

A supplement devoted to the iconic romance between mortal and immortal.

Faerie Passions

by Russ Taylor & Todd Stewart



Faerie Passions

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5E Faerie Passions

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Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the RPG fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE THE

Faerie Passions

Adventures in the wild lands at the edge of civilization and beyond are often characterized by a specific type of creature, but one of the most adaptable creature types are faeries and fairy tale creatures of every kind. While most fantasy worlds have a faerie forest somewhere, creatures of the fey can live anywhere, since they are not really from the wilderness at all, but instead reside in a mystical realm just beyond ours, where colors are brighter, honor is dearer, and passions burn with a fire mortals can scarcely imagine. A campaign where the fey are featured can certainly include plenty of other creatures, from trolls to dragons, undead warlords to giant owlbears, as well as ordinary humans of rival kingdoms, but the touch of the fey is something that can become ubiquitous in a campaign, at times friendly and at other times decidedly not, but appearing often enough to make it feel like another fairy is always lurking around the next corner or under the next flower. *Faerie Passions* provides new character options and also a wealth of advice to help enrich and expand the role played by the fey in your campaign, with a special eye towards how faerie creatures interact with mortals, exploring the untamable passions that roil and surge within their wild hearts, and what that means for the characters in your campaign.

If you enjoy introducing fey foes and influences into your campaign, consider picking up the richly detailed and evocatively described monsters drawing upon the myths and legends of the real world with a double dose of fantastic flair in [Beasts of Legend: Coldwood Codex](#) and the upcoming *Boreal Bestiary* and beyond, with an even deeper exploration of fey influence in the world in *Faerie Mysteries*. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Creatures of a Stranger Sort

Too often non-human creatures end up falling into the classification of being “monsters” and there exists something of a false dichotomy between “monsters” and any other NPC. As a creature type, fey straddle this distinction in a strange sort of way, as among all other creature types they seem outwardly the most humanoid. There are exceptions, of course, but most fey creatures appear as almost idealized humanoids, willowy and winsome, with a natural beauty and flirtatious charm. Small stature or tiny wings, horns, or antennae aside, they seem little stranger than everyday elves or gnomes.

Whether met as potential allies, sources of information, or deadly and dangerous adversaries, it is tempting to play the fey as the GM in a fairly straightforward fashion, but this is a missed opportunity to bring home to your players the depth, complexity, and strangeness of creatures that simultaneously utterly natural (being the virtual embodiment of nature) and wholly supernatural, or even unnatural, being creatures of a world not our own. The fey are like an intensified reflection of the natural world, with every passionate impulse dialed up to inhuman intensity, with a mercurial fluidity that is equally quick to take deadly offense as to erupt in undying passion.

Beneath Foreign Stars: How fey approach the mortal world

As fey influence begins to rise within a region, consider the mindset of fey as if they were NPCs rather than as monsters. Either individually or by their type, give them personalities, motivations, and rationale behind their actions. Even if you are using fey as simply adversaries, consider ways why they behave the way they do. An important element of fey behavior is that, unless adventurers are traveling through the fey realms themselves, they are encountering the fey as strangers and wanderers in an alien world. Fey enjoy observing mortals in their natural habitat, so to speak, and may learn many things about them with long exposure to mortal culture and customs, but only rarely are they

able to integrate themselves entirely. Even experienced fey wanderers are no more natural a part of the mortals’ culture than a modern family camping in a national park is at one with the animals.

Fey have motivations, back-story, and personalities, but they aren’t humans, elves, or any other standard fantasy race. They come from another plane of existence, they’re immortal, and their concerns and way of approaching the world around them may seem bizarre. Noble fey can be aloof, even cold and distant in how they relate to other creatures, and while possessed of a deep capacity for both capricious whimsy and passionate hatred, the triggers for these emotions aren’t always readily obvious. Fey often exhibit several other personality traits and behaviors in common, with examples of each provided below. The shaded text provides optional rule suggestions for implementing these fey attitudes, while italicized paragraphs present sample fey and describe their interactions and motivations around that attitude when dealing with mortals.

Anxiety and Aggression: This sense of cultural dislocation is far more pronounced with fey whose advent to the world of mortals is more recent. Fey wandering into the mortal realm can approach their new surroundings in several different ways. Like lost children they might be frightened and seek to return to their brighter home and might shy away from direct contact with player characters. In this instance any violence they cause might simply be a reflection of their fear towards the creatures of the mortal world; something especially poignant to keep in mind if player characters are tasked to deal with an ostensibly dangerous fey or group of fey. They are victims as much as anything else, feeling themselves trapped in a strange place, surrounded by creatures they do not understand. Their anxiety and impulsivity lead them to preemptively lash out whenever they feel threatened, which could be prompted by almost anything. Subtle cues, movements, and glances could be read as prelude to attack.

Whenever a fey creature is interacting with sentient mortal creatures, make a Wisdom (Insight) check with a DC of 10 + 1d10 once every 1d6 hours to ensure that they do not misinterpret interactions they have with others. If the check fails, the fey’s attitude shifts by 1 step (with an equal chance of being adjusted positively or negatively). If failed by 10 or more, the fey creature

senses imminent danger and attacks.

Beauty and Boredom: Other fey could see the mortal realm as boring and mundane, and in their love of beauty (especially of the aberrant and bizarre variety as can befit some fey) they may take it upon themselves to improve their surroundings. Such improvement may suit their aesthetic appreciation, but it might also wreak havoc upon the local ecosystem and drive wild beasts into more settled areas, or in fact be the cause of more deadly strains of creatures being there in the first place. This mortal world is a blank canvas, with only a colorless under-sketch already applied by an artist who long ago abandoned their work. They fey could see themselves as applying color to that canvas even as the landscape twists and shifts to something that albeit beautiful in many ways, might be the death of local civilization if left unchecked.

Alternatively, surrounded by—and possibly trapped within—a world bereft of their own notions of beauty, some fey could react negatively. Either the mortal world as bereft of true beauty isn't as real to them and thus they have no qualms about harming or tinkering with it, or out of pity like a farmer to a deformed newborn calf, a violent fey might act out of pity more so than malice. Destroying or warping the landscape to suit their aesthetics isn't out of the question, and the wilder terrain at the heart of a deep, primeval forest may not so much attract the fey as be in and of itself caused by their presence.

