

DUNGEONS & DRAGONS®

PLAYER'S OPTION:

PIXIE

DUNGEONS & DRAGONS

Everything a player needs to create heroes
of the pixie race

Ability Scores - Lore - History - Lifestyles - Names - Perspectives - Traits - Subraces
Spelltables - Backgrounds - Equipment & Roleplaying Tips





CREDITS:

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(*Wizards of the Coast, please give your 5th edition artists proper recognition - as 4th edition did.*)

Template:

Tutorial - (<http://imgur.com/a/3PP5C>)
and resources -
(https://mega.nz/#!DMcEhRQI!RdV02Wqy4hThUxcxQVg1_pz_OGZARFgibZ38moSc5p8)
(https://drive.google.com/folderview?id=0B2UyuHLUuCjxbGpQdHFISFIITXM&usp=drive_web)
by Skybug12 - (warlock-homebrew.blogspot.com)

Lore:

D&D Monster Manual for 5th ed. Wizards of the Coast, 2014. Print.
Dungeons & Dragons Player's Option: Heroes of the Feywild for 4th ed. Wizards of the Coast, 2011. Print.
Myself.



PIXIE

AS THE DOOR SUDDENLY BURST OPEN BEFORE him, Nylix hastily flew up out of the flowerbed and shot straight towards the closest tree, trailing a cascade of shimmering silver light to the garden petals below.

A long, tensely quiet moment passed. In the distance, birds faltered their song at the sunset's last piercing light. Yet overwhelming curiosity took root and the young Pixie cautiously crept forward; silent, with eyes peering just over the top a large maple leaf. Hand to his sword, the Satyr looked around for an intruder. A warm, golden light cast about the house garden - and the tiny silhouette of a figure crouched behind a leaf. The tiny shadow drew forth a needle: what must have been intended as a sword.

At this, he began to laugh heartily. "Come! Don't sway courage, my mighty warrior! You have nothing to fear from this old goat." Nylix carefully rested the leaf back down on the branch and stood a full six inches tall. Skinny and fair, the Dusk Pixie unfurled his wings, giving them a shake. Trickle of pixie dust fell from velvet black wings. Catching the light, iridescent traces of a deep blue and violet gleamed, behind occasional dots of pure white; shining as if they were starlights against the night sky itself. Nylix gave a proud bow, sheathing his sword. "Good, then you have nothing to fear from me! Hey-can I touch that?"

Pixies are as enchanting as the heart's true desire and as dangerous as the kiss of fate. Possessed of simple desires, Pixies frolic in the sunlight, sing in the rain, and

CAREFREE AND EXCITABLE

Although child-like in nature, pixies can recognize the potential in the other races. Even if that potential makes them more serious than they ought to be.

Gnomes. "All their tinkering and complicating... they're so fun to watch - and they make the most amazing things for me to take apart!"

Elves. "So pretty! They're like giant versions of pixies! Except without beautiful wings, and they can't wear flowers for clothes... and they don't smile much. Okay, so maybe not like us at all? They're still pretty, though!"

Humans. "Ya know...every grumpy, boring, human was a child once! I bet I can find that spark again."

dance beneath the moon and stars. Eternally childlike, they find their joy in new games and new experiences, and boredom is their constant adversary.

LIFE WITH WINGS

In the world, pixies make their homes in deep forests or hidden grottos beneath the hills, far beyond the sight of other humanoids. Though they prefer to keep out of sight, they can be found almost anywhere in the Feywild. As intrinsically magical as they are whimsical, Pixies enhance the world around them with their presence. At the beginning of time, the Court of Stars passed down decrees on each type of pixie, charging it with duties to uphold in the Feywild. Some pixies brush the flower petals with morning dew, while others are responsible for conjuring the evening mists. Some are charged with awakening the winking stars in the night sky, while others paint each sunset into a masterpiece of vivid colors.

Such labors keep pixies focused on putting their magic to benevolent uses, rather than becoming a source of pure mischief. Pixies in the world carry over these traditions with them. A creature that strays near a pixie home finds the world more alive somehow, humming with life, color, and breathtaking natural beauty.

The natural desires of a pixie sway somewhere between randomness, chaos and excitement, making them perfectly wed to the life of adventuring. However, pixies who venture forth into the world do so for a variety of reasons. Some go at the command of their monarch to assist clumsy mortals on their quests. Some go forth to fight a great evil that threatens their forest, or the Feywild as a whole. Others simply seek the unknown, upholding their values wherever they wander.



