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Faerie fire 5e supplement

Faerie Fire is an additional anthology compatible with Fifth Edition tabletop games, adding new depth and mechanics to the fairy empire. This book contains more than 50 new original creatures (from CR 1/4 to 19), new player options, and a module (suitable for a group of level 5 characters). Each page is boldly illustrated with a colorful retro aesthetic, reminiscent of 80s synthwave and 90s school supplies; the book itself is bound in a high-quality hardcover with a lively design. With over 70 artists with a cover design by Yuko Ota, Faerie Fire is definitely a glamorous addition to your tabletop collection. Buy the Digital Edition Buy the Hardcover (Second Edition) [Download the Faerie Fire Errata – 2019] Pages: 152 Publication date: July 2018 One of the members of our fairy tale court would be more accurately described as two of the members of our fairy tale court: Pox & Pilfer, the ambassadors to mortal species. It is impossible to meet one without the other-connected both by blood and by ancient fey magic, Pox & Pilfer are a packed pair. For more of our fey court and our wonderful creature of the wilderness, return Faerie Fire on Kickstarter! **Note: this is playtest material! Try them out in your own campaign and let us know your opinion! Pox & Pilfer Two Small Fey, Chaotic Neutral Armor Class 18 (+2 Leathers) Hit Points Pox: 91 (26d6+0), Pilfer: 91 (26d6+0) Shared Temporary Health: 100 (see: Pratfall) Speed 40 ft. (walking), 60 ft. (flying) STR 8 (-1) DEX 20 (+5) CON 10 (+0) INT 16 (+3) WIS 12 (+1) CHA 22 (+6) Skill +5 Saving Throws DEX +10, CHA +11 Skills Acrobatics* +15, Animal Handling +6, Deception +11, History +8, Insight +6, Performance* +16, Persuasion* +16, Religion +8, Sleight of Hand +10 Conditional Immunities See: Pratfall. Damage Resistances While Smallpox and Pilfer have Pratfall health they remain resistant to bludgeoning, piercing and cutting damage from non-dark weapons Senses darkvision 60 ft., blindsense 30 ft., passive Perception 11 Languages Common, Elvish, Sylvan Challenge 14 (11,500 XP) Fey Twins. Pox and Pilfer are eternally connected and share the same initiative. They each have their own movement speeds and actions, but only one can use multiattack per round. Moreover, they can never be unwittingly separated. As long as they are at the same level of existence they can teleport to each other as a bonus action. If one is banished or sent to another plane of existence the other must succeed at a DC 18 Charisma saving throw. If one is successful, the other is immediately returned to them; on a failure, they too are relegated to the other plane. Pratfall, I don't know what to do. Pox and Pilfer share a warding band that protects them from injury or condition. hours they regain 100 Temp Health shared between them. Although this health continues, damage to one of them comes from this health, they have resistance to Cutting, piercing damage from non-magical weapons, and damage from the area of effect spells is treated as only affecting a target. In addition, when Pox or Pilfer do not throw a saving against being blind, charmed, deaf, scared, paralyzed, petrified, poisoned, subdued, bewildered, and death or sleep effects, they can spend 5 health of this pool as a reaction to avoid suffering from the condition. Drama! When Pox or Pilfer take the initial instance of non-Pratfall damage, they realize things have gotten dire and the pair start fighting seriously. - Once per round, if Pox or Pilfer attack a target previously targeted by the other twins during the same round, they take advantage on the attack roll;- When they attack with advantage, if the bottom of the two die would also hit, the attack counts as a critical hit;- If one of them succeeds at a saving throw they both count as blows, regardless of the result of the other;- When they succeed at a saving throw for half damage they instead do not suffer any damage; If they fail, they take half the damage instead. Innate spellcasting. Pox and Pilfer's spellcasting ability is Charisma (spell save DC 19). When a spell is cast, they can both benefit from it. Pox and Pilfer can innately pronounce the following spells, which do not require material components:- As will: Tongues, Speak with animals, Speak

