

# ADDITIONAL CHARACTER OPTIONS

Within this chapter are new options for your player characters. As with any non-official material, please meet with your GM and ensure everyone is OK to use any of the following material in the game.

## CHANGELING BACKGROUND

You are a changeling, having been left in the place of the natural child of your “parents”. You grew up in this environment as if you were a natural child. Your parents suspected your nature, and either raised you as one of their own (either due to love, or fear of the fey), or they disowned you and treated you unfairly, especially if you had any siblings.

As you got older, you noticed that you began to show some traits that others around you didn’t have. By the time you reached your teen years, you had your heritage confirmed via a message from a fey creature. This could be as simple as a note, or an actual conversation.

**Skill Proficiencies:** deception, sleight of hand

**Tool Proficiencies:** one type of musical instrument

**Languages:** sylvan, language of your race, common

**Equipment:** a staff, set of traveler’s clothes, musical instrument, and a pouch containing 10gp.

### PARENTAL ATTITUDE

D6	Attitude
1	Took you in as one of their own and cared for you.
2	Never acknowledged your ancestry, but always were off standish and never showed you affection as much as your siblings.
3	Only child. Parents took care of you and tried to hide your heritage from others.
4	Only child. Parents abandon you on the streets once they found out about your heritage.
5	Parents housed you, but it was hardly love. Your siblings got attention and the best clothing. You had to sleep in the stalls and wear rags.
6	Parents treated you much better than your siblings. They got jealous, but your parents always took your side, even when it was your fault.

### Feature: Fey Ancestry

Your true fey ancestry grants you advantage on all saving throws against anything that would place you in a charmed status.

### Feature: Fey Traits

Your fey heritage has left a mark on you. Choose from one of the following, or roll on the chart to determine what this mark is.

D8	Fey Trait
1	Your skin has an iridescent tone to it.
2	Your eyes sparkle in various colors.
3	Your facial traits have a slight animal influence (furry ears, button nose, etc).
4	Your skin is leathery and takes on the appearance of stone.
5	You give off a scent of earth or herbs.
6	You can detect and identify faerie portals.
7	Your mannerisms are fey-like, granting you advantage on all charisma checks you make when dealing with fey.
8	You can create minor wisps of smoke or flashes of light above the palm of your hand.

### Suggested Characteristics

Growing up as the only one of your kind has fostered certain personality traits within you.

D6	Personality Trait
1	I can’t expect anyone to take care of me. I can only take care of myself.
2	I’ve always been a little bit better than everyone around me growing up.
3	I have a fascination with the natural world, and animals seem to be drawn to me.
4	There are few things better than a good party.
5	I don’t like savory things. You can’t get too sweet for my tastes.
6	I am quick to anger, as everyone keep staring at me and I just know they think they are better.



## NEW RACES

### CREATING YOUR CHARACTER

Presented within this book are several new race options for your character. The intent is to give you new options not presented in any other material as of the date of this publication.

### ABILITY SCORE INCREASES

When determining your character's ability scores, increase one of those scores by 2 and increase a different score by 1, or increase three different scores by 1. These ability modifiers will be applicable regardless of which method you use to generate your character's ability scores. Whichever abilities you decide to increase, none of the scores can be raised above 20.

### LANGUAGES

Your character can speak, read, and write Common and one other language that you and your GM agree is appropriate for the character. Most likely this will be sylvan, but may vary depending on the background of your character.

### CREATURE TYPE

This determines the creature type that your character is. Most player characters are of the Humanoid type, however that may vary depending on the race you choose. Available types are Aberration, Beast, Celestial, Construct, Dragon, Elemental, Fey, Fiend, Giant, Humanoid, Monstrosity, Ooze, Plant, or Undead. Several rules within the game may impact or depend on the creature type of your character.

### LIFE SPAN

The typical life span of the race you select, assuming they do not meet their end in a violent or unnatural way.

## AETERNAE

You have the following racial traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and aeternae.

**Life Span.** You live up to 75 years of age, reaching maturity around age 15.

**Tool Proficiency.** You gain proficiency in either jeweler's kit, smith's tools, or woodworking tools.

**Natural Weapon.** The jagged horn on your head can be used in combat, dealing 1d6 piercing damage on a successful hit. At 11th level this damage becomes a d8 and can bypass magic resistance. You may use a bonus action to attack with this horn.

**Charge.** If you have at least 20ft to move in a straight line, you can spend an attack action to impale with your horn. If the attack is successful, roll twice the damage dice for

D6	Ideal
1	Self-sufficiency is the only path to survival. (Any)
2	Life is constantly in a state of change, like the seasons in a year, and we must change with it. (Chaotic)
3	Family is the most important bond, and it's who you choose, not who you are blood tied to. (Good)
4	Nature shows us the importance of balance in all things. (Neutral)
5	I am destined to be better than others, and they should get out of my way. (Evil)
6	The honor of my heritage must be upheld. (Law)

D6	Bond
1	When everyone else was treating me like I had a plague, one person was kind and I will never forget them.
2	There was an unseen outside fey creature that helped and guided me as I grew up.
3	A travelling warlock opened my eyes to my heritage and what I could become.
4	My "parents" loved and took care of me, and family is extremely important to me.
5	I will protect nature from the incursions of colonialist humanoids.
6	The fey gave me up, and I will never forgive them of that.

