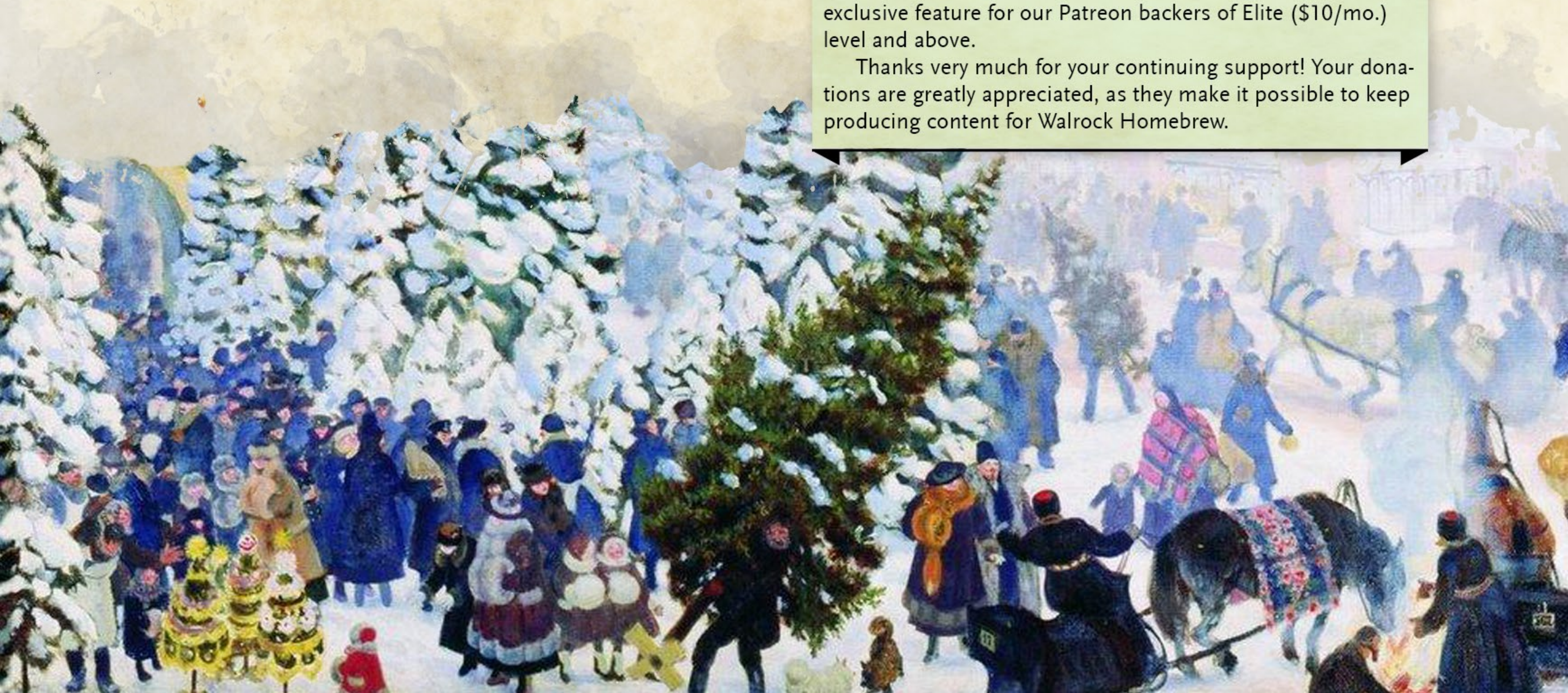
This bonus lasts until you take a long rest, and is not cumulative with the *magic weapon* spell, the benefits conferred by magical weapons or armor, or similar.

At 11th level, this bonus becomes +2. At 17th level, the bonus is +3.

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BAKELING

Created by fey, witches, or occasionally well-meaning yet magically ignorant humanoids, a bakeling is a living cookie creature made of gingerbread, sugar cookie, or a similar substance. Bakelings are primarily interested in their personal freedom and survival, but can make excellent spies and infiltrators due to their tiny stature.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. As a construct, you do not age in a traditional sense and can not die of old age.

Alignment. Leaning strongly towards being chaotic neutral, bakelings value their individual freedom highly, though are willing to cooperate with others if it ensures their survival or meets their goals.

