

OLD GUS' ERRATA:
FEY FOLK

DUNGEONS & DRAGONS®

Fey races and notes for Dungeon Masters
for the world's greatest roleplaying game

Marula M.

Designer's Notes

Old Gus' Errata: Fey Folk, v1.62 (September 9, 2019). This document provides rules and mechanics for fey races and a faerie class to supplement Dungeon & Dragons 5th Edition. This material is not officially part of the game and isn't permitted in Dungeons & Dragons Adventurers League events. This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the materials used are property of Wizards of the Coast LLC.

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Special Thanks: Everyone over at Taverns & Dragons, Aboe Snowpea, Beau Brown, Fiona McAlpine, and the other Dungeon Masters and their players whose feedback has been invaluable.

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*Updates to this material, and more of
Old Gus' Errata are available online!*

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Illustration by Kirk Quilaquil

ON FEY

CHANGE IS ETERNAL

Some elves revere fey for their mutability, a trait they associate with their common ancestor Corellon. They might commune with fey in the Astral Plane or if they are brave, enter the Feywild itself.

Halfling farmers credit fey for a bountiful harvest, but some also blame them for a poor one. Superstitious gnomes tell tales of child-stealers, evil fey who lure children and travelers into deep woods to their inevitable doom.

In truth, fey most often enter the Material Plane out of curiosity or compulsion. They might be called there by a powerful spellcaster, or by deep magic, their returning like a comet on a calendar longer than living memory. These excursions produce bonds of family, love and enmity, echoing down generations. Some fey live a life of adventure in the Material Plane for years, eventually return to the Feywild as if called home, and many are never seen again by the denizens of the mortal world.

Fey are thought fickle and incapable of loyalty, but I have found nothing further from the truth.

The Feywild enforces two laws upon its denizens: Firstly, be true, to yourself and to your word. The second, and perhaps more important is:

Change, or die.

~Old Gus

Fey Nature and Fey Hybrids

Some fey races have the *Fey Nature* trait, which assigns them the *fey* creature type instead of *humanoid*. Others have the *Fey Hybrid* trait, which means they become the target of any ability, spell or effect that affects either the Fey or Humanoid creature type.

DMs can read more about the Feywild in the *Dungeon Master's Guide* on page 49, and additional considerations for DMs are provided on page 36 of this document.

Spells appear in the *Player's Handbook* on page 211.

^{XGE} denotes a spell appearing in *Xanathar's Guide to Everything* on page 150.

Faerie Class and Spells

An entire faerie class with four faerie affinities appears in *Old Gus' Errata: Heroes of the Multiverse*. A set of entirely original spells also appears, allowing you to create the fey character of your dreams!



Illustration from Volo's Guide to Monsters

BOGGLES

SMALL, STICKY AND MISCHIEVOUS

Boggles resemble monstrous, gnarled gnomes with grey, blue or purple skin and a pungent odor. They lurk in the fringes of the Feywild and are also found on the Material Plane, where they hide under beds and in closets, waiting to frighten and bedevil folk with their mischief.

Boggles engage in petty pranks to amuse themselves, which are annoying but usually harmless. Most boggles are cowards and avoid confrontation or combat. A boggle that feels bested by someone else might offer its services to the being that defeated or cornered it, although precious few are strong-willed enough to get the best out of a boggle's mischievous compulsions.

Racial Feat: Twisting Space

Prerequisite: Boggle

As a bonus action, you can create an invisible and immobile rift within an opening or frame it can see within 5 feet of you, provided that the space is no bigger than 10 feet on any side. The dimensional rift bridges the distance between that space and any point within 30 feet of you that you can see or specify by distance and direction (such as "30 feet straight up"). While next to the rift, you can see through it and are considered to be next to the destination as well, and anything you put through the rift (including a portion of your body) emerges at the destination. Only you can use your rift, and it lasts until the end of your next turn.

Racial Feat: Mischievous Familiar

Prerequisite: Boggle

You can serve as familiar to a spellcaster with the *Find Familiar* spell if their level is equal to or higher than yours. You can access the dimension their spell creates using your action. While inside, you share your master's hearing and vision, but cannot take any actions other than exit.

BOGGLE RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2, and your Intelligence score increases by 1.

Age. Boggles reach adulthood at around 20 years and live up to 150 years.

Alignment. Almost all boggles are chaotic.

Size. Boggles stand between 2 and 4 feet tall, and average about 40 pounds. Your size is Small.

Speed. You have a base walking speed of 30 feet.

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

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.

Uncanny Smell. You are proficient in the Perception skill, and have advantage on Wisdom (Perception) checks that rely on smell.

Boggle Oil. As a bonus action, you excrete a non-flammable oil from your skin for 1 minute. You choose whether the oil is slippery or sticky, and for the duration, you can change the oil from one viscosity to another as a bonus action.

While coated in slippery oil, you have advantage on Dexterity (Acrobatics) checks made to escape bonds, squeeze through narrow spaces, and end grapples.

While coated in sticky oil, you have advantage on Strength (Athletics) checks made to grapple and any ability check made to maintain a hold on another creature, a surface, or an object. You gain a climbing speed of 20 feet.

You can use this ability a number of times equal to your proficiency bonus, and regain expended uses of it when you finish a long rest.

Oil Puddle. While coated in oil, you can use your action to create a puddle of it 1 inch deep and covering the ground in your space. The puddle is difficult terrain for all creatures except boggles and lasts for 1 hour. Saving throw DCs against your oil puddle are 8 + your proficiency bonus + your Constitution modifier.

If the oil is slippery, any creature that enters the puddle's area or starts its turn there must succeed on a Dexterity saving throw or fall prone.

If the oil is sticky, any creature that enters the puddle's area or starts its turn there must succeed on a Strength saving throw or be restrained. On its turn, a creature can use an action to make a new saving throw and extricate itself from the sticky puddle, ending the effect and moving into the nearest safe unoccupied space.

Fire Resistance. Your skin is coated in a non-flammable oil. You have resistance to fire damage.

Fey Nature. Your creature type is fey.



Illustration from Volo's Guide to Monsters

DARKLINGS

LURKING IN THE SHADOWS

Ancient legends speak of a seelie fey who betrayed the Summer Queen. His true name has been stricken from history, but the stories call him Dubh Catha ("Dark Crow" in common). So great was the Summer Queen's wrath that she cursed every member of his house. Other fey refer to the descendants of Dubh Catha's house as the dubh sith- or, in Common, "darklings". Darklings most often settle in secluded caverns and chambers beneath the towns of other species. From such enclaves, they quietly ply their trades as thieves, spies and assassins.

The Summer Queen's curse causes a darkling's body to absorb light, and doing so wizens them, much like the effect of rapid aging. For this reason, darklings cover every part of their body with clothing when exposure to light is a risk.

Darklings have a particular fondness for beauty and art, and might risk taking a peek at a sunset or lighting a tiny candle to glimpse the colors in a painting or a jewel.

DARKLING RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Darkling reach adulthood at around 20 years and live up to three centuries.

Alignment. Most darklings are evil.

Size. Darklings stand between 3 and 4 feet tall on their cloven feet, and average 50 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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

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

Superior Darkvision. Accustomed to life in the dark, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

Darkling Movement. You have proficiency in the Stealth skill, and have advantage on checks made with it when in total darkness.

Light Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in bright light.

Darkling Weapon Training. You are proficient with scimitars, shortswords, and rapiers.

Darkling Magic. You know the *prestidigitation* cantrip. When you reach 3rd level, you can cast the *bane* spell once; you must finish a long rest in order to cast the spell again using this trait.

Death Flash. When you die, nonmagical light flashes out from you in a 10-foot radius as and your possessions, other than metal or magic objects, burn to ash. Any creature in the area and able to see must succeed on a DC 10 Constitution saving throw or be blinded until the end of their next turn.

Fey Nature. Your creature type is fey.

Racial Feat: Darkling Transformation

Prerequisite: Darkling

You undergo a ritual transformation, gaining these benefits:

- Your Dexterity or Wisdom score increases by 1.
- Your size becomes medium and your movement increases to 30 feet. Your hooves become feet, and your overall appearance becomes more elven.
- You learn the Elvish language if you do not know it.
- You regain use of your *Darkling Magic* spells when you finish a short or long rest.



Illustration by Eric Hibbeler

DRYADS

KEEPERS OF THE GROVES

Dryads dedicate their long lives to watching over, caring for, and living within trees, woods and forests and caring for the beasts that inhabit it. Visitors to their forests would do well to not act foolishly around any tree inhabited or protected by a Dryad.

It is rare that a dryad leaves their wood for long, but they will, especially if it is safer to deal with an threat without putting their beloved trees at risk.

As traveling companions, Dryads often seem aloof or lost in thought worrying about how their tree or grove is faring without them, but will often display a gentle, nurturing compassion to an ally who needs it.

DRYAD RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2, and your Charisma score increases by 1.

Age. Dryads reach adulthood at 100 years and live up to three millennia.

Alignment. Most dryads are neutral.

Size. Dryads stand between 4 and 7 feet tall, and average 180 pounds. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

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

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.

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

Natural Adept. You are proficient in the Nature skill.

Fallow. Dryads don't need to sleep. Instead, they lie fallow, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 72 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 6 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Natural Speech. You can communicate with beasts and plants as if you shared a language.

