

# LAPINE

A 5E PLAYER RACE BY DM TUZ



# LAPINE

*"Oh what a great adventure we had, let's have another tomorrow!"*

Recognized by their long ears and free spirited nature, the lapine are a people whose wanderlust led them to all corners of the world and beyond. They repeatedly left their mark throughout history, unexpectedly appearing and disappearing on the world's canvas. The lapine cared little about their past for their sights are always turned to the wonders ahead of them. So, much to the frustration of historians, few records of the lapine's early history exist.

The lapine have traits of both rabbits and humanoids. One should not underestimate the lapine with their kinship with the timid rabbit. They are blessed with swift bodies built for motion and delicate long ears that grant them superb hearing, which both allowed the lapine to safely traverse the world without fear of monsters or miscreants. To stalk a lapine is commonly equated as a fool's errand.

Avoiding trouble has been the preferred way of most lapine. They do not care for conflict and rarely have great ambitions that could not be realized through other means. What they do care for though is to travel, explore, and indulge in all the world has to offer. To be free and follow one's heart's desire is what it means to be a lapine.

## TRAVELERS AND HEDONISTS

All lapine are connected through an innate wanderlust; a pounding feeling within their chest to never stagnate but to be on the active, filling what short time they have upon this world with experiences of all kinds. How this wanderlust expresses itself though, might differ from one lapine to the next. Where one lapine might be urged to be always on the move to explore new vistas, another lapine might be a gourmand, determined to taste the most exquisite dishes the world has to offer. Fact is though, lapine are curious and excitable, often to a contagious degree. Their enthusiastic energy will drag fellow travelers along with them like an unstoppable torrent.

Lapine can grow bored quickly and if forced to inactivity, lapine may grow restless or take it into their own hands to entertain themselves. Games might be invented on the spot, pranks might be played, or trouble might be caused by a lapine. As such people's opinions might differ greatly if asked about these excitable rabbit people, all depending on the limit of their patience.

With such a disposition lapine easily take up a life of adventuring, though some of their kind might be deterred by the violence involved. But those who do become adventurers will be lively companions whose unbound spirit presses their goal ever onward.



Phooka  
Artwork by Dansome & QueenChikkibug

## LAPINE NAMES

Lapine names have roots in the sylvan language which were adapted to the common tongue. Generally speaking, a lapine's name are long, but in conversation they shorten their own and each other's names to first few syllables. The lapine's habit of shortening names is extended to other races as well.

### Male Name Examples:

Aranmul, Connevil, Donoghley, Ervighril, Flannvali, Haghvey, Jackaneli, Langolor, Malikil, Nickolviz, Owaylivayn, Padrili, Rhodavan, Toffarali, Ullivann, Volanlomi, Wilvalis

### Female Name Examples:

Annaflaha, Barrilough, Cailoghlein, Edafalaghn, Fionghula, Gormlaitha, Lasairiona, Mhumahane, Oilaghlinn, Raghnaighley, Slainofaleigh, Zerighalitha

## LAPINE TRAITS

As a lapine, you possess innate traits and capabilities.

**Ability Score Increase.** Increase one ability score by 2 and increase a different one by 1, or increase three different ability scores by 1.

**Age.** Lapine reach maturity at 14 years of age and live up to 80 years.

**Size.** Lapine's sizes can range widely from breed to breed. Typically they are between 4 and 6 feet tall. Your size is medium.

**Speed.** Your base walking speed is 35 feet.

**Languages.** You can speak, read, and write Common, and another language of your choice.

**Born Leaper.** You can choose whether your Strength or Dexterity determine your jumping distance.

**Rabbit Ears.** You are proficient in the Perception skill and have advantage on Wisdom (Perception) checks that rely on hearing.

**Subraces.** Choose one of the following subraces: Almiraj, Lunar, Phooka, or Wolpertinger.

### ALMIRAJ

Despite their undeniable kinship with the other lapine, the Almiraj stand out like sore thumbs compared to their cousins. These boisterous and ambitious lapine manifest their wanderlust in a competitive spirit. Any hurdle they face is seen as a challenge that must be overcome by sheer grit and determination, and in the case challenges are absent, they are quick to set themselves lofty goals to relentlessly pursue.

While their attitude may appear off putting at first, one will quickly realize that Almiraj are supportive companions, as despite their competitive nature, they rarely show signs of envy. They find inspiration in the success of friends and rivals alike and will be among the first to congratulate and celebrate your victories.

**Bully.** You are proficient Athletics or Intimidation.

**Horn.** Your horn is natural melee 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.

**Threatening Glare.** You can use a bonus action to give a creature within 60 ft. of you a threatening glare. If the creature can see you, it must succeed a Wisdom saving throw. If the creature is a beast, it has disadvantage on the saving throw. On a failed check a creature is frightened by you until the end of your next turn. Once the effect ends on a creature, it becomes immune to your threatening glare for 24 hours. You can use this feature an amount equal to your proficiency modifier before you have to finish a long rest to use it again. The saving throw is equal to 8 + your proficiency modifier + your Str or Cha modifier.