Size. You are nearly half a foot tall. You are size Tiny. Speed. You are notably quick. Your base walking speed is 35 feet.

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

Petite. You have disadvantage on Strength checks to break, push, pull, or lift objects or creatures that are Medium or larger in size.

Living Construct. Though crafted of dough, a living soul burns within you. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Additionally, you have two creature types: humanoid and construct. You can be affected by a spell or ability if it works on either of your creature types.

Hard-Baked. Due to the hot oven fires of your creation, you have resistance to fire damage.

Shape Dough. Over an hour, which can be part of a short or long rest, you can make a Tiny cookie facsimile of a non-magical item you can see within 5 feet of you, using your natural magic to conjure cookie dough and bake it into a cookie. This cookie has all the properties of item it resembles, and can be a weapon, a set of armor, or any other such item that a Medium sized creature could use by itself. This cookie is as durable and weighs as much as the item it resembles, and is sized for your use.

You can also use this trait to make a facsimile of a non-sentient magic item, though doing so destroys the magic item and confers all of its abilities onto the facsimile you create.

This trait can also make cookie facsimiles of consumable items, such as alchemist's fire, a flask of oil, or a *potion of healing*, though you can only have a number of these consumable facsimiles equal to half your total character level (rounded up) at any one time.

You cannot create a cookie facsimile of another facsimile in your possession.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Edible. Whenever a creature hits you with a Bite attack or similar and deals damage, that creature gains 5 temporary hit points.

Water Soluble. Whenever you end your turn partially or fully immersed in liquid, you take 1d4 bludgeoning damage that cannot be resisted or ignored in any way.

Unobtrusive. You have proficiency in Stealth.

ELF SUBRACE

The following subrace is available for elves, in addition to those offered in the *Player's Handbook*.

YULE ELF

These elves are the ancestors of refugees from the wild hunt, a shared group of elves and gnomes that found a safe haven in the world's coldest lands. Over time, they have honed their ability to detect the insidious approach of the wild hunt, in addition to becoming incredibly skilled artisans. Industrious to a fault, these diminutive elves are adept at making what they need to survive, and creating things to earn them the goodwill and joy of any others they encounter.

A yule elf character gains the traits listed here, in addition to those provided by the elf race in the *Player's Handbook*. The Size and Speed traits of this subrace replace those given by the elf race.