Dryad Magic. You know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *goodberry* spell once; you must finish a long rest in order to cast the spells again using this trait. When you reach 5th level, you can cast the *plant growth* spell once with this trait, and must complete a long rest before you cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

Tree Bond. As a 10-minute ritual, you can deposit your essence within a tree large enough for your body to fit inside, and are able to see, hear, rest and sustain yourself for the remainder of its lifetime or yours, whichever comes first. If the host is uprooted, damaged or disturbed, you are expelled and also take the damage done to the tree as psychic damage to yourself.

Fey Nature. Your creature type is fey.

Racial Feat: Tree Stride

Prerequisite: Dryad

Your Wisdom or Charisma score increase by 1.

Once on your turn, you can use 10 feet of your movement to step into a living tree and emerge from a second tree within 60 feet of the first, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be large or bigger. You can use this ability a number of times equal to your proficiency bonus, and regain expended uses of it when you complete a long rest.



Illustration by Vincent Coviello

GELFLING

CHILDREN OF THRA

Tucked away in a remote corner of the multiverse under the light of three suns, the Gelfling are the people of a land called Thra. Gelfling have four fingers on each hand, and four toes on each foot. They are often described as innocent, naïve and forgetful. Their society is composed of seven Gelfling clans, each of which is close to Thra in their own unique way.

Each clan is led by a Maudra, a woman of supreme wisdom whose connection to Thra is unrivaled among their clan. Most Gelfling live their lives out in peace among their own clan, but a few end up as adventurers who see the wider world, finding adventure, fame, danger and friendship among the other clans.

Learning to Dreamfast

At the DM's discretion, a Gelfling can attempt to teach a willing creature whose intelligence score is at least 6 to dreamfast by touching them for 1 minute. The recipient must succeed on a DC 18 Charisma ability check, or the attempt to learn to dreamfast fails, and the pair must complete a long rest before trying again. Once a creature gains master of dreamfasting, they may eventually learn the craft of reading or even creating dreametching with time, training or experience with the art.

GELFLING RACIAL TRAITS

Ability Scores. Your Charisma score increases by 1.

Age. Gelfling reach adulthood at around 16 years and live up to 80 years.

Alignment. A Gelfling's innocent and naïve nature makes Gelflings lawful good, although traumatic experiences or an independent streak may lead a Gelfling to adopt other alignments.

Size. Gelfling stand between 2 and 3 feet tall, and average about 60 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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

Dreamfasting. Gelfling are able to share their memories through physical contact with one another. With time and practice, Gelfling have occasionally been able to teach others this remarkable skill.

Dreametching. Gelfling know a secret art called *dreametching*, which allows them to carve thoughts and ideas into physical shapes. Often used by literate Gelfling for writing, but also used for drawing and abstract divination. The more Gelfling involved in a dreametching, the more powerful the creation. A Gelfling who touches such an etching is able to dreamfast with the etching and experience the dream that was stitched there. When multiple Gelfling dreamfast together, a dreametching may be spontaneously created between them upon a nearby surface of stone or wood.

Brave Men. Gelfling males have advantage on saving throws against being frightened.

Winged Women. Gelfling females are born with a pair of retractable wings, giving them a flying speed equal to their movement speed. Taking any damage while flying causes them to immediately fall, but a falling Gelfling uses their wings to flutter and slow their descent, suffering only half the falling damage they otherwise would have taken were it not for their wings. The precarious nature of flight makes most Gelfling women prefer to walk rather than fly, keeping their gossamer wings safely tucked away in their clothing.

Fey Hybrid. Your creature type is fey in addition to humanoid.

Gelfling Clan. Gelfling are born to one of seven clans, each of which has a unique history and traits. Choose a clan from one of the following:

DOUSAN

The Dousan live upon sandships—flying constructs of bone and crystal that navigate sandy, crystalline deserts. Their culture is shrouded and unsettlingly quiet compared to the other clans, and their life stories told in intricate, magic tattoos painting their bodies in sparkling green, silver and golds. The Dousan shun materialism, preferring the immaterial and spiritual pursuits. They also have a great love of music and song.

Ability Scores. Your Wisdom scores increase by 1.

Thoughtful. You are proficient in either the Insight or Perception skill.

Songs of Thra. You are proficient with one musical instrument and one gaming set of your choice.

Desert Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to hot climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Dousan Magic. You know the *guidance* cantrip. Once you reach 3rd level, you can cast the *augury* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *dust devil*^{XGE} spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

DRENCHEN

The Drenchen clan are a Clan of amphibious Gelfling. They tend to be taller and stronger than other Gelfling, the proud Drenchen wear their hair in long dreadlocks. They are powerful in combat, though they generally prefer to keep to themselves. Their skin is of a yellowish-green hue, with orange tinges around their prominent forehead ridges, a unique feature to their clan.

Ability Scores. Your Dexterity and Constitution scores increase by 1.

Amphibious. You can breathe air and water.

Swim Speed. You have a swimming speed of 25 feet.

Poison Resistance. You have advantage on saving throws against poison, and you have resistance against poison damage.

Drenchen Weapon Training. You are proficient with scimitars, blowguns, and shortbows.

Survivalist. You are proficient in either the Animal Handling or Survival skill.



Illustration by Kimberley Dawn Robson

GROTTAN

The grottan are a mysterious, secretive breed who dwelled in perpetual darkness. Generations in the shadows has left them with an extreme sensitivity to light—and solid black eyes that could see in the dark and large ears to make out even the faintest of echoes. The Grottan clan is the smallest of the clans, numbering only in the dozens.

Ability Scores. Your Intelligence and Wisdom scores increase by 1.

Age. Grottan reach adulthood like at the same as other Gelfling, but live longer: up to two or three centuries.

Superior Darkvision. Accustomed to the depths of the caves of Grot, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Keen Hearing. You have advantage on Wisdom (Perception) checks that rely on hearing.

Herbal Training. You are proficient with the herbalist's kit.

Magic of Stone. You know the *magic stone*^{XGE} cantrip.

SIFA

The Sifa worship the wind, whose changing whims can mean life or death on the open sea. Most Sifa are well-traveled merchants, and the only Gelfling to harvest the bounty of the ocean. When in port, they're happy to trade anything and everything – including wisdom. Sifa charms enchanted with different spells were highly desired by travelers, craftsmen, and warriors of all clans.

Ability Scores. Your Dexterity and Wisdom scores increase by 1.

Silver Tongue. You are proficient in either the Persuasion or Deception skill.

Sifa Crafts. You are proficient with either water vehicles or navigator's tools.

Stonewood Weapon Training. You are proficient with scimitars, shortbows and longbows.

Sifa Magic. You know the *gust* cantrip. Once you reach 3rd level, you can cast the *illusory script* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *gust of wind* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

SPRITON

Age-old rivals of the Stonewood, the Spriton are a warrior race who inhabit rolling, grassy fields nestled in wide valleys. In addition to being the fiercest of Gelfling fighters, the Spriton are also skilled at stitching, fabric and textile working, and beading. Their handiwork was unparalleled and widely sought, and it is said their clan were the first to learn the art of dreamcatching.

Ability Scores. Your Strength and Dexterity scores increase by 1.

Capable. You are proficient in either the Athletics or Acrobatics skill.

Spriton Weapon Training. You are proficient with light armor and two martial weapons of your choice.

Spriton Crafts. You are proficient with either calligraphers' supplies, leatherworker's tools, or weaver's tools.

STONEWOOD

The Stonewood clan dwells on fertile lands near and within thick, dark woods. This is the tribe of the hero *Jarra-Jen*, whose courageous and daring exploits famed the Stonewood as warriors and adventurers, although most are content to live as farmers or cobblers.

Ability Scores. Your Dexterity and Intelligence scores increase by 1.

Stonewood Weapon Training. You are proficient with handaxes and battleaxes.

Naturalist. You are proficient in the Nature skill.

Stonewood Crafts. You are proficient with two of the following: cobbler's tools, mason's tools or thieves' tools.

Fixer. You know the *mending* cantrip.



Illustration by artsangel

VAPRA

Members of the Vapra clan are usually born with white hair, and fair skin. Considered the oldest of the Gelfling clans, the Vapra reside in cliffside villages in sparkling structures of stone. Vapra are skilled at camouflage and illusion, which they can use to become nearly invisible.

Ability Scores. Your Charisma and Intelligence scores increase by 1.

Mountain Born. You're acclimated to high altitude, including elevations above 20,000 feet. You're also naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Vapra Education. You are proficient in either the Arcana or History skill.

Vilyaya Magic. You know the *minor illusion* cantrip. Once you reach 3rd level, you can cast the *blur* spell; you must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can also cast the *invisibility* spell; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.



Illustration from Volo's Guide to Monsters

KORREDS

FRIENDS OF THE EARTH

Korreds are unpredictable, secretive fey with strong ties to stone. Because of their magical hair and their mystical understanding of minerals, they are sought out by treasure hunters, dwarves and others that desire the wealth of the earth. No one knows the ways of stone and earth better than a korred. Korreds can seemingly feel the rise and fall of bedrock under the earth.