PIXIE NAMES

Pixie names are often reflective to something of their person. Whether this name stems from their duty assigned by the Court of Stars, derives from their place of birth, or is simply self-appointed, a pixie's name often shows a connection to nature or the Fey. In uncommon cases, pixies will sometimes adopt gnomish or elvish names, depending on if a young pixie comes has lived mostly amongst the other races. Other pixies borrow nicknames from their favorite things of the world, or from the themes of a recurrent dream.

Male names tend to favor harder, rougher materials, while female names lean towards softer, more fluid elements. That said, often names are freely given from either to reflect the nature of the newborn pixie rather than gender.

Male Names: Acorn, Barleycorn, Briarthorn, Buckthorn, Chrysalis, Dogwood, Hawthorn, Hayseed, Hazelwood, Hoarfrost, Juniper, Maplesap, Mistlethrush, Nettle, Pinecone, Sparrowhawk, Thistledown

Female Names: Appleblossom, Bluebell, Cobweb, Cottonwood, Daisy, Dewdrop, Heartsease, Holly, Hyacinth, Ivy, Larksong, Lily, Mistletoe, Newseed, Starlift, Tulip, Willow

PIXIE TRAITS

As a pixie, fey magic is interwoven in your very spirit and being - charming those around you. Lithe and quick, you also exhibit a natural aptitude for being dexterous.

Ability Score Increase. Your Dexterity score increases by 2, and your Charisma score increases by 1.

Alignment. While pixies tend to thrive off of chaos, they are generally good natured beings as well.

Size. Your size is tiny. You may share the space of any friendly creature and may mount small creatures. You may also attempt to hide behind a friendly creature of at least one size category larger than you. Pixies mostly range between 6 and 12 inches tall, and roughly weigh between 1/2 lb. and 1 lb.

Speed. You have a base walking speed of ten 10 ft., and a flying speed of 30 ft. When ending your turn more than 5 ft. high, you fall gently to the ground.

Languages. You can speak, read and write Common,

Elvish, and Sylvan. You also know how to communicate with natural and fey beasts.

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

Natural Spellcaster. Your imbue with magic has left you the natural ability to cast spells. The only component needed for these spells is pixie dust. Charisma is your spellcasting ability for these spells. No preparation is needed to cast them other than their casting time. You may cast a number of spells equal to your Charisma modifier per day. Your 4th, 5th and 6th level pixie spells may only be cast once per day.

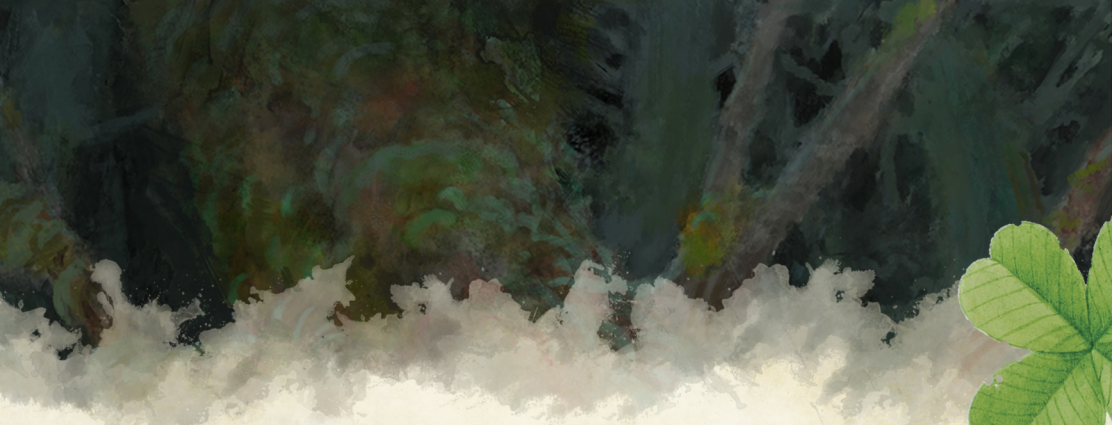
PIXIE SPELLS

Spell Level	Spells
1st	shrink
2nd	animal friendship
5th	faerie ring
6th	faerie fire
7th	fly

Subrace. The Feywild is said to shape those within it, depending on where and when they go about their lives. This effect is especially true for those more aligned with it's magic, and has since resulted in three common types of the pixie race: the Dawn Pixies, Woodland Pixies, and Dusk Pixies. Choose one of these races.