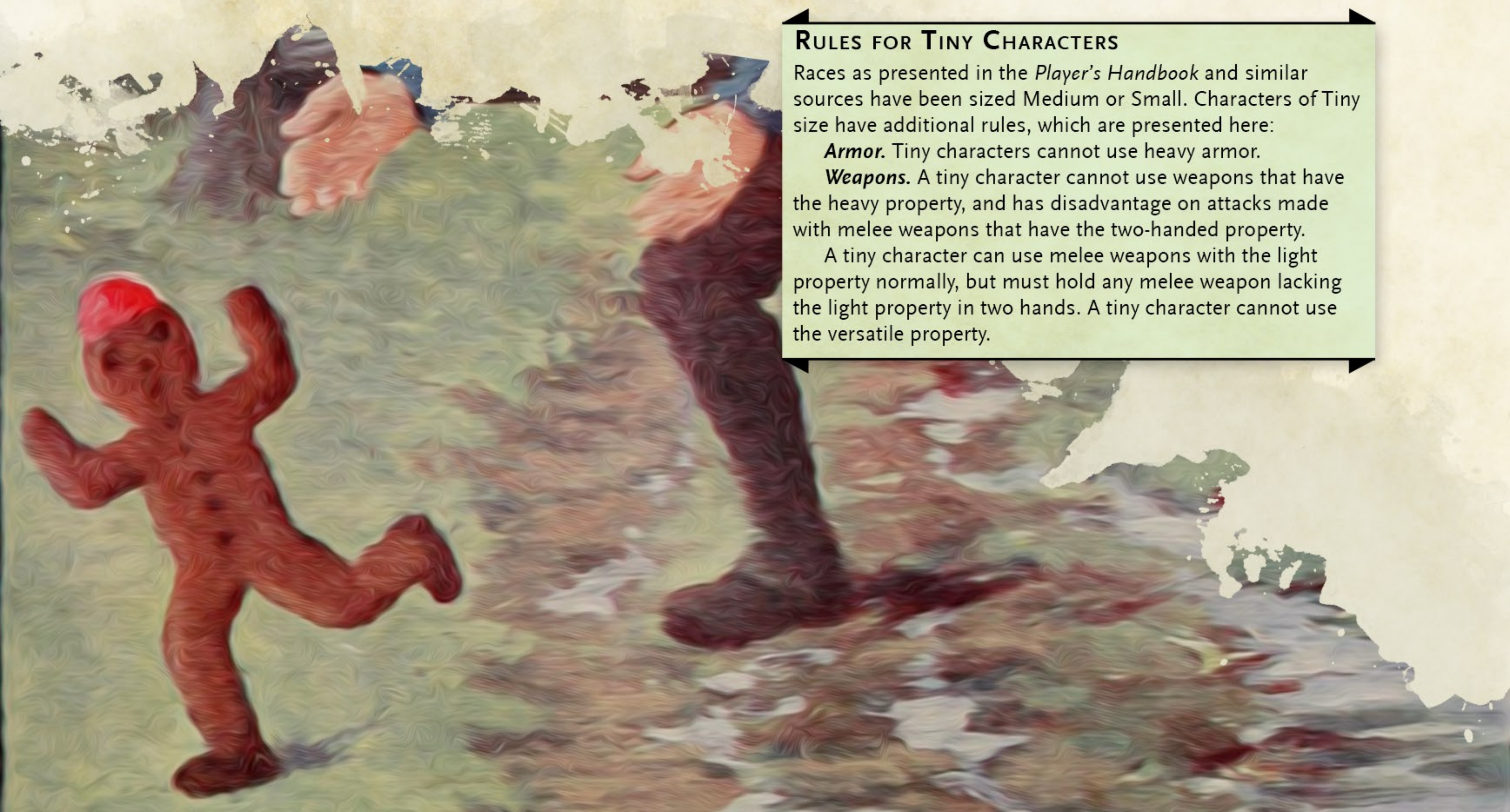
RULES FOR TINY CHARACTERS

Races as presented in the *Player's Handbook* and similar sources have been sized Medium or Small. Characters of Tiny size have additional rules, which are presented here:

Armor. Tiny characters cannot use heavy armor.

Weapons. A tiny character cannot use weapons that have the heavy property, and has disadvantage on attacks made with melee weapons that have the two-handed property.

A tiny character can use melee weapons with the light property normally, but must hold any melee weapon lacking the light property in two hands. A tiny character cannot use the versatile property.



Ability Score Increase. Your choice of either your Wisdom or Intelligence score increases by 1.

Size. Owing to your shared gnomish ancestry, your height ranges from just over 3 feet tall to just over 4 feet tall. Unlike other elves, your size is Small.

Speed. Because of your size, your base walking speed is 25 feet instead of 30 feet.

Yuletide Training. You have proficiency with your choice of two sets of artisan's tools, out of carpenter's tools, cobbler's tools, tinker's tools, or weaver's tools.

Yule Crafting. Over the course of a short rest, you can create a simple toy or other item you could be reasonably able to make, using sets of artisan's tools that you are proficient with and have on hand. The item you make with this trait can not exceed a monetary worth greater than 5 sp plus the cost of the materials used in its creation. Depending on the item, an additional apparatus may be required for its creation, such as needing a forge to make a dagger.

Naughty or Nice. You can cast the spell *detect evil and good* without expending a spell slot. Once you use this trait, you require a long rest before you can use it again.

GNOME SUBRACE

The following subrace is available for gnomes, in addition to those offered in the *Player's Handbook*.

NISSE

All gnomes are natural survivors, hiding where they can and adapting themselves flawlessly to their environments. Also known as *haltija*, *duwende*, *tonttu*, or house gnomes, the nisse are kind-hearted tricksters that hide within the homes of others, bestowing favors on those

that accept their presence, or misdeeds on those that dishonor them.

Almost all nisse honor their word, and the word of those whose homes they inhabit. Wandering nisse are usually either those that cannot find a sufficient home, or that have been banished from a home they were inhabiting. A nisse always wants a place to belong, and often falls in with adventurers in an effort to make a home without a house.

Ability Score Increase. Your Strength score increases by 1.

