

PEOPLES OF THE FEY REALMS

THE RACES OF THE MATERIAL

Plane have lived there for millennia, naturally evolving as time goes by. Others are touched by creatures from outside, such as elementals and demons, to create a new race sharing traits of both. Then there are those who are visitors; travelers from other planes exploring what they may. One of the most common visitors are the fey, and they find the Material Plane the most fascinating realm of all.

The fey are alien to this world, with capricious minds and inscrutable goals than most of the more common races. Fey are usually selfish and tend to act in their own best self-interest, yet their goals are not always incompatible with other creatures'. The greatest legends of princesses, kings, and unlikely heroes reveal that the Fair Folk find some worth in aiding humanity. Many more fey enter the mortal world because they are curious, or afflicted by wanderlust or boredom. These fey perform great acts of bravery, create masterworks of arts, or provide sinister services to mortals just as crafty and anarchic as they are, like criminal gangs or thieves' guilds.



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Some fey are more commonly seen on the Material Plane than others. Fauns love poetry and art, and exhibit great passions that spread to others around them. Gremlins have long been the bringers of bad luck and misfortune, and are wont to spread havoc in mortal cities. And the single-minded and determined spriggan protect their charges at all costs.

FAUN

Fauns are people with the body of a human and the lower legs and tail of a goat. They have curled hair and are often found with a musical instrument. They are lovers of poetry, drink, music, laughter, and everything that they find stirs passion in themselves and others. Of all the fey, fauns are best known for exploring, adventure-weaving, and for starring in great epic tales and love stories.

Artistic Soul. All fauns love the arts, be it music, dance, painting, ritualistic combat, or storytelling. For this reason, many fauns become bards, or at least spend inordinate amounts of time hanging around with and haranguing bards. They can easily become distracted by pretty things—inanimate or otherwise—and fight harder to protect something they consider special. Of course, when new pretty thing comes along, a fickle faun can drop a current obsession and pick up a new one in the blink of an eye.

Travelers at Heart. The faun love adventure and finding new places. They typically roam from town to town learning new stories as they go. Many dabble in professions that allow them to always be on the move, often becoming merchants, sailors, and soldiers just to find somewhere new and exciting. Of all the fey, fauns are the most numerous in mortal lands as they

explore everything that they can and cross from the Feywild as often as possible.

RACIAL TRAITS

Fauns share the following racial traits.

Ability Score Increase. Your Charisma score increases by 2 and Dexterity score increases by 1.

Age. Fauns mature at about the same rate as humans being considered adults in their late teens and can live 200 years or more.

Alignment. Like most fey, fauns tend to be chaotic, but tend toward good alignments.

Size. Fauns stand between 4 and 5 feet tall and weigh between 150 to 200 pounds. Your size is Medium.

Speed. Your base walking speed is 40 feet.

Musician. You gain proficiency with one musical instrument of your choice and proficiency in the Performance skill.

Hooves. You are proficient with your hooves and can strike with them for 1d6 damage.

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep.

Fey Magic. You know the *friends* cantrip. When you reach 3rd level, you can cast *hideous laughter* once per day. When you reach 5th level, you can also cast the *fear* spell once per day. Charisma is your spellcasting ability for these spells.

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

GREMLIN

Gremlins are small wrinkled tricksters and tinkerers known for their aptitude at both building and destroying technology. They can easily be distinguished from their gnomish cousins by their long gangly limbs and nearly

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comical long pointed ears. They usually have long shocks of white hair if they haven't shaved it off, and have skin resembling polished leather, though some gremlins' skin comes in unusual hues of blue or green. Gremlins like to find themselves in cities where they can both create their toys and cause mischief with other inventions.

Tricksters by Nature. Gremlins are known for being devious and crafty, accomplishing great feats of ingenuity against seemingly all odds. They delight in creating minor misfortunes that direct others onto a path to aggravation. They have been known to ride the sides of wagons and remove the lug while remaining unseen, plug the flow of lamp oil to cause lamps to go dark, and climb the insides of forge chimneys to completely block the flow of air, filling the forge with thick clouds of smoke and sending the whole work crew fleeing.

Building and Breaking. Gremlins are skilled crafters of many gadgets and gizmos. They share much in common with the gnomes this way, building clockwork creations and eye-catching mechanical wonders. Gremlins have been known to make clocks, moving animals, wind-up tops, and many other incredible devices requiring canny feats of engineering. The only trouble is, they're just as fond of breaking things as they are building them. Though many humans ascribe this to malice, it's more often just due to curiosity: most gremlins just want to see how things work so they can make one that's even better! Nevertheless, the human prejudice remains, and gremlins are often blamed for unrelated mishaps because of the belief that they sabotage other crafters' work out of jealousy, anger, or boredom.

