



OLD GUS' ERRATA:

FEY AND FAERIES

13 FEY RACES, FAERIE CLASS,
26 FAERIE SPELLS, OPTIONAL RULES

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Designer's Notes

Old Gus' Errata: Fey and Faeries, v1.23 (March 11, 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.

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

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

FAE denotes a faerie spell appearing on 29.

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**OLD GUS' ERRATA:
ADDITIONAL PLAYER OPTIONS**



Illustration by Martina Stipen

ON FEY

CHANGE IS ETERNAL

Some elves revere fey for their mutability, a trait they associate with the 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.

Dungeon Masters 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.



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 and Speed. Boggles stand between 2 and 4 feet tall, and average about 40 pounds. Your size is Small. You have a movement 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 oily skin resists 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 and Speed. Darklings stand between 3 and 4 feet tall on their cloven feet, and average 50 pounds. Your size is Small. You have a movement 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 and Speed. Dryads stand between 4 and 7 feet tall, and average 180 pounds. Your size is Medium. You have a movement 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. They can understand the meaning of your words, and you have advantage on all Insight checks you make to interpret their behaviors, and Charisma checks you make to influence them.

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 these spells again using this trait. When you reach 5th level, you can cast the *Speak with Plants* spell at will. 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 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 resists 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 and Speed. Korreds stand between 3 and 4 feet tall, and average about 80 pounds. Your size is Small. You have a movement 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 and Speed. Nockers stand between four to five and a half feet tall and weigh between 85 to 150 pounds. Your size is Medium. 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.

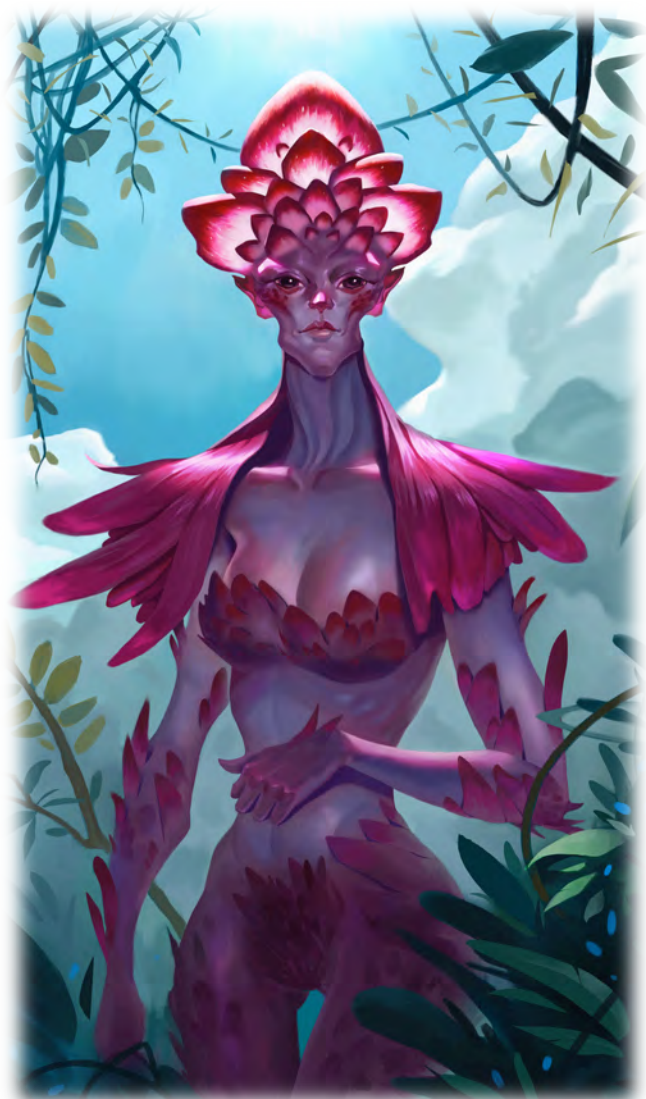


Illustration by Raphael Massarani

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 movement 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.

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.

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, murmurings 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 movement 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. 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.

Inexcrable 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 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 and Speed. Pooka vary from three to four and a half feet tall. Your size is Small. 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 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 *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 have the ability to communicate with the animal of your affinity. They understand your words, and you understand their emotional state. You have advantage on all Charisma checks you make to influence them.

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.

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 and Speed. Redcaps vary from 4 to over 6 feet tall. Your size is Medium. 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 resist damage from poison.

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.

Remember: Keep arms and hands away from redcaps at ALL TIMES. ~Old Gus

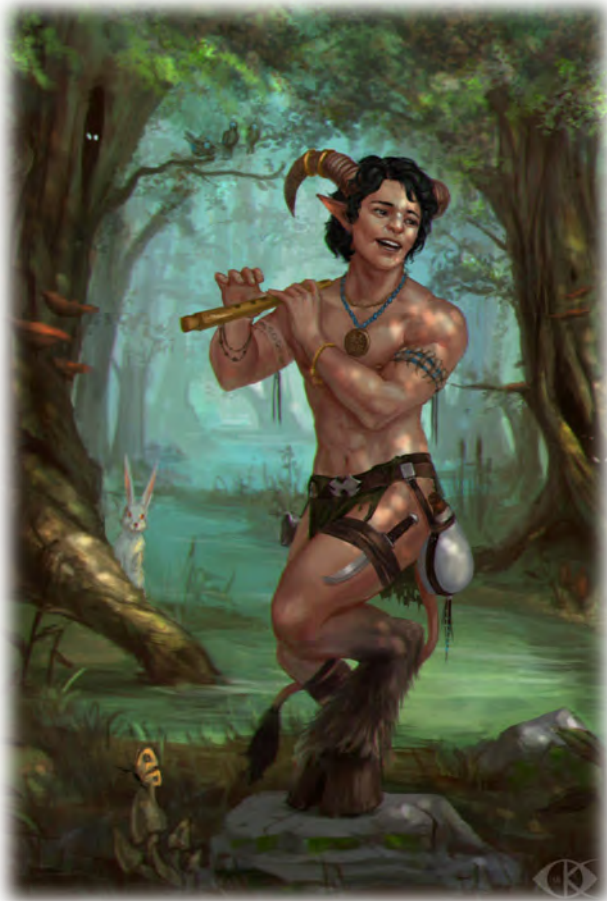


Illustration by Olga Kolesnikova

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

These 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 and Speed. Sirens stand five to six feet tall and weigh an average of 140 pounds. Your size is Medium. 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 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 and Speed. Sluagh are similarly statured to humans, but weigh considerably less. Your size is medium. 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.

Sluagh 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

TROLLS

STRENGTH IN HONOR

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 places 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 some cultures. 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. Trolls enter adulthood in their early thirties and live up to two centuries.

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

Size and Speed. Trolls stand between seven and eight feet tall and weigh between 280 and 340 pounds. Your size is Medium. 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 another creature, you can use your reaction to roll a 1d6 and add your Constitution modifier, and reduce the damage by the total. You can add that total to the damage roll 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.

Troll Racial Feat: Stone Skin

Prerequisite: Troll

When you take damage, you can use your reaction to harden your skin, resisting all damage except thunder and psychic until the start 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.