A fey's sense of beauty is simultaneously entrancing and disturbing, sometimes eerie, sometimes madcap, sometimes simply incomprehensible. Fey are moved by music and artistic endeavor, and creatures dealing with them can curry their favor by offering something artistic, using a Charisma (Performance) check with a DC of 10 plus 1d10; a creature using a set of artisan's tools to craft something as a gift with a Charisma check is also an option, though the DC is increased by 5 due to the fey's lack of patience at having to wait for the item to be finished. If the check succeeds, the character offering the performance or crafted item rolls a d4 and adds the number rolled to Charisma checks made with that fey for the next 24 hours. If the check succeeds by 5 or more, the fey's attitude is shifted positively by one step. If the check fails, however, the fey's artistic sensibilities are offended and its attitude is shifted negatively by one

step. If the check fails by 5 or more, the fey develops an obsessive interest in "fixing" the character's debased and unrefined tastes. This may take the form of destroying or insulting the proffered offering, creating their own "obviously superior" offering to show how wrong and pathetic the character's was, or trying to attack, charm, or carry off the PC in order to "teach them a lesson." This action may be immediate, though more often the fey will try to take its target alone"

Grandiose Pretense: Fey have a certain effortless arrogance when dealing with mortals. For some it is their lifespan versus the mayfly-like existence of mortals. For others it is their ability to fly or use magic as a part of themselves. For others, it is the sense of transcendent beauty they see in their own realms in comparison to the pale imitations of the mortal world. Whatever its cause, the more powerful the fey creature, the more deeply ingrained and alien its mindset and the less willing it may be to compromise with the presumptuous and puerile norms of mortals. All fey, however, behave according to their own sets of strictures and laws not immediately apparent to others. For that matter, they often seem contradictory or nonsensical, but are quite rigid nonetheless for creatures often associated with chaos.

For example, a powerful rusalka might drown a dozen villagers and draw the attention of the player characters. But deeper exploration of her actions could show that she allowed a man with red hair to pass her claimed stretch of water unmolested, or that she refuses to drown second sons regardless of any other factors. Perhaps she made a promise years or centuries ago to a man with red hair, granting him passage, and she cannot distinguish between him and any other mortal. Perhaps she owes a debt to a mortal that spared her life, and in return spares mortal lives in a way that makes sense only to her fey logic: the debt was owned to a second son, and in return all other second sons will live, unharmed and unmolested. The actual reasoning and history behind any such strictures need not come into the forefront of play in the campaign. If the fey in question plays an important role, it would however behoove the GM to integrate that reasoning into something knowable and potentially exploitable for their players.

The more powerful the fey, the stranger and more fickle these self-imposed codes and strictures become.

In fact, causing them to violate these rules could in and of itself become a way of dealing with fey far beyond the means of player characters to conventionally defeat in combat. One example would be a woman nullifying a bargain with and banishing a powerful fey by guessing his name, like Rumpelstiltskin from Grimm's Fairy Tales.

Whenever a PC attempts to control or influence a fey creature with a Charisma (Persuasion) check, a Charisma (Intimidation) check, or with an enchantment spell and fails to affect it, the fey creature is appalled at their hubris at trying to master someone clearly their better. The fey creature's attitude towards the PC (if not already engaged in combat) is immediately shifted negatively by one step, or becomes immediately hostile if the fey has more Hit Dice than the character using the skill or spell. If already engaged in combat, the fey gains a +1 bonus to attack rolls, spell save DCs, and ability check contests made against that character for one hour. These bonuses stack each time the character attempts such a skill or effect and fails.

Whimsicality: Unrestrained by mortality and the restrictions of age, fey indulge their hearts' desires, and oftentimes do so in haphazard, almost nonsensical fashion. This need not occur because of or in adherence to whatever alien laws dictate some of their actions. Sometimes fey react to a given situation with randomness, spontaneity, and whimsy for the pure joy of spontaneity. One thing to keep in mind, however, is that they don't act in this manner for the sake of chaos as a concept. They aren't connected to chaos in the same way a protean outsider is. For the fey, it's more about mischief and amusement than any grand ideology of alignment and cosmological identity.

*Ivor the River Father, a powerful **vodyanoi** dwells in the river that cuts across an important trade road between rival states. Due to the fey's power and territoriality, the navigable stretch of water is owned and controlled by neither nation, something that benefits them both by keeping the lure of trade control out of reach. But the fey isn't a merchant lord, nor is he a nobleman with any sense of loyalty to the people of the region. Ivor is in it for himself, and his price –though never beyond what merchants can afford to pay–varies wildly. One merchant might pay a paltry fee because the fey*

appreciated what brand of tobacco he smokes, while the next, smoking the same and hoping to influence the fey as a result, might pay an overly inflated amount for no reason whatsoever.

Following this notion of whimsy, fey rarely make for reliable allies as a direct result of their seemingly random nature. Unless something interacts with some unbreakable fey oath (which typically remains opaque to anyone born and raised outside of the fey lands) they don't follow laws, restrictions, or rules. Half the time in doing so, fey tend to revel in how this makes mortals react. A flummoxed mortal makes for an amused fey.

Heartlessness: Sometimes fey simply want to butcher mortals for no obvious reason. Far from being because of some real or imagined slight on the part of their victims, some fey simply revel in the act itself. The most classic example from real-world mythology is the Red Caps who wash their eponymous hats in the blood of their victims, while the Pathfinder Roleplaying Game introduces more such malice such as the brutal antipathy towards gnomes displayed by lurkers in the light. While this kind of murderous bloodthirstiness should not become a commonplace of all fey, it should be an ever-present danger when dealing with them. One never can tell when a seemingly tame and gentle creature will suddenly turn wild and feral, and amidst more nuanced explorations of fey motivations and personality it is perhaps necessary to include some that butcher for the sake of drawing blood, painting pictures with it on the first morning dew, and neither having nor needing any particular rationale.

