

FAERIE

Faerie are natives to the Feywild that are also often found in communities on the Prime plane. Tiny in size, they make up for it with their magic and tenacity, the exception being the Neverland Faerie who has a strength far greater than their size would seem to imply.

FAERIE TRAITS

Ability Score Adjustments: Your Dexterity score increases by 2.

Speed: 10 feet, fly 30 feet.

Invisibility: The faerie can cast *invisibility* with a range of self once per long rest. At 5th level the faerie can cast *invisibility* in this way once per short rest.

Naturally Stealthy: You are trained in the Stealth skill.

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

SPRITE

Ability Score Adjustments: Your Intelligence score increases by 1.

Wings of a Dragonfly: The sprite's fly speed is 40 feet.

Heart sight: The Sprite touches a creature and magically knows the creature's current emotional state. If the target fails a Charisma Saving throw, the sprite also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw. The save DC is 8 + your proficiency modifier + your Charisma bonus.

Midsummer Night's Dream: Once per long rest, as a bonus action the pixie can enchant one of their weapons for 1 minute which can place the target of their attacks into an enchanted slumber. If the target fails a Constitution saving throw then they are poisoned for 1 minute. If they saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake. The DC of the enchantment is equal to 8 + your proficiency bonus + your Charisma modifier.

PIXIE

Ability Score Adjustments: Your Charisma score increases by 1.

Magic Resistance: The pixie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting: The pixie knows the *dancing lights* cantrip. At 3rd level they can cast *sleep* once per day as a 2nd level spell. At 5th level they can cast *entangle* once per day. The pixie's spellcasting ability is Charisma. All pixie spells require pixie dust as their only material component.

NEVERLAND FAERIE

The Neverland Fae are an oddity, their size belies their strength which allows them to lift far more than they otherwise look like they should be capable of.

Ability Score Adjustments: Your Strength score increases by 1.

Strength of 10 Faerie: You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. You do not have disadvantage on Strength checks against creatures larger than you.

Size Alteration: As a bonus action, you can change your size to be anywhere from 6 to 18 inches tall. At 3rd level you can cast the enlarge option of *enlarge/reduce* on yourself once with this trait, requiring no material components. You regain the ability to cast this spell when you finish a long rest.

TINY SIZE

You are tiny and as such suffer some disadvantages compared to those of larger size.

Weapons have their damage dice reduced by one step (longswords deal 1d6, short swords deal 1d4). You have disadvantage on attack rolls when using heavy weapons and may only use heavy weapons that have been made for your size. Such weapons never have the reach property.

You have disadvantage on strength checks against creatures larger than you; the weight you can carry, push, drag, or lift is half as much as a medium sized character.