PHYSICAL QUALITIES

Pixies resemble the high elves with gossamer wings. These wings sprout from their backs like those of dragonflies or butterflies, but are grander and more beautiful than either. Pixie wings come in as many colors as there are shapes to dreams. Despite their insubstantial quality, they are as bright as the clear dawn and as luminous as the full moonrise. When pixies fly, a cascade of sparkling dust trails them, as if they were a shooting star. Pixie dust varies in color and sheen. It is said to be composed of the dreams of the living forest, the gold of the brightest sunbeams, and the starlight cast upon lovers. Pixies' eyes come in as many different colors as their wings.



DAWN PIXIES

Pixies of the dawn, or “lightheart pixies” are the most responsible of their race. They rise early to wake up the fey world far before any creature stirs and gently bring up the sun every morning. They are the ones who place dewdrops across the flowery fields of their homeland, and tell the late night owls that it's time for bed. Dawn pixies believe that a healthiness is the first step to happiness, thus tending to find the ripest fruits and the purest waters.

Dawn pixies have a slightly golden tint to their skin and hair of golds, oranges, reds or soft white. Their eyes tend to favor yellows, oranges, and sometimes even reds. Metallic flecks of gold sometimes dot their eyes. Their silk-like wings tend to be thinner and more elegant in design, resembling the various butterfly species. At first light, they trap soft glows along the edges of their wings from the sunlight. Closely related to the fairy, lightheart pixie wings tend to be soft in color, nearly white, but come in many hues.

Clothing and adornment for dawn pixies is reminiscent of the high elves. They enjoy the soft silks and elegant clothes a noble might wear, but are just as happy donning common clothes. Others cut and sew flowers into dresses, keeping their petals vibrant and alive by remaining next to their pixie dust.

DAWN PIXIE CANTRIPS

Level	Cantrips
3rd	dancing lights
4th	mending

WOODLAND PIXIES

Pixies of the wood, or “wilden pixies” are the most common of their race. These pixies are charged with the safekeeping of the smaller animal kingdoms and the changing of the seasons. Pixies of the wood etch designs into the ice across rivers, ponds, and lakes during winter. When Autumn comes, they turn leaves a fiery red or bright orange, and cut their stems from branches when they become too tired to hold on. Come spring, they brush frost off the frozen flowers and wake the animals from their seasonal slumbers. Wilden pixies protect the smaller animal kingdoms from predators, and often act as diplomats between the elves and the wild lands.

Woodland pixies have copper or tan skin and hair of mostly browns or greens. Their eyes tend to be green, hazel, blue or brown colored and their wings tend to reflect the natural animals, such as the dragonfly or cicada, but can be of any color and shape, as some even meld

exotic feathertips or leaves, too. Wilden pixies believe that an active life is the quickest path to happiness.

Woodland pixies vary immensely in their appearances. One may find anything between traditional outfits made from acorn, vine and leaf, and fine clothes spun from dyed spidersilk. They often are seen carrying various natural curiosities and knick-knacks, and enjoy having plenty of pouches. Wilden pixies live high up in the trees, where they tame birds and arboreal animals for war and labor.

WOODLAND PIXIE CANTRIPS

Level	Cantrips
3rd	druidcraft
4th	animal messenger

DUSK PIXIES

Pixies of the dusk, or “stillwing pixies” are the most mischevious of their race. Seldom seen, these pixies are charged with placing shining stars in the night sky and stirring awake the various nocturnal wildlife. These pixies believe that laughter and a good rest make for the happiest lives. Because of this, stillwing pixies often perform harmless jokes, and have no trouble sleeping in bright or loud conditions.

Stillwing pixies are widely recognized for the unique property of their wings. It is said that a dusk pixies' wings will beat so fast that they cannot be heard, and in low light conditions appear to not move at all. Thin and dark, their wings pick up coloration from night sky and sometimes have luminous elements. Their designs range from the simple to the moth-like. Dusk pixies often serve as spies to the court of stars.

Dusk pixies have alabaster skin sometimes tinged with a silvered blue. Their hair is often a pure white, ravens black or dark blue. Their eyes are black, blue, purple or white. Some irises are flecked with dots of silver.

Stillwings prefer to be clothed securely, rather than in free flowing dresses like the lighthearts. Their clothes lean towards colors reminiscent of the night sky, and are often made of velvet and silk. Dusk pixies dwell anywhere with a wide view of the night sky.

