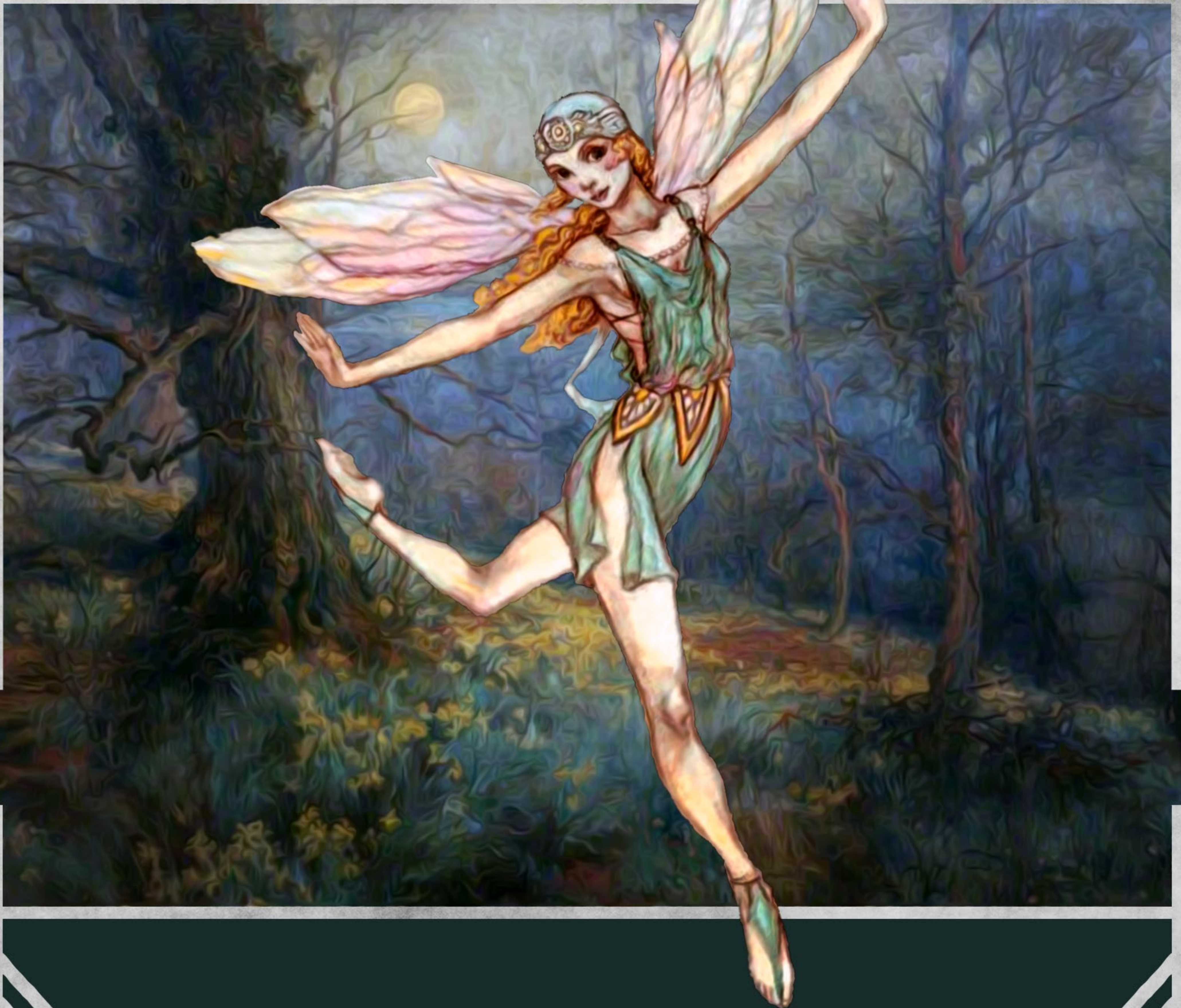


WALROCK HOMEBREW

FAERIE



FIFTH EDITION



FAERIE

CHARACTER RACE OPTION

“IT WAS THIS WAY, I SWEAR IT!”

Gaffsten grumbles at the halfling’s insistence. The dwarf was used to waiting, and he usually finds that Numpett, his halfling travelling partner, brings out the best in him. But here, in the woodlands, surrounded by open air, wildlife, and so many trees, he always feels on edge, as if elves or worse could come out of the woodwork at any moment.

“We’ve been searching for hours, and nothing,” he grunts, eyeing his companion, “That accursed sun is getting low. Even if we find where that owlbear hides its lair, we’ll never make it back before nightfall.”

“We have camping gear!” interjects the halfling, with a note of desperate, pleading positivity, “We can build a fire, make camp, sing songs...”

