

OTTERFOLK

In the treachery and mischievous wonders of the Feywild, one can find the veritable and noble Otterfolk. The Otterfolk represent the quality unfound in most of Feywild: dutiful respect and equality of contract.

TRUTH OVER MATTER

Otterfolk value the quality of honesty and contract. This trait grants them the natural talent at mercantile and record-keeping, as no race fares equally in their hardy nature at making sure no lies become truths. When one comes into aid for an Otterfolk, they can rest easy knowing that their service will not go unnoticed, as even the slightest assistance will be repaid in kind.

An Otterfolk will remember lies until their death, then they will pass the story of these lies unto their children. Many tales and legends that originate from Otterfolk are born this way, rooting from a betrayal their distant kin experienced many thousands years ago.

LAND-ROAMER

Many Otterfolk leave the Feywild to roam the common lands. Otterfolk travel in a clan (commonly referred as a holt) of 4 to 10 members and they seek dams, rivers, and flowing waters to inhabit, and will oftentimes mingle with existing civilization, even forming a contract with the people there. Otterfolk will trade goods, service, and knowledge for something of an equal value: an abode, food, gold, or even magical devices.

OTTERFOLK NAMES

An Otterfolk's name is granted to them after they reach maturity. To an Otterfolk, a name is a distinction and a unique trait that indicates their worth. An Otterfolk may find themselves changing their name should they be unable to provide the service that their name gives.

Otterfolk Names: Ansz, Cadau, Cateia, Cawr, Cele, Cilornn, Ewn, Gwae, Gweis, Haglas, Haurna, Iath, Iawnn, Katu, Lagas, Limaid, Lenaid, Mare, Runar, Runu, Wayda, Vedii

OTTERFOLK TRAITS

Ability Score Increase. Your Dexterity, Charisma, and Wisdom scores each increase by 1.

Age. Otterfolk reach maturity around age 16 and they can live up to 50 years.

Alignment. Most Otterfolk are lawful, as they spite disorder that roots from lies and corruption. They also tend toward neutrality, making them an unbiased merchant and judge.

Creature Type. You are a Humanoid.

Size. Otterfolk average at 3 feet tall and weigh about 30 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet, and you have a swimming speed of 40 feet.

Darkvision. Accustomed to murky waters, your vision can ascertain shapes in the dark. 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.

Silent Swim. Whenever you make a Dexterity (Stealth) check while swimming, you are considered proficient in the Stealth skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Excellent Memory. You can accurately recall anything you have seen or heard within the past month. Deeds and deceits you encounter leave a lasting impression on you.

Otr's Grace. You have proficiency in the Insight skill and you have advantage on saving throws you make to avoid or end the charmed condition.

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

FEATS

These are optional feats that Otterfolk can take, which you can take by using the optional feats rule.

OTR'S EYE

Prerequisite: Otterfolk

Feywild is teeming with trickery; however, your eyes are adept at seeking through these deceits:

- Increase your Wisdom score by 1, to a maximum of 20.
- Your proficiency bonus is doubled for any check you make with the Insight skill.
- You learn *dispel magic* and you can cast it without expending a spell slot to disperse any spell from the school of illusion. You can cast the spell in this way a number of times equal to your proficiency bonus, and you regain any expended uses when you finish a short or long rest.

OATHBOUND

Prerequisite: Otterfolk

You are bound by an oath, a duty, or a job and you are constantly reminded of it by your unconscious mind:

- Increase your Wisdom score by 1, to a maximum of 20.
- When you have an expendable dice (such as Sorcerer's sorcery points or Monk's ki points), you can regain its expended uses without taking a short or long rest. By using this ability, you regain a number of expended dice equal to half of your proficiency bonus (minimum of 1). You can only regain one type of expendable dice with this ability. Once you use this ability, you can't use it again until the next dawn.

FEYWILD MERCANTILE

Prerequisite: Otterfolk

You consistently master the art of barter. You gain the following benefits:

- Increase your Wisdom or Charisma score by 1, to a maximum of 20.
- You learn three languages of your choice.
- Whenever you are trading with a creature that can understand you, you can't be disadvantaged in any check you make with the Persuasion and Insight skills.