DUSK PIXIE CANTRIPS

Level	Cantrips
3rd	prestidigitation
4th	minor illusion

PIXIE COMMUNITIES

Pixie communities are ruled by nobility, usually a hereditary king, queen, prince, or princess whose ancestor was granted this title by the Court of Stars in the distant past. Pixie monarchs beholden to this honor become at once wise, graceful, fierce, and powerful - a wonder to behold. Although pixie rulers still enjoy mischief and play as much as any other member of their race, the responsibility demanding the preservation of such beautiful things weighs heavily on their thoughts.

Their communities are usually out of sight, whether behind illusions natural or magical, or deep underneath an elder tree trunk. Others still rest within hollowed hills, in caves hidden by waterfalls, in thick grass plains, or even in the great elvish cities. These communities obediently serve the Court of Stars and obey the commands of its leaders. They divide themselves into orders that revere their own rulers. Some serve the Summer Queen, others the Prince of Frost.

In the world and in the deep pockets of the Feywild, there are pixies who serve no master. These free pixies come from various alignments and backgrounds, and are made up of outcasts, law breakers, druids and passing rangers. Such communities are not entirely lawless, and generally don't harm each other.

ROLEPLAYING A PIXIE

A childlike perspective. Pixies experience the world as much as children do. They focus on the present, concerning themselves little with the past or future. This is not to say a pixie will not mourn the passing of a friend, or are incapable of emotion. Pixies simply prefer to live in the now, experiencing every moment their time in this world can offer. Though others may see this as being capricious, you know that you live life to the fullest.

Possessive of things, protective of friends. Pixies have a strong sense of ownership. Most will not keep many possessions, aside from what they may carry - a bird skull helmet, a bat wing cloak, a fine ribbon, a glass bead - these are their treasures. No pixie tolerates another creature handling their possessions without their permission. By the same token, anyone threatening to harm their companions rouses ire, and will likely suffer for it.

Braver, bolder, and fiercer. When pixies take to battle, they fight with a singular ferocity and are well coordinated in large scale wars. In their mail of shining leather, scales or insect scales, they resemble miniature versions of the eladrin stalwarts of old. A pixie on the battlefield with a 3 inch blade may be humorous to some - but when the fight starts, a fast moving, tiny target easily has the advantage against one's neck. While most would expect a pixie's wing to be brittle, they are comprised of ancient magics that birthed the Feywild. While able to be bruised cut or strained with extreme force, they mend over time.

PIXIE UNIQUE SPELLS

SHRINK

1st-level enchantment

Casting Time: 1 action

Range: Self

Components: M (pixie dust)

Duration: Until the shrunk item leaves your space (5 ft.)

You touch one object and visualize yourself holding the item out before you, as if it were made specifically for your size. An instant later, that thought becomes reality. The item will remain it's new size indefinitely until it leaves your space, at which point it shifts back to it's original form. Any movement, pressure or momentum applied to a shrunk item retains an equal force as it shifts form. Which is to say, shrunk items retain their functions and properties.

For example, an arrow shot from a pixie's bow will shoot out 5 feet, enlarge, and maintain its force as if fired from an elf with a longbow. This is because the bow is shrunk, too. A play bow crafted by a dollmaker however would likely only shoot an arrow inches away.

Shrinking an item never interferes with the item's magic, strength or properties. Only size is affected. Shrink only affects objects up to medium size (up to 8 feet,) and weight (up to 500 pounds.)

FAERIE RING

5th-level conjuration

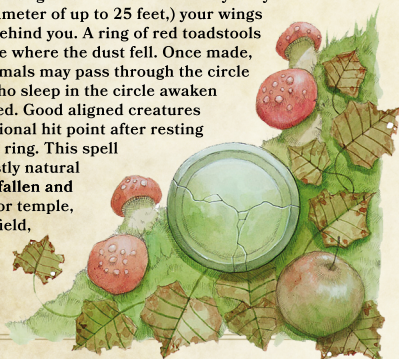
Casting Time: 1 action

Range: Up to 25 feet

Components: M (pixie dust)

Duration: Up to 10 hours, or until dispelled.

As you set up camp for a long rest, you recall memories of the Feywild and begin to think of home. As you fly in a circle (with a diameter of up to 25 feet,) your wings trail pixie dust behind you. A ring of red toadstools grow in the circle where the dust fell. Once made, only friendly animals may pass through the circle and creatures who sleep in the circle awaken feeling well rested. Good aligned creatures regain one additional hit point after resting within the faerie ring. This spell must fall on mostly natural ground. (An old fallen and overgrown ruin or temple, natural cavern, field, forest, etc.)