Undetectable. You have proficiency in Stealth. You add twice your proficiency bonus to checks made with this skill in place of your normal bonus.

House Hiding. When you are in a location that has replaced natural terrain with construction, such as a building, city, dungeon, or ruin, you can use the Hide action as a bonus action.

Ephemeral. At 5th level, you can cast the *invisibility* spell once at its lowest possible spell level, targeting yourself, without expending a spell slot. You regain the ability to cast the spell in this way once you finish a long rest. At 11th level, you can cast this spell twice before requiring a rest.

SNOWMAN

Formed primarily from snow, using sticks for arms, and coal and vegetables for various facial features, snowmen are crafted by winter fey, witches, unwitting children, or each other. Snowmen dwell peaceably in the Paraelemental Plane of Ice or in the coldest parts of the Prime Material, shaping buildings and entire societies out of snow.

Sometimes, a particular snowman wonders what the world is like beyond the winterlands, outside of their native habitat, and leaves to go wandering. Most snowmen know that such explorers rarely if ever return home, and so departing is a major undertaking. Still, a snowman's adventurous spirit isn't easily stifled, and not even obvious danger can turn a determined snowman aside.

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

Age. As a construct, you do not age in a traditional sense and can not die of old age.

Alignment. Snowmen mostly keep to themselves, but are normally friendly enough with those they encounter. Most snowmen are neutral.

Size. You are roughly the size of a human, sometimes slightly larger or smaller. Your size is Medium. Speed. Your base walking speed is 30 feet.

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

Elemental Nature. You are made of ice and snow, rather than flesh and blood. You are immune to disease. You do not need to eat or breathe, but you can ingest food and drink if you wish. Additionally, you have two creature types: humanoid and elemental. You can be affected by a spell or ability if it works on either of your creature types.

Cold Bodied. You are immune to cold damage.

Melting. Whenever you take fire damage, take an extra amount of fire damage equal to 6 – your Constitution modifier. This damage can not be resisted or ignored in any way. Additionally, you have disadvantage on Constitution saving throws made against extreme heat, and



gain two levels of exhaustion instead of one for each extreme heat saving throw you fail.

Water Soluble. Whenever you end your turn partially or fully immersed in liquid, you take 1d4 bludgeoning damage that cannot be resisted or ignored in any way.

Snow Magic. You know the *frostbite* cantrip (XGtE page 156, EEPC page 18). When you reach 5th level, you can cast the *snilloc's snowball swarm* spell (XGtE page 165, EEPC page 22) at its lowest possible spell level once with this trait, and you regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

At 7th level, you cast *snilloc's snowball swarm* as a 3rd level spell. At 9th level, it is cast as a 4th level spell, and at 11th level it is cast as a 5th level spell.

TIEFLING SUBRACE

The following subrace is available for tieflings, using the rules listed on pages 21-23 of *Mordenkainen's Tome of Foes*.

KRAMPUS

Though the entity known as Krampus is one of the fey, the children of his bloodline thoroughly resemble tieflings in ability and appearance. Also known as Cernunnos the Horned Lord, the Krampus leads the wild hunt across the planes, searching out quarries that catch his fancy.

As an ancestor of the Krampus, you are a natural hunter and tracker, able to find creatures no matter where they might hide. When Cernunnos sires children, he does so with the expectation that they will one day join his hunt, or that they will lead smaller hunts of their own, in his image.

A Krampus tiefling character gains the traits listed here, instead of the Ability Score Increase and Infernal Legacy traits given in the *Player's Handbook*.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Legacy of Krampus. You know your choice of one cantrip out of either *druidcraft* or *primal savagery* (XGtE page 163). When you reach 3rd level, you can cast the *snare* spell (XGtE page 165) 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 *locate animals or plants* spell once with this trait and regain the ability to do so when you finish a long rest. At 9th level, you can choose to cast *locate creature* instead whenever you would cast *locate animals or plants* with this trait. Charisma is your spellcasting ability for these spells.

YETI

In the arctic wastes lurk horrifying creatures that walk like men and hunt like beasts. Those who live in snow-swept lands know well the terror that yetis bring, their inhuman howls resounding off mountain peaks, their territory marked by strewn bones and ravaged supplies.