Illustration by Sandra Duchiewicz

FAERIE

UNCANNY NATURES

Faeries are part and parcel to magic, wielding it with an aptitude that awes druids, inspires jealousy among wizards, and fosters kinship among sorcerers. Faeries often manage the spellcasting abilities most gain after years of discipline by the end of their adolescence, although they often do not yet realize this to be the case.

A faerie's affinity might express itself as a kinship to earth, water, air, or plants. Others become master manipulators, or inexplicably efficient with an otherwise crude weapon.

CREATING A FAERIE

Perhaps the most important thing when creating a faerie is to consider whether your formative experiences took place on the Material Plane or in the Feywild.

The Material Plane. Did you have a fey ancestor or parent? Fae-blooded folk have subtle signs of their ancestry upon them: unusual pigmentation, an unusual birthmark, an auspicious constellation of freckles, or an imaginary friend even their parents would occasionally

swear was real. How and when did you realize your powers, and have you come to embrace them?

The Feywild. Few races native to the material plane manage to collectively eke out a living among the harsh wildernesses of the Feywild. They become populations living out of time, surviving in a plane where the only rule is *change or die*. Tribes embrace this edict of mutability might evolve affectations of variation in pigmentation, hirsuteness, exaggerated ears, or unusually long fingers. You might even sprout wings as you mature. The Material Plane might be a world of alien wonders to you: perhaps you've drunk sweet nectar from a tulip, but never tasted refined sugar. Consider the events that brought you to the Material Plane.

QUICK BUILD

You can make a faerie quickly by following these suggestions. First, Charisma should be your highest ability score, followed by Dexterity.

Choose the *Dancing Lights*, *Sanguine Strike*^{FAE} and *Zap*^{FAE} cantrips. Then, select the following 1st-level faerie spells: *Dust Dash*^{FAE}, *Faerie Fire* and *Witch Bolt*.

The Faerie

– Spell Slots Per Level –

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Spellcasting, Glamorous Defense, Faerie Affinity	3	4	2	—	—	—	—	—	—	—	—
2nd	+2	Misty Escape, Faerie Dust, Faerie Affinity Feature	3	5	3	—	—	—	—	—	—	—	—
3rd	+2	—	3	6	4	2	—	—	—	—	—	—	—
4th	+2	Ability Score Improvement	4	7	4	3	—	—	—	—	—	—	—
5th	+3	—	4	8	4	3	2	—	—	—	—	—	—
6th	+3	Faerie Affinity Feature	4	9	4	3	3	—	—	—	—	—	—
7th	+3	—	4	10	4	3	3	1	—	—	—	—	—
8th	+3	Ability Score Improvement	4	11	4	3	3	2	—	—	—	—	—
9th	+4	—	4	12	4	3	3	3	1	—	—	—	—
10th	+4	Faerie Affinity Feature	5	13	4	3	3	3	2	—	—	—	—
11th	+4	—	5	14	4	3	3	3	2	1	—	—	—
12th	+4	Ability Score Improvement	5	15	4	3	3	3	2	1	—	—	—
13th	+5	—	5	16	4	3	3	3	2	1	1	—	—
14th	+5	Faerie Affinity Feature	5	17	4	3	3	3	2	1	1	—	—
15th	+5	—	5	18	4	3	3	3	2	1	1	1	—
16th	+5	Ability Score Improvement	5	19	4	3	3	3	2	1	1	1	—
17th	+6	—	5	20	4	3	3	3	2	1	1	1	1
18th	+6	Dreamchaser	5	21	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	5	22	4	3	3	3	3	2	1	1	1
20th	+6	Planar Glamour	5	23	4	3	3	3	3	2	2	1	1

CLASS FEATURES

HIT POINTS

Hit Dice: 1d6 per level

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: 1d6 (or 4) + your Constitution modifier per faerie level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons

Tools: You are proficient with one musical instrument of your choice, and one type of artisan's tools.

Saving Throws: Dexterity, Charisma

Skills: Choose two from Athletics, Acrobatics, Animal Handling, Deception, Intimidation, Persuasion, Performance and Stealth.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- any simple weapon
- a spellcasting focus
- an entertainer's pack
- a trinket

Multiclassing

Ability Score Minimum: Charisma 13

Proficiencies Gained: one musical instrument

SPELLCASTING

Faerie spells come naturally to you. See chapter 10 of the *Player's Handbook* for the general rules of spellcasting, and page 29 of this document for the faerie spell list.

CANTRIPS

At 1st level, you know three cantrips of your choice from the Faerie Spells list. You learn additional faerie cantrips of your choice at higher levels, as shown in the cantrips known column of the Faerie table.

SPELLS SLOTS

The Faerie table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *Cure Wounds* and have a 1st-level and a 2nd-level spell slot available, you can cast *Cure Wounds* using either slot.

SPELLS KNOWN OF 1ST LEVEL AND HIGHER

You know four 1st-level spells of your choice from the faerie spell list. The spells known column of the Faerie table shows when you learn more Faerie spells of your choice. Each of these spells must be of a level for which you have spell slots, as shown on the table. For instance, when you reach 3rd level in this class, you can learn one new spell of 1st or 2nd level.

Additionally, when you gain a level in this class, you can choose one of the faerie spells you know and replace it with another spell from the faerie spell list, which also must be of a level for which you have spell slots.

RITUAL CASTING

You can cast any faerie spell you know as a ritual if that spell has the ritual tag.

Once you cast a spell as a ritual, you can't do so again until you complete a long rest.

SPELLCASTING FOCUS

You can use an arcane focus or a musical instrument you are proficient with as a spellcasting focus for your faerie spells.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your faerie spells. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a faerie spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Charisma modifier

Spell attack modifier = your proficiency bonus + your Charisma modifier

GLAMOROUS DEFENSE

While you are not wearing armor or holding a shield, your AC equals 10 + your Dexterity modifier + your Charisma modifier.

FAERIE AFFINITY

Also at 1st level, you are a fey creature in addition to the creature type determined by your race. You choose a faerie affinity, detailed at the end of the class description, choosing from Your choice grants you features at 1st level and again at 6th, 10th, and 14th Level.

FAERIE DUST

At 2nd level, your body produces a faintly glowing dust, clearly visible to the *Detect Magic* spell, which provides you with spellcasting components, as if it were component pouch for spellcasting purposes, and it can also be used to invigorate yourself or your allies.

Using your bonus action, you can splash dust onto yourself or an creature you can see within 5 feet of you.

The target elects to heal for 1d6 hit points + your faerie level, or immediately makes a saving throw against an unwanted poison, disease, or enchantment, adding your Charisma modifier as a bonus to the roll.

You can use this feature a number of times equal to your Charisma modifier, and regain expended uses when you finish a long rest.

MISTY ESCAPE

Also at 2nd level, you can vanish in a puff of mist in response to harm. When you take damage, you can use your reaction to become invisible and teleport up to 30 feet to an unoccupied space you can see. You remain invisible until the end of your next turn or until you attack or cast a spell.

Once you use this feature, you cannot use it again until you finish a short rest.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. You can't increase an ability score above 20 using this feature.

DREAMCHASER

At 18th level, you can enter the dreams of others known to you. You can spend 1 minute to compact your faerie dust into a dreamstone, and gift it to another creature. If you create a second, the first crumbles into dust.