Korreds generally prefer to keep their own company, but occasionally consort with creatures of elemental earth, or promising adventurers. Tribes of korreds occasionally gather to perform ceremonial dances, beating out rhythms on stone with their hooves and clubs which can be heard (or felt) for miles underground. They have hair all over their bodies, and the hair that grows from their head is magical, and almost as durable as linked chains of iron. Korreds take great pride in their hair, and equally great offense at anyone who attempts to cut it without permission.

Racial Feat: Grappling Hair

Prerequisite: Korred

When you hit a creature with your *Hair Whip*, you can attempt to grapple the target using your bonus action. You can use your Charisma score instead of your Strength score on checks to make or maintain the grapple. If you succeed, your speed drops to 0. While grappling, your hair has an AC of 10 + your proficiency bonus + your Charisma modifier, and a number of hit points equal to your level + your Constitution modifier. It also has resistance to fire damage, and regains 1 hit point at the start of your turn. If your hair whip drops to 0 hit points, it is destroyed, and you must finish a long rest before using this trait again.

KORRED RACIAL TRAITS

Ability Scores. Your Strength, Constitution and Charisma scores increase by 1.

Age. Korreds reach adulthood at around 30 years and live up to three centuries.

Alignment. Due to their generally solitary existences and attunement to the earth, most korreds are chaotic, neutral, or both. A few korreds spend their lives aligned with humanoid races take on other alignments.

Size. Korreds stand between 3 and 4 feet tall, and average about 80 pounds. Your size is Small.

Speed. You have a base walking speed of 25 feet.

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

Darkvision. Accustomed to life underground, you have superior vision in dark and dim conditions. You can see in dim light within 120 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.

Stone Adept. You have advantage on Dexterity (Stealth) checks made to hide in rocky terrain, and difficult terrain due to stone and rock does not impede your movement.

Stone Mover. You count as two sizes larger when determining your carrying capacity and the weight you can push, drag, or lift in stone.

Stone Speech. You can spend 10 minutes to speak with stones. Most rocks have no ears or eyes and a poor grasp of time, but easily reveal information about their mineral composition, or structural integrity.

Stone Magic. You know the *mold earth* ^{XGE} cantrip. Once you reach 5th level, you can cast the *meld into stone* spell once, and regain the ability to do so when you finish a long rest.

Hair Whip. As an action, you can extend a long, whip made of your magical hair that lashes out toward one creature you can see within 30 feet of you. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 bludgeoning damage, and if the creature is Large or smaller, you can pull the creature up to 10 feet closer to you. Charisma is your spellcasting ability for this ability.

Your hair whip's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

Fey Nature. Your creature type is fey.



Illustration by Adrian Rio

NOCKERS

CURMUDGEONLY CREATORS

Nockers are a self-selected race of crossbred fey humanoids. Their pigmentation ranges from brown, pink or grey-blue to muted oranges, yellows and greens. They are lanky and knobby, and enhance their exaggerated features with scars, eccentric makeup, or tattoos.

Nockers are master craftspeople. Their skill and inventiveness are legendary, as is their bitter cynicism. They dislike dealing with imperfect things, especially people, and instead prefer to surround themselves with mechanical wonder and ingenuity. Fiercely individualistic, once a nocker selects their tastes in artwork and craft, they condemn all others. Their creations are an expression of identity: if their work is no good, then they're no good.

They have vices and weaknesses, but never admit to them. Eventually, they yearn for an escape from their routine: music, art, romance or adventure might somehow manage to get them out of the workshop.

Despite their surly reputation,nockers are sought-after engineers, inventors, artificers and gunsmiths. However, their knowledge often end up dying with them, as few nockers write anything down that is not encoded in a personal cryptic cipher no one else can understand.

NOCKER RACIAL TRAITS

Ability Scores. Your Intelligence score increase by 2, and your Dexterity score increases by 1.

Age. Nockers enter adulthood in their early twenties and live up to 130 years.

Alignment. Nockers are contentious and tend toward chaotic behavior, but their understanding of how things work helps them get by in even the most lawful societies.

Size. Nockers stand between four to five and a half feet tall and weigh between 85 to 150 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak, read, and write Common, a personal cipher that only you can read and write. You can also choose one additional language, selecting from Gnomish or Goblin.

Welder's Eyes. You are proficient in the Perception skill, and have advantage on saving throws to avoid blindness. Creatures and objects that are lightly obscured by smoke, steam or fog are visible to you.

Favored Tools. You have proficiency with one type of artisan's tools, and can double your proficiency bonus to checks made with it.

Operational Ingenuity. When you make an Intelligence (Arcana, History or Nature) check related to magical or technological items, you may add your proficiency bonus twice if you are proficient in the skill.

Clever Magics. At 1st level, you can cast the *identify* spell as once with this trait and regain the ability to do so when you finish a long rest. At 3rd level, you can cast the *arcane lock* spell once with this trait and regain the ability to do so when you finish a long rest. At 5th level, you can cast the *knock* spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting ability for these spells.

Fey Hybrid. Your creature type is fey in addition to humanoid.

Racial Feat: Unseelie Insight

Prerequisite: Nocker

Your Intelligence score increases by 1.

As a bonus action, you can command an ally with 60 feet of you who can see or hear you to immediately make an attack against a creature you designate, exploiting an enemy's momentary weakness. Your ally can use their reaction to immediately make one weapon or spell attack against the target, adding your proficiency bonus to the attack roll. If it hits, they also add your Intelligence modifier as additional damage.

Once you use this ability, you can't use it again until you complete a short rest.

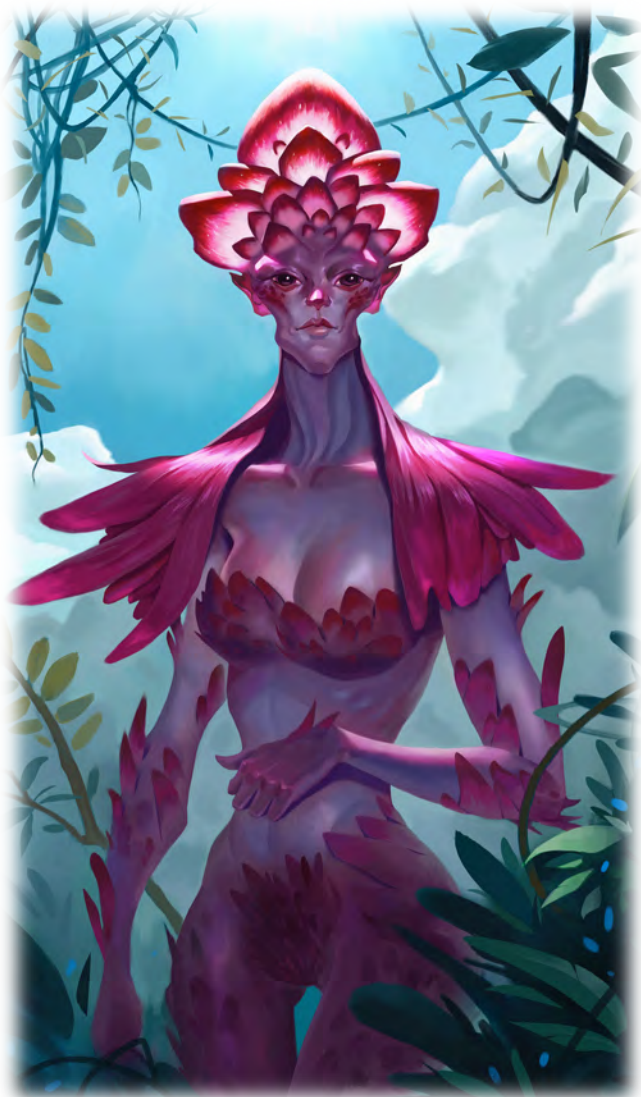


Illustration by Raphael Massarani

OLASSI

THE GARDEN THAT KNOWS ITSELF

Olassi are awakened fey plants. Some are born from their own kind, but most are elevated to sentience, awakened by a transfer of fey life force from pollinating fey, pixies or dryads, whom most olassi regard as treasured grandmothers. Once awakened, they gradually assume more mobile shapes, but retain many of the affinities, affectations, and even nutritional requirements of their pre-awakened selves.

Olassi grow “clothing” naturally from their bodies to suit their needs or desires for self-presentation. This is a slow process, but it is not unusual for one to change their appearance over time, utilizing all the shapes and colors their body is capable of producing.

Few olassi enter the material plane, rife with its machetes, axes and sawmills, and most prefer to remain in the Feywild and among their own kind.

OLASSI RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2.

Age. Olassi reach physical maturity at about the same age as humans, and with proper nourishment can live over three centuries.

Alignment. Fey love freedom, variety, and self-expression, so they lean toward neutrality or chaos, but those who serve in fey courts might be more lawful.

Size. Olassi are most often humanoid in shape, but range in height from 4 to 8 feet tall. Your size is Medium.

Speed. You have a base walking speed of 30 feet.

Darkvision. Accustomed to forests and the night sky, 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.

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

Fallow. Olassi don't need to sleep. Instead, they lie fallow, remaining semiconscious, for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

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

Natural Affinity. You are proficient in the Nature skill. You can discern the purity of water and the fertility of soil by making contact with it, and may be affected by it as any other plants in the area would at the Dungeon Master's discretion.

Leaf Speech. You can communicate with plants as if you shared a language.

