

UNEARTHED ARCANA 2021

Folk of the Feywild

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This Is Playtest Material

The material in this article is presented for playtesting and to spark your imagination. These game mechanics are in draft form, usable in your campaign but not refined by full game design and editing. They aren't officially part of the game and aren't permitted in D&D Adventurers League events.

The best way for you to give us feedback is in the survey we'll release on the D&D website soon. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a D&D book.

The character options you read here might be more or less powerful than options in the *Player's Handbook*. If a design survives playtesting, we adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form.

This document features four new race options to playtest for player characters in D&D:

- Fairy
- Hobgoblin of the Feywild
- Owlfolk
- Rabbitfolk

Creating Your Character

When you create your D&D character, you decide whether your character is a member of the human race or one of the game's fantastical races. If you create a character using a race option presented here, follow these additional rules during character creation.

Ability Score Increases

When determining your character's ability scores, increase one of those scores by 2 and a different score by 1, or increase three different scores by 1. Follow this rule regardless of the method you use to determine the scores, such as rolling or point buy.

The "Quick Build" section for your character's class offers suggestions on which scores to increase. You're free to follow those suggestions

or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages

Your character can speak, read, and write Common and one other language that you and your DM agree is appropriate for the character. The *Player's Handbook* offers a list of widespread languages to choose from. The DM is free to add or remove languages from that list for a particular campaign.

Creature Type

Every creature in D&D, including every player character, has a special tag in the rules that identifies the type of creature they are. Most player characters are of the Humanoid type. A race option presented here tells you what your character's creature type is.

Here's a list of the game's creature types in alphabetical order: Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, Undead. These types don't have rules themselves, but some rules in the game affect creatures of certain types in different ways. For example, the text of the *cure wounds* spell specifies that the spell doesn't work on a creature that has the Construct type.

Design Note

The "Creating Your Character" section provides special character-creation rules for the race options in this article. The races that use these rules can coexist seamlessly with races that use other rules. For example, the race options in the *Player's Handbook* have built-in ability score increases, while the races in this article don't. Race options from both sources can adventure together.

If you'd like a race that doesn't appear in this article, such as an elf or a dwarf, to have similar ability score flexibility, the book *Tasha's Cauldron of Everything* provides a rule, called Customizing Your Origin, that gives you that flexibility. That book also gives you the

option of building your own race, rather than choosing an existing one. That option is called the Custom Lineage. No matter which option you choose for your character—a race in this article, a *Player's Handbook* race, a race modified by the Customizing Your Origin rule, or a Custom Lineage—you can adventure with characters who are built with a different option.

This sidebar builds on the design note in our previous Unearthed Arcana, "Gothic Lineages."

Fairy

The Feywild is home to many fantastic peoples, including fairies. Fairies are a wee folk, but not nearly as much so as their pixie and sprite friends.

Infused with the magic of the Feywild, fairies share a few commonalities with one another but can differ widely in appearance, behavior, and attitude. Many fairies have a special physical characteristic that sets them apart from other creatures of their kind. For your fairy, roll on the Fey Characteristic table or choose an option from it. The Feywild is a wild place, so come up with your own characteristic if none of these fit your character.

Fey Characteristics

d8	Characteristic
1	You have small wings like those of an insect.
2	You have shimmering, multicolored skin.
3	You have exceptionally large ears.
4	A constant, glittering mist surrounds you.
5	You have a small spectral horn on your forehead, like a little unicorn horn.
6	Your hands never look dirty.
7	You smell like fresh brownies.
8	A noticeable, harmless chill surrounds you.

Fairy Traits

You have the following racial traits.

Creature Type. You are a Fey.

Size. You are Small.

Speed. Your walking speed is 30 feet.

Fairy Flight. You have a flying speed equal to your walking speed and can hover. This flight is magical and does not require the use of your wings (if you have them).

Fairy Magic. You know the *druidcraft* and *faerie fire* spells. You can cast *faerie fire* without expending a spell slot, and you must finish a long rest before you can cast it this way again. You

can also cast this spell using any spell slots you have. Your spellcasting ability for these spells is your choice of Intelligence, Wisdom, or Charisma.