“And,” whispers a tittering, small voice, “Be a late-night snack for old Moonhoot!”

The dwarf finds his loaded crossbow in his hands, the halfling finds two daggers in hers, as they wheel to face a small, floating figure, not a foot tall, hovering just above their heads on gossamer wings. Clad in a flowing short robe of tailored emerald leaves, adorned with amber gemstones that highlight their yellow eyes against skin the color of dark tree bark, the creature giggles a bird-song laugh at the travelers’ reactions.

“Oh sure,” they speak, as the dwarf and halfling exchange a glance, “We know all about how Moonhoot has been gobbling up humans. She must be awfully hungry, now that it’s mating season. Usually she’s fine eating deer and,” the figure’s expression darkens, “the occasional one of my kin.”

With a practiced flourish Numpett sheathes her blades, though the dwarf still expresses reluctance. “You know of the owlbear?” she asks, “Do you know where it roosts?”

“Yes! Yes! Of course! I will show you!” the pixie exclaims, darting in circles above the pair, “And I’m so fortunate to have found you. You certainly look capable! At least one of you will probably survive!”

“Does this... thing require payment?” the dwarf asks warily, probing towards the pixie with the point of his crossbow.

“I am a person! Thank you!” they retort, “And my only payment is that I must go with you.”

After a heartbeat of pause, the travellers ask in wary unison: “Why...?”

“Oh. Revenge,” the pixie abruptly stops mid-flight, and glowers with an intensity that makes even Gaffsten recoil, “For the one that I love. Moonhoot dies tonight, and I will help you do it.”

Children of magic and the wild lands, faeries dwell far from most other civilizations, making their homes amongst trees and on cliffsides. Faeries excel at remaining hidden when they wish to be, and at playing tricks on



those that deserve them. Though a faerie may be small, only fools underestimate their deftness and magical talent.

THE WEE FAIR FOLK

Faeries are proportioned the same as any human or elf, but significantly smaller, with a wide range of skin tones. A faerie can have any coloration that a human can, in addition to being pale white, forest green, ice blue, slate grey, or a deep earthy red-brown. A typical faerie is anywhere from half a foot to 1 foot tall, and weighs about 1-4 pounds.

Most faeries wear clothes made from scavenged materials, such as plant parts, spider silk, or bits of airy cloth. These can be ornate and beautiful just as easily as they can be stark or spartan, and fine faerie craftspeople are renowned for the quality of their wares and their attention to detail.

PASSION AND EXUBERANCE

Prone to fey whims and extremes of emotion, a faerie never feels anything half-way. If a faerie is feeling adventurous, they immediately leave and travel. A joyous faerie celebrates with their entire being, dancing and laughing with an energy few can capture. And if a faerie is stern or sorrowful, all can instantly feel the cold depth of their demeanor.

Many faeries don’t think matters through, preferring to act on intuition rather than careful planning. Others, typically sprites, reject this mindset, and possess a methodical cunning that other faeries keep their distance from. Regardless, nearly all faeries are governed by their emotions to some degree, and have an intense desire to act on what they feel, as soon as they feel it.

WANDERERS AND FREE SPIRITS

Rarely does a faerie need a reason to wander, though they have many. Possessed of a natural curiosity and an interest in nearly everything, faeries are always asking their companions questions about what the strange things they encounter do, and how they work.

Though the world outside a faerie’s home is dangerous for their kind, this rarely stops them. To a faerie, the danger is merely a part of why they must explore, so that they can know more about what exactly it is that threatens them. Many hold that this attitude is why so few faeries return from their travels, but most faeries don’t see it that way.

FAERIES IN RAVNICA

Faeries as presented here are accurate to most settings. In Ravnica, however, faeries are somewhat different.

To start, faeries do not have strong racial divides in Ravnica, their subraces representing a diversification of their abilities rather than distinct cultures. As creatures of blue mana, faeries are most at home among the Izzet and the Dimir.

Dimir faeries tend to be spies, assassins, and hunters, striking out after elusive secrets or creatures. Even Dimir faeries tend to be social, however, and the Dimir are not in the practice of trusting them with secrets that must be kept.

Izzet faeries, on the other hand, are true to the creatively manic character of the guild. Known as ratchet faeries, they excel at working with tiny apparatuses, and many Izzet faeries assist directly with research into the nature of flight.

FAERIE NAMES

Children of nature that they are, faeries often take on the names of plants, natural phenomena, or the elements as their own. Most faeries only take on a name once they reach maturity or experience a life-changing, character-defining event. A faerie's choice of name usually speaks to their attitudes and general outlook on life in some way.