Hybrid Nature. You have two creature types: fey and plant. You can be affected by a spell or ability that targets either of your creature types.

Subrace. Olassi have inherited traits from the earliest offshoots of their kind, who settled in different biomes. Choose one of these subraces: *Almandil*, *Fanalos*, *Sundo Talma*, or *Taan Tiin*.

Olassi do not eat!

Like dryads, olassi do not eat, but they do need to meet their nutritional needs by being exposed to proper soil, water and sunlight. Magical light will do in a pinch. Player and dungeon masters should ensure they are equipped to survive their adventure by bringing soil and water with them the same way other adventurers would bring food.

ALMANDIL

Passionate and competitive, flower fey display a stupefying range of colors and affectations. They give their fruits as gifts to close friends and allies, and make for thorny adversaries when wronged or mistreated.

Ability Scores. Your Charisma score increases by 1.

Photosynthetic. You do not eat, but must maintain physical contact with fertile soil for at least 72 hours each week or ingest one handful of fertile soil each day. You must be exposed to direct sunlight for 6 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Efflorescence. As an action, you create a grand display with your petals for 1 minute. For the duration, you can add your Wisdom modifier, rounded up (minimum: 1) as a bonus to Charisma checks and saving throws. Once you use this trait, you can't use it again until you finish a long rest.

Almandil Magic. You know the *Druidcraft* cantrip. Once you reach 3rd level, you can cast the *goodberry* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *spike growth* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

FANALOS

Mushroom fey live in deep dark of fey woods and caves, lurking in rotting tree carcasses or caverns. Their close-knit mycelial families are fiercely territorial.

Ability Scores. Your Intelligence score increases by 1.

Sunlight Sensitivity. You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.

Fey Darkvision. You have superior vision in dark and dim conditions. You can see in darkness within 120 feet of you as if it were bright light, and in color.

Sporelinguistics. You can communicate with mushrooms and myconids and other creatures that use spores to communicate if they are within 120 feet of you.

Nutritional Requirements. You require a diet of decayed plants or animals, and require twice the water intake of a human, which you can absorb directly from your skin. If you become dehydrated, your size decreases to Small, and your movement speed decreases to 20 feet.

Fanalos Magic. You know the *message* cantrip, and can target a number of additional creatures with it equal to your Wisdom modifier (minimum: 1). Once you reach 3rd level, you can cast the *dissonant whispers* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *ray of enfeeblement* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.

SUNDO TALMA

The towering sundo talma prefer swamps or wet jungles and resemble mounds of moss, vines or roots, and incorporate loose soil or other plants into themselves.

Ability Scores. Your Strength score increases by 1.

Hydrophyte. You can sustain yourself on a steady diet of leaves or other dead plant matter, or must remain in contact with fertile soil or water for 48 hours each week. You require twice the daily water intake of a humanoid. You can breathe underwater.

You must be exposed to direct sunlight for 4 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Talma Magic. You know the *thorn whip* cantrip. Once you reach 3rd level, you can cast the *ensnaring strike* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *barkskin* spell once, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.



Illustration by Quentin Castel

TAAN TIIN

The taan tiin resemble succulents and cacti. Their hardy nature is often paired with insatiable wanderlust.

Ability Scores. Your Constitution score increases by 1.

Xerophyte. You require one drink of water each week, and you must remain in contact with fertile soil for 1 hour each week. Alternately, you can meet all your nutritional requirements on a diet of fresh fruit.

You must be exposed to direct sunlight for 8 hours each day. Partial sunlight contributes at half the rate, and bright magical light at one quarter of the rate.

Spines. You have flexible spines on your body. As a bonus action, you can harden your spines for 1 minute. For the duration, you gain the following benefits:

- Your spines deal piercing damage equal to your proficiency bonus.
- You can use a bonus action to make one melee weapon attack with your spines at a target within 15 feet of you. You use your Wisdom modifier for the attack roll.
- If a creature makes a melee attack against you with a weapon that lacks the reach property, it must succeed a Dexterity saving throw DC 8 + your proficiency bonus + your Wisdom modifier or be damaged by your spines.

Once you use this trait, you can't use it again until you finish a long rest.

Taan Tiin Magic. You know the *Dancing Lights* cantrip. Once you reach 3rd level, you can cast the *Blur* spell once, and must finish a long rest in order to cast the spell again using this trait. Once you reach 5th level, you can cast the *Cordon of Arrows* spell once without providing material components, and must finish a long rest in order to cast the spell again using this trait. Wisdom is your spellcasting ability for these spells.



Illustration by Alessandro Poli

PIXIES

TINY LIGHTS IN THE CANOPIES

There exists a most diminutive people native to the kaleidoscopic wildernesses of the Feywild. They enter our world through secret portals, frequenting the Material Plane's forest glades, mushroom growths, unique stones or unusual trees, graveyards, barrows and ruins they find appealing for reasons known only to themselves, subtly marking them in ways noticeable to the observant or faithful.

At auspicious moments, murmurations of pixies gather in these areas in a function known as an eisteddfod where they dance, play games, chase, tell tales, wrestle and copulate with one another in dazzling displays of light and flight.

CYCLICAL LIVES

Infant pixies are given their true names by their sires, usually according to their sires' aspirations. A second soon follows, given to them by their peers, usually an affectation based on their appearance or demeanor. This name is used by all but their most trusted friends.

For the most part, the wee folk caution their young against interactions with mortals, but adventurous young pixies make regular travels to the Material Plane all the same, if only to attempt a clever prank that will make a worthy tale at the next eisteddfod.

Prestige is everything to a pixie: their short seasons and long years are an endless game of acquisitions and losses played among their tribe, or troop. They are taught to defend territory with ferocity, when a tactical retreat will serve them best, and how to exact revenge upon those who wronged them. Throughout this education, a strong sense of fair play is stressed, and cunning and creativity are considered virtues.

When a pixie performs a deed worthy of their troop's remembrance, an elder bestows upon them a use-name reflective of the event, and the pixie wears it as a mantle of adulthood, usurping or supplementing their childhood name as if it were a title or surname.

As they mature, they might find themselves dedicated to a particular person or cause of grave concern, even risking their own essence in its defense. If a pixie survives such an experience, they usually return home. They may one day be accorded the title of Elder, ushering new lights through into the limitless canopies of the Feywild.

Elder pixies at the end of their lives make public displays of dissipating their bodies and essences, willingly abandoning both in prismatic tendrils of dust and light to be reshaped by the ceaseless churning tides of life, death and rebirth. Their friends and troop are left behind to celebrate, and contemplate what legacy they will leave when their time to turn the wheel arrives.

FEY COMPANIONS

Pixies who interact with mortals consider them amusing playthings, or even potential allies. A few find kindred spirits in dreamers, idealists, musicians, poets, and hopeless romantics, and if their affections are returned, they can form an intense, long-lasting, even dangerous bond with their favored. Most races of the Material Plane consider pixies benign and childlike at best, and mischievous or unpredictable at worst.

Adventurers bonded to a pixie companion often find themselves spurred to new heights of heroism, mischief or both... or they die, as all things must do one day. Then again, as the pixie elders say, *a life lived in fear is a life half-lived.*

Pixie Flight

d8	Light	Sound
1	Red	Musical notes
2	Orange	Gentle breeze
3	Yellow	Rustling leaves
4	Spring	Babbling brook
5	Green	Insect buzzing
6	Blue	Tinkling chimes
7	Indigo	Soft singing or humming
8	Violet	Child's laughter



Illustration by Naz Nemat

PIXIE RACIAL TRAITS

Appearance. Pixies vary in appearance, and it can change as they age. Most folk picture a colorful miniature elf with the wings of an insect, but they might share features with plants, animals, dragons, or even mephits and imps.

Age. Pixies reach adulthood at around 50 years and live three to five centuries.

Ability Scores. Your Charisma score increases by 2.

Size. Pixies are 4 to 10 inches tall, have a wingspan of 6 to 15 inches, and weigh 2-6 pounds. Your size is Tiny.

Speed. You have a base walking speed of 15 feet, and a flying speed is 25 feet. If you are wearing medium or heavy armor or exhausted, you cannot fly.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light, and darkness as if it were dim light.

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

Fey Cunning. You have advantage on Wisdom and Charisma saving throws against magic, and magic can't put you to sleep. You are vulnerable to thunder damage.

Flight Light. While flying, you emit dim light in a 5-foot radius and emit a soft noise. While flying on the material plane, you have disadvantage on Dexterity (Stealth) checks.

Alighting. You can alight on a creature of small or larger size by moving into their space and using 5 feet of additional movement. If the creature is an ally, you may use them as half cover. While alighted, if the creature moves, you move with them, releasing your grip as a reaction. A creature aware you have alighted on them can remove you using an object interaction, making an opposed Strength (Athletics) or Dexterity (Acrobatics) check against you.

Feywild Access. You know the exact location of any portals to the Feywild within 100 feet of you at all times, and can access them at will. When you reach 5th level, you can cast the *divination* spell once to discover the location of the nearest Feywild portal within 7 miles of your current location. You must finish a long rest in order to cast the spell again using this trait.

Naive. You do not gain the benefits of a background, instead choosing one skill, and one artisan's tool of your choice.

Fey Nature. Your creature type is fey.