*Veristvir, a **lurker in the light**, has been stranded in the mortal world for nigh on a decade now. Frustrated more and more as the seasons pass, every spring he finds a small, rural community and butchers any gnomes he finds, one at a time. His latest victim was found hacked to death in the back room of his tailors shop, shards of broken mirrors jabbed into his eyes, ears, and mouth. Local investigators arrive, study the scene, and pronounce the killer long-fled. Unbeknownst to them however, Veristvir sits on the inside windowsill, cloaked in broad daylight, waiting for the victim's family to arrive. In the midst of their grief, he intends to take his next victim.*

Laying the Proud Low: Linked to their penchant for mischief, fey take particular delight in showing up mortals, particularly mortals of a particularly prideful or haughty nature. The more confident and conceited the mortal, the more enticing a target as far as most fey are concerned. This lends itself well to besting mortals in contests, confusing them with riddles, and making fools of them with bargains replete with exploitable loopholes or impossible conditions. At the same time, this is also a common weakness for these very same fey: they can likewise be supremely haughty and sure of themselves. Turning the tables is a fitting way of dealing with them, but also something likely to have consequences later in a campaign if the embarrassed fey lives to return for revenge in some capacity.

Orestes the satyr enjoys the taste of fine wine and spirits, and especially the intoxicating effects of such from the fey lands. By comparison the wines and spirits of the mortal world are worth a taste and worth an excuse to act the fool, but in fact they do little beyond leaving him mildly happy. With his victims unaware that he is quite literally immune to the worst effects of alcohol, Orestes enjoys betting large sums of money in drinking contests with traveling adventurers. Feigning a lack of confidence, and often making as if he has heard of their fame before, he allows them to boast and raise their bets more and more as they begin drinking – all the while the satyr fakes the alcohol's effects while being perfectly lucid himself. On an average night he leaves his drinking partners bereft of their gold the next morning, as well as naked, hung over, and left somewhere conspicuously in public view.

Legacies of Love: The offspring of mortals and fey

Inevitably a discussion of mortal/fey interactions leads to consideration of two related concepts: the offspring of mortals and fey, and the faerie trope of stealing mortal children and replacing them with something in exchange. Often beautiful and typically full of vitality, passion, and virility, the fey rank high on the list of potential objects of desire and companionship for mortals, often even above their own kind. Both on a long-term basis and equally so for short-term or

one-off flights of fancy, mortal and fey pairings appear in a wide variety of forms and under many different circumstances throughout literature and the lore of fantasy role-playing games.

Love, Pure and Poignant: Given the natural beauty possessed by many fey, it's easy to understand what mortals see in them. But what do fey see in mortals that would lead them to such intimacy? Looking at mortals' comparative mayfly lives, an essentially immortal fey could view even a years or decades long tryst as something of no consequence, like a mortal's one-night stand. Alternatively, they could be amazed at the depth of mortal feelings and response, and the poignancy of such depth in the face of their own impermanence. Depending on how the fey looked at it, their union with a mortal could be meaningless or a life-altering experience.

Andtheia the nymph has long admired the beauty of the mortal world, and in turn mortal men have always longed for her, some of them with violent intention, though her beauty would strike all of them blind. For many decades she feared the fragility of mortal men would leave her unable to find one who could truly love her, rather than simply lust for her beauty, till she heard the music of a young bard named Verano, and found herself falling in love with both his voice and his music. She dared not show herself for fear of striking him blind, but instead one day she began to sing back in response to his own song. Never setting eyes upon one another she would sing to him from her forest home, and he from the field near his parents' villa. After a month he begged to meet her, and initially she refused, explaining what she was and not wishing to harm him. He told her that he did not care what she looked like, for he had fallen in love with her voice, as indeed she had fallen in love with his. Dreading what would occur, the next day she met him there in the field where he sat, playing the first song she had ever heard from him. He was beautiful to her in body as much as in his music, and she saw from his milky eyes that he had been born blind, but had fallen in love with her regardless. Verano vanished that day, carried away from the world by the nymph whose heart he had captured, but local legends say that on moonlight night the heart of the forest echoes with a pair of voices

reaffirming their love, dwelling forever in a place where age mattered not.

Wild Ravishment: The unions of mortal and fey unions are not always such beautiful and poetic things, of course, and for that matter they are not always a result of willing partners sharing a moment of bliss. Love is not required, nor is consent, and the circumstances of such a union should be considered when determining the nature of a child that results from it and how it flavors their subsequent interaction with the respective worlds of their parents. A rusalka might seize a handsome man by the riverside, using him as much lover as slave for a fortnight before drowning him. While at the extreme end of such forced affairs, ending in their unwilling paramour's death, situations in which love is not requited can take many forms, each with their own lingering aftereffects on mortal and any potential offspring.

- *Alexi the satyr loves nothing in life more than song, wine, and mortal men and women alike. He isn't all that choosy when it comes to any of those things. A creature of lust, he uses his enchanted pipes and never-empty wineskin to ply the mortal objects of his passion. By the light of morning the satyr has vanished, and drunken delirium typically scrubs away any firm memories from mortal companion who might or might not have been using him for their own pleasures just as much as he them. In either event, the satyr never looks back after an evening of revelry and debauchery. Thusly any resulting child is likely to be abandoned by their father at least, but knowing his history, other fey may come to take it, or at least watch over it as it grows up.*
- *Muiriana the dryad watches a woodsman, admiring for months how he leaves her tree alone out of local*

superstition, knowing it harbors a fey spirit. Aware that those same superstitions would never allow him to be with her, she leaves him ensorcelled fruit when one day a wild dog steals away his lunch. When he falls asleep from the cursed apple, she emerges from her tree. He awakens hours later, unsteady and unsure of what happened. He doesn't remember much, and as such is spared for the time being, but when a curiously green-skinned child is left at his doorstep, and he feels eyes upon him always in the forest, he realizes how he was used. The ramifications of this could be severe for him, especially if he already has family.