PIXIE BACKGROUND

Pixies have many characteristics and personalities. They come from all walks of life, but generally share one constant. All pixies were at some point born in the Feywild, a beautiful and wondrous place that inspires vivid dreams and hopes. You may have been introduced to amazing creatures, unique views on how the world should work, or breathing landscapes during your stay there. Roll or choose from the charts below two traits, one ideal, one bond and one flaw.

PIXIE TRAITS

d6	Traits
1	I once rode a pseudodragon in battle
2	When angered, I curse in Sylvan
4	I have a secret cave of my treasures
5	I keep a collection of leaf stamps
6	I have a pet firefly or doodlebug

PIXIE BONDS

d6	Bonds
1	I am inseperable from my belongings
2	The best pixies have amazing stories
4	I an a knight for the Court of Stars
5	I am a spy for the Court of Stars
6	I will protect my friends with my life

PIXIE IDEALS

d6	Ideals
1	I value laughter in the world
2	I value freedom and abhor slavery
4	I carry a deep respect for nature
5	I must find my human counterpart
6	Change is an amazing thing

PIXIE FLAWS

d6	Flaws
1	I cut words from books for my story
2	I cry from beautiful art and music
4	I have to cheer up any crying child
5	My pranks are sometimes ill-timed
6	I replant flowers from florists

Because you grew up in the Feywild, you are used to an unusual way of life. The natural world is like a slightly darker reflection of the Feywild, where your natural optimism is rarely seen. Thus, most pixies try to inspire laughter, good spirit and positiveness to the world. Pixies make for excellent bards, thieves, rangers and sorcerers. Such pixies are perfectly suited for the life of adventuring - often driven by curiosity, duty or restlessness and at times find themselves crossing over to the natural world. Non-adventurers travel to the natural world in search of their human counterpart, for it is said that whenever a human child is born into the world, a pixie comes into being in the Feywild. While humans tend to outgrow their childishness, pixies keep those traits throughout their entire lives - often inspiring their actions and ideals.

Nature is in your blood. It is part of the component that drives you ability to call forth magic, or sense a plant's feelings. You may find yourself correctly predicting the weather or abrupt changes in the middle of a season. You are knowledgeable to the ways of nature and skilled with animals. Though you may dislike cities and other man made structures, you are equally intrigued and in some cases impressed by them. - After all, nature always find a way to regrow. You are also close with the animal kingdoms, and find a sense of belonging with them to a certain extent. Animals or other natural beasts share a similar sort of respect with you. When close in distance to an animal or beast of the natural world or the Feywild, you connect with them naturally, and understand their language. For those listening, this language sounds exactly like the animal with whom you are talking to (the barking of a dog, roars of a bear, etc.) though for you and the animal, it is full-fledged dialogue. The connection is inherit to your presence though, and after leaving their space, you are no longer are able to impersonate their speech patterns or sounds accurately. Such magic are the natural abilities of the pixie. Other examples include being able to evoke a wide range of melody from a single blade of grass, or using a four leaf clover as a compass by placing a drop of water in it's center.

Skill Proficiencies: Animal Handling, Nature

Tool Proficiencies: Leaf whistle, Four leaf clover

Equipment: A shirt, blouse, dress, or cloak made of spidersilk, an acorn backpack or pouch, a four leaf clover and a painted gem worth 1 d20 gold pieces.

FEATURE: SPIRIT OF NATURE

You have the ability to make small natural things as they once were. The item affected must be able to be held in a medium creatures hand such as clay dice. For example, you can restore a flower's roots or its petals to life, revert a spoiled fruit to perfect ripeness, turn wine into juice, or purify a polluted or otherwise poisoned teacup of water to perfect freshness.

VARIANT: COURT OF STARS NIGHTBLADE

While other pixies learned to attune themselves to nature, you were trained by the spymaster of the Court of Stars. You were (or still are) employed as a spy, scout, thief, or assassin and are expected to report significant findings. You have a magic book for this purpose. Any thing written on the reverse of its pages is copied to the hall of secrets within the court's library, where it is immediately examined and vice versa. Anything written in this way disappears after one hour has passed.

Skill Proficiencies: Stealth, Deception

Tool Proficiencies: Thieves' tools, Log book

Equipment: Thieves' tools, Court of Stars log book, a set of dark clothing and a quill which does not require ink.