Subrace. Service to the fey courts (or avoidance thereof) molds pixies into three main tribes: seelie pixies, unseelie pixies and wild pixies. Choose one of these subraces.

Pixies use weapons and armor with the same restrictions that apply to small races.

SEELIE PIXIE

Ability Scores. Your Dexterity score increases by 1.

Well Mannered. You are proficient in the Persuasion skill.

Courtly Magic. You know the *friends* cantrip. Once you reach 3rd level, you can cast *color spray* once as a 2nd-level spell. You must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Consort of Correllon. You can speak, read, and write Elvish.

UNSEELIE PIXIE

Ability Scores. Your Wisdom score increases by 1.

Menacing. You are proficient in the Intimidation skill.

Spiteful Magic. You know the *vicious mockery* cantrip. Once you reach 3rd level, you can cast *compelled duel* once. you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Inexorable Vulgate. You can speak, read, and write Infernal.

WILD PIXIE

Ability Scores. Your Constitution score increases by 1.

Animal Affinity. You are proficient in the Animal Handling skill.

Instinctive Magic. and know the *primal savagery*^{XGE} cantrip. Once you reach 3rd level, you can cast the *animal friendship* spell once as a 2nd-level spell. You must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Consort of Silvanus. You can speak, read and write Druidic.

PIXIE NAMES

Pixie True Names: Ainsel, Asteria, Cirno, Cyrena, Erana, Fiona, Franjeen, Iolanthe, Higbee, Kaya, Mab, Memim, Mofurun, Nuala, Peri, Pirikia, Phoebe, Tabit, Vix, Wanda, Zooley

Child Pixie Use-Names: Acorn, Aspen, Basil, Beedle, Belbel, Bulb, Cappy, Crysta, Flutter, Ginger, Knot, Lilac, Mipple, Pearl, Pech, Prickle, Poppy, Rere, Rool, Ru, Shar, Sunny, Razzle, Root, Spore, Tattle, Thistle, Tup, Trow, Twig, Winkie

Adult Pixie Use-Names: Flytrapper, Froghopper, Longvine, Mossfoot, Mudlump, Pollenpuff, Rosebloom, Sapwick, Shinebright, Starchaser, Tangleroot, Waterdancer

Racial Feat: Glamorous Familiar

Prerequisite: Pixie

You can serve as a familiar to a spellcaster with the *Find Familiar* spell if their level is equal to or higher than yours. You can access the dimension their spell creates using your action. While inside, you share your master's hearing and vision, but cannot take any actions other than exit.

Racial Feat: Shrouded Glamour

Prerequisite: Pixie

You can fly without giving off light or sound. Additionally, you can cast each of the following spells once without the need to provide material components: *Nondetection*, *Invisibility*, and *Pass Without Trace*. You regain the ability to cast these spells when you finish a long rest.

Racial Feat: Mortal Wish

Prerequisite: Pixie, 17th Level

You can grant a single wish. As an action, designate a living humanoid you know. That creature can cast the *Wish* spell once without expending a spell slot. If the wish is fulfilled, it consumes your body and essence. You can retract your boon using your reaction.



Illustration by Sandara



Illustration by Marion Poinot

PODLINGS

GENTLE POD PEOPLE

Along with the Gelfling, Podlings are also natives of Thra, living simple, honest lives in harmony with the plants and animals, although they have eyes and facial features reminiscent of humanoids, they are born from pods, and are, in fact, plants. Most Podlings are gentle, kind, enthusiastic and all too happy to share what little they have with others.

PODLING RACIAL TRAITS

Ability Scores. Your Wisdom score increases by 2 and your Constitution score increases by 1.

Age. Podlings mature at around 4 years, and can live up to be 25 years of age.

Alignment. Podlings' affinity with the natural world and their low inhibitions make them chaotic, but they are kind and well-meaning creatures, giving them a strong bent toward good.

Size. Podlings stand 18 inches to 2 and a half feet in height, and weigh an average of 40 pounds. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

Speech of Beast and Leaf. You have the ability to communicate in a limited manner with beasts and plants. They can understand the meaning of your words, though you have no special ability to understand them in return. You have advantage on all Charisma checks you make to influence them.

Domestic Arts. You are proficient with the Animal Handling skill, and one set of artisan's tools of your choice.

Podling Magic. You know the *friends* cantrip. At 1st level, you can cast the *speak with animals* spell as once with this trait and regain the ability to do so when you finish a long rest. At 3rd level, you can cast the *locate plants or animals* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spellcasting ability for these spells.

Fey Plant. You have two creature types: fey and plant. You can be targeted by a spell or ability that effects either of your creature types.



Illustration by grim1978

FIZZGIG

Tiny monstrosity, unaligned

Armor Class 12

Hit Points 7 (2d4 + 2)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+9)	13 (+1)	11 (+0)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The pup has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 5 (1d4 + 2) piercing damage.

Fizzgigs are quadrupedal creatures that are kept as pets Podlings, guarding their homes and keeping them company. They will bark incessantly at anyone they do not know or recognize, and may even attack strangers.



Illustration by Giz-Art

POOKA

INVETERATE LIARS

Pooka resemble halflings or gnomes with pronounced animal features: eyes, fur, tails, whiskers, feathers, beaks, paw or talon-like hands or feet, unusual ears, or even tails. Pooka have the remarkable ability to become the animal with which they share this affinity of appearance. They have a reputation as liars and mischief-makers, but this lying is, in fact, a kind of language unto itself: the bigger the feeling a pooka has, the bigger the lie they will tell on the subject. Once one knows a pooka well enough to see the truth behind their lies, a lasting friendship can form.

POOKA RACIAL TRAITS

Ability Scores. Your Dexterity score increases by 2 and your Charisma score increases by 1.

Age. Pooka vary a great deal in lifespan. Some live only a few decades, others several centuries, and they do not seem to inherit this trait from their parents. They age at a rate proportionate to their natural lifespan, making telling the age of a pooka nearly impossible, as it is not uncommon for one pooka to appear older than both of their grandparents. Pooka find this endlessly amusing, and love to tease folk uninitiated to the ways of their kind.

Alignment. A pooka's tendency to speak in lies makes maintaining a lawful alignment difficult.

Size. Pooka vary from three to four and a half feet tall. Your size is Small.

Speed. Your base walking speed is 25 feet.

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

Heightened Sense. Choose one of the following three options:

- **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.
- **Keen Hearing.** You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on hearing.
- **Keen Smell.** You have advantage on checks you make with the Wisdom (Perception) or Intelligence (Investigation) skills that rely on smell.

Natural Liar. You have proficiency with the Deception skill.

Confidant Magic. You know the *friends* cantrip. At 1st level, you can cast the *charm person* spell once as a 2nd-level spell with this trait and regain the ability to do so when you finish a long rest. At 3rd level, you can cast the *calm emotions* spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Affinity Shape. You can use your action to assume the shape of your affinity animal, choosing from the following: badger, bat, cat, camel, deer, eagle, frog, goat, hawk, hyena, jackal, lizard, mastiff, mule, octopus, owl, pony, rat (or giant rat), raven, vulture, weasel (or giant weasel). You can select other animals with your Dungeon Master's approval.

You can stay in your animal shape for a number of hours equal to your proficiency bonus, and can revert to your normal form using your bonus action on your turn. You automatically revert if you fall unconscious, take any damage, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the beast, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain any saving throw proficiencies you have.
- While in your animal shape, you can only cast or maintain concentration on *Confidant Magic* spells.
- Your equipment merges into your new form, and has no effect until you leave the form.
- Once you assume your affinity shape, you can't do so again until you finish a long rest.

Affinity Speech. You can communicate with beasts of your affinity type as if you shared a language.

Fey Hybrid. Your creature type is fey in addition to humanoid.



Illustration by Ben Wanat

REDCAPS

THE GNASHING OF TEETH

Redcaps have rubbery skin, pointed ears, bony noses, bloodshot eyes, and large, flat, yellow teeth. Their bodies are built for combat, with muscular limbs and stocky builds. Redcap gang leaders tend to be rude, brash, bully-types. Redcaps do not like sudden movements. Keep your arms and hands away from redcaps at all times.

Redcaps that manage to live in cities and keep their noses clean are usually employed in professions that take advantage of their natural tendencies: pit-fighting, working in clubs and bars as bouncers, training in gyms, or even as rough guardsmen. Civilized redcaps are an endangered species, and are actively hunted down by wilderness-dwelling gangs of redcaps called corbies.

Thankful few leaders over the centuries have managed to maintain discipline over a redcap army. Redcaps that get fed up with society might retire to a life of solitude or join a feral corbie to live out their final years.

REDCAP RACIAL TRAITS

Ability Scores. Your Constitution score increases by 2, and your Strength score increases by 1.

Age. Redcaps breed and mature by age 8. They are able to live for four decades, but few ever manage to live long enough to see their third.

Alignment. Almost all redcaps are evil.

Size. Redcaps vary from 4 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Languages. You can speak Common and Sylvan. Most redcaps never bother to learn to read, and trust their senses more than the written word.

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.

Bad Attitude. You are proficient in the Intimidation skill, and if your class gives you proficiency in this skill, you may add twice your proficiency bonus to it. However, no one likes a redcap: not even other redcaps. Many cultures ostracize or even kill redcaps on sight.