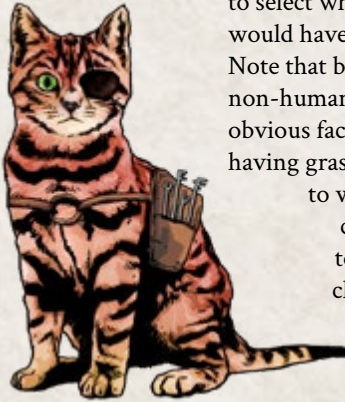
D6	Flaw
1	I second guess my worth as I was always told how I was not normal or like the others.
2	My heritage makes me better than others, and I treat others with disdain.
3	Something about my physical appearance is misshapen or off, and I assume everyone is staring at me in judgement.
4	I view the world through my own perspective, and refuse to see others' perspectives.
5	My heritage tends to make me think I have all the time in the world, so I never do anything quickly.
6	I have been abandoned by my paternal and adoptive parents, and I seek acceptance and belonging with a driving need.

damage, and the target must succeed on a Strength saving throw or be knocked prone. The Save DC for this = 8 + prof bonus + your strength modifier.

**Magical Superstitions.** You have a -1 penalty on saving throws to resist spells that have a visual effect. Thus, you would have a penalty against a *fireball* saving throw, but not when trying to resist a *suggestion* or *charm person* spell.

## AWAKEND ANIMAL

Awakened animals include any mundane animal creature that has been altered to have the intelligence and free will of a typical humanoid race. Because of the great variety in physical sizes and traits, you will use the following guidelines



to select which traits and features you would have based on your choice. Note that because you are choosing a non-humanoid race, there will be some obvious factors to consider, such as not having grasping digits or being able to wear commonly acquired clothing or armor. Due to the unusualness, before choosing this race, ensure you get with your Game Master to ensure they are OK with incorporating it into the game.

**Creature Type.** You are a Beast

**Size.** Your size varies between Tiny and Large, depending on the animal species chosen. Tiny or small creatures will have their base movement reduced by 5 feet.

**Speed.** Your speed varies based on the following traits of the animal you have chosen:

- Biped or Serpentine 30 feet.
- Quadruped 40 feet.
- Wings 20 feet walking, 30 feet flying as long as you are not wearing medium or heavier armor.
- Tail or Flippers 30 feet swim speed.

**Primary Trait.** Choose one of the following primary traits based on the animal species you chose:

- Claws or Bite. You have sharp claws or pointed teeth. Base damage die for this is 1d6 slashing or piercing damage with a reach of 5ft.. At level 5 this becomes a d8 and can bypass magical resistance, at level 11 this becomes a d10, and at level 17 a d12. These are considered finesse weapons.
- Powerful Tail. Your tail is thick and powerful, allowing you to use it as a weapon with a reach of 5ft. The base damage is 1d4 bludgeoning damage. At level 5 this becomes a d6, and at level 11 a d8. You may also attempt to knock the target prone on a successful attack if it is your size or smaller. The target must succeed on a Dexterity saving throw or fall prone. DC = 8+ your prof bonus + your strength modifier. You can use this knocking attack a number of times equal to your proficiency bonus every long rest.

- Gills. You can breathe equally well in water as in air.
- Powerful Hind Legs. Your legs are built for propulsion. Increase your base movement rate by 5 feet, which may be used to hop rather than walk or dash. Additionally, you can spend a bonus action to perform a special hop up to half of your base movement rate and not have it count against your normal maximum movement for your turn. You can do this special hop a number of times equal to your proficiency bonus per long rest.
- Wings. You have a fly speed as described above.
- Venom. You have a stinger or bite that is venomous. If you successfully land a bite or sting attack, the target must succeed on a Constitution saving throw or suffer 3d6 poison damage. The Save DC for this = 8 + twice your proficiency bonus. At level 5, this damage increases to 4d6, at 11th level 5d6, and at 17th level 6d6. Once you use this trait, you cannot use it again until finishing a short or long rest.
- Natural Armor. Your base AC becomes 10 + your proficiency bonus + your dexterity modifier. This does not stack with other abilities such as the monk's or barbarian's AC modifying traits.

**Secondary Trait.** Choose one of the following secondary traits based on the animal species you chose:

- Keen Senses. You have advantage on all perception checks that rely on hearing or smell.
- 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 discern colors in that darkness only as shades of gray.
- Naturally Stealthy. You gain proficiency in stealth if you do not already have it. If you are proficient in stealth from another source, you gain expertise in the skill.
- Animal Speech. You are able to speak with other mundane animals. Basic communication only, as mundane animals do not have the intelligence to comprehend complex conversations.
- Climbing. You gain a climb speed equal to your base movement speed.
- Burrow. Your claws are exceptionally designed for digging. In soil, dirt, or snow, you have a burrowing speed of one half that of your base movement rate.





## AOS SI

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are either Tiny or Small.

**Speed.** Your walking speed is 20 feet.

**Languages.** You speak common and sylvan.

**Life Span.** On the mortal realm, you live to be up to 300 years old, reaching maturity at 50.

**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 discern colors in that darkness only as shades of gray.

**Flight.** While not wearing medium or heavy armor, you have a flight speed of 30ft.

**Fairy Magic.** You can cast the dancing lights cantrip at will.

## ARRAGOUSET

You have the following racial traits.

**Creature Type.** You are a humanoid.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet. You have a swim speed of 30 feet.

