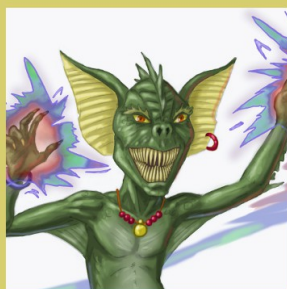


5e Fiendopedia: Noteworthy Fey



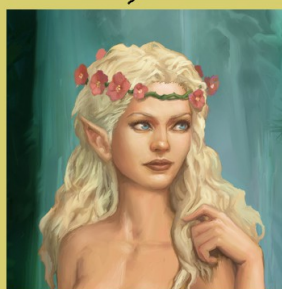
Redcap
Also Appearing:



Gremlin



Mite



Nymph



Quickling

Inkwell Ideas



5e Fiendopedia: Noteworthy Fey

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Credits

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Nymph: Bruno Balixa; Quickling: Tadas Sidlauskas; Redcap: Bruno Balixa

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Gremlin (Jinkin)

Tiny Fey, Chaotic Evil
Challenge 1 (200 XP)

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth & glowing, orange eyes.



Armor Class 15 (natural armor)

Hit Points 14 (6d4)

Ecology

Environment any underground or urban

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–8 trained stirges, 2–5 trained darkmantles, and 1–2 trained giant bats)

Treasure standard (short sword, other treasure)

Sneaky and sadistic, jinkins are hideous gremlins that inhabit dark places underground. Well acclimated to the shadows, they hide in cramped quarters and attack larger creatures when they're strategically positioned. Jinkins commonly work with or near larger or more powerful creatures; these larger creatures provide cover for the jinkins' trickery. They use *dimension door* to exit any battle that goes badly, taking any stolen goods with them.

Jinkins delight in leading creatures into dangerous caves or pits, usually by lunging out of the shadows to make a sneak attack against a creature and then running away, taking care while "fleeing" to remain seen by their target so that they can lure the victim into a trap.

Jinkins also hold dangerous grudges, and one might follow a creature that supposedly slighted it for weeks, looking for an opportunity to take revenge. This revenge can take many forms, from leading horses astray to contaminating food supplies to directing larger monsters toward the begrudged creature.

One of the most direct and unwelcome revenges of the jinkins is the destruction or cursing of magical items. Many times they'll observe camped enemies from a distance and either steal an item to tinker with it or just use their tinkering magic at a distance to annoy the item's owner. Jinkin lairs are often cluttered with stolen, cursed items that the jinkins themselves have forgotten all about.

Dwarves in particular hate jinkins, with many folktales describing tragedy at the hands of the gremlins. The loathing is largely mutual. The average jinkin stands almost 2 feet tall and weighs about 13 pounds.

Str	Dex	Con	Int	Wis	Cha
5 (-2)	17 (+2)	11 (+0)	14 (+1)	14 (+1)	15 (+1)

Speed 40 ft., Climb

Skills Deception +3, Perception +3, Sleight of Hand +6, Stealth +6

Senses darkvision 120 ft., passive Perception 13

Languages Undercommon

Actions

Light Hammer. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+4 piercing damage.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+4 piercing damage.

Traits

Tinker. A group of six jinkins working together over the course of an hour can create an effect identical to *bestow curse* on any living creature. This effect functions at (DC 14 Wisdom) and has a range of 60 feet, and the target creature must be either willing or helpless (but still gets a saving throw to resist). Alternatively, the group of gremlins can attempt to infuse a magic item with a curse. The nature of the curse is determined randomly; half of these curses make the magic item unreliable (each time the item is used, there is a 20% chance it does not function), while the other half give the item a random requirement. A gremlin can take part in a tinkering only once per day, and may only tinker with a creature or object that isn't already cursed. Once a tinkering curse is in place, it is permanent until removed via an effect like *remove curse*. All gremlin tinkering functions as a curse created by a 6th-level caster.

Innate Spellcasting. The gremlin's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *prestidigitation*

1/short rest: *dimension door* (self plus 5lbs. max)

Mite

Small Fey, Lawful Evil
Challenge 1/4 (50 XP)

This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering its ugly puffy blue face.



Armor Class 14 (natural armor)

Hit Points 9 (2d6+2)

Str	Dex	Con	Int	Wis	Cha
7 (-2)	14 (+2)	12 (+1)	8 (-1)	13 (+1)	8 (-1)

Speed 20 ft., climb 20 ft.

Skills Perception +3, Sleight of Hand +4, Stealth +6

Senses darkvision 120 ft., passive Perception 14

Languages Undercommon

Actions

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 1d4+2 piercing damage.