Redundant Organs. You have advantage on saving throws against disease and poison, and you have resistance to poison damage.

Omnivore. If you have the time, you can eat almost anything. Your teeth are brutally flat and as hard as steel; and your digestive system (thankfully) remain a mystery. Most redcaps prefer meat, but when hunger strikes, anything can and will do. As long as you can put your mouth around something, for the most part, you can eat and subsist on it.

Redcap Savagery. You know the *primal savagery*^{XGE} cantrip. Strength is your spellcasting ability for the spell. When you cast it, you can choose to deal slashing, piercing or bludgeoning damage instead of acid, and the spell is capable of dealing siege damage.

Eat the Victim. You can spend 1 minute to consume the entirety of a corpse of creature no larger than one size category larger than yourself, recovering a number of hit dice equal to your proficiency bonus, although you do not expend hit dice when you do. Once you use this ability, you can't use it again until you complete a long rest.

Fey Nature. Your creature type is fey.

Racial Feat: Eidetic Epicurean

Prerequisite: Redcap

Your Wisdom score increases by 1.

You have the knack for remembering everything you've ever eaten, and the ability to sense where the nearest supply of that taste is. Being able to tell where the nearest batch of chocolate mousse doesn't really do much in the grand scheme of things, but if you have gotten a bite of someone, the ability is an excellent way to track that particular meal.

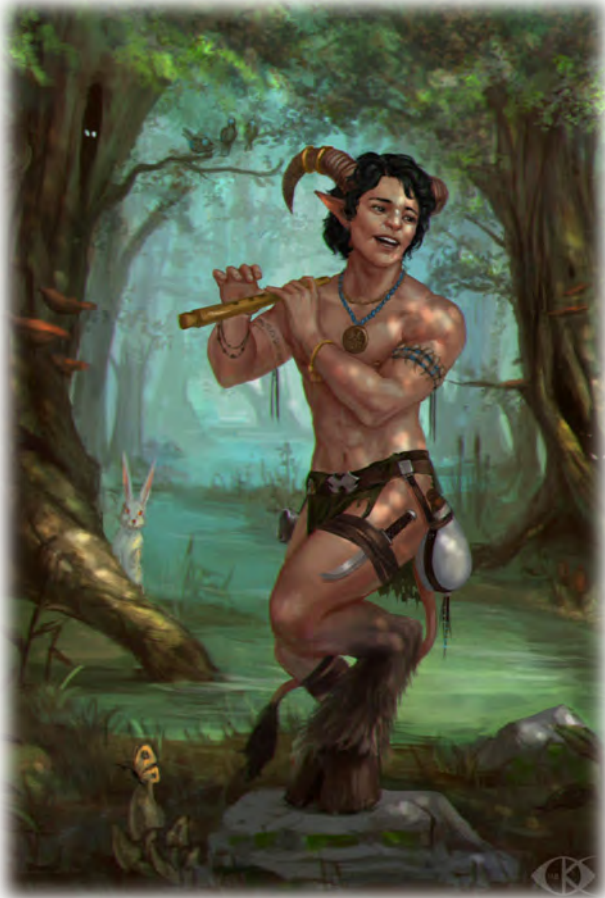


Illustration by Olga Kolesnikova

SATYRS

LIMITLESS PASSION AND ENDURANCE

Satyrs are lean and furry. Men and women alike sport longer hair and shave only to sculpt, and never to hide their hirsute affectations. Their strong, fur-covered legs resemble those of a goat, sheep or deer, and antlers or tight curled horns protrude from their foreheads. They are passionate sensual beings, many of whom do not know the concept of restraint. The few clothes they wear are durable and- more importantly- easily removed.

While passion is something satyrs understand innately, most do not grasp the emotional bond that comes with lust. They rarely keep a partner for long, which, while normal to them, can bring terrible heartache to their lovers.

Satyrs are born into clans called tragos, which are made up of extended families. Lovers come and go, but tragos stay the course, providing support and shelter in times of need. When a satyr dies, the trago holds a wake complete with mourning and frenzied dancing.

Music and storytelling are prized skills among satyrs, and many pursue careers related to music. Clubs, pubs, bars, and breweries are potent attractors to them. With their store of impressive stamina, jobs requiring hearty individuals also suit satyrs nicely.

SATYR RACIAL TRAITS

Ability Scores. Your Dexterity, Constitution and Charisma scores increase by 1.

Age. Satyrs enter adulthood in their early teens and live up to three hundred years, but their proclivity for excess reduces the average lifespan considerably.

Alignment. A lack of impulse control makes most satyrs of chaotic.

Size. Satyrs stand four to six feet tall and weigh 110 to 220 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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

Sylvan Living. You are proficient with longbows, blowguns, the survival skill, and one musical instrument.

Limitless Endurance. You have advantage on saving throws against paralysis and exhaustion.

Shared Passions. When you make direct physical contact with a humanoid or fey, you can use your action to attempt discern their surface thoughts and emotional state. If the target fails a Charisma saving throw DC 8 + your proficiency bonus + your Charisma modifier, it is under the effect of the *detect thoughts* spell by you while you remain in contact with them, and you also learn the creature's alignment.

Ramming Speed. If you move at least 10 feet in a straight line toward a Large or smaller creature and then hit it with a melee attack, you can use your bonus action to ram it with your horns. The target must succeed a Strength saving throw DC 8 + your proficiency bonus + your Strength modifier or be pushed 5 feet away from you or knocked prone (your choice).

Sylvan Magic. You know the *friends* cantrip. At 3rd level, you can cast the *charm person* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. Charisma is your spellcasting ability for these spells.

Fey Hybrid. Your creature type is fey in addition to humanoid.

Racial Feat: Pandemonium

Prerequisite: Satyr, 8th level

You can cast the *confusion* spell once without expending a spell slot or providing material components for the spell. Charisma is your spellcasting ability for the spell.

At 13th level, you cast the spell as a 5th-level spell, and at 17th level, you can cast it as a 6th-level spell.

You regain expended uses of this ability when you finish a long rest.



Illustration by Matt Hubel

SIRENS

SONGSTRESSES OF THE SHORES

The torso of a siren resembles that of an elf, but the lower body resembles a sea creature: iridescent scales and the wide tail of a fish, and sharing other features with sea creatures is not unheard of.

Sirens are blamed for floods, storms, shipwrecks, and drownings, but many sirens are simple curious romantics. An infatuated siren will risk life and limb to follow it onto land to learn about the object of their desire, assuming an elven visage. Sirens find walking uncomfortable, however, and when they become wet or immersed in water, their body reflexively returns to its native aquatic form.

Racial Feat: Stupefying Touch

Prerequisite: Siren

As an action, you touch a creature you can see within 5 feet of you. The creature must succeed a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier or take a number of d6s equivalent to your proficiency bonus in psychic damage and be stunned until the start of your next turn. This feature has no effect on constructs or undead.

You can use this ability twice, and regain expended uses of it when you finish a long rest.

SIREN RACIAL TRAITS

Ability Scores. Your Charisma score increases by 2 and your Dexterity score increases by 1.

Age. Sirens enter adulthood in their early teens and can live up to two hundred years.

Alignment. Siren alignments vary by individual.

Size. Sirens stand five to six feet tall and weigh an average of 140 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Darkvision. Accustomed to life under the water, 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.

Child of the Sea. You have a swimming speed of 30 feet, and can breathe air and water. When dry, you can use your action to split your tail into legs. If you are wet, you immediately revert to your aquatic form. You can use your action on your turn to re-form your tail. While you have a tail, your movement speed is 5 feet.

Additionally, if you have not fully submerged yourself in water for a number of days equal to your proficiency bonus, you take one level of exhaustion, which cannot be alleviated until you complete a long rest while submerged.

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

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

Friend of the Sea. Using gestures and sounds, you can communicate simple ideas to any beast that has an innate swimming speed.

Siren Training. You have proficiency with spears, tridents and one musical instrument of your choice.

Siren Magic. You know the *friends* cantrip. At 3rd level, you can cast the *fog cloud* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest.

Siren Song. As an action, you concentrate (as if concentrating on a spell) and fill the air (or water) around you with music, spreading around corners up to 100 feet away for up to 10 minutes. The music moves with you. For the duration, you make Charisma (Performance) checks with advantage, and can use a bonus action to force a living creature you can see that can hear the music to make a Wisdom saving throw DC 8 + your proficiency bonus + your Charisma modifier. If the target is in combat, it succeeds its saving throw. If it fails, the creature is charmed by you for as long as it can hear the music and for up to 1 hour. You can charm a number of creatures equal to your Charisma modifier.

Once you use this trait, you can't use it again until you complete a long rest.

Fey Nature. Your creature type is fey.



Illustration by MirageMari

SLUAGH

ETHEREAL FEY

Sluagh are pallid, waiflike fey that have an infamously ashen complexion, sunken eyes and slight odor of decay makes them seem vaguely... dead. Most folks fear or hate the sluagh, but they take this fact in stride, and many sluagh take a special delight in unnerving others.

Their prowess with stealth, and ability to keep secrets makes them natural information brokers, assassins, and oracles. They have strong, sentimental attachments to their possessions, which others often think rubbish, and prefer these items as payment to ordinary wealth.