**Languages.** You speak common and one other language of your choice.

**Life Span.** You live up to 60 years of age, reaching maturity around age 15.

**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 discern colors in that darkness only as shades of gray.

**Aquatic.** You can breathe equally well in water and on land.

**Bloodlust.** As a bonus action, you may choose one target within 30ft that has fewer than its maximum hit point total. Attacks you make against that creature will inflict an additional amount of damage equal to your proficiency bonus. This damage may be inflicted up to once per turn.

## BARBEGAZI

You have the following racial traits.

**Creature Type.** You are a humanoid.

**Size.** You are Small.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and dwarvish.

**Life Span.** You live up to 175 years of age, reaching maturity around age 25.

**Sense Pitfalls.** You have advantage on any perception check to detect a pit or trap, as well as advantage on any saving throws you are forced to make from a trap.

**Cold Hardy.** You have resistance to cold damage.

**Arctic Movement.** If barefoot and on ice or snow, your movement rate is doubled.

## BODACH

You have the following racial traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 150 years of age, reaching maturity around age 20.

**Alter Size.** You can reduce your size, and all equipment you're carrying to half of normal. This will last for up to 1 hour. Once used, this cannot be used again until a short or long rest is completed.

**Shadow Form.** As a bonus action, your body and equipment you're carrying turns into a smoky form. You gain resistance to all non-magical damage, and can fit through any opening. This power lasts for up to 1 minute. Once used, you cannot use again until you finish a short or long rest.

**Salt Vulnerability.** You must succeed on a DC 15 Wisdom saving throw in order to cross any line of salt.

## BROWNIE

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Tiny.

**Speed.** Your walking speed is 20 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 125 years of age, reaching maturity around age 25.

**Fey Magic.** You can cast the *prestidigitation* cantrip at will.

**Invisibility.** You can spend an action to turn *invisible*. This lasts for up to 1 minute or until you use an attack action or cast a spell. Once you use this feature, you cannot use it again until you finish a short or long rest.

## CĂPCĂUN

You have the following racial traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Large.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and giant.

**Life Span.** You live up to 65 years of age, reaching maturity around age 15.

**Canine Senses.** You have advantage on all perception check that relies on hearing or smell.

**Hardy.** You ignore the effect of the first level of exhaustion you may have. Subsequent levels of exhaustion do still have an impact.

**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 discern colors in that darkness only as shades of gray.

## FAR DARRIG

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 25 feet.

**Languages.** You speak common and either goblin or sylvan.

**Life Span.** You live up to 175 years of age, reaching maturity around age 35.

**Scavenger Resistance.** You have advantage on all saving throws to resist poison or disease.

**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 discern colors in that darkness only as shades of gray.

**Keen Senses.** You have advantage on all perception checks that rely on hearing or smell.

**Thieves' Luck.** If you attempt a stealth, sleight of hand, or thieves' tools skill check, you can re-roll, taking the new roll. Once you use this trait, you cannot use it again until you finish a short or long rest.

## FAUN

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 150 years of age, reaching maturity around age 25.

**Fey Ancestry.** You have advantage on saving throws against magic.

**Silver Tongue.** You gain proficiency in persuasion and performance. If you have these skills from other sources, you gain expertise in them.

**Charm Immunity.** You are immune to the *charmed* condition.

## FEY DRAGON

You have the following racial traits.

**Creature Type.** You are a Dragon

**Size.** You are Small.

**Speed.** Your walking speed is 20 feet.

**Languages.** You speak common and draconic.

**Life Span.** You can live to be more than 500 years. Maturity is reached...well...let's face it, you're a fey dragon, it's pretty much never reached.

**Fey Magic.** You can cast the *prestidigitation* cantrip at will. Flight. As long as you are not wearing medium or heavy armor, you gain a flight speed of 35 feet.

**Dragon Form.** Due to your physical body size and shape, any clothing or equipment will need to be specially customized to you.

**Breath Weapon.** You can exhale a cloud of multi-colored smoke filling a 5 ft radius circle. Any creature within this cloud must succeed on a Constitution saving throw or fall asleep for up to 1 minute. At the end of an affected creature's turn, they may attempt a new saving throw to wake. Rough handling or suffering damage will also wake a sleeping creature.

The Save DC = 8 + your prof bonus + your Charisma modifier. Once you use this trait, you will be unable to do so again until you finish a short or long rest.

## FOMORIAN

You have the following racial traits.

**Creature Type.** You are a Humanoid.

**Size.** You are Large.

**Speed.** Your walking speed is 35 feet.

**Languages.** You speak common and giant.

**Life Span.** You live up to 75 years of age, reaching maturity around age 15.

**Ram.** You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d6 + your Strength modifier. At level 11 the damage die becomes 1d8, and at level 17, 1d10.

**Frightful Presence.** You can spend an action to emit a frightening aura. Any creature that can see you within 30ft must succeed on a Wisdom saving throw or be *frightened* until the end of their next turn. The Save DC for this feature = 8 + your prof bonus + your charisma modifier. Once you use this trait, you cannot use it again until you finish a short or long rest.

**Sure-Footed.** Difficult terrain does not impede your movement.

## HAEGTESSE

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet. Your fly speed is 30 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 90 years of age, reaching maturity around age 14.

**Wings.** As long as you are not wearing medium or heavy armor, you gain a flight speed of 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 discern colors in that darkness only as shades of gray.

**Devil's Sight.** Magical darkness does not impede your darkvision.

**Claws.** You can use your claws as natural weapons, with a reach of 5ft and a base damage of 1d4 slashing damage. These are considered finesse weapons. At level 5, the damage increases to 1d6, and at level 11 becomes 1d8 and bypasses magic resistance.