- *Kaelina the faerie queen is married to a husband she has never loved. She chose her King entirely out of consideration of the intricate politics of the faerie court, and no other reason. While the ramifications of breaking her bond with him are grave, mortals fall outside of that arrangement, and Kaelina has nearly a dozen mortal men to see to her desires. Not a single one of them does so willingly. Stolen from the mortal world, she keeps them prisoners all sealed away in remote towers with no way out, like caged songbirds. Eventually they tend to commit suicide, but before they do, or before age dulls her fancies in them and she puts them to death herself, she uses them as she desires, and even occasionally allows friends and allies to do the same. She doesn't view them as people on the same order as she does another fey, and she uses and shares them in the same manner as a rich dandy would allow a friend to ride a prized race-horse. Any children that would result from such a monstrous arrangement would likely be killed, orphaned back in the mortal world, or most perversely raised to maturity and afterwards used in the manner as their mortal parents.*

Selected Literature for Further Reading:

The Collected Works of Arthur Machen

The Collected Works of Lord Dunsany

The Mabinogion

Grimm's Fairy Tales

Народные Русские Сказки (Russian Fairy Tales) by Alexander Afanasyev

Japanese Childrens Favorite Stories Book One by Florence Sakade and Yoshisuke Kurosaki

Japanese Children's Fairy Tales – Yei Theodora Ozaki

Changeling Children: Another trope involving the fey is their propensity to steal away mortal children and to leave something behind in exchange. Among mortals the loss of a child is among the worst of tragedies, and by extension the theft of a child among the worst of all crimes. This may not necessarily be so among the ageless fey. Free of the ravages and limitations of age and mortality, fey might view mortal children as a curiosity. No more valuable than any other shiny object of material value, why could a child not also be exchanged for something of worth? In such a case, a parent might find a satchel of gold coins of strange shapes and unknown mintage in an empty crib. What the fey consider valuable could radically vary from gemstones worth more than the parents would ever make in a lifetime or toil, to a bundle of sticks in the crude approximation of an infant.

When something is left behind in exchange, it might be possible to use them to track down the missing infant. Consider allowing such an object or objects to function like a compass, pointing



not to magnetic north, but to the child they were left in exchange for. They could function like portal keys to unlock doors into the fey realm, either on their own accord as objects given value by the fey, or using it as a physical manifestation of guilt on the fey's behalf for their crime.

What if the theft is without some form of purchase like the above examples? In many fey legends, when a human child is stolen, it is often traded for a similar looking, if subtly alien fey creature known as a changeling. In this more insidious example, the parents might unknowingly raise the changeling as their own child, until as time passes its fey nature and physical expressions of that nature become more and more apparent.

Children touched by the fey, whether a changeling exchanged for a stolen child or the biological offspring of a mortal and a fey, might possess physical oddities that mark those born of such circumstances, such as the following:

- A slender tail
- Brilliantly colored hair
- An overly thin, fragile bone structure
- Glowing eyes or eyes of an unnatural color
- Flowers sprout and blossom around them when they sleep
- Gills or thin scales on their neck
- Webbing between their fingers and toes
- Animals become unnaturally calm around them
- Dark colored hair that turns translucent in moonlight
- They talk to animals rather than human playmates
- Though it does nothing to them, they refuse to touch cold iron
- Bumps on their shoulder blades as if they once did, or in the future could support wings
- Pointed ears despite having otherwise no elven characteristics

Forlorn Foundlings: The return of a child stolen by the fey should in theory be a cause for celebration. Player characters finding and returning them safely to their parents seems like the successful end of an adventure. These children may return unharmed in body, but their experiences beyond the veil leave an impression best described as damaging. Similarly, the children of fey



and mortals may experience this same trauma not as a result of any external compelling force, but as a result of their own conflicted natures.

Returned children may suffer psychological damage like a child lost in a 19th century circus, wandering away from the staged events and stumbling into a backstage area of clowns partially dressed and only partially in makeup, freak show participants no longer hidden by poor lighting, and caged, possibly abused circus animals. They may not wish to talk about their experiences, even those that are beautiful rather than terrible. This damage is not exclusive to fully mortal children, but it's more pronounced than those of dual nature would might in some innate way understand rather than be terrified of the world on the other side of the veil.

A stolen child's homecoming by heroic PCs also need not be the end of that particular adventure. Later on in a campaign, consider revisiting that original plot arc, with the rescued child responsible for new and initially unexplained occurrences. Gradually over time their connection with the fey will cause stronger and stronger Fey Impulses to manifest, and ultimately either their own abduction or willing return to the fey realm unless something can be done.

For a half-breed child, especially one orphaned to parents unaware of the child's nature, this nature can initially take the form of the child telling their parents fantastical stories. Far from being an example of simply their child's lurid imagination, what might begin as stories of things experienced in their dreams might ultimately describe ongoing phenomena in their waking reality. The child sits and talks to invisible playmates, confides in other children or nannies of things their invisible friends have said, or darker yet, asked them to do – something explored in Arthur Machen's classic story *The White People*.

Perhaps the best literary example of the experience of mortal/fey half-breed children also comes from Machen in that of his character Helen in the classic 19th century horror novella, *The Great God Pan*. The child of her human mother and a supernatural being known as Pan, Helen is physically beautiful but leaves a string of suicides and broken people in her wake. Indulging herself in hedonistic behavior and displaying

little to no care for those around her, including lovers and husbands, she doesn't fit into either her moralistic society or the constraints of the mundane physical world. Straddling the prosaic world of her human mother and her father's nightmarish, unknowable realm, only her eventual suicide spares further corruption of those around her, and reveals her true nature as something grossly inhuman.

Alternate Fey Origins

It is one thing to simply claim descent from the fey as a matter of flavor for your character history; it is another to actually carry with you the power of the fey themselves. Many sorcerers claim descent from the fey, or that their powers derive from ancient favors bequeathed by fey lords. While wild magic is typically associated with fey lineage, many sorcerers boast a stronger connection to their forbears that manifest in ways as varied and diverse as the fey themselves.

The following Sorcerous Origins offer lineages attuned to specific types of fey. At the GM's discretion, a sorcerer with a generic fey Origin (wild magic or otherwise) may awaken their true, specific Sorcerous Origin, with the powers of the specific Origin replacing the old. Such an awakening may happen after a particularly harrowing encounter with the fey, through a meeting with the sorcerer's fey kin, or simple as part of the evolution of the sorcerer's powers.

Sorcerous Origin: Dryad

In your blood runs the magic of the dryads, whether through direct descent or through family entanglement in the affairs of the fey. You have a special influence over plants and the forests that other sorcerers cannot hope to match. You are less capricious than many other sorcerers with ties to the fey, the dryad influence lending itself more to shyness and subtlety.

