

The Hillaby

A PC Race Option for D&D

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"OBJECTION!"

A gasp shot through the courtroom before it fell to dead silence. All eyes were on the outstretched finger of Slick Feenux, the defense attorney aiming their sights on the witness stand.

The witness's long ears reared back over his auburn mullet. "W-what letter of the alphabet you stuck on, Feenux?" he mumbled, trying to hide his nervous shiver.

"In your testimony," Feenux started, "you said you threw eyes at the victim's continuous flame lantern from your kitchen window one week before the scene popped. But that's impossible!" They proceeded to grab a piece of parchment and hop up onto their desk in one fluid motion.

"I'd like to pull the court's eyes back to the victim's note—"

"Objection, Honey Feenux," snapped a furrow-browed Cold Worthwuss from under small, downturned antlers. "We've seen the note up and down. Give it a rest before you hop to conclusions."

"You sure have seen the note, Brother Worthwuss," swarmed Feenux. "Up and down." They held the parchment up to show the victim's note, written in blood. "But how about you see it from the other side!"

As Feenux flipped the parchment over, another gasp hit the courtroom. Even Worthwuss's pointed ears stood up straight. Everyone had figured it out except for the witness, who still looked blankly at Feenux before asking, "What are you serving us now?"

"The victim wrote their note on the back of a spell scroll. A spell scroll for continuous flame." Feenux rolled the scroll up and pointed it towards the witness. "Spin it. How could you throw eyes at a continuous flame lantern if the continuous flame scroll was never used?"

The witness's eyes and mouth opened wide. His ears buried themselves deep into his thick mullet. He was cornered.

The long-eared folks are a reclusive and careful people rarely seen outside their own communities. Even so, hillabies have existed for thousands of years, a testament to their hardiness and effective survival strategy.

Short and Stout

Hillabies all have thick, bottom-heavy builds and short statures that keep them tough and close to the ground. Their powerful legs can quickly lead them out of danger's grasp, either by bounding high into the air or tunneling deep into the ground. Some hillabies even grow a set of antlers to protect their heads from predators overhead. Most distinct are their tall, hairless ears, which are rumored to be able to pick up on conversations nearly a mile away with crystal clarity.



STOUT BANGUS

The hillaby bears a notable, passing resemblance to both the rabbit and the halfling. Legend has it, a tear in the Weave inflicted unspeakable arcane damage upon the Realms that no hillaby rule could prepare them for. Many hillabies dug deep into the earth until the ripples of magic subsided. The majority of hillabies aboveground were magically transformed into rabbits and almiraj.

By a stroke of luck, however, some hillabies withstood the havok with minimal changes. These folks eventually settled into their own communities as halflings, referencing their old lives as stories to pass down from generation to generation.

A Rule For Everything

Hillabies adhere to a large set of rules that have been created and revised throughout the years to ensure the safety and equity of their community. These rules range from major tenants such as "ensure at least one of you escapes danger" to the minutiae of "spoons should be placed on the right side of the bowl."

The sheer number of these rules would overwhelm even the most brilliant of wizards; it's nearly impossible to always follow them all! This practice has led to an unusual judiciary system, where hillabies argue rule revisions as an art form or sport. The courtrooms are public theaters, transforming into playhouses over any matter short of murder. The perpetrator usually has little to worry about in the case of minor offenses; they serve out most of their punishment by sitting center stage of the performance.

Over Hills and Under Foot

Hillabies don't stray outside their communities often. This life of seclusion and order can be stifling for teenagers and young adults who dream of adventure and exploration. Some act on those dreams. Alternatively, a court order could very well lead to exile.

The rare hillaby found in common society might stick closest to their halfling cousins. They eventually either settle into a manual role that makes use of their hardiness, or a clerical job, to help keep things orderly. Given the opportunity, they could become the most fearsome attorney in a court of law, or at the very least make sense of Waterdeep's Code Legal.