Fey Passage. You can squeeze through a space as narrow as 1 inch wide.

Hobgoblin of the Feywild

Hobgoblins trace their origins to the Feywild, where they first appeared with their goblin and bugbear kin. That history has left its mark, for though hobgoblins are found throughout the Material Plane, they continue to channel an aspect of the Feywild's rule of reciprocity, which creates a mystical bond between the giver and the receiver of a gift.

On some worlds, such bonds lead hobgoblins to form communities with deep ties to each other. In the Forgotten Realms, vast hobgoblin legions have emerged, with ranks upon ranks of devoted soldiers noteworthy for how effective they are at fighting as a unit.

Hobgoblins are generally taller than their goblin cousins but not quite as big as bugbears. They have curved, pointed ears and noses that turn red or blue during displays of emotion.

Hobgoblin Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

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 discern colors in that darkness only as shades of gray.

Fey Ancestry. You have advantage on saving throws you make to avoid or end the charmed condition on yourself.

Fey Gift. You can use this trait to take the Help action as a bonus action, and you can do so a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

Starting at 3rd level, choose one of the options below each time you take the Help action, whether as a bonus action or an action:

Hospitality. You and the target of your Help action each gain a number of temporary hit points equal to 1d6 plus your proficiency bonus.

Passage. You and the target of your Help action each increase your walking speeds by 10 feet until the start of your next turn.

Spite. Until the start of your next turn, the first time you or the target of your Help action hits a creature with an attack roll, that creature has disadvantage on the next attack roll that it makes within the next minute.

Fortune from the Many. If you miss with an attack roll or fail an ability check or a saving throw, you can draw on your bonds of reciprocity to gain a bonus to the roll equal to the number of allies you can see within 30 feet of you (maximum bonus of +5). You can use this trait a number of times equal to your proficiency bonus, and you regain all expended uses you finish a long rest.

Owlfolk

Distant kin of giant owls, owlfolk come in many shapes and sizes, from petite and fluffy to wide-winged and majestic. Owlfolk have arms and legs like other Humanoids, as well as wings that extend from their back and shoulders.

Because of their ancestral tie to the Feywild, owlfolk can innately see the magic of their surroundings. Like owls, owlfolk are graced with feathers that make no sound when they move or fly, making it easy for them to sneak up on you in the library.

Your owlfolk character might be nocturnal. Or perhaps your character is simply prone to rise later, embodying the common nickname of night owl.

Owlfolk Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 90 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Magic Sight. Your keen senses can focus to see the presence of magic. You gain the ability to cast the *detect magic* spell, but only as a ritual. Your spellcasting ability for this spell is your choice of Intelligence, Wisdom, or Charisma. You can also cast this spell normally with any spell slots you have.

Nimble Flight. Thanks to your wings, you have a flying speed equal to your walking speed. When you fall, you can use your reaction to make a Dexterity saving throw (DC 10) to stop falling and fly in place until the start of your next turn.

Silent Feathers. You have proficiency in the Stealth skill.

Rabbitfolk

Bounding across the wilds, rabbitfolk from the Feywild embody a spirit of freedom and travel.

Rabbitfolk are bipedal, with the characteristic long feet of the animal they resemble and fur in a variety of colors. They share the keen senses and powerful legs of leporine creatures and are full of energy, like a wound-up spring. Rabbitfolk are blessed with a little fey luck, and they often find themselves a few fortunate feet away from dangers during adventures.

Rabbitfolk Traits

You have the following racial traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you gain this race.

Speed. Your walking speed is 30 feet.

Hare-Trigger. You add your proficiency bonus to your initiative rolls.

Leporine Senses. You have proficiency in the Perception skill.

Lucky Footwork. When you fail a Dexterity saving throw, you can use your reaction to roll a d4 and add it to the result, potentially turning the failure into a success.

Rabbit Hop. Once during each of your turns when you walk at least 5 feet, you can hop, rolling a d12 and moving that many feet in a direction of your choice. This extra distance doesn't cost movement, but you can hop only if your speed isn't 0.