## HOBGOBLIN

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 25 feet.

**Languages.** You speak common and goblin.

**Life Span.** You live up to 100 years of age, reaching maturity around age 10.

**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 discern colors in that darkness only as shades of gray.

**Invisibility.** You can spend an action to turn *invisible* for up to 1 minute or until you attack or cast a spell. Once you use this trait, you cannot use it again until you finish a long rest.

**Honey and Milk.** If you partake in a meal of honey and milk, you gain advantage on your next d20 roll. Once you use this trait, you cannot use it again until you finish a short or long rest.

## JÖTUNN

You have the following racial traits.

**Creature Type.** You are a Humanoid

**Size.** You are Medium.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and giant.

**Life Span.** You live up to 125 years of age, reaching maturity around age 20.

**Child of the Storms.** You have resistance to thunder damage.

**Giant Heritage.** When you choose this race, select one of the following runes. You may call forth this rune as a bonus action. When you use this trait, you are unable to use it again until you finish a short or long rest.

- Ice Rune. You gain resistance to cold damage and do not suffer any movement penalties for traversing over ice and snow. This power lasts for up to one hour.
- Fire Rune. You gain resistance to fire damage and gain proficiency with smith's tools. If you already have this proficiency from other sources, you gain expertise with these tools. Your weapons (or natural attacks) are enshrouded with flame, making them magical and changing their damage type to fire. This rune lasts for up to one hour.
- Sky Rune. You gain a fly speed of 30ft for up to 1 minute.
- Earth Rune. Your skin hardens, granting you a base AC of 12 + your Dexterity and Constitution modifiers. Your fists harden, and can be used as natural magical weapons with a base d8 + strength bludgeoning damage. This rune lasts for one minute.
- Ocean Rune. You gain waterbreathing and a swim speed of 30 feet for up to one hour.

## KOBOLD

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 25 feet.

**Languages.** You speak common and kobold.

**Life Span.** You live up to 65 years of age, reaching maturity around age 13.

**Darkvision.** 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 discern colors in that darkness only as shades of gray.

**Trap Expertise.** You have advantage on all skill checks to discover and disarm traps. A successful saving throw you are forced to make from a trap will nullify the effects to you.

## LEPRECHAUN

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 25 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 175 years of age, reaching maturity around age 25.

**Nimble Escape.** You have advantage on any skill check to escape a physical restraint.

**Invisibility.** You and all equipment you are carrying turns *invisible* for up to 1 minute or until you attack or cast a spell. Once you use this trait, you cannot use it again until you finish a short or long rest.

**Sense Gold.** By spending an action, you can detect any valuable metal within 60ft. Once you use this trait, you cannot use it again until you finish a short or long rest.

## PECH

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 30 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 375 years of age, reaching maturity around age 35.

**Belying Strength.** You gain proficiency in strength saving throws if you do not already have it, and roll with advantage on all strength skill checks you make.

**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 discern colors in that darkness only as shades of gray.

**Brewer.** You are proficient in brewer's supplies. If you are already proficient in this skill, you gain expertise.

## SPRIGGAN

You have the following racial traits.

**Creature Type.** You are Fey.

**Size.** You are Small.

**Speed.** Your walking speed is 25 feet.

**Languages.** You speak common and sylvan.

**Life Span.** You live up to 275 years of age, reaching maturity around age 30.

**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 discern colors in that darkness only as shades of gray.

**Enlarge.** Your size doubles for up to 1 minute. You add 1d4 to all strength-based attacks, and gain advantage on all strength skill checks. Once you use this trait, you may not use it again until you finish a short or long rest.

## FEATS

### ARMORED FLIGHT (PREREQUISITE: A FLY SPEED)

You have trained to master flying while wearing bulky or heavy armor, gaining the following benefits:

- Wearing medium or heavy armor does not impede your flying speed.
- You gain proficiency in light and medium armor.

### SHADOW WALK (PREREQUISITE: FEY CREATURE TYPE)

Your ancestry grants you limited *shadow walk* as per the fey magic ability below, with the following adjustments:

- When you transform, the duration lasts up until 1 minute or you become incapacitated, and does not require concentration..
- Once you use this ability, you cannot use it again until you finish a short or long rest.

## FEY MAGIC

### SHADOW WALK

Many of the fey creatures have an inherent magical ability that allows them to travel via the shadows. Perhaps you've seen this from the corner of your eye; a fleeting glimpse just on the edge of your vision where you swore you saw the shadow of a small fairy dance and run along a partnering shadow cast along a wall, only to turn your head and see nothing there.

When a fairy creature shadow walks, they transform themselves into an actual shadow that is cast upon a wall or other surface where existing shadows exist, only roughly one quarter of their physical size. The creature can move about along this two-dimensional plane, using existing shadows as if they were solid material.

While in this shadow form, they are resistance to all damage and immune to non-damaging magic for the duration. However, there are some significant limitations. First and foremost is that the creature is restricted to the area where the shadows exist. They cannot leap from one surface to another unless the shadows are close enough to where their normal jump distance could cover it.

Secondly, as soon as the shadows cease to exist due to change in light source or the area being completely draped in darkness, the fairy is forced to resume their physical form in a space within 5ft of where their shadow existed.

And finally, the creature cannot interact with any physical object or cast spells while in shadow form. This ability typically lasts for as long as the fey creature maintains concentration.