SWIFT LONGINUS

Hillabanter

At the center of hillaby culture is their language. The distinct hillaby manner of speech is rapid and quickly communicates a large number of ideas. Hillabanter itself is familial and filled with many colloquialisms, making following along easy for other community members and no one else. The language is supposedly a proto-language of Halfling, but any similarities can only be seen on parchment given the differences in how they're spoken.

Hillaby Names

Hillaby names are traditionally guttural sounding words, such as **Haldus** and **Bangus**. They're also preceded by a title that speaks to a simple quality of the individual like **Swift** or **Big**. The resulting full name may leave a common speaker breathless, but it rolls right off a hillaby tongue.

When addressing other hillabies or someone they're familiar with, it's common to refer to them as Brother [Name], Honey [Name], or Sister [Name] to deepen that connection.

Hillaby Names: Angus, Chungus, Gushaul, Hanngin, Loroht, Pollux, Prumbus, Roofus, Rallant

Hillaby Titles: Big, Doc, Hoppy, Quick, Riot, Sleepy, Strong, Tiny, Witty

BREAKING GROUND

As adventurers traverse all sorts of terrains, it might become tedious to calculate burrow speed. This chart is a **Rule of Thumb** for burrow speed based on Strength:

| Strength Score | Category |
|-----------------|----------------------|
| Less than 10 | Soft earth and sand |
| 10-16 | Regular earth |
| 17-20 | Tough earth and wood |
| Greater than 20 | Stone |

If the terrain is one category above your strength score, it is considered difficult terrain. By **ROT**, you shouldn't be able to burrow through any terrain two categories or more above your strength score.

Hillaby Traits

While living the hillaby life, your character has developed the following traits.

Ability Score Increase. Your Constitution and Dexterity each increase by 1.

Age. A hillaby is considered an adult by the age of 30. They're hardy enough to live to be 400 if they follow the rules.

Alignment. Hillabies are raised to be lawful and to look out for their compatriots. Order is what's kept them all safe for many years. However, hillabies who've left their communities may have different plans for themselves.

Size. Hillabies aren't much taller than 3 feet tall (excluding their ears), and they weigh around 100-120 pounds. Your size is Small.

Keen Senses. You have proficiency in the Perception skill.

Rattled. Whenever you take damage, you add +2 to your Strength (Athletics) checks and Dexterity (Acrobatics) checks until the end of your next turn. This bonus does not stack.

If you are in combat when you take damage, your initiative also increases by 1, moving you up in the initiative order accordingly. If this would move you higher than the source of damage in the initiative order, you take your turn immediately after theirs for this round.

Languages. You can speak, read and write in Common and Hillabanter. Hillabanter is akin to Halfling in structure, but very little overlap in words. In general, your speech in any language is filled with unique idioms and phrases that the uninitiated might find difficult to understand.

Subrace. There are two distinct family lines of hillabies, burrowfoot and treehorn, that have grown to compliment their respective societies. Choose one of these subraces.

Burrowfoot

The broad extremities of the burrowfoot line are noticeably bigger than their treehorn siblings. These powerful hillabies can break into the ground and reinforce their covert homes.

Ability Score Increase. Your Strength increases by 1.

Speed. Your base walking speed is 25 feet. You also have a burrowing speed of 25 feet.

Limited Darkvision. You can see in dim light within 10 feet of you as if it were bright light, and in darkness as if it were dim light within 20 feet of you. You can't discern color in darkness, only shades of gray.

Burrowing Body. Your hide grants you advantage on Strength and Constitution saving throws while burrowing.

Treehorn

Members of the treehorn line are distinguished by their antlers. These horns protect their heads from overhead hazards as they leap through the air on patrol.

Ability Score Increase. Your Dexterity increases by another 1.

Speed. Your base walking speed is 35 feet.

Standing Leap. Your long jump is up to 20 feet and your high jump is up to 30 feet, with or without a running start.

Bounding Body. The damage you take from falling is reduced to 1d4 bludgeoning damage for every 10 feet you fall, to a maximum of 20d4.