Plant Empathy:

The call of the green permeates your magic. You can speak, read, and write Sylvan. In addition, you gain the following spells at the listed sorcerer level. These spells do not count against the number of sorcerer spells you know.



The Vodrik

Dryad Sorcerer Bonus Spells

Level	Spells
1 st	<i>Charm person, goodberry</i>
3 rd	<i>Entangle, pass without trace</i>
5 th	<i>Plant growth, speak with plants</i>
7 th	<i>Freedom of movement, grasping vine</i>
9 th	<i>Commune with nature, tree stride</i>

Child of Wood:

When your connection to the wooded fey manifests, patches of your skin become as hard and resilient as wood. Starting at first level, when you aren't wearing armor, your AC equals 13 + your Dexterity modifier.

Additionally, you learn the druidcraft cantrip. If you already know this cantrip, you learn a different druid cantrip of your choice. The cantrip doesn't count against your number of cantrips known.

Land's Stride:

At 6th level, moving through nonmagical difficult terrain cost you no extra movement. Ybgvfreou can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such as those created by the entangle spell.

Green Binding:

Starting at 14th level, you can ensnare your enemies in thick vines. As an action, make a melee spell attack against a creature within your reach. On a hit, the creature is restrained and is visibly bound until the end of your next turn.

On subsequent turns, you can concentrate to maintain this effect to extend its duration until you break concentration or move more than 60 feet away from the restrained creature. A creature restrained by the plants can use its action to make a Strength check against your spell save DC. On a success, it frees itself.

Once this effect ends, the conjured plants wilt away.

Soul of the Forest*:

At 18th level, your connection with nature reaches its apex and you become one with the forest. On your turn,

you can use 10 feet of your movement to step magically into one living tree within your reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

Sorcerous Origin: Nereid

Your ancestry bears traces of the fey of the waters. An ancestor may have survived a nereid's kiss, or been her unwilling guest. Love of water is second nature to you, and those not of the sea often find you cold and distant.

Touched by the Waters:

You can speak, read, and write Aquan. Additionally, you gain a swimming speed of 30 feet and can hold your breath for ten minutes before running out of breath.

Slipstream:

Starting at 1st level, when you cast a spell of 1st level or higher, your speed increases by 5 feet per level of spell used until the end of your next turn (minimum of 5 feet). This additional movement grants you the ability to move across any liquid surface—such as water, acid, mud, snow, quicksand, or lava—as if it were harmless solid ground (creatures crossing molten lava can still take damage from the heat).

Drench:

At 6th level, you can manipulate the ambient water present in the air. As an action, you can extinguish all nonmagical flames within 30 feet of you. You may use this ability a number of times equal to your Charisma modifier (minimum 1). You regain expended uses when you finish a long rest.

Fleeting Glance:

At 6th level, you blend in with the waters around you. While submerged in water, you are heavily obscured to creatures outside of the water and lightly obscured to creatures within the same body of water. While in the rain, you are lightly obscured.

Nereid's Grace:

Starting at 14th level, while using your swim speed, your movement is unaffected by difficult terrain. While you are underwater, spells and magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

Soul of the Water:

At 18th level, you become one with the sea. Your

swimming speed increases to 60 feet or becomes equal to your land speed, whichever is higher.

In addition, while it is raining or when you are underwater, you can use your action to become invisible. You remain invisible until you make an attack, cast a spell, or move out of the water.

Sorcerous Origin: Norn

As the norns reweave a mortal's fate, traces of their manipulation may alter the destiny of that mortal's descendants. Though few mortals claim actual descent from the norn, these manipulations can give rise to a fey bloodline. Norn influence often shows itself in fair hair and skin hues, growing ever more pale as the bloodline asserts its power. You glimpsed visions of possible futures from an early age, making you seem cryptic and odd to those not similarly afflicted.

Destined:

The wheel of fate turns favorably for you. Any time you or another creature would roll a d4 and apply the result to an attack roll, ability check, or saving throw that you make, the die is rolled twice and you may choose either result.

Shift Fate:

At 1st level, when another creature you can see makes a saving throw, you can use your reaction to grant that creature advantage on the saving throw. You can do so after the creature rolls but before any effects of the roll occur. Once you do so, you must finish a long rest before you can use this feature again.

Pluck the Threads:

Starting at 6th level, you can subtly manipulate the destinies of those around you. You can use your action and spend 2 sorcery points to roll a 1d4 and apply the number rolled as a bonus or penalty (your choice) to your next attack roll, saving throw, or ability check. You then apply this same number as a bonus or penalty (the opposite of your first choice) to the next attack roll, saving throw, or ability check made by a creature you can see.

Heart of Winter:

At 14th level, your blood chills in your veins. You gain resistance to cold and fire damage.

Fated Soul:

18th You become immune to cold damage. Additionally, you can manifest and cut short the thread binding a creature's fate. As an action, you may spend 5 sorcery points to force a creature you can see to make a Constitution saving throw against your sorcerer spell save DC. On a failed save, the creature takes 20d6 damage. On a successful save, the creature takes half as much damage. This damage can't be reduced in any way and, in addition, a creature who is killed from this damage can be restored to life only by means of a *wish* spell or divine intervention.

Sorcerous Origin: Nymph

Your family bears a trace of the grace and charm of a nymph, perhaps the legacy of seduction, perhaps lingering effects from a nymph that acted as a muse. Even if not outwardly beautiful, you retain a touch of the unearthly about you, and your presence carries weight with others. You tend to be flighty and capricious though not cruel.

Fey Kissed:

You gain fey insights into the arts of beguilement and conversation. You can speak, read, and write Sylvan. Additionally, whenever you make a Charisma check when interacting with humanoids, your proficiency bonus is doubled if it applies to the check.

Nymph's Charm:

Your beauty begins to manifest in ways many find undeniable. Starting at 1st level, you have advantage on saving throws against being charmed and magic can't put you to sleep. In addition, whenever you charm a creature, that creature has disadvantage on all ability checks that involve looking away from you.

Unearthly Grace:

At 6th level, whenever you cast an enchantment spell of 1st level or higher, you gain a bonus to your AC and saving throws equal to your Charisma modifier (with a minimum bonus of +1) until the end of your next turn.