Yetis are always hungry, always searching for new sources of food and nutrition. Usually solitary, yetis have been known to cooperate with others if such action guarantees greater food. If given a choice of actions, a yeti will always choose violence, having little need or care for subtlety or words.

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

Age. Yetis can live to be 250 years old, are considered

adults at 40 years, and venerable at 150 years.

Alignment. Driven primarily by hunger, most yetis care little for morality. Yetis trend strongly towards both chaos and evil.

Size. You stand a full head taller than a human and can be as tall as 8 feet. You are size Medium.

Speed. Your base walking speed is 30 feet.

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

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Monstrous Nature. You have two creature types: humanoid and monstrosity. You can be affected by a spell or ability if it works on either of your creature types.

Arctic Adaptation. You have resistance to cold damage.

Yeti 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.

Fear of Fire. After you take fire damage, you have disadvantage on attack rolls and ability checks until the end of your next turn.

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

Snow Camouflage. You have advantage on Dexterity (Stealth) checks made to hide in snow.

Chilling Gaze. Using an action, you lock eyes with one creature within 30 feet of you that can see you. That creature must make a Constitution saving throw against a DC of 8 + your Constitution modifier + your proficiency bonus. If the creature fails, it takes an amount of cold damage equal to 1d6 + your total character level and is incapacitated and cannot move until the end of your next turn. A creature that is immune to cold damage automatically succeeds on this saving throw.

After a creature fails a saving throw against this trait, you require a short or long rest before you can use this trait again.

YULE REINDEER

Playful, loyal, and competitive, yule reindeer epitomize the spirit of the season. Initially raised by arctic druids as companions and granted the gifts of speech and flight, yule reindeer have developed societies and herds all of their own.

Reindeer society, such as it is, is often governed by the playing of games. A simple frolic or playful headbutting joust conceals elaborate social skirmishing, with each reindeer competing for a spot as the head of the herd. The surest sign of being an outcast in reindeer society is being excluded from the playing of games, unable to even have a chance at leadership.

Outcast reindeer, or even those of reasonable social standing, often wander. The gift of flight means that no reindeer is held in place for long, and many yule reindeer wish to use that blessing to its fullest potential.

Ability Score Increase. Your Strength, Dexterity, and

Constitution scores increase by 1.

Age. Natural reindeer often only live around 15 years, but yule reindeer can live to be 100, are considered adults at around 5 years old, and venerable at 50.

Alignment. Naturally cooperative, yule reindeer value working together for a larger goal or purpose. Yule reindeer trend towards being lawful and good.

Size. You are substantially larger and bulkier than a human. Nevertheless, you are size Medium.

Speed. Your base walking speed is 30 feet, and you have a flying speed of 40 feet. You cannot fly if wearing heavy armor.

Languages. You can speak, read, and write Common. Lacking hands, writing is difficult for you, but you can write simple words with some effort.

Bestial. You are a beast, rather than a humanoid. You lack hands, and cannot use features or abilities that require them or objects held in hands. You cannot use regular armor, but can instead use barding (*PHB* pages 155-156).

Mount. Humanoids with a proper configuration of limbs can ride you as a mount, if you are willing. You are an intelligent mount, and can carry creatures as if you were size Large.

Antlers. Your antlers are natural weapons, which you can use to make unarmed strikes. When rolling an attack with your antlers, you can choose to add your Dexterity modifier in place of your Strength modifier on the roll to hit. If you hit with your antlers, they deal bludgeoning damage equal to your choice of either 1d10 + your Strength modifier, or 1d8 + your Dexterity modifier. This damage is dealt instead of the normal damage for an unarmed strike.

You can use an attack with your antlers in place of a melee weapon attack for any feature that would require one. For this purpose, your antlers are considered to have the finesse property, but no other properties.