Sluagh relate best amongst themselves. They are territorial, and demand rigid adherence to standards of etiquette that others don't understand. They love formal clothing and occasionally hold a high Tea, gathering their friends to drink watered down tea and eat moldy crumpets, and discuss the latest gossip.

SLUAGH RACIAL TRAITS

Ability Scores. Your Wisdom score increase by 2, and your Intelligence score increases by 1.

Age. Sluagh live for over four centuries. As they age, their odor grows pungent and their skin droops, which they seem to enjoy.

Alignment. In proportion to their longevity, most sluagh tend toward neutral alignments.

Size. Sluagh are similarly statured to humans, but weigh considerably less. Your size is Medium.

Speed. Your base walking speed is 25 feet.

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.

Languages. You can speak, read and write Common, Sluagh Telegraph Cipher, and two other languages of your choice.

Gelatinous Bones. You are proficient with the Stealth skill. If your class or background also grants you the Stealth skill, you may add twice your proficiency bonus to rolls with it. You can squeeze into one size space smaller than other medium creatures (Tiny), but are unable to do anything other than move at a speed of 5 feet while doing so.

Messages in the Leaves. Using a ritual tea set, you can serve the favorite tea of someone you know who also owns such a set. You can contact them by tapping your teacup with a teaspoon. The effects of this are as described in the *sending* spell, and the connection lasts until the tea has gone cold or is consumed. The tapping is the only information transferred. If the owner of the other tea set hears it, they respond by tapping their cup in kind. You own, are proficient with and attuned to such a tea set.

Psychometry. You are proficient with the Insight skill. You focus your thoughts on an object and make an Intelligence (History) check to learn historical detail about an object. The knowledge comes in the form of a vision where the object was the center of, or in close proximity to a strong emotion. Once you use this ability, you can't use it again until you complete a long rest.

Friend to the Dead. You can see into the ethereal plane up to a distance of 30 feet, and you can apply twice your proficiency bonus to Charisma (Persuasion) checks when in conversation undead creatures who are not hostile to you. When you reach 5th level, you can cast the *speak with dead* spell once, and regain the ability to do so when you complete a long rest.

Fey Nature. Your creature type is fey.

Racial Feat: Nightmarish Form

Prerequisite: Sluagh, 8th level

As an action, you can assume the form of a *slithering tracker* for a number of hours equal to your proficiency bonus. You can revert to your normal form using your bonus action on your turn. You automatically revert if you fall unconscious, are reduced to 0 hit points, or die. While you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the Slithering Tracker, but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. You also retain any saving throw proficiencies you have.
- While in your Slithering Tracker shape, you cannot cast spells.
- Your equipment merges into your new form, and has no effect until you leave the form.

Once you use this ability, you cannot use it again until you finish a long rest.



Illustration by Alaina E. Milare

STONE TROLLS

STRENGTH IN HONOR

Stone Trolls are hirsute, horned fey whose skin and hair pigmentations range from white or grey-green, to deep blue (a particularly revered shade).

The most ancient of stories make mention of trolls (although sometimes under a different name). Trolls often play two roles in these stories: the first as powerfully strong monster, the second as extremely honor-bound protector. They have a long tradition of joining organizations or groups and protecting them until the end, or they may choose to be the protector of the weak or oppressed, or simple those who fate seems to have abandoned.

This duty-bound nature can put them at odds with an adversary who is all too happy to paint the troll as a monster to be slain, which complicates their reputation. In actual fact, nothing is more important to a troll than their honor. This is both a cultural institution and a supernatural compulsion imposed by their fey nature. A troll who breaks an oath loses some of their strength until they have redeemed themselves.

Trolls can be found doing work wherever they can take advantage of their natural-born talents. They prefer work over relaxation, and tend to lead simple lives of duty and service.

TROLL RACIAL TRAITS

Ability Scores. Your Strength score increases by 2, and your Constitution score increases by 1.

Age. Stone trolls enter adulthood in their early thirties and live up to two centuries.

Alignment. Clear roles and tasks makes most stone trolls Lawful. A sense of fair-play, and emphasis on personal accountability pushes them toward neutrality.

Size. Stone trolls are seven to eight feet tall and weigh between 280 and 340 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

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.

Natural Athlete. You are proficient in the Athletics skill.

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

Crushing Weaponry. You are proficient with mauls, morningstars, and warhammers.

Mountain Adept. Rocky or snowy terrain usually considered difficult is treated as normal for you.

Strength of Honor. You can shrug off injury. When you take damage from a creature, you can use your reaction to roll a 1d6 and add your Constitution modifier, and reduce the incoming damage by the total. You can add the amount reduced to the damage roll of the first melee attack you hit with on your next turn.

Once you use this ability, you can't use it again until you finish a short or long rest.

Thundering Stomp. As an action, you stomp your foot down, thundering sound, audible at 100 feet away. All creatures within 5 feet of you must make a Constitution saving throw DC 8 + your proficiency bonus + your Strength modifier. A creature that fails its saving throw takes 1d8 thunder damage and is deafened until the start of your next turn. This damage increases at 5th level (2d8), 11th level (3d8), and 17th level (4d8). A creature that succeeds its save takes half damage and isn't deafened. Once you use this ability, you can't use it again until you finish a long rest.

Fey Hybrid. Your creature type is fey in addition to humanoid.

Racial Feat: Stone Skin

Prerequisite: Stone Troll

When you take damage, you can use your reaction to harden your skin, resisting all damage except thunder and psychic until the end of your next turn, including the triggering attack. You can use this ability once, and regain expended uses of it when you finish a short rest.

OLD GUS' ADVICE

FOR DUNGEON MASTERS

FEY AND FAERIES IN YOUR GAME

Tiny, flying player characters or custom races and classes – especially those of a creature type other than humanoid – can be challenging, especially for inexperienced Dungeon Masters.

What follows should not be considered a part of the official rules, and players using this material should not expect any of them to be utilized by their Dungeon Master. They are provided here to assist DMs who are incorporating fey and faeries into their game's world.

Before you read further, consider the nature of your setting, how you want magic- especially interplanar magic- to function, and how much bleed there is between the Feywild and the Material plane.

MYTHIC SETTINGS

A mythic campaign takes place in the material plane and the Feywild (and perhaps even other planes) in equal measure. You desire to impress upon players the dichotomy between mundane and extraplanar existences, and are unafraid to tell high-weird stories that require unconventional mechanics like time dilation. Faeries in this setting exist as more a matter of course, and some might have regular contact with some groups of mortals on the material plane.

LOW-MAGIC SETTINGS

A faerie that leaves their native Feywild is taking a big risk. When using this rule, you (and the players) will want to continuously keep an eye on both the calendar, the location of the nearest Feywild portal and avoid any unnecessary attention! The clash of worlds between mortals and fey could become a concern in either location.

FEY AND TRUE FEY

The following rules might apply to pixies, to fairies or both. The inclusive term *fey* is used, and ruling their applications is at the Dungeon Master's discretion. For example, a pixie or dryad are *true fey*, and subject to a particular effect, whereas a fey-blooded halfling born on the Material Plane might not. As you read through these rules, consider how they might play out in either of these two settings. Creatures with the *Fey Hybrid* trait are excellent candidates for not being considered true fey.

COMMON CONCERNS

ARMOR AND WEAPONRY

Allow pixies the use of weapons and armor identical to that of other Small races, although you might want to consider how creating such items might require fewer materials but a higher skill to produce.

The faerie class uses magical items similar to those of a wizard or sorcerer, but have access to faerie dust as a spellcasting component as a matter of course. Review their spells, and be prepared to restrict their spellcasting them through other means!

CREATURE TYPE

All of the races in the *Player's Handbook* are of the humanoid creature type. Some races contained in this document have a creature type in addition to, or other than humanoid. Creatures with multiple creature types can be targeted by any spell or ability that affects either of their creature types.

PIXIE FLIGHT AND ARMOR

Like most flying races, pixies cannot fly in medium or heavy armor, and wearing any armor of any kind pre-empts a faerie's *Glamorous Defense* feature. If a pixie takes a class that is proficient in armor that requires them to give up their flight, consider allowing them a movement speed of 25 feet as part of that training.

SPELLS AND ABILITIES

Some faerie spells or abilities include mind-bending magic that might make you reluctant to include in your game. This is perfectly normal, and DMs should not hesitate to disallow abilities or faerie spells if they believe it would be disruptive or unsafe to include in their game. In these instances, appropriately leveled spell or ability from the Wizard class's Arcane Traditions (especially the Illusion, Enchantment and Transmutation schools) make suitable substitutes for undesired faerie affinity abilities.

Don't be afraid to say "no"!

Some spells and abilities might serve as important plot points, or even the basis of an entire quest or campaign, or they might just get in the way of everyone's ability to have a good time. Before allowing a new spell, give it a close reading and determine whether or not it's right for your game!

TINY, FLYING AND FEY – OH MY!

TINY SIZE

A pixie who is not flying can hide easily, or reach areas most folk cannot. Keep a close eye on a pixie's Strength score limitations when carrying items around, especially while flying.

FLIGHT LIGHT

Unless additional magic is used or they acquire the *Shrouded Glamour* feat, pixies give off light and noise while flying, giving them disadvantage on any Dexterity (Stealth) checks. A light in the dark attracts attention fast. Ensure your monsters and NPCs are constantly informed by their senses.