Additionally, when you succeed a saving throw to resist being charmed by another creature, you can use your reaction to attempt to turn the charm back on that creature. The creature must succeed on a Wisdom saving throw against your sorcerer spell save DC or be

charmed by you for 1 minute or until the creature takes any damage.

Enchanting Gaze:

Starting at 14th level, whenever a creature you can see and that can see you moves within 20 feet of you, you may use your reaction to force the creature to make a Wisdom saving throw against your sorcerer spell save DC. This save is made with advantage if you or your companions are in combat with the creature. On a failed save, the creature becomes charmed by you for 1 minute, or until you lose concentration. Whenever the charmed creature takes damage, it may repeat the saving throw to end the effect. On a successful save, the creature is immune to your Enchanting Gaze for 24 hours.

Soul of the Nymph:

At 18th level, your beauty transcends beyond the limits of ordinary mortals. Your Charisma score increases by 2 and your maximum for that score is now 22.

Sorcerous Origin: Satyr

The blood of satyrs runs through your veins. For you, the natural world resounds with countless melodies few can hear, often moving you to song or dance. Your instincts move you to surrender to your passions, restraint requires discipline you often lack.

Unnatural Revelry:

The spirit of the satyr allows you to enjoy rampant hedonism without consequence. Starting when you choose this origin at 1st level, you suffer no adverse health effects from excessive drinking, such as hangovers or weight gain (although you can still become intoxicated). Additionally, you gain proficiency with the flute or another wind instrument.

Laughing Touch:

At 1st level, you can use your action to make a melee spell attack to cause a creature to burst out laughing. The laughing creature cannot take actions until the end of its next turn. Once affected, you can't use this feature on that creature again for 24 hours. A creature is immune to this effect if it's immune to being charmed.

Faun's Form:

At 6th level, your body transforms, giving you the ram's horns and goat's legs of a satyr. You can use your horns to make a ram attack that you are proficient with, which deals 1d6 bludgeoning damage, adding your strength

modifier to the attack and damage rolls. Additionally, your land speed increases by 10 feet and you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

Beguiling Melody:

Starting at 14th level, when you cast an enchantment spell of 1st level or higher, you can use your bonus action to substitute the playing of a wind instrument for the verbal and somatic components of that spell. When you do so, you reduce the number of sorcery points needed to use Metamagic with that spell by one (minimum of zero). You may use this ability a number of times equal to your Charisma modifier (minimum 1). You regain expended uses when you finish a long rest.

Soul of the Faun:

At 18th level, the spirit of the faun runs wild within you. Your horns grow, increasing their damage die to 2d4 and they are considered magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

In addition, your speed increases by another 10 feet and spells and magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

Fey Archetypes

Deep involvement with the fey is something that can come about not only by blood or birth, but also within those deeply affected by the fey and their interactions with mortals. As described above, interactions with the fey and their world can be illuminating and captivating, and it is only natural for some characters (especially those already with an affinity for nature) to invest their longing for the fey and communion with them into their life and work as adventurers, such as the **Feyfriend Circle** druids. On the other hand, there are those whose lives (or those of friends or loved ones) have been torn asunder by the callous or simply careless actions of the fey, so much so that they have dedicated their lives to destroying the fey who caused such pain to them. While any character could find themselves in such a position (including a disowned by-blow of some fey romance carrying the unwanted bloodline of their unearthly parent), the **fey hunter** ranger archetype exemplifies a

character whose relationship with the fey is anything but positive.

Feyfriend Circle (Druid Circle)

The Feyfriend Circle are druids that share a special bond with the realms beyond the veil. They draw on their powers to influence moods and bend minds to their will.

Fey Shape:

When you choose this circle at 2nd level, you gain the ability to use Wild Shape to assume the shape of a fey you have seen before with a challenge rating as high as 1 (you ignore the Max. CR column of the Beast Shapes table in the *Player's Handbook*, but must abide by the other limitations there). Starting at 6th level, you can transform into a fey with a challenge rating as high as your druid level divided by 3, rounded down. Your actions are still limited by what the form you take is physically capable of and otherwise follow the same rules for your regular Wild Shape.

Bonus Spells:

Your connection to the fey grants you the ability to cast certain spells. Once you gain access to these spells at the listed levels, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Feyfriend Bonus Spells

Level	Spells
3 rd	<i>charm person, sleep</i>
5 th	<i>alter self, suggestion</i>
7 th	<i>fear, pass without trace</i>
9 th	<i>compulsion, confusion</i>

Fey Sense:

You have a better grasp of understanding fey than most do. Starting at 6th level, whenever you make a Charisma, Intelligence, or Wisdom check when interacting with fey, your proficiency bonus is doubled if it applies to the check. Additionally, you are immune to enchantment

and illusion spells that specifically affect humanoids.

Giant Shape:

Starting at 10th level, you gain the ability to use Wild Shape to assume the shape of a giant you have seen before. You can transform into a giant with a challenge rating as high as your druid level divided by 3, rounded down. You can stay in a giant shape for a number of minutes equal to half your druid level (rounded down). Your actions are still limited by what the form you take is physically capable of and otherwise follow the same rules for your regular Wild Shape.

Faces of the Fey:

At 14th level, you can now transform into a fey or giant with a challenge rating as high as your druid level divided by 2, rounded down. The time you can remain transformed for either form remains the same.

Fey Hunter (Ranger Archetype)

A fey hunter specializes in eliminating menaces from the Fey Realms and resisting the many charms and deceptions of the fey. Though fey hunters need not slay every fey they meet, alliances between the fair folk and their hunters are fleeting and uneasy.

Fey Foe:

You are specialized in the tracking and hunting of fey creatures. Once you choose this archetype, if your favored enemy is not fey then it becomes fey and you learn one language of your choice that is spoken by fey.

Sealed Mind:

At 3rd level, you become vigilant against the wiles of the fey. You gain proficiency in Wisdom saving throws.

Rally Against Fey:

When an ally within 30 feet of you fails a saving throw against an enchantment spell, you can use your reaction to allow that ally to reroll the saving throw and take the higher result. You cannot use this feature on yourself.