If you can see the open sky, you can cast the *Dream* spell once without expending a spell slot. If the bearer of your token is the target your *Dream* spell, the spell can transcend planes. If they are not asleep, your dream stone will record your message and transmit it to the bearer when they fall asleep. Once you cast the spell in this manner, you cannot do so again until you complete a long rest.

Additionally, if you complete a long rest in the Feywild, you can exchange one spell you know for a different spell from the Faerie Spells list. Once you use this feature, you can't use it again for one month.

Armor Class Calculations

When the game gives you more than one way to calculate your Armor Class, you can only use one of them. For example, if you have the *Glamorous Defense* feature and the Lizardfolk's *Natural Armor* trait, you can't benefit from both simultaneously. Instead, you choose which formula determines your AC.

EXTRAPLANAR GLAMOUR

At 20th level, your Charisma score increases by 4, to a maximum of 24. You also become attuned to another of the inner planes, gaining one of following three boons:

Feywild Access: If you are under the light of a full moon, you can cast the *Gate* spell to access the Feywild or Material Plane without expending a spell slot, and without providing material components for the spell. You regain use of this ability when you finish a long rest.

Astral Access: You can cast the *Astral Projection* spell once without expending a spell slot, using a single quartz crystal as the material component for the spell. When you cast the spell, you can only bring a number of additional creatures equal to your Charisma modifier. You regain use of this ability when you finish a long rest.

Ethereal Access: You can cast the *Etherealness* spell once without expending a spell slot, and regain the ability to do so when you finish a long rest. When you cast the spell, you can bring an additional number of willing creatures that you can see within 30 feet of you equal to your Charisma modifier.

FAERIE AFFINITIES

Every faerie is unique: their very natures are shaped by the magic that flows through, but also the experiences that shape and transform them along their journeys.

For a faerie, the development of their powers deforms as they experience a change in scenery, lifestyle and the company they keep. They are famously mutable and can be near unrecognizable at the end of a journey as when it began.

THE SIDHE

You have always loved rivers, lakes, and waterfalls, coastal cliff sides and open, windy plains, marking their territories for other fey to enjoy or avoid.

FLUID MAGICS

When you choose this affinity at 1st level, you are proficient in the Insight skill, and you know the *Gust* ^{XGE} and *Shape Water* ^{XGE} cantrips. You learn additional spells when you reach certain levels, shown in the Sidhe Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Sidhe Spells
1st	<i>Create or Destroy Water, Fog Cloud</i>
3rd	<i>Gust of Wind, Warding Wind</i> ^{XGE}
5th	<i>Slow, Wind Wall</i>
7th	<i>Storm Sphere</i> ^{XGE}
9th	<i>Wall of Water</i>
11th	<i>Wind Walk</i>
13th	<i>Whirlwind</i> ^{XGE}
15th	<i>Control Weather</i>
17th	<i>Storm of Vengeance</i>

HEROIC GLAMOUR

At 2nd level, you can entwine your essence with an ally, emboldening them. As a bonus action, target an ally within 30 feet of you that you can see. Until the end of your next turn, their Armor Class and any saving throws or damage rolls they make receive a bonus equal to your Charisma modifier. They resist all damage, and if they take damage, you take half the amount they take as psychic damage. The effect ends if the target moves more than 30 feet away from you.

You gain additional uses of this feature, and can project it over greater distances as your level increases. You can use it 3 times at 2nd level, 4 at 6th (35 feet), 5 at 12th (40 feet), and 6 at 17th (45 feet). You regain all expended uses of it when you complete a short rest.



Illustration by Sir Kannario

FLOWING FAVORS

At 6th level, you learn the *Mage Hand* cantrip. The spell is invisible, and you can use it reflexively. When a creature you can see makes an attack roll, ability check, or saving throw, and the results of the roll have not been announced, you can use your reaction to apply your Charisma modifier as a bonus or a penalty to the roll.

You can use this feature once, and regain use of it when you finish a short or long rest.

GLAMOUROUS INCORPORATION

At 10th level, you can absorb a hostile spell, and store the magical energy for your own use.

If you or the target of your *Heroic Glamour* become the sole targeted of a 5th-level or lower spell requiring a saving throw, you can use your reaction to make a Charisma saving throw instead of the one required by the spell. If you succeed, you regain an expended spell slot, up to the level of the spell you absorbed.

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

THUNDERING HEROISM

At 14th level, you further empower the recipients of your *Heroic Glamour*. They add half your faerie level to any damage rolls they make as additional thunder damage.

Roleplaying a Sidhe

- A clever alliance can overcome any obstacle.
- You are the wind blowing at your friends' backs.
- Moods, desires and fancies are like the weather: they come in wide varieties and are bound to change.



Illustration by Matt Dixon

THE NIXIE

You love tricks and pranks, and might live in a large mushroom, or an eccentric-looking tree.

CUNNING MAGICS

When you choose this affinity at 1st level, you are proficient in the Arcana skill, and know the *Vicious Mockery* and *Infestation* ^{XGE} cantrips. You learn additional spells when you reach certain levels, shown in the Nixie Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Nixie Spells
1st	<i>Command</i> , <i>Dissonant Whispers</i>
3rd	<i>Crown of Madness</i> , <i>Phantasmal Force</i>
5th	<i>Fear</i> , <i>Hypnotic Pattern</i>
7th	<i>Phantasmal Killer</i>
9th	<i>Dominate Person</i>
11th	<i>Eybite</i>
13th	<i>Reverse Gravity</i>
15th	<i>Dominate Monster</i>
17th	<i>Psychic Scream</i> ^{XGE}

NIGHTMARISH DELIRIUM

At 2nd level, you can plunge a creature you have put to sleep, charmed, frightened or confused into a delirious nightmare.

As a bonus action, you concentrate (as if concentrating on a spell) and double the remaining duration of the effect upon the creature, which becomes lost in a nightmare of your design, seeing and hearing only itself and the nightmare. To the target, time seems to slow down, and they experience an hour's passing each six seconds they endure the nightmare. You can change the effect upon the creature, (choosing from charmed, confused, frightened or unconscious) on your turn using your bonus action.

The nightmare ends if the creature takes damage, or it makes a saving throw against an effect other than your spell. The creature then becomes immune this ability for 24 hours.

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

SUPPLE WARD

At 6th level, when a ranged spell attack (or *Magic Missile*) targets a creature you can see within 30 feet of you, and the results have not been announced, you can use your reaction and expend an equivalent spell slot to make an opposed spellcasting ability contest against the caster. If you succeed, the spell targets the caster using the original attack roll. You cannot reflect spells cast above 5th-level.

You can use this feature once, and regain expended uses of it when you complete a long rest.

TRICKSY CANTRIP

At 10th level, you can empower one faerie cantrip you know that targets a single creature. When you cast the cantrip, you can target one additional creature within range and also within a number of feet equal to 5 × your Charisma modifier of the initial target. If the cantrip requires an attack roll, you make a second attack roll.

MAGICAL MIMICRY

At 14th level, if an ally within 30 feet of you that you can see or hear casts a spell of 5th-level or lower with a casting time of 1 action or 1 bonus action that doesn't require concentration, you can use your reaction and an equivalent spell slot to cast the same spell, even if you don't know it. You can cast the spell at a lower level your ally did, but must meet the minimum casting level for the spell. On your next turn, you may cast a cantrip, but not a spell.

