

PLAYER RACE - PIXIE

Standing barely a foot tall, pixies resemble diminutive elves with gossamer wings like those of dragonflies or butterflies, bright as the clear dawn and as luminous as the full moonrise.

Curious as cats and shy as deer, pixies go where they please. They like to spy on other creatures and can barely contain their excitement around them. The urge to introduce themselves and strike up a friendship is almost overwhelming; only a pixie's fear of being captured or attacked stays its hand. Those who wander through a pixie's glade might never see the creatures, yet hear the occasional giggle, gasp, or sigh. Pixies array themselves like princes and princesses of the fey, wearing flowing gowns and doublets of silk that sparkle like moonlight on a pond. Some dress in acorns, leaves, bark, and the pelts of tiny woodland beasts. They take great pride in their regalia and beam with joy when they are complimented on their ensembles.

Magical Faerie Folk. With their innate power of invisibility, pixies rarely appear unless they wish to be seen. In the Feywild and on the Material Plane, pixies etch patterns of frost on winter ponds and rouse the buds in springtime. They cause flowers to sparkle with summer dew, and color the leaves with the blazing hues of autumn.

Pixie Dust. When pixies fly visibly, a shower of sparkling dust follows in their wake like the glittering tail of a shooting star. A mere sprinkle of pixie dust is said to be able to grant the power of flight, confuse a creature hopelessly, or send foes into a magical slumber.

Only pixies can use their dust to its full potential, but these fey are constantly sought out by mages and monsters seeking to study or master their power.

Tiny Tricksters. While the arrival of visitors piques their curiosity, pixies are too shy to reveal themselves at first. They study the visitors from afar to gauge their temperament or play harmless tricks on them to measure their reactions. For example, pixies might tie a dwarf's boots together, create illusions of strange creatures or treasures, or use dancing lights to lead interlopers astray. If the visitors respond with hostility, the pixies give them a wide berth. If the visitors are good natured, the pixies are likely to be emboldened and more friendly. The fey might even emerge and offer to guide their "guests" along a safe route or invite them to a tiny yet satisfying feast prepared in their honor.

Opposed to Violence. Unlike their fey cousins, the sprites, pixies abhor weapons and would sooner flee than get into a physical altercation with any enemy.

PIXIE TRAITS

Ability Score Increase. Your Dexterity score increases by 2.

Age. Pixies are fey creatures and as such benefit from extraordinary long lives. Pixies reach maturity around 25 and live up to 1000 years old.

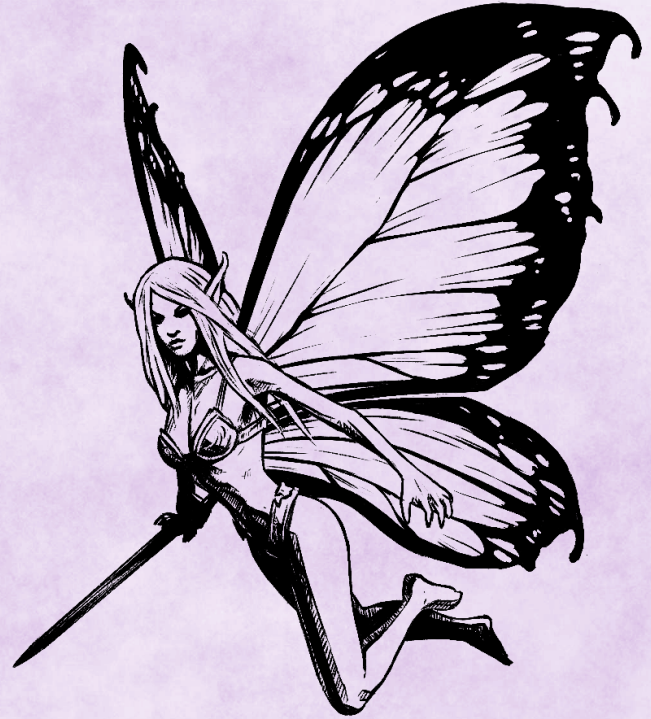
Speed. Your base walking speed is 10 feet.