Lift the Veil:

Starting at 11th level, your strikes cut away at the magic surrounding your prey. When you take the Attack action, you can use your bonus action to immediately end any one spell of 3rd level or lower affecting your target. Additionally, as an action, you may expend a

spell slot of 2nd level or higher to gain truesight to a range of 60 ft. The duration requires concentration and lasts until the end of your next round (2nd level slot), 1 minute (3rd level slot), 10 minutes (4th level slot), or 1 hour (5th level slot).

Master Fey Hunter:

At 15th level, your attacks and spells against fey creatures ignore any resistances they possess. Additionally, you can now end spells of 5th level or lower when using your Lift the Veil feature.

New Creatures

Fairy tale creatures come in an infinite variety; in fact, their very strangeness is part of their essential nature, and the way they are simply not part of the normal and natural ecology of the mortal world, even as they are deeply attuned to the rhythms and elements of nature itself. Fairy creatures need not necessarily be fey creatures per se; a creature like Lewis Carroll's jabberwock would clearly be a kind of dragon, while the jubjub bird or frumious bandersnatch would be monstrosities, and yet they fit within a fairy tale context. Hags are another excellent example, as creatures that are intimately entwined with the tropes and traditions of fairies and in a way ideal exemplars of their unseelie opposites, yet hags and their kind may not always be fey.

In a similar way, fey are deceptive by their nature but also by their appearance, in that most (though by no means all) fey might be considered beautiful in a way, and yet that beauty may contain a deep and abiding darkness within. A creature of light and splendor may seem to the uninitiated to be a being of inherent goodness, yet while some fey are simply amoral in their approach to mortals and their ways, some are either overtly or covertly vicious, conniving, and thoroughly evil. Similarly, fey that appear misshapen or even monstrous may conceal a kind heart or at least someone with an eye for a bargain. In short, the fey give you the opportunity to play with the expectations of your players and their characters, with existing fey creatures in the SRD or others of your own design, or the two new fey introduced here.

Lurker in the Light

This small humanoid lurks at the edge of illumination, its fine features bleeding away at the edges, making it appear blurred and out of focus. Moving into the light, it vanishes, but its invisible presence is tangible as a feeling of being watched.

LURKER IN THE LIGHT

Small fey, neutral evil

Armor Class 15 (natural armor)

Hit Points 103 (16d6 + 48)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	16 (+3)	14 (+2)	16 (+3)	17 (+3)

Skills Perception +6, Stealth +7

Condition Immunities Blinded

Senses passive Perception 16

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Blend with Light. When the lurker is in an area of bright light, it can turn invisible as a bonus action. Any equipment the lurker wears or carries is invisible with it.

Innate Spellcasting. The lurker's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, light, mage hand, minor illusion*

3/day each: *blindness/deafness, daylight*

Sneak Attack (1/Turn). The lurker deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the lurker that isn't incapacitated and the lurker doesn't have disadvantage on the attack roll.

Actions

Multiattack. The lurker makes two attacks with its claws.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d4 + 4) slashing damage.

Daylight Door (1/Day). *The* lurker magically teleports itself from an area of bright light, along with any equipment it is wearing or carrying, to a location up to 120 feet away to an unoccupied space it can see that is also in bright light.

Poisoned Dagger. Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. **Hit:** 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute.

Malicious and alien fey, lurkers in light venture to the Material Plane to perpetrate strangely targeted mischief, stealing and killing according to a logic or system of justice only they understand. Gnomes in particular seem to incur these unexplained attacks, leading some to believe that lurkers may be agents of ancient and vengeful forces. Creatures of the light, lurkers are visible only in dim illumination, with anything brighter than a flickering torch making them completely invisible, even as they savage their enemies—a prospect terrifying to those civilized races that equate light with safety.

A lurker in light turns conventional wisdom on its head, for they detest darkness and the creatures that dwell in it, yet they themselves are sadistic and evil. They particularly hate [darkmantles](#), dwarves and creatures from the Plane of Shadow, and given the time, they enjoy torturing such creatures to death if they can capture them alive.

If killed, a lurker in light disintegrates over the course of several minutes, into 2d6 pounds of dust that radiates faint magic and glows for 1d6 days with a cold light equal to a candle. The dust damages [shadows](#) as if it were holy water, with a pound of dust equal to one flask of [holy water](#).

A lurker in light is 3 feet tall, but weighs only 20 pounds.

Ritual Gate

A lurker or a group of lurkers can perform a sacrificial ritual to magically conjure a gate to the Material Plane, one of the Elemental Planes, or the realm of the fey to either travel to that plane or to summon allies. The ritual

takes 1 hour to complete and each lurker involved must use its action and movement for the duration and must maintain concentration while performing the ritual (as if concentrating on a spell). For travel between planes, at least five humanoid sacrifices are required. The gate remains open for 1 minute. For summoning creatures, a lurker can sacrifice any number of humanoids. The lurker can summon a creature of a Challenge rating equal to or lower than the number of humanoids sacrificed. The summoned creature appears in an unoccupied space within 60 feet of the summoners.



Vodyanoi

This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.

VODYANOI

Medium monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 135 (15d8 + 63)

Speed 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	13 (+1)	20 (+5)	12 (+1)

Senses darkvision 60 ft., passive Perception 15

Languages Aquan, Common, Sylvan

Challenge 5 (1,800 XP)

Amphibious. The vodyanoi can breathe air and water.

Innate Spellcasting. The vodyanoi's innate spellcasting ability is Wisdom (spell save DC 16). The vodyanoi can innately cast the following spells, requiring no material components:

3/day each: *control water*, *dancing lights*, *grease*, *water breathing*

1/day each: *lesser restoration*, *protection from poison*

Actions

Multiattack. The vodyanoi makes three attacks: one with its bite and two with its spear.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing, or 7 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

Suffocating Water (1/Day). All water within a 15-foot radius from the vodyanoi becomes difficult to breathe in for water-breathing creatures. The suffocating water persists in the area where it was first created for 5 minutes before becoming breathable again. Any creature within the suffocating water, except the vodyanoi and up to 3 creatures of its choosing, must hold their breath or risk suffocation.

Vodyanois resemble humanoid salamanders. They



have short noses, bulging eyes, and broad mouths covered with thickets of fleshy tendrils. Skin color varies wildly depending on the climate and terrain, from drab greens and grays to vibrant oranges and reds. Vodyanoi stand roughly 5-1/2 feet tall and weigh just over 100 pounds. They can live up to 120 years.