Traits

Light Sensitivity. While in bright light, a mite suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The mite's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (vermin only—insects, arachnids, other arthropods, worms), *prestidigitation*

1/day: *bane*

Hatred. Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

Ecology

Environment any underground

Organization solitary, band (2–8), or tribe (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)

Treasure standard (dagger, 6 darts, other treasure)

Descended from even smaller fey, the mites are among the most pitiful and craven dwellers of the dark. Hideously ugly, even goblins have been known to mock mites for their homely appearances, mockery most mites take to heart and nurture for weeks, months, or even years in their tiny homes, until their distress and anger finally overcome their natural cowardice and impel them forth on short-lived bouts of bloody vengeance from the doubtful safety of a spider's back.

Mites, once closer to the strange realm of the fey, have grown larger and stockier after countless generations spent on the Material Plane. Yet still, their stature places them at the bottom of the pile in the dangerous caverns in which they live. Their traditional enemies are dwarves and gnomes, particularly the svirfneblin of the deep underground caves. The one thing that gives them a significant edge over an enemy in a fight is their natural ability to empathize with normally mindless vermin—mites are particularly fond of spiders, centipedes, and cave fishers, and a mite colony usually has a few of these far more dangerous monsters on hand to defend the group.

Although they have lost the supernatural ability to tinker with magic items, luck, or mechanical objects possessed by their more sinister and dangerous gremlin kin, mites retain the ability to perform minor magical tricks with prestidigitation and often use these tricks to annoy their enemies. When faced with dangerous foes, a mite uses its bane ability to hex a foe—a mite's eyes bulge hideously open when it uses this spell-like ability.

A mite is 3 feet tall and weighs 40 pounds.

Nymph

Medium Fey, Chaotic Good
Challenge 7 (2,900 XP)

A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.



Armor Class 19 (natural)

Hit Points 68 (8d8+32)

Str	Dex	Con	Int	Wis	Cha
8 (-1)	20 (+5)	18 (+4)	16 (+3)	17 (+3)	20 (+5)

Speed 30 ft., swim 20 ft.

Skills Animal Handling +6, Perception +6, Persuasion +11, Stealth +8

Senses passive Perception 16

Languages Common, Sylvan

Ecology

Environment temperate forest

Organization solitary

Treasure standard (dagger, other treasure)

Many have lost their lives in vain search of the beauty of the nymph, and many more to the madness their grace has upon minds and bodies unprepared for their companionship. Yet the nymph herself is not a cruel creature—a guardian of nature's purest places and most beautiful realms, she treats those who respect her and her abode with kindness, and may even favor someone who takes her fancy with magical gifts. Yet those who would seek to abuse or harm her or her home quickly find that behind her beauty is a fierce protector more than capable of defending her charge.

(continued next page)

Actions

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 1d4+5 piercing damage.

Traits

Innate Spellcasting. The nymph's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

Constant: *animal friendship*

3/day: *dimension door* (must walk into a tree and teleport out of a tree within range.)

Blinding Beauty. This ability affects all humanoids within 30 feet of a nymph. Those who look directly at her must make a DC 18 Wisdom save or be blinded permanently. A nymph can suppress or resume this ability freely.

Inspiration. A nymph can choose an intelligent creature to inspire and serve as a muse by giving that creature some token of her affection (typically a lock of her hair). As long as the nymph retains her favor for this creature and as long as the creature carries the nymph's token, the creature gains Advantage on all Wisdom saving throws and Performance checks. The nymph retains a link to her token and its carrier which allows her to know the token's location and the bearer's condition (while on the same plane). The nymph can end this effect at any time freely. A single nymph may only inspire one creature at a time in this manner.

Spells The nymph is a 7th-level spellcaster. Her spellcasting ability is Charisma (spell save DC 18, +8 to hit with spell attacks). The nymph has the following druid spells prepared: Cantrips (at will): *detect magic, guidance, light, spare from death*

1st level (4 slots): *cure wounds, entangle, fog cloud, speak with animals*

2nd level (3 slots): *barkskin, flame blade, pass without trace, spike growth*

3rd level (3 slots): *call lightning, water breathing*

4th level (3 slots): *conjure woodland beings*

Maddening Glance. As a standard action, a nymph can turn a creature mad within 30 feet with a look. The target must succeed on a DC 18 Wisdom save or suffer a short term madness for 2d4 rounds. If a creature is already suffering a short term madness, it gains a long-term madness instead. If it has a long-term madness, it gains an indefinite madness.