Fey. Your creature type is fey, rather than humanoid.

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

Flight. You have a flying speed of 30 feet. To use this speed, you can't be wearing medium or heavy armor.

Art by Dean Spencer



OPTIONAL RULE:

Flight at low level can be very annoying to play around. If you do not wish to give your pixie player race flight, you can give them a walking speed of 20 feet instead, and add the following ability instead of Flight:

Fragile Wings. As a bonus action, if you didn't move on your turn, you get a flying speed of 30 feet until you land. At the end of each of your turns, your altitude drops by 5 feet. Your altitude drops instantly to 0 feet at the end of your turn if you didn't fly at least 15 feet horizontally on that turn. When your altitude drops to 0 feet, you land (or fall). You need to land before using this ability again.

Magical Dust. You can harvest some of your dust as an action, as part of harvesting the dust you can use it. You can cast the *sleep* spell. Later, when you reach 3rd level, you can use your dust to cast the *invisibility* or *suggestion* spell. When you reach 5th level you can use your dust to cast the *fly* spell. Each spell is cast at its lowest level. Your spellcasting ability for these spells is Constitution.

The harvested dust can be stored until you take a long rest. Once the dust has been used to cast a spell, it is consumed, and you can't harvest more dust until you take a long rest.

You can give your dust to another creature, that can use it as an action, using your spellcasting modifier. If the dust is stolen from you or harvested against your will, it has no effect when used and instead turns the skin a vibrant shade of green. A *remove curse* spell can end this effect.

Size. Pixies are about 1 foot tall or smaller. They have thin, lightweight bodies that weigh between 7 and 18 pounds. Your size is Tiny.

Subraces. Pixies are found everywhere in the Fey realms, be it in the courts or lost in the deep forests. Their personality and outlook on life reflects their abilities. This is often influenced by their age. You can choose from the following 3 subraces: Dusk, Day and Dawn.

DAWN

Full of energy and hope these are often pixies that are younger, full of enthusiasm and optimism. By choosing this subrace you gain the following benefits:

Ability Score Increase. Your Charisma score increases by 1.

Glow. As a bonus action you can shed bright light in a 5-foot-radius centered on you, and dim light for an additional 5 feet. You can extinguish that light without requiring an action.

Panic Maneuver. Once per long rest, when you are damaged by an enemy within 5 feet of you, you can use your reaction to become invisible until the start of your next turn and move up to 10 feet away from the opponent.

DAY

In their glory days, these pixies are confident, armed with might, they are ready to take on the world. Very curious and explorative, these are the pixies most often found outside of the Fey realms. They are usually in their adult phase of life. You gain the following benefits:

Ability Score Increase. Your Constitution score increases by 1.

Bright Glow. As a bonus action you can shed bright light in a 10-foot-radius centered on you, and dim light for an additional 10 feet. You can extinguish that light without requiring an action.

Shining Protection. Your focused control over the light you control protects you in dire moments. Once per long rest, when you are attacked by a creature within 30 feet of you that you can see, you can use your reaction to create a shield of light. Until the start of your next turn, you have a bonus to AC equal to your proficiency bonus, including against the triggering attack

DUSK

These pixies skin color is less vibrant as they have, reflecting their dimmer outlook on life. Oftentimes these are older pixies that have seen many of the horrors of the world in their long life and become disgruntled. By choosing this subrace you gain the following benefits:

Ability Score Increase. Your Wisdom score increases by 1.

Alert Senses. Your careful nature prepares you. You gain a bonus to your Passive Perception equal to your proficiency bonus.

Dim Glow. As a bonus action you can shed dim light in a 5-foot-radius centered on you. You can extinguish that light without requiring an action.

Wisdom of the Ages. You have a vast knowledge of the natural world and the catastrophes it holds. You are proficient in the Nature skill.

Art by Indi Martin