While vodyanoi themselves are rarely evil, they are capricious and often quick to anger, particularly when they feel their territories have been intruded upon. Vodyanoi are territorial and treat other amphibious

and aquatic races encroaching on their lands as enemies, and if they suspect travelers are in league with those races they often attack on sight. Those who live in close proximity to vodyanoi tribes learn quickly to leave the folk alone, and when visits or intrusions into vodyanoi lands are necessary (such as when one might need to seek out a vodyanoi for aid in curing a disease), gifts of magic potions and exotic fruits are highly recommended.

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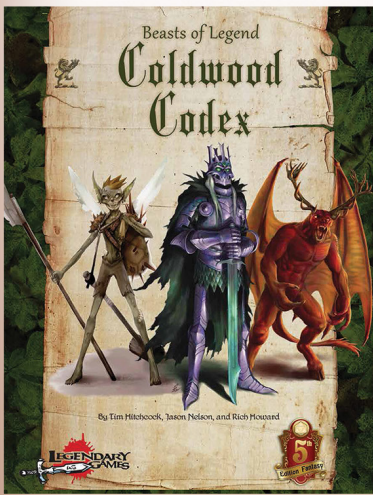
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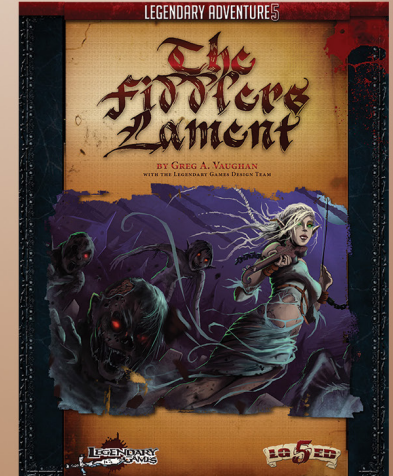
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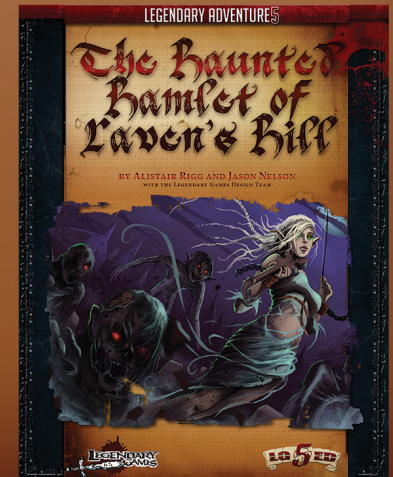
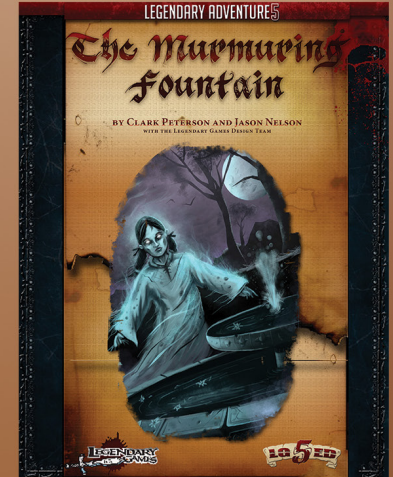
Legendary Planet is an epic sword & planet adventure saga that takes you across the multiverse! Start with The Assimilation Strain and adventure on To Worlds Unknown.



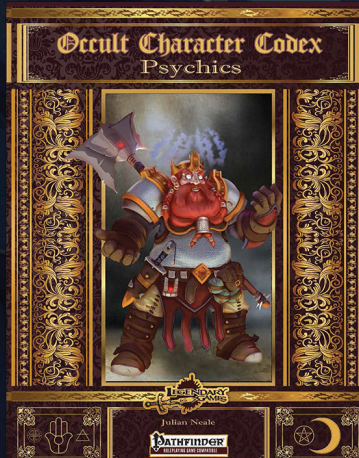
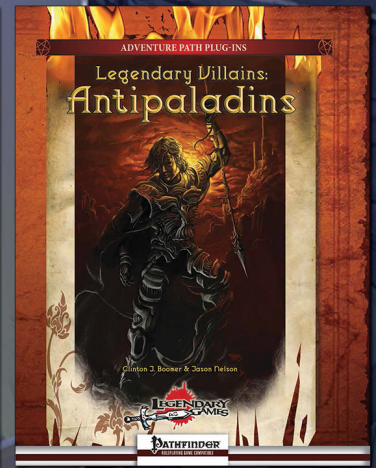
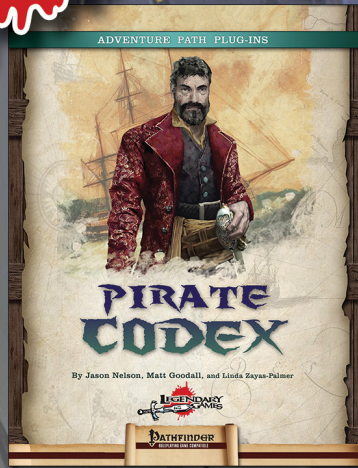
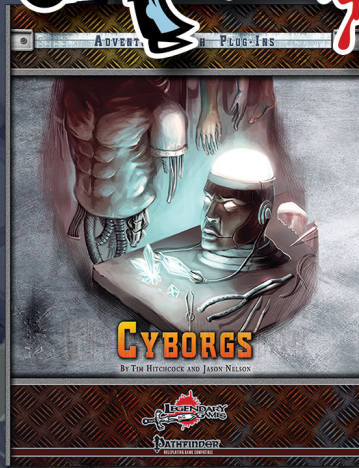
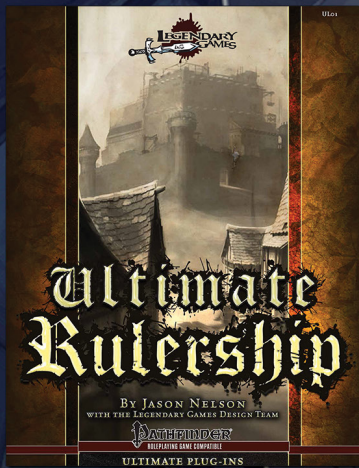
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