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

Roleplaying a Nixie

- There is no such thing as something for nothing. Favors for favors, tricks for tricks.
- Trade insult for insult. Always get the last word, but recognize a good joke, even if you're the butt of it.

THE SPRIG

You have an intense kinship with living plants, and preferring to live among or even inside them.

FLORAL FORTITUDE

When you choose this affinity at 1st level, you gain the following benefits:

- You are proficient in the Nature skill.
- You learn the *Thorn Whip* and *Druidcraft* cantrips.
- You can cast *Speak with Plants* once without expending a spell slot, and regain the ability to do so when you complete a short rest.
- You resist and have advantage on saving throws against poison.

Additionally, You learn additional spells when you reach certain levels, shown in the Sprig Spells table. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Sprig Spells
1st	<i>Entangle, Ray of Sickness</i>
3rd	<i>Spike Growth, Melf's Acid Arrow</i>
5th	<i>Daylight, Plant Growth</i>
7th	<i>Grasping Vine</i>
9th	<i>Wrath of Nature</i>
11th	<i>Wall of Thorns</i>
13th	<i>Regenerate</i>
15th	<i>Sunburst</i>
17th	<i>Mass Heal</i>

CORROSIVE ICHOR

At 2nd level, you can spray corrosive ichor from your *Thorn Whip*. When you hit a creature with your *Thorn Whip*, you can expend a spell slot to spray the target with ichor as a bonus action, dealing an additional acid damage to the target.

The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 10d8.



Illustration by Sandra Duchiewicz

GRASPING VINES

At 6th level, you gain the following benefits:

- You can cast the *Speak with Plants* spell at-will.
- Your *Thorn Whip*'s range increases to 45 feet, and the distance you can pull a target with it increases to 15 feet.
- As a bonus action, you can command your *Entangle*, *Spike Growth* or *Grasping Vine* spells to move a number of feet equal to $5 \times$ your Charisma modifier.

NATURAL RAIMENT

At 10th level, you can cause plant matter to form a protective shell around you. As an action, you assume the form of a *Shambling Mound* (see page 270 of the *Monster Manual*) with hit points equal to $50 +$ your faerie level. While in this form, you can cast only *Thorn Whip* and other Sprig spells. If your form is reduced to 0 hit points, you take the remainder of the damage. You can release the form as a free action.

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

WE ARE THE VINE

At 14th level, your will extends to plants under your control. You gain the following benefits:

- Plants created by your spells or charmed by you that you can see can serve as the origin of your *Thorn Whip*.
- Your *Thorn Whip* deals additional acid damage equal to your Charisma modifier.
- Your *Thorn Whip* can pull a willing creature up to 15 feet without harming them without needing to make an attack roll.

Roleplaying a Sprig

- You feel sorry for others: the colors and shapes of plants and buzzing of insects a symphony only you appreciate.
- You prefer places that allow you to grow and put down deep roots, and feel the same about friendships.



Illustration by Rimma

THE BROWNIE

You might live underground or in stone ruins. Many brownies seek solitary lives, greedily hoarding treasures.

GRUGACH MAGIC

When you choose this affinity at 1st level, you are proficient with light armor and the Survival skill, and you know the *Mold Earth* ^{XGE} cantrip. You learn additional spells when you reach certain levels. These spells are faerie spells for you, and they don't count against the number of faerie spells you know.

Faerie Affinity Spells

Faerie Level	Brownie Spells
1st	<i>Longstrider</i> , <i>Zephyr Strike</i> ^{XGE}
3rd	<i>Earth Tremor</i> ^{XGE} , <i>Maximilian's Earthen Grasp</i> ^{XGE}
5th	<i>Erupting Earth</i> ^{XGE} , <i>Meld Into Stone</i>
7th	<i>Staggering Smite</i>
9th	<i>Transmute Rock</i> ^{XGE}
11th	<i>Move Earth</i>
13th	<i>Mordenkainen's Sword</i>
15th	<i>Earthquake</i>
17th	<i>Invulnerability</i>

FAERIE WEAPON

At 1st level, your fists, teeth, nails, or favorite simple melee weapon become a magical d4 faerie weapon. When you take the Attack action with your faerie weapon, you can attack twice. Your movement speed increases by 5 feet, and you gain a climbing speed of 20 feet. You gain 2 additional hit points, and 1 additional hit point each time you gain a faerie level. If you have a flying speed, you lose it.

WHIMSY

At 2nd level, you can enter a whimsy at the start of your turn, which lasts until the end of your next turn. For the duration, you resist piercing, slashing and bludgeoning damage. You can concentrate on spells, but can cast only cantrips, and you have disadvantage on concentration checks. Additionally, attack and damage rolls made with your faerie weapon use your Charisma modifier instead of your Strength or Dexterity modifier if it is higher. The whimsy ends if you fall unconscious.

You can whimsy a number of times equivalent to your Constitution modifier, and you regain all expended uses of it when you complete a short rest.

QUICKKLING ATTACK

At 6th level, your faerie weapon becomes a d6. While in a *Whimsy*, if you take the Attack action using your faerie weapon, you can make an additional attack with it using your bonus action.

WANTON ASSAULT

At 10th level, while in a *Whimsy*, you can use your action *and* bonus action to add 15 feet to your movement, become immune to attacks of opportunity, and make a number of attacks with your faerie weapon equal to your Charisma modifier, and add it as additional necrotic or radiant damage if you hit. You choose the type of damage when you gain this feature. When your turn ends, so does your rage.

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

SMITING GLAMOUR

At 14th level, while in a *Whimsy*, the first creature you hit on each of your turns with your faerie weapon takes additional damage equal to half your faerie level. The extra damage is necrotic or radiant; it matches your choice from your *Wanton Assault* feature.

Roleplaying a Brownie

- Mark your journey upon your person, and never forget to take a keepsake to remember your adventures by.
- Never, ever back down from a challenge.



Illustration by Carolina Eade

FEY FEATS

Some DMs also allow the use of feats to customize a character. Feats are an optional rule in chapter 6, "Customization Options," of the *Player's Handbook*. The DM decides whether they're used and may also decide that some feat are available in a campaign and others aren't.

Cunning Glamour

Prerequisite: The ability to cast at least one faerie spell

When you cast a faerie spell with a casting time of 1 action on your turn, you can use your bonus action to take the disengage, dodge or hide action.

Glamoured Artistry

Prerequisites: Faerie

Your magic drives you to create, and you can expend a use of your Faerie Dust to double your proficiency bonus on checks made with musical instruments or artisan's tools with which you are proficient.

Glamour Reserves

Prerequisites: Faerie

If you are reduced to 0 hit points but not killed, you can use your reaction to spend a use of *Faerie Dust* on yourself. Once you use this ability, you can't use it again until you finish a long rest.

Quickling Ancestry

Prerequisite: Faerie, 8th Level

Your base speed increases by 5 feet, and you learn the *Expeditious Retreat* and *Haste* spells, and they are faerie spells for you. Charisma is your spellcasting ability for the spells.

Uncanny Strength

Prerequisites: Fey creature or Fey Ancestry trait

Increase your Strength or Dexterity score by 1, to a maximum of 20. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Winged Ancestry

Prerequisites: Fey, 12th Level

You grow a pair of delicate wings, gaining a flying speed of 25 feet. You cannot fly if you are wearing armor or exhausted.