## GREATER SHADOW WALK

Only available to the most powerful fey, this ability allows the creature to interact with the shadows of physical objects as if they were tangible, which in turn causes the actual object to react as if it were directly being manipulated.

Thus, a creature who has taken a shadow form can grab the shadow of a lantern and knock it over, causing the actual lamp to be knocked over. This also allows the creature to attack another creature while in shadow, within certain limitations.

The first is that no magic can be invoked nor spell to be cast while in shadow form. Secondly, only bludgeoning, slashing, and piercing damage may be applied to the physical object. And thirdly, because the size of the creature has been reduced to roughly one quarter of their normal size, the damage die used will be reduced by one category.

That is, if the normal damage die is a d8, then it becomes a d6 while in shadow form. If it is a d4, then damage becomes 1d2.

Note that basic laws of physics still apply, albeit translated into the shadows. For example, a fairy who is only one foot in height in shadow form wouldn't have the strength to overturn a heavy table if they weren't able to in material form.

## SPELLS

The fey world is full of magic, and some have managed to take the inherent magical abilities of the fey and translate them into spells.

### BLESSING OF THE DWARVES

*Transmutation Cantrip*

**Casting Time:** 10 minutes

**Range:** self

**Components:** V,S,M

**Duration:** 1 hour

**Classes:** Cleric

By spending 10 minutes of prayer to the dwarven master smiths Sindri, Brokkr, or the Ivaldi brothers, the caster can make their next skill check using smith's or jeweler's tools with advantage.

### SHADOW WALK

*2nd Level Transmutation*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Druid, Wizard, Sorcerer, Ranger

When cast, this spell transforms the character and all equipment they are wearing into a shadow form, one quarter their normal size. This spell replicates the *shadow walk* ability listed above, with the same limitations.

### SHADOW WALK, GREATER

*4th Level Transmutation*

**Casting Time:** 1 action

**Range:** self

**Components:** V,S

**Duration:** Concentration, up to 1 minute

**Classes:** Bard, Druid, Wizard, Sorcerer, Ranger

This spell grants the character the ability to replicate the *greater shadow walk* ability as described above.

## CLASS OPTIONS

The following section contains those available options that fall under class descriptions.

## WARLOCK PATRONS

Many of the Archfey are available as warlock patrons. The core subclass is perfectly fitted to represent this, however since not all Archfey are the same, that offers some variation to the abilities granted by this subclass, as described below.

### CAILLEACH WARLOCK PATRON

Cailleach can be a patron of the Archfey, with the following modifications to that sub-class:

#### ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	create or destroy water, fog cloud
2nd	gust of wind, snowball swarm
3rd	lightning bolt, sleet storm
4th	control water, ice storm
5th	cone of cold, dominate person

#### BLESSING OF CAILLEACH (REPLACES FEY PRESENCE)

Your body radiates a aura of cold, and your skin is chilling to the touch. You have resistance to cold damage and advantage on any saving throw to resist the effects of cold. Upon reaching 6th level, you gain immunity to cold damage.

### FENRIR WARLOCK PATRON

Fenrir can be a patron of the Fiend, with the following modifications to that sub-class:

#### FIEND EXPANDED SPELLS

Spell Level	Spells
1st	beast bond, hunter's mark
2nd	beast sense, spike growth
3rd	haste, thunderstep
4th	charm monster, faithful hound
5th	hold monster, transmute rock

#### FEAR AURA (REPLACES DARK ONE'S BLESSING)

Starting at 1st level, Fenrir imparts part of his fearful aura into you. As an action, you can briefly alter your appearance to take the illusionary guise of a wolf, emitting a terrifying howl. All creatures within 50ft of you must succeed on a Wisdom saving throw vs. your warlock spell save DC. Failure results in that creature being *frightened* until the end of your next turn.

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

#### ASPECT OF FENRIR (REPLACES FIENDISH RESILIENCE)

Beginning at 10th level, Fenrir grants you more of his power, teaching you how to transform in a visage of the great wolf himself. You and all equipment you are carrying transforms into a large sized wolf, using the dire wolf statistics, adding your proficiency bonus to AC, attack rolls, and damage rolls. Your hit points, intelligence, wisdom, and charisma all remain unchanged during this transformation. The duration of this transformation lasts for 1 hour or until you use a bonus action to change back, or if you are incapacitated.

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

#### FENRIR'S MAW (REPLACES HURL THROUGH HELL)

Starting at 14th level, as an action you can summon a spectral head of Fenrir itself to appear within 60ft. This head is 10ft in size, and floats disembodied over the target you have chosen. The head of Fenrir then opens its mouth wide and lunges forward swallow the target, which then must succeed on a Wisdom saving throw against your warlock spell save DC. Failure results in the creature suffering 55 (10d10) psychic damage and is stricken with *fear*, incapacitating it until the start of your next turn. A successful save results in half damage and no fear condition.

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

### FINNBHEARA WARLOCK PATRON

Finnbheara can be a patron of the Archfey, with the following modifications to that sub-class:

#### ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	false life, heroism
2nd	enthrall, zone of truth
3rd	feign death, motivational speech
4th	charm monster, dominate beast
5th	dominate person, raise dead

#### FINNBHEARA'S INFLUENCE (REPLACES FEY PRESENCE)

Starting at first level, Finnbheara grants you a minor blessing. As a reaction, you can add 1d6 to any attack roll, saving throw, or ability check to any roll you are making, after the die is rolled but before it is resolved. At 5th level this becomes a d8, at 11th level a d10, and at 17th level a d12.