Dizzying Intellect. Gremlins have sharp minds that they use in often unexpected ways. To a gremlin, a particularly clever prank may be worth playing out over more than a decade, or it might be concluded in the blink of an eye. Gremlins are not vengeful *per se*, but they never forget a slight nor forgive it. If a gremlin feels someone has slighted or made a fool of them, they ensure the offender never forgets who is the real fool.

RACIAL TRAITS

While no two are gremlins are alike, most share the following racial traits.

Ability Score Increase. Your Intelligence score increases by 2 and Charisma increases by 1.

Age. Gremlins mature quickly, reaching adulthood by 16. They usually live short, chaotic lives, but can be as old as 250.

Alignment. Like most fey, gremlins are chaotic in nature and prefer to be in situations that are unpredictable with elements of danger. They do not tend towards neutrality, but can be either good or evil.

Size. Gremlins are Small creatures, standing between 2 and half to 3 feet tall. They generally weigh about 30 pounds.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to living life in the twilight conditions of the Feywild, you have superior vision in dark and dim conditions. 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.

Aura of Misfortune. As a gremlin, you bring bad luck with you and wear it like a shield.

You have a pool of 3 luck points. Whenever an attack, skill check, or save is made within 60 feet of you, you may spend a luck point to give it disadvantage.

If multiple luck points are spent to influence the same roll they cancel each other out—no extra dice are rolled. You regain your luck points after completing a long rest.

Fey Magic. You know the *minor illusion* cantrip. When you reach 3rd level, you can cast the *grease* spell once per day. When you reach 5th level, you can also cast *pass without trace* once per day. Intelligence is your spellcasting ability for these spells.

Fey Ancestry. You have advantage on saving throws against being charmed and magic can't put you to sleep.

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

SPRIGGAN

Made from living vines, trees, and other plants the spriggan are one of the stranger races of the Feywild. Spriggan have a roughly humanoid shape, but typically have dark, barklike skin—and where a human has hair, a spriggan has springy moss or supple leaves. Spriggan, as nature spirits, are most at home in forests and grassy hills, but there are more than a few reports of spriggan making their homes in parks within cities.

Defender of One, Protector of All. All spriggan are driven by the innate urge to protect, be it an ideal, a person, a place, or an entire people. They have been known to guard locations such as magical springs, mushroom circles, and tree groves due to feelings of connection to the place. Likewise a spriggan may serve another fey or—rarely—a mortal acting as an eternal bodyguard. These feelings of protection often lead the spriggan to find themselves joining druidic circles or swearing a paladin's oath. High-ranking members of the Summer Court employ battalions of spriggan to keep safe their fortresses within the Feywild, protecting their borders against invasions from the Shadowfell.

Humorless Sentinels. The fey are renowned for strong emotions and their willful-yet-carefree attitudes. Though their thoughts and motives are completely inscrutable, they always wear their feelings on their sleeves. Spriggan are an emotionless exception. Satyrs and other jokesters think them humorless sticks-in-the-mud. In the Feywild, something unusual or out-of-place is idiomatically described as “a laughing spriggan.” The spriggan don't understand that idiom, either.

Bloom into Being. Spriggan are genderless and do not reproduce like most other races. During each spriggan's life, it enters a dormant phase called budding. During this time the spriggan

asks a creature it has formed a personal bond with to protect their charge in their stead, so they may retreat into seclusion for one year. Over that year, the spriggan's buds take root in the ground, and their parent brings water and mulch to nourish them. At the end of the year, new spriggan spring forth from the soil fully grown and filled with the impulse to find a charge to defend.

RACIAL TRAITS

Spriggan share the following racial traits.

Ability Score Increase. Your Strength and Wisdom scores increase by 2 each.

Age. Spriggan have no natural end to their lifespans; they will live until they die from disease, violence, or other similar means.

Alignment. Spriggan are very structured and rigid, they tend toward lawful alignments.

Size. Spriggan are generally 6 to 7 feet tall and can weigh up to 450 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Barkskin. Your skin is hardened and rough granting you resistance to bludgeoning damage.

Darkvision. Accustomed to living life in twilight conditions of the Feywild, you have superior vision in dark and dim conditions. 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.

Earthen Grasp. You can cast *entangle* once with this trait; you regain the ability to do so whenever you finish a long rest. Wisdom is your spellcasting ability for this spell.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

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