FAERIE SPELL LIST

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

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

^{FAE} denotes a Faerie spell, which are detailed beginning on the following page.

Cantrips (0 Level)

Dancing Lights
Magic Stone ^{XGE}
Message
Minor Illusion
Peal of Nine Bells ^{FAE}
Prestidigitation
Produce Flame
Sanguine Strike ^{FAE}
Thaumaturgy
Thunderclap ^{XGE}
Word of Radiance ^{XGE}
Zap ^{FAE}

1st Level

Catapult ^{XGE}
Charm Person
Chaos Bolt ^{XGE}
Dust Dash ^{FAE}
Faerie Fire
Goodberry
Healing Word
Jump
Silent Image
Shield
Sleep
Snare ^{XGE}
Speak with Animals
Stumble ^{FAE}
Witch Bolt

2nd Level

Alter Self
Animal Messenger
Discordant Thrum ^{FAE}
Enhance Ability
Enlarge Reduce
Enthrall
Fallow ^{FAE}
Glamoured Majesty ^{FAE}
Healing Spirit ^{XGE}
Hold Person
Invisibility
Jinx ^{FAE}
Magic Mouth
Magic Weapon
Misty Step
Mirror Image
Moonbeam
Nystul's Magic Aura
Pass Without Trace
Silence
Spiritual Weapon
Suggestion
Sylvan Vision ^{FAE}
Web

3rd Level

Bestow Curse
Blink
Catnap ^{XGE}
Counterspell
Dazzling Strobe ^{FAE}
Fly
Invisible Trickery ^{FAE}
Magic Circle
Minor Glamour ^{FAE}
Mushroom Ring ^{FAE}
Nondetection
Perplex ^{FAE}
Protection from Energy
Radiant Glamour ^{FAE}
Remove Curse
Sending
Slow
Speak with Plants
Wild Flight ^{FAE}

4th level

Blinding Brilliance ^{FAE}
Charm Monster
Confusion
Compulsion
Fabricate
Freedom of Movement
Giant Insect
Greater Invisibility
Insect Plague
Lifebloom ^{FAE}
Major Glamour ^{FAE}
Polymorph
Sneezing Dust ^{FAE}
Switcheroo ^{FAE}

5th Level

Animate Objects
Awaken
Control Winds ^{XGE}
Contagion
Dream
Far Step ^{XGE}
Geas
Glamorous Craft ^{FAE}
Greater Restoration
Hold Monster
Mislead
Modify Memory
Passwall
Seeming
Skill Empowerment ^{XGE}
Synaptic Static ^{XGE}
Tree Stride

6th Level

Budding Romance ^{FAE}
Conjure Fey
Contingency
Mental Prison
Mass Suggestion
Mirage Arcane
Otto's Irresistible Dance
Programmed Illusion
True Seeing

7th Level

Body Swap ^{FAE}
Crown of Stars ^{XGE}
Etherealness
Humanoid Possession ^{FAE}
Power Word Pain ^{XGE}
Prismatic Spray
Project Image
Sequester
Simulacrum

8th Level

Antipathy (Sympathy)
Animal Shapes
Feeblemind
Glibness
Maddening Darkness
Maze
Mind Blank
Power Word Stun

9th Level

Mass Polymorph
Power Word Heal
Prismatic Wall
Shapechange
True Polymorph
Weird
Wish

*Always consult
your Dungeon
Master before
adding new spells to
your spellbook!*

FAERIE SPELLS

Faerie Magic for Core Classes

Some Faerie spells are available to classes from the *Player's Handbook*. They are best suited to particular archetypes, notably the following:

- Bards of the College of Glamour,
- Clerics of the Trickery Domain,
- Druids of all types, especially of the Circle of Dreams,
- Paladins of the Oath of the Ancients,
- Rangers (if they aren't too grumpy),
- Wild Magic Sorcerers,
- Warlocks of whose otherworldly patron is an Archfey,
- Wizards whose expertise lies in that particular spell school

BLINDING GLITTER

4th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: S M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer

A blinding flash of glittering faerie dust explodes in 20-foot radius sphere centered on you, coating everything in range (except you), and glows dimly for 1 minute. Creatures coated in glittering dust have disadvantage on Dexterity (Stealth) checks they make, and cannot benefit from being invisible. Creatures in range that can see you make a Constitution saving throw. If they fail, they are blinded, making a new saving throw at the end of each of their turns to end their blindness. A creature coated in glitter can use its action to remove the glitter from its body.

BODY SWAP

7th-level enchantment

Casting Time: 10 minutes

Range: 60 feet

Components: V S M (a lock of hair or drop of blood from each target, which the spell consumes)

Duration: Concentration, 8 hours

Classes: Faerie, Warlock

You target two living creatures in range that you can see who are not in combat. Both targets of the same creature type.

An unwilling target makes a Charisma saving throw. If a creature succeeds their saving throw, the spell is lost, the target(s) immediately awoken (if asleep), and are aware of your attempt and your location. If they fail, their essences are swapped.

Each body retains its racial modifiers and abilities, its Strength, Constitution and Dexterity scores. Memories, and enchantments upon or within them are transferred

to their new body, which takes on the Intelligence, Wisdom and Charisma scores as well as the languages, skills, proficiencies, spells, and abilities of its new inhabitant until the spell ends or is dispelled.

At Higher Levels. If you cast this spell using a spell slot of 8th-level, the duration is 24 hours. At 9th-level, the targets do not need to share a creature type, and the spell lasts until dispelled. Using a spell slot of 8th-level or higher grants a duration that doesn't require concentration.

BUDDING ROMANCE

6th-level enchantment

Casting Time: 1 minute (Ritual)

Range: 20 feet

Components: S M (a lock of hair or drop of blood from the target(s), which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Warlock

You forge a bond of love between up to two creatures. Designate up to two living creatures of the same that you can see within range who are not in combat. If the target is aware of your presence, it must not be hostile toward you or the spell fails.

Each target makes a Wisdom saving throw. If a target succeeds, they are unaffected, and become aware of your attempt and location, but not your identity. If they fail their saving throw, they are consumed by feelings of love for one another. If you targeted only one creature, designate another living creature of the same type that both you and the target can see as the object of their affection.

For the duration, affected creatures are helpful in their actions and will do what they can to spend time with the object of their affections.

At Higher Levels. If you cast this spell using a spell slot of 7th-level, the duration is 8 hours. At 8th level the duration is 24 hours, and at 9th-level, the spell lasts until it is dispelled. Using a spell slot of 7th level or higher grants a duration that doesn't require concentration.

DAZZLING STROBE

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: S M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock

You emit a flickering light with wild intensity. Each creature in a 20-foot radius sphere centered on you that can see you makes a Constitution saving throw. If they fail, any concentration effects they are maintaining are interrupted, and they have disadvantage on the first attack roll they make on their next turn.

DISCORDANT THRUM

2nd-level enchantment

Casting Time: 1 action

Range: 15 feet

Components: V S M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie

You emit an uncomfortable cacophony. Each living creature in a 15-foot cone that can see or hear you makes an Intelligence saving throw. If they fail, they cannot communicate and have disadvantage on attack rolls until the end of their next turn. Creatures with an Intelligence score of 6 or lower are immune.