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

## JÖRMUNGANDR WARLOCK PATRON

Jörmungandr can be a patron of the Fathomless, with the following modifications to that sub-class:

### FATHOMLESS EXPANDED SPELLS

Spell Level	Spells
1st	create or destroy water, fog cloud
2nd	blur, see invisibility
3rd	wall of water, water breathing
4th	control water, watery sphere
5th	circle of power, destructive wrath

### SPECTRAL SERPENT (REPLACES TENTACLE OF THE DEEPS)

Jörmungandr grants you the ability to summon a spectral version of himself, up to 10ft long to appear and streak towards a target of your choice up to 60ft away. That creature must succeed on a Strength saving throw or be constricted by the spectral Jörmungandr and suffer 1d8 bludgeoning damage. A constricted target is *restrained*, suffering 1d8 points of damage at the start of each of your turns. Jörmungandr lasts for 1 minute or as long as you maintain concentration. As a bonus action you can direct it to attack any new target within 30ft of its location. When you reach 10th level, the damage becomes 2d8.

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

## ÚNA WARLOCK PATRON

Úna can be a patron of the Archfey, with the following modifications to that sub-class:

### ARCHFEY EXPANDED SPELLS

Spell Level	Spells
1st	animal friendship, entangle
2nd	animal messenger, heat metal
3rd	plant growth, summon fey
4th	grasping vine, stone shape
5th	geas, tree stride

### BLESSING OF ÚNA (REPLACES FEY PRESENCE)

You gain advantage on all saving throws to avoid being *charmed*. Upon reaching 6th level, you gain immunity to the *charmed* condition.

### INFLUENCE OF THE FEY QUEEN (REPLACES BEGUILING DEFENSES)

The power of Queen Úna flows through you. Beginning at 10th level, you gain expertise in all persuasion checks (even if you aren't previously skilled in persuasion). Unless you take a hostile act towards them or their ally, no **Beast** or **Fey** creature can harm you unless it succeeds on a Wisdom saving throw equal to your warlock spell save DC.

## PACT OF THE COVEN

Choosing the Pact of the Covenant is a unique boon you gain from your patron in that you are part of a group of 3-5 other creatures who also share the same Patron and Pact options. While you are not required to be with your covenant during your adventures, there are added benefits when you are near them.

When you choose this boon at 3rd level, your patron grants you the following:

- While you can see and hear the other members of your covenant, your magic is enhanced. Your Spell Save DC and Spell Attack modifier are both increased by 1. Additionally, you gain telepathy with each member of your covenant up to a range of 60 feet. Finally, any ritual spell that you all cast together will have its duration and range doubled.
- As a ritual, you can create a medium-sized, magical cast-iron cauldron in an empty space within 5 feet of you. Your cauldron disappears if it is more than 60 feet away from you for 10 minutes or more. It also disappears if you use this feature again, if you dismiss it, or if you die. You can dismiss the cauldron, shunting it into a dream-like place between the realms, and it appears whenever you spend an action to call it forth. The cauldron serves as a **Bag of Holding** that can also be used as alchemist's tools and herbalist's tools.
- As an action, your cauldron can become large and gain a fly speed of 30 for 1-hour or until you lose your concentration (as if you were concentrating on a spell). Once you use this trait, you are unable to do so again until you finish a long rest.
- When you create your cauldron, you can elect to change it to function like a **Bag of Devouring**. You are immune to this effect. If a creature is consumed by the cauldron, you can treat as if the *Speak with Dead* spell had been cast on it.

## RANGER

## COURT ENFORCER

Whimsy and flowers and dance aren't the only traits of the fey. Regardless of Court (Seelie or Unseelie), there is a purpose for those who acknowledge the need for cold-hearted action. These are the Court Enforcers, individuals who have a deadly seriousness about them and ensure their monarch's will, often operating behind the scenes.

The roles of the Court Enforcer include but are not limited to subterfuge, assassination, delivering secret messages, intimidation, and protection.

As a Court Enforcer, you have been released from duty for any number of reasons, including but not limited to your enlistment expiring, released for disciplinary reasons, the monarch feeling like you'd be better served to operate freelance, or having your monarch die or otherwise have their station dissolved.

Regardless of the reason, you are no longer tied to a particular monarch or court unless you wish to be. Nor are you restricted to being in the Fey Realm when your character is created.

While most Court Enforcers are fey themselves, it's not necessary. Perhaps you were a creature raised in the Fey Realm and showed promise to be recruited as an enforcer.

#### **CIRCLE KNOWLEDGE**

*3rd level Court Enforcer Feature*

You know how to recognize fey circle and make the most of them. You always know the general direction of a fey circle when within 300 ft of one. Furthermore, your Favored Terrain feature applies to fey circles, no matter the terrain they are situated in.

At level 9, you can use your Primeval Awareness feature to gaze beyond the portal within 1 mile of its exit.

#### **COURT'S EDICT**

*3rd level Court Enforcer Feature*

You can brand an enemy with a courtly condemnation. As a free action, choose one creature within 60 ft of you that you can see; this creature becomes your Fey Mark for 1 minute. The first time you hit you fey mark on your turn, it takes 1d4 extra psychic damage. The target sheds dim light in a 5-foot radius and can't become invisible until the end of your next turn.

Once you can use this features a number of times equal to your proficiency bonus before you must complete a long rest, regaining all uses. At 11th level this damage die becomes a d8.