Almiraj  
Artwork by Dansome & QueenChikkibug

#### Check out these other Player Races!

Aside from the Lapine I also have created 2 other player races: the [Wolf Folk](#), sociable canine people and man's best friends, and the [Slime Folk](#), affable oozelike humanoids that want to experience what the world has to offer and make new friends.



## LUNAR

Ancient songs tell of a group of lapine who explored every corner of the known world. Finding that the world had nothing more for them to offer and yet eager for more, they simply hopped on the moon. How much truth this old song holds is up for debate, but the enigmatic lunars might give some credence to this tale.

The lunar, according to their own history, hail from the very moon and returned to the material world to rediscover it. While reserved in their nature, they are just as curious and open to the new as the rest of their kin. Though a lunar's wanderlust has become an esotherical one. They indulge in experiences for mind and soul and are ever widening their horizons in matters of philosophy and spirituality.

**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.

**Lunar Curl.** You can use an action to curl up and rise up to 10 ft. in the air and remain there suspended. While you levitate like this your movement speed becomes 0 and you emanate bright light in a 10 ft. radius and dim light in an additional 30 ft. radius. On each of your following turns, you must use an action to continue levitating like this, or the effect ends and you gently descend 10 ft. - if you are still in the air after this movement, you fall.

**Moon Magic.** You know the *Minor Illusion* or *Prestidigitation* cantrip. When you create the character, you choose Intelligence, Wisdom, or Charisma as your spellcasting ability for it.

**Mystic.** You are proficient in Arcana or Religion.

## PHOOKA

The go-lucky and ever-positive phooka are the most common breed of the lapine, to the point that in vast swathes of the world the terms lapine and phooka are used interchangeably. As all lapine, the phooka are enticed by the new and always ready to explore, preferably in good company. Phooka are by far the most sociable of the lapine and eager to share their passions born of their wanderlust with others. They love to travel with like-minded spirits and be inspired by each other's unending enthusiasm.

One defining factor for the phooka's positive attitude which almost borders on naivety is their renowned luck. Strokes of luck and happy coincidences can be observed where phooka travel. Some particular superstitious caravans never take off without at least one phooka in their group to serve as a good luck charm.

**Lucky.** When you fail an ability check, attack roll, or saving throw, you can choose to roll it again, but have to choose the second result. Once you do you can't do so again until you finish a long rest.

**Nimble.** You are proficient in Acrobatics or Stealth.

**Striding Leap.** When you dash for the first time on your turn, your jumping distance is doubled until the end of your turn.



Lunar  
Artwork by Dansome & QueenChikkibug

DM Tuz: A glowing lunar on a string?  
Even though a lunar when using their lunar curl has a speed of 0, it is still suspended in the air similar to the spell *Levitate*. A suspended lunar has no flight speed of their own, but can be pushed or pulled by other creatures, provided the creature is strong enough to push or pull the suspended lunar.

## WOLPERTINGER

The furtive wolpertinger are perhaps the most curious of the lapine breeds. They bear delicate antlers, carry small useless wings upon their back, and bear small fangs that they are too timid to ever use. The absurdity of the wolpertinger's appearance and rare sightings of their kind have caused many people to dismiss their existence as mere legend. Most wolpertinger are content with this assumption, as they are shy beings who hate attention of any kind.

Hiding from the world, the wolpertinger are nonetheless lapine in body and mind, and as such are driven by the same wanderlust that unites them all. Stealthily and often with the use of magic, they satisfy their innate urge to travel. Most commonly wolpertinger travel, but occasionally are accompanied by adopted critters they met along their journeys. While the presence and attention of other humanoids are cause for anxiety for the shy wolpertinger, they are fond of animals and may show a more outgoing side of themselves around them.

Timid as they are, the wolpertinger delight in participating in passive activities, such as observing or listening. Wolpertinger can remain unseen for weeks within a locale before moving to the next. There are few circumstances where the pull of their curiosity dares them to approach. In those cases a wolpertinger is completely absorbed by an object of their fancy and they become careless. It is in these moments wolpertinger are most commonly sighted.

To startle or catch a wolpertinger will surely make you witness one of the wolpertinger's most surprising traits: their voice. Typically the wolpertinger are soft spoken creatures but if stressed or startled the full range of their vocal capabilities are revealed. Wolpertinger are able to emit high pitched screeches that will shortly deafen one's hearing and numb one's mind, which the bashful wolpertinger use to create openings for themselves to escape.

**Fey.** Your creature type is fey instead of humanoid (the material world is still considered your home plane) and you can read and write Sylvan.