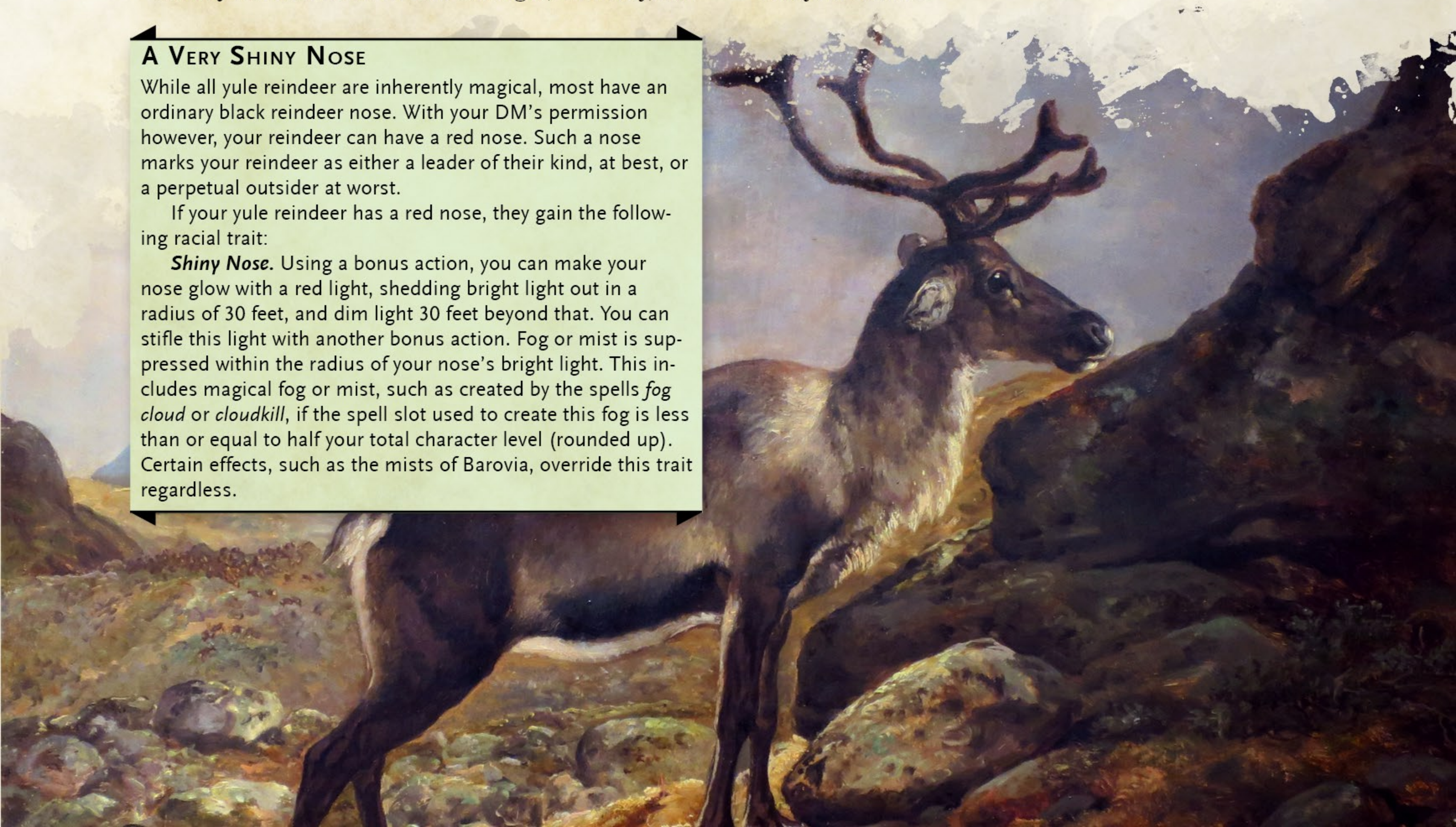
Charge. Once on your turn, after you move at least 20 feet, you have advantage on the first attack you make with your antlers.

A VERY SHINY NOSE

While all yule reindeer are inherently magical, most have an ordinary black reindeer nose. With your DM's permission however, your reindeer can have a red nose. Such a nose marks your reindeer as either a leader of their kind, at best, or a perpetual outsider at worst.

If your yule reindeer has a red nose, they gain the following racial trait:

Shiny Nose. Using a bonus action, you can make your nose glow with a red light, shedding bright light out in a radius of 30 feet, and dim light 30 feet beyond that. You can stifle this light with another bonus action. Fog or mist is suppressed within the radius of your nose's bright light. This includes magical fog or mist, such as created by the spells *fog cloud* or *cloudkill*, if the spell slot used to create this fog is less than or equal to half your total character level (rounded up). Certain effects, such as the mists of Barovia, override this trait regardless.



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