#### **COURT MAGIC**

*3rd level Court Enforcer Feature*

You learn an additional spell when you reach certain levels in this class, as shown in the **Court Enforcer Spells** table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

#### **COURT ENFORCER SPELLS TABLE**

Ranger Level	Spells
3rd	Bane
5th	Shadow Walk
9th	Dispel Magic
13th	Shadow Walk, Greater
17th	Banishing Smite

#### **FEY MANIFESTATION**

*3rd level Court Enforcer Feature*

Your time spent in the Fey Realm has permanently altered you. Choose one option from the **Fey Manifestation** table earlier in this book.

#### **COURTLY HUNTER**

*7th level Court Enforcer Feature*

You are a regal emissary of the justice of the Fey. You have advantage on any Charisma and Wisdom (Insight) roll made against one of your Favored Enemy

#### **FEY BACKLASH**

*7th level Court Enforcer Feature*

If you succeed on a saving throw against a spell from a creature you have marked with *Court's Edict*, that creature must succeed on a Wisdom saving throw itself against your Spell Save DC or be stunned until the start of its next turn.

#### **DISTORTED PURSUIT**

*11th level Court Enforcer Feature*

Those who try to escape the justice of the Fey lieges are hounded by you at every step. A creature marked by your Court Edict treats every terrain as difficult terrain if moving away from you. Also, if the target hits or causes damage to a creature other than you, you can use your reaction to teleport the creature to a space of your choice within 5 feet of you.

#### **JUDGE, JURY, AND EXECUTIONER**

*15th level Court Enforcer Feature*

As a reaction to a successful attack roll against a creature currently under the mark of the *Court's Edict* feature, you can turn that attack into a critical hit, inflicting maximum damage.

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



# CLERIC DOMAINS

## ARCHFEY

Clerics of the Archfey domain worship those most powerful fey directly. They are similar to warlocks who have a fey patron with some key differences. Firstly and most obvious is that the cleric gets their magic directly from prayer to the arch fey in the way all clerics gain their powers. However, the Channel Divinity mechanic is altered, as the Fey Cleric relies less on combating the undead, but instead places emphasis on interests of their archfey deity.

When a player chooses this domain, they choose a particular senior archfey to be their deity. This includes but is not limited to Cailleach, Finnbheara, and Úna. Depending on the fey deity, the character will also naturally pledge allegiance to the respective court (Seelie or Unseelie) if applicable.

### ARCHFEY DOMAIN SPELLS

Cleric Level	Spells
1st	Charm Person, Faerie Fire
3rd	Animal Messenger, Blur
5th	Conjure Animals, Enemies Abound
7th	Blight, Dimension Door
9th	Commune with Nature, Farstep

### ACOLYTE OF THE ARCHFEY

*1st level Archfey Domain Feature*

At first level you learn one druid cantrip of your choice. This counts as a cleric cantrip for you, but doesn't count against the number of cleric cantrips you know. You gain proficiency in one of the following skills of your choice: animal handling, persuasion, survival, or nature. You also learn the sylvan language.

### CHANNEL DIVINITY: ENCHANTMENT PURGE

*2nd level Archfey Domain Feature*

This option replaces the Turn Undead option for Channel Divinity. Starting at 2nd level, you can use your Channel Divinity to dispel enchantment magic.

As an action, you present your holy symbol and invoke the name of your deity. Each creature of your choice you can see within 50 feet of you will have following conditions removed: charmed, frightened, and stunned. The affected creatures will also be immune to those conditions for 1 minute.

### CHANNEL DIVINITY: FEY EVASION

*2nd level Archfey Domain Feature*

Starting at 2nd level, you can use your Channel Divinity to choose a number of creatures to become invisible.

As an action, you present your holy symbol and choose a number of allies within 30ft that can see and hear you up to your cleric level. Each creature, which may include yourself, will become invisible until the end of your next turn. If an invisible creature takes the attack action or casts a spell, the invisibility on them will end.

### REINFORCE MIND

*6th level Archfey Domain Feature*

Starting at 6th level, when you or a creature you can see within 30 feet attempts a saving throw to resist charm or fear, you can spend your reaction to allow them advantage on the saving throw roll.

### SLEEPING STRIKE

*8th level Archfey Domain Feature*

At 8th level, you may choose to imbue your weapon attacks with magical influences. Upon a successful attack roll, you may force that creature to succeed on a Wisdom saving throw against your Spell Save DC or fall into a magical slumber until the end of their next turn. A slumbering creature is considered incapacitated. Any damage to a slumbering creature will waken them.

You may use this ability a number of times equal to your proficiency bonus, recharging all uses on a long rest.

### HIGH CLERGY OF THE ARCHFEY

*17th level Archfey Domain Feature*

At 17th level, you are permanently under the effect of a speak with animals spell. As an action, you can cast animal friendship as a cantrip, choosing a number of beasts up to your proficiency bonus.

## DISCIPLE OF THE WURM

As a Disciple of the Wurm, you have chosen to worship one of the draconic or serpentine gods such as Jörmungandr. Devout prayer to your deity grants you certain features and abilities.

### DISCIPLE OF THE WURM SPELLS

Cleric Level	Spells
1st	Cause Fear, Chaos Bolt
3rd	Dragon's Breath, Shatter
5th	Lightning Bolt, Water Breathing
7th	Charm Monster, Storm Sphere
9th	Control Winds, Passwall

### BONUS PROFICIENCIES

*1st level Disciple of the Wurm Domain Feature*

At 1st level, you gain proficiency with martial weapons and heavy armor. You also learn the giant language.