**Keening.** As an action you can let out a piercing shriek that is audible within 1 mile. Each creature within 20 ft. of you that can hear you must succeed a Constitution saving throw. On a failed save a creature is deafened and can't use reactions until the end of your next turn. The saving throw is equal to 8 + your proficiency modifier + your Con modifier. You can do so an amount of times equal to your proficiency modifier before you have to finish a long rest to use it again.

**Loud Mouth.** When you speak, you can choose to have your voice be three times as loud.

**Pacifist.** You are proficient in Persuasion or Stealth.



Wolpertinger  
Artwork by Dansome & QueenChikkibug

## LAPINE UNIQUE FEATS

Lapine characters have access to unique feats when they level up in a class. Some DMs allow the use of feats to further customize a character, see chapter 6, “Customization Options”, of the Player’s Handbook.

The following special feats allow your character to expand upon their innate abilities, as each feat represents an evolution of your character’s nature and traits.

### RABBIT PRINCE’S BLESSING

*Prerequisite: Lapine*

You earned the blessing of the Lapine’s protective deity, enhancing your innate Lapine traits. You gain the following benefits:

- Your movement speed is increased by 10 feet.
- You learn the *Expeditious Retreat* and *Jump* spells, and can cast either of them without expending a spell slot. Once you cast either with this trait, you can’t do so again until you finish a short or long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells.
- When you dash, opportunity attacks against you have disadvantage until the end of your turn.

### BLACK HORN BLADE

*Prerequisite: Lapine (Almiraj)*

Your horn has taken on a deep black coloration and a fierce sheen. It is no longer a mere horn, but a lethal weapon for you to wield. You gain the following benefits:

- Increase your Strength or Charisma score by 1.
- You can use a bonus action to draw your horn out of your forehead which then transformed into a black longsword that only you are proficient with. Once drawn, you can’t use your horn to attack until you sheathe the black sword. If the sword is lost or destroyed, your horn regrows within 24 hours.
- You can draw your horn out of your forehead as part of the same bonus action if you use your threatening glare.
- When you draw your horn you can choose which ability modifier you use for attack and damage rolls made with this weapon.

### LUCKBENDING

*Prerequisite: Lapine (Phooka)*

Not only are you extraordinarily lucky, but it seems as if you sap the good your foes’s good fortune and make it your own. You gain the following benefits:

- Increase your Dexterity or Charisma score by 1.
- When a creature you can see makes an ability check, attack roll, or saving throw, you can use a reaction to reduce

the roll by 1d6 (you do so before the DM announces whether or not the roll succeeded). When you do, you can increase an ability check, attack roll, or saving throw you make before the end of your next turn by 1d6, potentially turning a failure into a success. You can use this reaction a number of times equal to your proficiency modifier before you have to finish a long rest to use it again.

**Rabbit Prince’s Blessing**  
Artwork by DM Tuz



### LUNAR MYSTICS

*Prerequisite: Lapine (Lunar), Level 4*

Your ancestors originating from the moon itself were blessed with magical powers that you learned to harness. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1.
- You learn the *Goodberry* spell and can cast it without expending a spell slot. When you do so, rather than creating berries, you conjure delectable rice cakes. Once you cast it with this trait, you can’t do so again until you finish a short or long rest.
- You learn the *Moonbeam* spell which you can cast without expending a spell slot at a maximum level equal to your proficiency modifier. You can cast this spell using this trait as part of the same action when you use or maintain your Lunar Curl trait. Once you cast it with this trait, you can’t do so again until you have finished a long rest. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell.

### WOLPERTINGER FLUSTER

*Prerequisite: Lapine (Wolpertinger)*

Their voice is one of the few innate defenses the timid Wolpertinger have in their repertoire. You learned to instinctively tap into this power whenever you are in distress or peril. You gain the following benefits:

- Increase your Dexterity or Wisdom score by 1.
- When you take damage or fail a Charisma (Persuasion) check, you can use a reaction to use your Keening trait and any creature deafened by your Keening trait has disadvantage on attack rolls targeting you unless the creature is immune to being frightened.
- Whenever another creature scores a critical hit against you with an attack you can use your Keening trait without having to expend a use (even if you don’t have any remaining uses left).

# MY OTHER WORKS

If you like my work, consider checking out my other freely available works:

[Horrors of the Dark](#) - A complete bestiary fan adaptation of Red Hook Studio's *Darkest Dungeon*

[Bloodstained Notes](#) - A Hunter's Bestiary - A complete bestiary fan adaptation of From Software's *Bloodborne*

[Unbound Monsters: Slaughterhouse Horrors](#) - A small collection of horrific monsters given as a free sample of my patreon exclusive monsters

Tuz's Fearsome Foes - A set of unique foes designed to be the centerpiece of a one shot monster hunt, or a longer story, such as the notorious [Rat Pile](#), or [Gemhide, the White Bulette](#).



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