Male Names: Applebow, Basil, Boreas, Chillbreeze, Cornflower, Hawkfeather, Nettle, Nighthour, Oaken, Ragweed, Spark, Sprig, Ursa, Zephyrus

Female Names: Cobweb, Ember, Flicker, Flurry, Gale, Ginger, Ivy, Larksong, Lilly, Nightshade, Peasblossom, Rosebloom, Snowdust, Starlight

Neutral Names: Ashen, Dawn, Garlick, Gossamer, Mapleseed, Mote, Petrichor, Polestar, Puck, Rainbow, Sciron, Snowfall, Stormwind, Thyme

FAERIE TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Natural magic extends your lifespan indefinitely. You reach maturity at around 100 years, are venerable at 250, and cannot die of old age.

Alignment. Mischievous but kind-hearted, faeries are typically good, but shy away from being lawful.

Size. You are nearly one foot tall. You are size Tiny.

Speed. Your base walking speed is 15 feet, and you have a flying speed of 30 feet. When using your flying speed from this source, you cannot end your turn more than 5 feet above a solid surface, and gently descend down to this distance at a speed of 60 feet per round if you are any higher.

At 5th level, this distance increases to 10 feet above a surface. At 11th level, you can end your turn at any height without limitation.

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

Petite. You have disadvantage on Strength checks to break, push, pull, or lift objects or creatures that are Medium or larger in size.

Fey Nature. You are a creature of fey magic. You have two creature types: humanoid and fey. You can be affected by a spell or ability if it works on either of your creature types.

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.

Shrink Object. When you interact with an unattended object of 50 lbs or less that a Medium creature could hold or lift in one hand, you can magically shrink that object down to a size suited for your use. The object becomes proportionate to you, and can be used by you as if you were a Medium sized creature interacting with the object at its regular scale. Other rules for being sized Tiny may still apply to using this object. Shrinking an object does not reduce its weight.

Faeries can use this ability to don armor or use weapons or items made for other races. If an item affected by this ability leaves your person, it remains shrunk for one round before returning to full size. If there is not room enough for the object to grow, it is first shunted to the closest available space that will allow it to return to full size.

Unobtrusive. You have proficiency in Stealth.

Subrace. There are several varieties of faeries, and three of them are available as subraces: Pixie, Sprite, and Sylph. Choose one of these subraces.

RULES FOR TINY CHARACTERS

Races as presented in the *Player's Handbook* and similar sources have been sized Medium or Small. Characters of Tiny size have additional rules, which are presented here:

Armor. Tiny characters cannot use heavy armor.

Weapons. Certain weapon properties mean different things for a tiny character, as detailed below:

Heavy. Tiny characters cannot use weapons with this property.

Light. A tiny character must hold any melee weapon lacking this property in two hands.

Two-Handed. A tiny character has disadvantage on attacks made with melee weapons that have this property.

Versatile. Tiny characters cannot use this property.





PIXIE

Curious, magical, and carefree, pixies are always cheerful and friendly, if somewhat shy to outsiders. Dressed in fine regalia crafted from forest materials, pixies are fey nobles in miniature, as magical and enchanting as any high elf or eladrin. Pixies have gossamer butterfly wings, and delight when others admire their beauty.

Ability Score Increase. Your Charisma score increases by 1.

Delightful. You have proficiency in Persuasion.

Pixie Magic. You know the cantrips *druidcraft* and *dancing lights*. Charisma is your spellcasting ability for these cantrips.

Pixie Dust. As a bonus action on your turn, you can touch one creature. That creature gains a flying speed of 30 feet until the end of its next turn. Once you use this trait, you require a short or long rest before you can use it again.

At 11th level, the creature you touch instead gains a flying speed for 1 minute.

SPRITE

Building cities in the boughs of ancient trees or treants, sprites are sworn to defend the forest lands. Despite their stature, they are fierce warriors, well-trained and versed in battle tactics that can thwart creatures many times their size.

Sprites tend to be surprisingly stern and serious, keeping the forest safe with a grim determination that other fey often make light of. Nevertheless, when a problem does arise, a contingent of battle-ready sprites are just as valued as elven soldiers, and exactly as deadly.

Ability Score Increase. Your Wisdom score increases by 1.

Languages. You can speak, read, and write Elvish.

Sprite Weapon Training. You are proficient with the longsword, shortsword, and shortbow.

Heart Sight. Using an action, you can touch a creature and immediately know whether the creature cares for, is ambivalent about, seeks to manipulate, or wishes to destroy you and your allies. You don't know the specifics of the creature's intentions, only a generalized sense of how it is disposed towards you and your allies. Once you use this trait, you require a short or long rest before you can use it again.