DUST DASH

1st-level evocation

Casting Time: 1 action

Range: 5 feet

Components: S M (faerie dust)

Duration: Instantaneous

Classes: Faerie, Bard, Sorcerer, Wizard

You dash faerie dust wantonly upon a living creature within 5 feet of you, causing unpredictable effects.

Make a melee spell attack against the target if it is unwilling. If you hit, roll a d20 to determine the dust's unpredictable effects from the Dust Dash table.

At Higher Levels. When you cast this spell using a spell slot of 2nd-level or higher, you may add or subtract the number of additional spell levels above from your d20 roll. For example, if you cast the spell at 2nd-level and rolled a 10, you can then choose from anywhere between 9 and 11 on the table for the applied dust effect.

Dust Dash Effects

d20 Effects of Dust Dash

- | | |
|---|--|
| 1 | Up to 10 cubic feet of the target's body gain the effects of the <i>Light</i> spell for a number of hours equal to your Charisma modifier. |
| 2 | The dust is loud. Creatures within 10 feet of you (including you) make a Constitution saving throw. A creature that fails takes 1d6 thunder damage. |
| 3 | The target gains the effects of the <i>Enlarge Reduce</i> spell, rolling a 1d2 to determine: reduced (1) or enlarged (2). |
| 4 | The target loses their reaction and makes a Constitution saving throw at disadvantage. If they succeed, they sneeze. If they fail, the sneeze casts the <i>Color Spray</i> spell (as if you had cast it). |
| 5 | The target becomes cursed. Their hair, skin, scales and other pigmentations change to random new colors. |
| 6 | The target makes a Charisma saving throw. If they fail, their shadow escapes and attempts to flee. |
| 7 | The target's ears grow twice their natural size, giving them advantage on Perception (hearing) checks, but making them vulnerable to thunder damage. A dispel magic or remove curse spell restores them to normal. |

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| 8 | The target loses their reaction and expels a live frog from their mouth. If the target is of huge or larger size, the frog is a <i>Giant Frog</i> . If concentrating on a spell, the target loses their spell. |
| 9 | The target makes a Wisdom saving throw at disadvantage. If they fail, they gain the become <i>Confused</i> and enraged for 1 minute. For the duration, they resist piercing, slashing and bludgeoning damage, and deal additional force damage equal to your Charisma modifier with melee attacks. |
| 10 | The target makes a Constitution saving throw. If they fail, they fall asleep for 1 minute. If hostile, the target makes the saving throw with advantage. |
| 11 | The target becomes cursed. Colorful, glowing bubbles appear from the target when they exhale. |
| 12 | The target becomes cursed. The target's body hair (scales horns, or other prominent features) grow, leaving them with an unruly mane. |
| 13 | The target makes a Charisma saving throw. If they fail, they come under the effect of a <i>Zone of Truth</i> spell, and their inhibitions are lowered as if intoxicated for a number of hours equal to your Charisma modifier. During this time, they speak only in their first language. |
| 14 | The target is infused with static. The next creature that touches or hits the target with a melee attack deals 1d20 + your Charisma modifier lightning damage, divided between the target and themselves. |
| 15 | The target makes a Strength saving throw. If it fails, it is knocked prone, taking 1d20 in force damage. |
| 16 | The target becomes cursed. If they speak, read or hear your name, they must succeed a Wisdom saving throw or remove an article of clothing. |
| 17 | The target becomes invisible for 1 minute, or until it attacks or casts a spell. |
| 18 | The target gains the effects of the <i>Fly</i> spell for 1 minute. |
| 19 | The target gains the effects of the <i>Haste</i> spell for 1 minute. |
| 20 | The target's body becomes translucent, revealing their organs for 1 minute. Attack rolls against the creature made by those who can see it increase their critical threat range by 1. |

FALLOW

2nd-level transmutation (ritual)

Casting Time: 1 minute

Range: Touch

Components: V, S

Duration: Up to 100 years

Classes: Druid, Faerie, Paladin

You deposit your essence within a plant that is large enough for your body to fit inside. You may also deposit yourself into a stone if it isn't heavier than you can carry. For the duration, you are blinded. As you lie fallow, other effects set in over time.

If you remain undisturbed for 1 hour, you gain the benefits of a short rest, and if undisturbed for 4 hours, you gain the benefits of a long rest. If you continue to remain undisturbed, you can remain in a fallow state for as long as your body is able to live. You can exit your hiding place using your action.

If your host plant or stone is uprooted, damaged or disturbed, you are immediately expelled from your hiding place and fallow state, and take double the damage done to your host plant or stone. You then must then succeed a Wisdom saving throw against your own spell save DC or be confused. You can make a new saving throw on each of your turns to end the effect.

At Higher Levels. You can immediately immerse yourself into a deeper fallow state by casting the spell by casting it with a higher level spell slot as noted on the following table:

Fallow State Duration

Spell Slot	Duration	Effects
3	1 minute	Your body doesn't need food or air.
4	1 hour	You can still hear muffled noises, and make any Wisdom (Perception) checks to hear words with disadvantage.
5	24 hours	You are deafened, but remain aware of the passage of time.
6	1 month	Your essence is invisible to the Detect Magic spell, and you age at half your normal rate.
7	1 year	You can cast the <i>Dream</i> spell once a month, even if you don't know it. You age at one quarter of the normal rate.
8	10 years	Your essence is invisible to the Scrying spell, and you age at one tenth of the normal rate. Waking up from your fallow state is now difficult, and you must make a Wisdom saving throw against your own spell save DC to do so. If you fail, you must wait six months to try again.
9	100 years	You can cast the <i>Astral Projection</i> spell on yourself once a year. Your Wisdom saving throws to wake up are made at disadvantage.

GLAMOUROUS CRAFT

5th-level enchantment

Casting Time: 1 action
Range: Touch
Components: V S M (faerie dust)
Duration: Concentration, 8 hours (Ritual)
Classes: Faerie, Sorcerer, Wizard

Left uninterrupted to work, you can perform incredible feats of craftsmanship. Choose from the following two options:

Hasty Craft. Designate one artisan's tool with which you are proficient. You can use the tools as if under the

effects of the Haste spell. Checks you make with the tool are made with advantage, and you add your spellcasting ability modifier as a bonus to the rolls. You might completing an intricate painting, or work a stack of leather into several pairs of high-quality shoes.

Masterwork. Alternately, the spell can enchant a mundane item you created. When you do, your spell slot is consumed, and is lost. The item becomes magical, and gains an enchantment of your choice made from the following spells: Blur, Enhance Ability, Elemental Weapon (if a weapon), Enlarge/Reduce, Fly, Gaseous Form, Haste, Invisibility, Magic Weapon (if a weapon), Major Image, Pass without Trace, or Tongues.

You cannot use your own masterwork item, and it's command word is your name. A creature who becomes attuned to the item learns the command word (even if they do not recognize its significance), and can activate it, gaining the spell's effect, which are cast with your spell save DC. The item recharges after one day as long as you are still alive and on the same plane.

You can retract the item's boon if you can see or touch it using your reaction, recovering the spell slot when you complete your next long rest, and any creature under the effects of its magic loses it.