Lair Actions

On initiative count 20 (losing initiative ties), the nymph takes a lair action to cause one of the following effects; the nymph can't use the same lair action two rounds in a row:

- The nymph creates fog as the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- The nymph causes spikes to grow from a spot within 120 feet of itself. Stone spikes grow in a 20 foot radius area from that point in an effect otherwise identical to the *spike growth* spell. The effect lasts until the nymph uses this spike growth action again or it dies.

Regional Effects

The region containing the nymph's lair conforms to the nymph's desires, which creates one or more of the following effects:

- Animal life within six miles of the nymph is capable of reporting to her the location of trespassing creatures.
- If the nymph desires, terrain in a group's path may become overgrown, causing travel times to double.
- If the nymph desires, terrain in a group's path may shift, causing disadvantage on any checks to avoid becoming lost.

Quickling

Small Fey, Chaotic Evil
Challenge 3 (450 XP)

This creature resembles a short, slight elf wearing drab clothes and a wicked grin. In a blink, the thing darts from sight.



Armor Class 17
Hit Points 27 (6d6+6)
Vulnerabilities (Condition) slow (see below)

(see Str	Dex	Con	Int	Wis	Cha
8 (-1)	21 (+5)	13 (+1)	15 (+2)	13 (+1)	15 (+2)

Speed 120 ft.

Skills Acrobatics +9, Arcana +5, Deception +4, Perception +3, Stealth +9, Survival +3

Senses darkvision 60ft., passive Perception 13

Languages Aklo, Common, Sylvan

Actions

Multiaction. The quickling makes four weapon attacks per round.

Short Sword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 1d6+5 slashing damage.

Traits

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

3/day: dancing lights, minor illusion

1/day: levitate, shatter

Natural Invisibility. A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action, bonus action or reaction.

Supernatural Speed. A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling's shape blurs and shimmers with this speed, granting it the effect of *dodge*. (Attacks against the quickling have disadvantage.)

Slow Vulnerability. A quickling that succumbs to a *slow* effect loses its supernatural speed ability and is poisoned as long as the effect persists. This poisoned condition persists for 1 round after the *slow* effect ends.

Ecology

Environment temperate forest

Organization solitary, gang (2-5), or band (4-11 plus one advanced leader)

Treasure NPC gear (pale tincture poison [4 doses], small short sword, other treasure.)

Few creatures can match the speed of a quickling. These malicious fey creatures delight in striking with blinding speed and accuracy, often killing their victims without ever fully revealing themselves; the victim simply spurts blood and falls over dead, with no witnesses to the quickling's deed. Though related to brownies and grigs, quicklings share none of their kin's generosity or merriment, choosing instead to live a life of cruelty and viciousness. Quicklings pride themselves on insults and brutality, and frequently stalk and harass their quarry until the victim gives up the chase. While quicklings are naturally invisible when motionless, they rarely contain themselves, and bob and twitch while standing and talking to other creatures. Quicklings hate every other race of creature, particularly elves, gnomes, and other kinds of fey. They barely tolerate their own kind, and rarely work together for longer than a few weeks.

Quicklings stand just over 2-1/2 feet tall and weigh 15 pounds.

Redcap

Small Fey, Neutral Evil
Challenge 6 (2,300 XP)

Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.



Armor Class 18 (natural and leather armor)
Hit Points 67 (10d6+32)

Ecology

Environment any underground

Organization solitary, pair, or gang (3-12)

Treasure NPC gear (leather armor, medium scythe, other treasure)

Str	Dex	Con	Int	Wis	Cha
15 (+2)	19 (+4)	18 (+4)	16 (+3)	13 (+1)	9 (-1)

Speed 60 ft.

Skills Acrobatics +7 (jump +10), Deception +5, Intimidate +5, Perception +4, Stealth +7

Senses darkvision, passive Perception 17

Languages Aklo, Common, Giant, Sylvan

Actions

Multiattack. The redcap may make attack once with its weapon and make one kick in a round.

Halberd. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d10+6 x4 slashing damage.

Kick. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 1d6+6 slashing damage.

Traits

Boot Stomp. A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give it a kick attack that it can make as a second attack.

Heavy Weapons. A redcap can wield weapons sized for Medium creatures without penalty.

Irreligious. Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends an action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Wisdom save or become frightened for 1 minute and attempt to flee. A redcap who saves is shaken (treat as poisoned) for 1 minute.

Red Cap. A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals). These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until it takes an action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

Fast Healing. While the redcap wears its red cap, it regains 3 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or reattach body parts. When a creature dies the effects of fast healing end immediately.

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.

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