### WURM PRIEST

*1st level Disciple of the Wurm Domain Feature*

From 1st level, Jörmungandr grants you divine inspiration. You are immune to being frightened, and have advantage on saving throws to avoid being charmed.

### CHANNEL DIVINITY: BINDING COILS

*2nd level Disciple of the Wurm Domain Feature*

Starting at 2nd level, you can use your Channel Divinity to cause supernatural coils to appear around you in a 5 foot radius. Any creature you choose within this radius must succeed on a Dexterity saving throw against your Spell Save DC or be *grappled* and *restrained* for up to 1 minute. At the end of each victim's turns, they may attempt a new saving throw to end the condition.

### ASPECT OF THE WURM

*6th level Disciple of the Wurm Domain Feature*

You gain advantage on all grappling rolls, and gain proficiency in the athletics skill if you do not have it already. You also gain resistance to poison damage, and roll all saving throws against poison with advantage.

### DIVINE STRIKE

*8th level Disciple of the Wurm Domain Feature*

When you hit a creature with a weapon attack, you can choose to inflict an additional 1d10 poison damage to that attack. When you reach 14th level, this damage increases to 2d10.

### AVATAR OF THE WURM

*17th level Disciple of the Wurm Domain Feature*

As a bonus action, you take on a serpentine visage. Limbs elongate, your skin becomes shimmering scales, and your head takes on a snake-like appearance. While transformed in such a manner, you are immune to all poison, disease, charm, and fear effects. You can breathe water and gain a swimming speed equal to your base movement speed. Your weapon reach increases by 5ft, and you immediately regain one use of Channel Divinity.

This transformation lasts for 1 minute or until you become incapacitated. Once you use this feature, you cannot do so again until you finish a long rest.

## BECOMING ARCHFEY

It is possible for one to become one of the archfey themselves. Naturally this is something that should only be a potential change at the higher Player Character levels, as once a PC becomes an archfey, they become very powerful. Typical archfey are the monarchs of the Seelie and Unseelie Courts. **The following are just guidelines. You don't need to follow these rules if your table desires otherwise.**

### CATEGORIES OF ARCHFEY

As mentioned earlier, most fey belong to either the Seelie Court, or the Unseelie court, with few exceptions of neutral or unaligned fey. This is even more true of the archfey, as any creature as powerful as an archfey will be highly recruited by both Courts to act as an ally. Any archfey who refuses the align with either court will be met with disdain by both rulers.

Within the archfey hierarchy are different levels of influence and power, very similar to a feudal system from our own medieval period. At the very top are the monarchs. These are the rulers of each Court, Finnbheara, Úna, and Cailleach respectively. Then are the nobles, such as barons and lords. The knights and vassals follow next.

### PREREQUISITES

#### BECOMING FEY

The first step that must be accomplished on the path to becoming an archfey is to be a **fey** creature type. For some, this may already be accomplished if you are an elf or other similarly fey creature. For most, however, it will require an epic transformation.

Going through this transformation will not be easy; not even the other archfey possess such magic. Only the old magic of the Fey Realm itself can accomplish such a feat of transmutation.

Typically this requires the creature desiring such a transformation to seek out an ancient legendary part of the Fey Realm, such as a revered tree (Yggdrasil), an ancient font of magical water, or a hallowed waterfall. Once you have touched the object and expressed your desire, it will judge you to see your worth. If you are found worthy, your creature type will be **fey**.

Alternatively, if a creature is native to the Fey Realm and has acquired traits (see above), then they may have their creature type changed to **fey** already. Work with your GM to determine what works best for both of you.

#### BECOMING PART OF THE SYSTEM

Once you are a fey creature, you must ingratiate yourself up the feudal hierarchical ladder. This can be done through many methods, just as they were done in our own medieval time, and include by are not limited to:

- Marrying into a noble family
- Establishing your own keep/castle to become a Baron or Duke
- Being knighted by one of the monarchs
- Removing an archfey and replacing them, taking over their previous sphere of influence and power

Once you have established yourself into the feudal system, it is still not guaranteed you can become an archfey. Only the nobles or monarchs can be archfey, so managing to become a knight doesn't guarantee you archfey status or the prestige that comes along with that title.

#### ROGUE ARCHFEY

As mentioned, there are some fey who are unaligned to either court. These creatures do not have to become part of the feudal system. Instead, they only need to establish a large sphere of influence over a region at least 50 miles in diameter from their base of operations (castle, keep, dungeon, maze, etc).

### BENEFITS OF BEING ARCHFEY

Once you have become a member of the archfey, you have several new powers and benefits, depending on your character level:

#### 1ST-10TH LEVEL

- You know the location of every fairy portal within 1 mile, and know how to use it.
- You have advantage on all saving throws to resist magical effects.
- You take on 1d4 traits of the **Fey Manifestation** table

#### 11TH-15TH LEVEL

- You gain darkvision up to 60 feet. If you already have darkvision, it becomes 120 feet. You also gain blindsense up to 10 feet.
- You can cause plants to wilt or blossom with a touch.

#### 16TH-19TH LEVEL

- You have truesight out to 30 feet.
- You are immune to poison and disease, and age 1/10th the normal rate.
- You gain a magical flight speed equaling your base movement rate.

#### 20TH+ LEVEL

- You no longer need nourishment to survive.
- You do not age, and gain resistance to non-magical attacks.
- You can cast *charm person* and *suggestion* as cantrips.