GLAMOURED MAJESTY

2nd-level illusion

Casting Time: 1 action
Range: 15 feet
Components: V S M (faerie dust)
Duration: Instantaneous
Classes: Cleric, Faerie, Paladin, Warlock

You channel your glamour into your body, creating a terrifying, majestic appearance.

Each creature in a 15-foot radius sphere centered on you make a Charisma saving throw. Creatures that fail their saving throw have disadvantage on attacks they make against you until the end of their next turn.

HUMANOID POSSESSION

7th-level enchantment (ritual)

Casting Time: 1 action
Range: Touch
Components: V, S, M (a fragment of an oyster's shell, and a piece of the target's body, such as hair, blood or a fingernail, which the spell consumes)
Duration: Concentration, up to 10 minutes
Classes: Faerie, Warlock

Touch one humanoid you can see within range. The target makes a Charisma saving throw. If the target is hostile to you, it makes saving throw with advantage and a bonus equal to its Charisma modifier. If it succeeds, the spell is lost, and you have disadvantage on any attacks or saving throws the target targets with you for 1 minute. If it fails, your body and essence enter the creature.

For the duration, you control the target's body, but target's consciousness remains aware. You can't be

targeted by any attack, spell, or other effect, except ones that turn fey. You retain your alignment and Intelligence, Wisdom, and Charisma scores, while the possessed body retains its Strength, Dexterity and Constitution scores. You do not gain access to the target's knowledge, proficiencies, spellcasting or other abilities.

Maintaining constant control of a creature is extremely difficult, and the target's consciousness attempts wrestle control of itself back from you once every minute, making a new saving throw. If its body is in combat, it's consciousness makes a new saving throw at the start of your turn.

The possession lasts for the duration, until the body drops to 0 Hit Points, or you otherwise forced out by an effect like the *Dispel Evil and Good* spell, or you end the effect using the body's bonus action. If the possessed body takes damage, you take twice the amount as psychic damage and make an appropriate concentration saving throw to maintain your possession.

When your possession ends, you reappear in an unoccupied space within 5 feet of the target which becomes immune to your possession for 24 hours after succeeding on the saving throw or once the possession ends.

At Higher Levels. If you cast this spell using a spell slot of 9th level, the duration is 1 hour, and an affected target makes their saving throw to break the effect or resurface their personality once every ten minutes.

INVISIBLE TRICKERY

3rd-level illusion

Casting Time: 1 bonus action

Range: Self

Components: V S

Duration: Concentration, up to 1 minute

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You become invisible until the start of your next turn. Anything you are wearing or carrying is invisible as long as it is on your person. Your invisibility ends early if you use your reaction, but you do not lose your concentration or the spell.

For the duration, roll a d20 at the end of each of your turns. On a roll of 11 or higher, you become invisible again at the end of your turn. Once the spell causes you to become invisible a number of times equal to your spellcasting ability modifier, the spell ends.

JINX

2nd-level enchantment

Casting Time: 1 bonus action

Range: 60 feet

Components: V S M (faerie dust)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Sorcerer, Warlock

You curse one creature you can see, jinxing them. Until the spell ends, each time the target takes the attack action or casts a spell, they must succeed a Dexterity saving throw or take 2d8 thunder damage. A creature

can only suffer this damage once on their turn, but can be jinxed again if they cast a spell or make an attack of opportunity using their reaction.

Also, choose one ability when you cast the spell. The target has disadvantage on ability checks made with the chosen ability. A *Remove Curse* spell cast on the target ends the jinx.

At Higher Levels. When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

LIFEBLOOM

4th-level evocation

Casting Time: 1 action

Range: 30 feet

Components: V S M (a fresh sprig of local flora, which the spell consumes)

Duration: Instantaneous

Classes: Faerie, Druid, Paladin, Ranger

You draw pure life force from the feywild, sharing it with your allies. Each living creature of your choice in a 20-foot radius sphere heals 3d6 hit points and makes a DC 10 Charisma ability check. If they succeed, they add your spellcasting modifier to the amount healed. Beasts, fey and plants automatically succeed this check.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the radius of the sphere increases by 5 feet and the healing increases by 1d6 for each slot level above 4th.

MAJOR GLAMOUR

4th-level transmutation (ritual)

Casting Time: 1 minute

Range: Self

Components: V S M (an uncut ruby, emerald or sapphire worth at least 500 gp, which the spell consumes)

Duration: Concentration, up to 1 hour

Classes: Bard, Faerie, Sorcerer, Wizard

You transform yourself into a living creature. Choose one of following two creature types:

Glamorous Humanoid. You become a human, half-elf, halfling, gnome or elf (not a drow). You decide what you look like, including your height, weight, facial features, sound of your voice, hair length, coloration, and distinguishing characteristics, if any. None of your statistics change. You can designate one skill, tool, armor or weapon proficiency you desire for the duration.

Glamorous Beast. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become a tiny, small or medium beast of great beauty, perfectly suited to the target's aesthetics, such as a colorful bird, a white stag, or a silvery fish. You are able to cast the Message cantrip at will at the target, and make Charisma (Persuasion) and Charisma (Performance) checks against them with

advantage. You gain the traits of your chosen form, and can fly, swim or breathe water as applicable, but cannot speak, cast spells, make attacks or use any class abilities. If you take damage, you must succeed a concentration check to maintain the transformation.

For the duration, you are fey and are also the creature type you transformed into. A hostile creature can use its action to make an Intelligence (Investigation) check against your spell save DC. If they succeed, you must make a concentration check to maintain your form.

At Higher Levels. If you cast this spell using a spell slot of 5th-level, the duration is 8 hours. The duration is 24 hours at 6th-level, 72 hours at 7th-level, and one week at 8th-level. At 9th level, you can maintain your transformation indefinitely. Using a spell of 5th-level spell slot or higher grants a duration that doesn't require concentration, and use of a 7th-level spell slot or higher makes your transformation invisible to the effects of the Detect Magic spell.

No matter the spell slot expended, if you are damaged during your transformation, you must roll a concentration check to maintain it.

MINOR GLAMOUR

3rd-level transmutation (ritual)

Casting Time: 1 action

Range: Self

Components: S M (a hunk of jade or malachite worth at least 250 gp, which the spell consumes)

Duration: Concentration, up to 8 hours

Classes: Bard, Faerie, Sorcerer, Wizard

You temporarily transform yourself into a small object. Choose one the following two object types:

Mundane Object. You become a mundane object of your approximate size and weight, such as a bundle of rags, a small vase or a dagger if you are a pixie, a wooden chair if you are small, or a suit of armor if you are medium.

Glamorous Object. Choose a creature known to you as the target of this spell. The target must be on the same plane of existence as you. You become an object of great beauty, perfectly suited to the target's aesthetic tastes, such as a jeweled goblet or a carved figurine. If the target sees you in your object form, they make a Wisdom saving throw against your spell save DC. If they fail, they are compelled to add you to their personal possessions.

While in your object form, you cannot move, or cast spells but you remain aware, and are see basic shapes and color and hear muffled noises, making any Wisdom (Perception) checks to see or hear with disadvantage. If your object form is damaged, you immediately revert to your natural form and take the equivalent amount of damage.

To discern that you are transfigured, a creature can use its action to make an Intelligence (Investigation) check against your spell save DC at disadvantage. If they

succeed, you succeed a concentration check to maintain your form.