SYLPH

Native to the Elemental Plane of Air, sylphs nevertheless make their way into the Prime Material, inhabiting airy mountaintops and cliffs, dancing amidst the high winds. Natural adventurers, sylphs go where the winds take them, delighting in the journey, the chance to meet new individuals and to see new lands.

Being as far-traveled as they are, sylphs are the most common type of faerie to encounter. They are still quite rare, however, and very good at remaining hidden when they do not want to be found.

Ability Score Increase. Your Intelligence score increases by 1.

Languages. You can speak, read, and write Auran, which is a dialect of Primordial.

Swift. Your flying speed increases to 35 feet.

Sylph Magic. You know the *gust* cantrip (*XGtE* page 157, *EEPC* page 19). At 3rd level, you learn the spell *gust of wind*, and can cast it without expending a spell slot. Once you cast it in this way, you must finish a short or long rest before you can do so again. Intelligence is your spellcasting ability for both of these spells.

ADDITIONAL FEATS

If your DM allows the use of feats as described in chapter 6 of the *Player's Handbook*, a faerie character has access to the following special feats. If a feat requires a particular subrace, a character must also have that subrace in order to take the feat.

FEY SHROUD

Prerequisite: *Faerie*

You can use a bonus action on your turn and begin concentrating as if on a spell to fade from sight. You and any objects on your person become invisible until you lose concentration, take a rest, attack or cast a spell, or use another bonus action to dismiss this effect.

Once you use this ability, you require a short or long rest before you can use it again.

FRIEND OF THE WINDS

Prerequisite: *Faerie (sylph)*

Your connection to the Elemental Plane of Air allows you to pull a guardian from it, to defend you in your time of need.

You can use an action and begin concentrating as if on a spell to conjure an air guardian (the statistics for which are included here) at a point you can see with 30 feet of you. This guardian is friendly to you and your companions, acts on its own turn in initiative order, adds half your total character level to its hit point maximum, adds your proficiency bonus – 3 on its attack and damage rolls, and obeys any verbal commands you give it.

This guardian disappears after one minute, if you lose concentration, or if it reaches 0 hit points. You can conjure this guardian twice, and regain all expended uses of this ability when you finish a long rest.

PIXIE GRAND MAGIC

Prerequisite: *Faerie (pixie)*

You have a greater control over the fey magic natural to your kind. You can cast each of the following spells once with this ability: *sleep*, *phantasmal force*, and *entangle*. At 8th level, you can also cast *polymorph* once with this ability.

Charisma is your spellcasting ability for these spells.

Sleep is cast as a 2nd level spell, and any other spell gained with this ability is cast at its lowest possible spell level.

At 8th level, *sleep* is cast as a 3rd level spell, becoming cast as a 4th level spell at 12th level, a 5th level spell at 16th level, and a 6th level spell at 20th level. You regain the ability to cast any spells provided by this feat when you finish a long rest.

SLEEPING POISON

Prerequisite: *Faerie (sprite)*

Increase your Dexterity or Constitution score by 1, to a maximum of 20.

Over a short or long rest, you can conjure a fey poison, which you can apply one weapon or up to 10 pieces of ammunition with the Use an Object action. You can only have one such conjured poison at any time. Once applied, this poison lasts for 1 hour.

Immediately after a creature takes damage from a weapon or piece of ammunition coated in this poison, if that creature has remaining hit points less than or equal to 5 + your total character level, the creature falls unconscious. Creatures immune to the poisoned condition ignore this effect. A creature unconscious in this way remains so for up to 1 hour, or until an adjacent creature uses an action to rouse them.

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SYLPH GRAND MAGIC

Prerequisite: *Faerie (sylph)*

Your travels riding the wind have given you an instinctive control over it. You can cast each of the following spells once with this ability: *dust devil* (XGtE page 154, EEPC page 17), *fog cloud*, and *warding wind* (XGtE page 170, EEPC page 23). Intelligence is your spellcasting ability for these spells, and they are each cast at their lowest possible spell levels. You regain the ability to cast any spells provided by this feat when you finish a long rest.

At 8th level, *dust devil* is cast as a 3rd level spell, becoming cast as a 4th level spell at 12th level, a 5th level spell at 16th level, and a 6th level spell at 20th level.

AIR GUARDIAN

Medium elemental, unaligned

Armor Class 14

Hit Points 23 (5d8 + 0)

Speed 0 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	10 (+0)	6 (-2)	10 (+0)	8 (-2)

Damage Resistances lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Auran

Challenge 1 (200 XP)

Air Form. The guardian can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

ACTIONS

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 4) bludgeoning damage, and the target is pushed up to 10 feet away from the guardian in a direction of the guardian's choosing.