

Unearthed Arcana: Eladrin and Gith

This document provides two new race options for player characters: eladrin (an elf subrace) and gith.

The eladrin in this document is an alternative to the version of the subrace that appears in the *Dungeon Master's Guide*.

This Is Playtest Material

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

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.

Eladrin

Eladrin are elves native to the Feywild, a realm of unpredictability and boundless magic. At your DM's option, you can select eladrin as the subrace for an elf character, instead of one of the elf subraces in the *Player's Handbook*.

As creatures of the Feywild, eladrin can be wildly unpredictable. They tend toward an alignment of chaotic neutral, mixing a love of freedom with benign self-interest. Eladrin that embrace good or evil take their beliefs to an extreme, serving as great champions of justice or terrifying villains.

The Four Seasons

Each eladrin has four distinct personality states—one for each season—that they shift between when they experience powerful emotion.

Autumn is the season of peace and goodwill, when summer's harvest is shared with all. Eladrin adopt this personality when overcome with contentment.

Winter is the season of dolor, when the vibrant energy of the world slumbers. It is a time of sadness and regret, entered when eladrin are overcome with sorrow.

Spring is the season of cheerfulness and unfettered celebration, marked by merriment as winter's sorrow passes. Eladrin enter this state when overcome with joy.

Summer is the season of boldness and aggression, a time of unfettered energy. Eladrin enter this state when overcome with fury.

You may create personality traits and flaws for each of your seasons, reflecting an eladrin's tempestuous personality. You can roll on the following tables or read them for inspiration. To add some chaos to your character, you may roll on these tables each time you change seasons.

Autumn

d4 Autumn Personality Trait

- 1 If someone is in need, you never withhold aid.
- 2 You share what you have, with little regard to your own needs.
- 3 There are no simple meals, only lavish feasts.
- 4 You stock up on fine food and drink. You hate going without such comforts.

d4 Autumn Flaw

- 1 You trust others without thought.
- 2 You give to the point that you leave yourself without necessary supplies.
- 3 Everyone is your friend, or a potential friend.
- 4 You spend excessively on creature comforts.

Winter

d4 Winter Personality Trait

- 1 The worst case is the most likely case.
- 2 You preserve what you have. Better to hunger today and have food for tomorrow.
- 3 The world is full of dangers. You never let your guard drop.
- 4 A penny spent is a penny lost forever.

d4 Winter Flaw

- 1 Everything dies eventually. Why bother building anything that is meant to last?
- 2 Nothing matters to you, and you allow others to guide your actions.
- 3 Your needs come first. In winter, all must watch out for themselves.
- 4 You speak only to point out the flaws in others' plans.

Spring

d4 Spring Personality Trait

- 1 Every day is the greatest day of your life.
- 2 You do everything with enthusiasm, even the most mundane chores.
- 3 You love music and song. You supply a tune yourself if no one else can.
- 4 You can't stay still.

d4 Spring Flaw

- 1 You overdrink.
- 2 Toil is for drudges. Yours should be a life of leisure.
- 3 A pretty face infatuates you in an instant, but your fancy passes with equal speed.
- 4 Anything worth doing is worth overdoing.

Summer

d4 Summer Personality Trait

- 1 You believe that direct confrontation is the best way to solve problems.
- 2 Overwhelming force can solve almost anything. The tougher the problem, the more force you apply.
- 3 You stand tall and strong so that others can lean on you.
- 4 You maintain an intimidating front. Better to prevent fights with a show of force than be led to harm others.

d4 Summer Flaw

- 1 You are stubborn. Let others change.
- 2 The best option is one that is swift, unexpected, and overwhelming.
- 3 Punch first. Talk later.
- 4 Your fury can carry you through anything.

Eladrin Traits

The chaotic eladrin are creatures of powerful emotions, infused with a power that can align with the magic of the seasons.

Ability Score Increase. Your Intelligence or Charisma score increases by 1 (your choice).

Fey Step. As a bonus action, you can magically teleport up to 30 feet to an unoccupied space you can see. Once you use this trait, you can't do so again until you finish a short or long rest.

Shifting Seasons. At the end of each short or long rest, you can align yourself with the magic of one season, regardless of the season that is dominating your personality. Doing so allows

you to cast a certain cantrip, as shown in the Shifting Seasons Cantrips table. When you align yourself with a season's magic, you lose the cantrip associated with the previous season and gain the cantrip associated with the new season.

Your spellcasting ability for these cantrips is Intelligence or Charisma, whichever is higher.

Shifting Seasons Cantrips

Season	Cantrip
Autumn	<i>Friends</i>
Winter	<i>Chill touch</i>
Spring	<i>Minor illusion</i>
Summer	<i>Fire bolt</i>

Gith

At your DM's option, you can create a gith character, using the following rules to create it. See the *Monster Manual* for information on the history of the gith.

Gith Traits

Gith feature a number of common traits.

Ability Score Increase. Your Intelligence score increases by 1.

Age. Gith reach adulthood in their late teens and live for about a century.

Size. Gith are taller and leaner than humans, with most a slender 6 feet in height.

Speed. Your base walking speed is 30 feet.

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

Subrace. There are two kinds of gith, githyanki and githzerai. Choose one of these subraces.

Githyanki

The brutal githyanki are trained from birth as warriors.

Ability Score Increase. Your Strength score increases by 2.

Alignment. Githyanki tend toward lawful evil. They are self-centered, violent, and arrogant, yet they remain the faithful servants of their lich-queen, Vlaakith. Renegade githyanki tend toward chaos as they have forsaken her will.

Decadent Mastery. You learn one language of your choice, and you are proficient with one skill or tool of your choice. In the timeless city of

Tu'narath, githyanki have bountiful time to master odd bits of knowledge.

Martial Prodigy. You are proficient with light and medium armor. Your people are ever ready for war.

Githyanki Psionics. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *jump* once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *misty step* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Intelligence is your spellcasting ability for these spells. You can cast all of them without components.

Githzerai

In their fortresses within Limbo, the githzerai hone their minds to a razor's edge.

Ability Score Increase. Your Wisdom score increases by 2.

Alignment. Githzerai tend toward lawful neutral. Their rigorous training in psychic abilities requires an implacable mental discipline.

Monastic Training. You gain a +1 bonus to AC while you aren't wearing medium or heavy armor and aren't using a shield. All githzerai receive basic training from monks, and the monks among them are unmatched in their defensive abilities.

Githzerai Psionics. You know the *mage hand* cantrip. When you reach 3rd level, you can cast *shield* once with this trait, and you regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *detect thoughts* spell once with this trait, and you regain the ability to do so when you finish a long rest.

Wisdom is your spellcasting ability for these spells. You can cast all of them without components.

Random Height and Weight

Subrace	Base Height	Base Weight	Height Modifier	Weight Modifier
Eladrin	4'6"	90 lb.	+2d12	× 1d4 lb.
Githyanki	5'0"	100 lb.	+2d12	× 2d4 lb.
Githzerai	4'11"	90 lb.	+2d12	× 1d4 lb.

Height = Base Height + Height Modifier (in inches)

Weight = Base Weight + Height Modifier (in pounds) × Weight Modifier