FLYING CONDITIONS

Strong winds, extreme cold, debris or particulate matter in the air might interfere with faerie flight. Remember to impose appropriate Strength (Athletics) or Dexterity (Acrobatics) checks for complicated maneuvers or difficult conditions, leveraging advantage and disadvantage on them accordingly.

FAERIE CLASS

Faerie class abilities are designed to keep them close to allies and enemies. However, they are fragile and lack important saving throw proficiencies.

PREPARING ENCOUNTERS

ALTITUDE AND SPATIAL AWARENESS

Consider each creature's movement, height and reach at all times. Even a simple goblin with a 10-foot running start and a melee weapon can make a jumping attack and reach a pixie at 15 feet altitude. A taller creature like an ogre or giant might be within reach of a pixie hovering above a battalion of goblins. Polearms, javelins and thrown spears are solid, mundane options.

FLIGHT AND COMBAT

- Skilled archers are a threat to a flying creature, and are deadly when hidden, utilizing sneak attack, or spells like the *hex* and *hunter's mark* spells.
- Flying creatures can harry a pixie, and are deadly if utilizing pack tactics.
- Don't forget that pixie flight gives off light and sound!

MAGICAL DETECTION

Pixies and faeries are magic incarnate, so they are clearly visible to anyone under the effects of the *detect magic* spell when not otherwise hidden from it. You might also want to consider whether fey are detectable through use of the *detect magic* spell. Faerie spells like *lie fallow*, *minor glamour*, *major glamour* and *nondetection* can help them counter this vulnerability.

REST FREQUENCY

Consider experimenting how much combat occurs before the party can take a long rest. Like all spellcasters who require a long rest to regain spell slots, faeries will eventually tire when pushed to their limits, allowing other party members to take center stage.

SPELL SELECTION

Spells and abilities that specifically target fey creatures, like *banishment*, *dispel evil and good*, *earthbind*^{XGE}, *magic circle*, *wind wall* and the Oath of the Ancients paladin's *Turn the Faithless* feature are also effective against fey. Spells that deal thunder damage exploit a pixie's racial vulnerability to thunder damage.

BELIEF AND GLAMOUR

Fey are affected by intense emotions, dreams, and the beliefs of nearby mortal humanoids can have a profound effect upon them.

BELIEF

Any humanoid who sufficiently believes in the existence of fey can perform the *Magic Circle* spell as a ritual using salt, chalk as the material components for casting the spell.

DISBELIEF

If a mortal creature that can see or hear the fey and says aloud, "I do not believe in fairies," the fey must make a DC 15 Charisma saving throw. If they fail, they take 1d4 psychic damage. If they succeed, they take half the amount. This ritual may take place over any distance. If used intentionally against a pixie in combat, treat the Disbelief ritual as a bonus action.

SPELL TARGETING AND AWARENESS

Consider the effects belief and disbelief might have on fey magic, especially requested saving throws. A commoner who believes a simple circle of salt will protect them from a fey might gain all the benefits of the *Magic Circle* spell.

FREE GLAMOUR

In certain situations, a faerie can benefit from the hopes, dreams, aspirations, fears or admirations of mortals, and the presence of sufficiently intense emotion directed toward the fey might imbue them with additional glamour. For example, a pixie hiding behind (or inside) a painting at a gallery opening might be able recover an expended trait, feature or a spell slot while benefiting from the painting's many admirers. You can quickly also quickly quantify this by granting the player an appropriately sized inspiration die.

VULNERABILITIES

A fey creature's origin often does not prepare them for life upon the material plane, and they may be unaware of their own vulnerabilities. Consider including any of the following additional vulnerabilities to fey:

BELLS

The ringing of iron or silver bells harms any fey who hear them. If a hand-held bell rung 5 feet away from a faerie, the sound forces them to make a DC 10 Charisma saving throw. If they fail, they take 1d4 thunder damage. If they succeed, they take half the amount. Volume, proximity, size or other enchantments can increase the damage or DC at the Dungeon Master's discretion.

CITRUS TOXICITY

Lemons, limes and other citrus fruits are toxic to certain fey. If ingested, the faerie makes a DC 14 Constitution saving throw. If they fail, they become poisoned for 24 hours.

DAIRY INTOXICATION

Butter, cream and cheese have intoxicating effects on fey. They enjoy the taste and sensation, and must succeed a DC 14 Constitution saving throw or become intoxicated, with effects similar to alcohol upon humans.

IMPRISONMENT

If bound by an iron or silver collar or fetters, or trapped in a container of fine glass or crystal (with a silver or iron flooring or stopper), fey are unable to speak or use material components for spells, use class abilities or break the bonds of their imprisonment. However, their *screaming* effect on and shared telepathy with their Mortal Anchor is maintained. Once during their captivity, a fey can cast the *sending* spell, even if they do not know the spell, without expending a spell slot, using their Mortal Anchor as the target.

METALLURGY

Certain alloys can be toxic to fey, most notably cold iron and silver. Such weapons could have advantage on attack rolls against, or deal additional psychic damage or poisoning an unlucky fey.

VAMPIRES

Vampires are pleasantly intoxicated by imbibing fey blood, and consider it a rare delicacy. A vampire that drinks one hit die of fey blood can comfortably withstand direct sunlight for 4d12 hours.



Illustration by DreamDragonHatchling

ALCHEMICAL INGREDIENTS

FAERIE DUST

Faerie dust is a rare and valuable commodity. An alchemist can attempt to contain the substance, making a DC 15 check with their alchemist's supplies (cast the spell at a higher level and add 1 to the DC when extracting more potent or specific types of dust). If the check fails, roll a 1d2 to determine if the faerie (1) or the attempting alchemist (2) become the target of the random effects of the *dust dash*^{FAE} spell.

FY BLOOD

Fey blood, when imbibed by humanoid races, can delay and even reverse the aging process. A fey bled of one hit die with a silver or iron blade produces enough blood from which a *tincture of rejuvenation* can be produced by a successful DC 14 check with alchemist's supplies.

When consumed by a living humanoid or beast, the imbibor becomes younger by 1d4 years per hit die of blood in the potion.

Evil spellcasters, unscrupulous alchemists or wealthy individuals who keep them in their employ might hunt down an attempt to imprison a fey for its alchemical potential, once they become aware of its existence and proximity.

FEY MORTALITY

MORTAL ANCHORS

Fey must return to the Feywild after one week or eventually feel the sting of mortality, making a DC 12 Charisma saving throw at dawn on the eighth day. If they fail, they subtract a hit die from their maximum hit points, and gain one level of exhaustion. Neither resting nor the *Greater Restoration* spell can ameliorate this exhaustion. The faerie rolls a new saving throw each following day at dawn, and each failure adds additional levels of exhaustion, continuing until death.

Fey can extend their stay on the material plane indefinitely if they have a *Mortal Anchor*. If their Mortal Anchor dies, leaves the plane without their pixie or faerie, or somehow loses their own mortality, fey mortality sets in beginning at dawn.

When they return to the Feywild, any exhaustion incurred by fey mortality is immediately dispelled. If they are unconscious, they immediately return to 1 hit point.

CLAPPING

While exposed to the harsh banality of the Material Plane, fey (especially pixies) might have disadvantage on their death saving throws. This penalty is negated if they are within 10 feet of a humanoid who is performing a ritual, by clapping their hands and chanting “I *do* believe in fairies!” A creature can begin participating in this ritual using their reaction. The radius increases by 10 feet and the pixie receives a +1 bonus to its next death saving throw for each mortal participating in the ritual.

DEATH, RESURRECTION AND REINCARNATION

The *raise dead* and *resurrection* spells have no effect upon a dead fey. If the body is intact, perhaps they can be targeted by the *reincarnation* spell. In this instance, their fey essence is lost, they lose all levels in the faerie class, and remember their previous life only as a confusing dream.

In the Feywild, death is part of a kind of reincarnation for fey: their essence might be devoured, transferred or temporarily dispersed, but it is recycled in the endless churning magic of the Feywild, and never truly lost forever.

Fey Mortality and *Mortal Anchor* rules are best suited for ensembles, or campaigns where a mortal and pixie (or a faerie) are the primary focus of the story. Consider the needs of all your players!

Mortal Anchor

Prerequisite: Fey creature type

You can perform a 1-minute ritual, binding your essence to a willing living creature that can see or hear you. You can have only one Mortal Anchor at a time, and a creature may only serve as Mortal Anchor for one fey. The bond has the following properties:

- You can communicate telepathically with your mortal anchor if you are on the same plane of existence and within a number of feet equal to $5 \times$ your level. Your Mortal anchor has can disable or re-enable or telepathic link using their bonus action.
- You can cast the *scrying* and *sending* spell targeting your Mortal Anchor once each without expending a spell slot, even if you don't know the spells, and regain the ability to do so when you finish a long rest. Your mortal anchor can choose to succeed a saving throw against these spells.
- The bond is an enchantment of the highest-level spell a spellcaster of your level can expend. You are aware of any attempts to break it, and may make a DC 14 Insight check to discover the perpetrator. Your mortal anchor can revoke the bond at any time using their action. When the bond is broken, you must succeed a DC 20 Charisma saving throw (without advantage) or take one level of exhaustion.



Illustration by Sam Hogg