At Higher Levels. If you cast this spell using a spell slot of 4th-level, the duration is 8 hours. The duration is 24 hours at 5th-level, 72 hours at 6th-level spell, one week at 7th-level, one month at 8th level, and one year at 9th level.

Using a spell of 5th-level or higher grants a duration that doesn't require concentration, and you can complete a long rest while in your object form. Using a spell slot of 7th-level or higher makes you invisible to the effects of the Detect Magic spell.

MUSHROOM RING

3rd-level conjuration (ritual)

Casting Time: 1 minute

Range: 10 feet

Components: V S M (faerie dust and mushroom spores, which the spell consumes)

Duration: 1 hour

Classes: Druid, Faerie, Ranger

You enhance the fecundity of a 10-foot radius circle of bare rock, earth or soil that you can see in range, centered directly underneath you. At the start of your next turn, dimly glowing mushrooms appear at the edges of the circle.

When you cast the spell, choose one of the following: beasts, humanoids, or monstrosities. The ring affects a creature of the chosen type in the following ways:

- The creature attempting to enter the dome must first succeed on a Charisma saving throw.
- The creature has disadvantage on attacks against you while in the dome.
- Creatures within the cylinder can't be charmed or frightened by the creature.

The ring's effects extend in a 15 feet cylinder above and below the ring. While the ring exists, you can use your bonus action to invite a creature of the excluded type into the ring without penalty.

Before the spell ends, you can use your action to consume the ring in an explosion of spores, ending the spell. When you do, creatures other than you and those you have invited within 5 feet of the ring's circumference make a Constitution saving throw, taking 4d8 poison damage on a failed save, or half as much damage on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

PEAL OF NINE BELLS

Conjuration cantrip

Casting Time: 1 action

Range: 20 feet

Components: V S

Duration: Instantaneous

Classes: Bard, Cleric, Faerie, Wizard

You create a beam of ringing sound that strikes at one creature of your choice that you can see within range. The target must succeed on a Strength saving throw or be pushed up to 10 feet in a straight line away from you, taking 1d6 thunder damage.

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

PERPLEX

3rd-level enchantment

Casting Time: 1 action

Range: 60 feet

Components: V S M (faerie dust)

Duration: Concentration, 1 minute

Classes: Bard, Faerie, Wizard

Designate one creature you can see within range, which makes a Wisdom saving throw. On a failure, the target rolls a d6 at the start of its turn, taking the amount rolled as psychic damage, and subtracting that number from attack rolls, ability checks, and concentration checks it makes until the start of its next turn. The target repeats its saving throw at the end of its turn, ending the spell on a success. Creatures with an Intelligence score of 2 or lower are immune to this spell.

RADIANT GLAMOUR

3rd-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V S M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Paladin

You emit an intense light, searing nearby enemies. Each creature of your choice in a 20-foot radius sphere centered on you that can see you makes a Dexterity saving throw. Targets take 3d12 radiant damage on a failure, or half as much on a success. Aberrations, fiends and undead that fail their saving throw have disadvantage on their saving throws, and if they fail, are blinded until the end of their next turn.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d12 for each slot level above 3rd.

STUMBLE

1st-level divination

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Concentration, up to one minute.

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

You curse a creature. For the duration, if the target moves, more than 5 feet on their turn, you can use your reaction to force them succeed a Dexterity saving throw or fall prone and lose the rest of their movement.

Creatures using a flying or swimming speed for their movement are immune to this spell's effects.

SNEEZING DUST

4th-level evocation

Casting Time: 1 action

Range: 20 feet

Components: V S M (faerie dust)

Duration: Instantaneous

Classes: Bard, Druid, Faerie, Ranger, Wizard

Each creature that needs to breathe within 20-foot radius of you must succeed a Constitution saving throw or become unable to breathe while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The *Lesser Restoration* spell can also end the effect on a creature.

SWITCHEROO

4th-level conjuration

Casting Time: 1 action

Range: 25 feet

Components: V S M (faerie dust)

Duration: Instantaneous

Classes: Bard, Faerie, Sorcerer, Warlock, Wizard

Two living creatures you can see who are within range and of the same size swap their positions. If either target is unwilling, they make a Wisdom saving. If a creature succeed succeeds their saving throw in such a manner, the spell is lost.

Until the end of your next turn, you can use your reaction to teleport to the position you were at when you cast this spell.

At Higher Levels. When you cast this spell using a spell slot of 5th-level or higher, you can target one additional creature for each slot level above 4th.



Illustration by Prosper Tipaldi

SYLVAN VISION

1st-level divination

Casting Time: 1 action

Range: 200 feet

Components: V M (a fresh sprig of local flora, which the spell consumes)

Duration: Concentration, up to 10 minutes

Classes: Druid, Faerie, Ranger

For the duration, nonmagical foliage does not obscure your vision.

SANGUINE STRIKE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V S

Duration: Concentration, up to 1 round

Classes: Bard, Cleric, Faerie, Paladin, Sorcerer

You touch a willing target. Your magic grants them exceptional skill with their weapon. The target then designates a creature they can see within 30 feet of them. On their next turn, they gain advantage on the first attack roll they make against the designated creature, provided that this spell hasn't ended.

WILD FLIGHT

3rd-level transmutation

Casting Time: 1 action

Range: Self

Components: V S M (faerie dust)

Duration: Instantaneous

Classes: Cleric, Faerie, Warlock

You double your remaining movement speed and your body becomes a swirling orb of magical energy. You can use your movement speed to move freely through creatures. Your velocity is so high that you can only change direction every 10 feet.

Each creature you move through must make a Dexterity saving throw, taking 4d6 radiant damage on a failure, or half as much on a success. If a Large creature or bigger creature fails their saving throw, add an additional 1d6 radiant damage for each 5 feet they occupy that you moved through. A creature can only be damaged by your Wild Flight once.

If you end your turn in an occupied space, you must succeed a Dexterity saving throw against your own spell save DC. If you fail, you take 2d6 force damage and reappear prone in the nearest available space.

At Higher Levels. The damage increases by 1d6 for each slot level above 3rd, and so does the amount of force damage you might sustain.

ZAP

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V S

Duration: Instantaneous

Classes: Faerie, Sorcerer, Warlock, Wizard

A thrum of chaotic magic streaks out of you toward one creature of your choice that you can see within range.

Make a ranged spell attack. If it hits, roll a d8 to determine the type of damage, then deal 1d8 of that type to the creature.

The spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8). Each time the damage die increases, you can modify the results of your damage type's roll by ± 1 .

Zap Damage Type

d8	Damage Type
1	Fire
2	Cold
3	Acid
4	Lightning
5	Thunder
6	Radiant
7	Force
8	Psychic

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.

Don't be afraid to say "no"! Some spells and abilities might serve as important plot points you want to reserve for yourself, or even the basis of an entire quest or campaign, or they might just get in your way.

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.

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.

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.

Fey 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 *Potion of Rejuvenation* can be produced by a successful DC 14 check with alchemist's supplies.

When consumed by a living humanoid or beast, the imbiber 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.

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.

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 *Scrying* 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.

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 use your action to bind your essence to one willing living creature you can see or hear. You may have only one Mortal Anchor at a time, and a creature may only serve as Mortal Anchor for one faerie. 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 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 has the prerogative to succeed a saving throw against these spells automatically.
- 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