with death. Speak with PlantsACTIONSMultiattack. Smallpox or Pilfer make 2 seizures. They can use Razor White instead of any attack. The Slapstick. Melee Spell Attack: +11 to hit, range 5 ft., a target. Hit: 27 (6d6+6) force damage. One of the twins conjures up a cartoonish execution of destruction. Which is suitable for the scene or gag. Creatures reduced to 0 by damage from this attack are knocked unconscious, but are stable. Like Drama! Is active these tools take a vicious realism, and the twins could instead choose to make the damage deadly. Razor White. One of the twins fires a cutting tort that will definitely sting. A goal within 60 ft. makes a Charisma saving throw, DC 19. On a failed save the goal takes 22 (3d10 + 6) psychological damage and is stunned until the beginning of their next turn. If they succeed, they take half as much damage and are not sedated. Creatures reduced to 0 by damage from this attack feint or laugh themselves into unconsciousness, but are stable. Like Drama! is actively these comments take a cruel turn and the twins could choose instead to make the damage deadly. COMMENTSDouble Trouble. In response to the other twins suffering damage, the responsive twins can teleport behind the attacker who has caused the damage, as long as they are level of existence. LEGENDARY ACTIONSPox and Pilfer can take 3 legendary actions that are split between them, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Pox and Pilfer regain legendary actions at the beginning of Run. The Switcheroo. One of the twins focuses on a creature within 80 ft. That creature must succeed at a DC 19 Charisma save throw or change places with the twins using this action. Armistice. One of the twins casts Charm Person without a spell lock to spend. Guffaw (Cost 2 Actions). One of the twins targets a creature within 60 ft. and tells it one of the funniest jokes in the rich. That creature must succeed at a DC 19 Wisdom store throw or buckle over from laughter, fall prone, becoming incapacitated, and unable to stand up for the duration. A creature with an intelligence score of 7 or less is not affected. At the end of each of its turns, and each time it suffers damage, the target can save a different wisdom. The goal benefits on the saving throw if it is caused by damage. If an ally of the target within 60 ft. is also currently under this effect, both goals have disadvantage. If you succeed, the spell ends. Do the ghostly Wilds call you? Can you imagine walking in a dream, through a place where magic is rampant and colors are untethered? If so, you should add Faerie Fire, a fifth edition Dungeons & Dragons supplement from Astrolago Press, to your campaign faster than your fae say. To celebrate Pride Month, Faerie Fire is currently on sale with all profits to benefit LGBTQ+ causes. You might adventure into a wondrous world, but you help the real one at the same time! Shannon Campbell is the editor-in-chief of Faerie Fire, and they had some time to chat with Geek & Sundry about the supplement and the glorious neon aesthetic, tips for playing a character inspired by the fae, and the new supplement Astrolago Press is now working on. Faerie Fire is one of the rare cases where you judge a book on the other side of the cover. A look at the cover illustration tells you everything you need to know about the adventures that await inside: it's bright, colorful and energetic, with danger lurking just below the surface. I wanted an aesthetic that was a little different from what a lot of players were used to in their bestiaria, says Shannon of the neon style, and we wanted to do something that artists would be excited to contribute to. So something bold and lively and fun was a must. But at the same time, the fey plane is very dangerous, very darkly seductive—so 80s synthwave vibe seemed like a perfect fit. With more than 50 creatures, a new subclass and a module, Faerie Fire has a lot to add to the fairy tale kingdom. When we started developing, we felt the fey empire was a little underdeveloped, Shannon recalls. [My friend and colleague] Malcolm Wilson was, at the time, GMing a campaign for us that much fey with very alien spirits and targets, so when we decided we wanted to do a book, we naturally gravitated to that area as we already had a lot of fun with it our own campaign. While the book is populated with mystical creatures, flamboyant characters, and a new subclass called the impostor monk, that doesn't mean players on the introverted side should avoid them. In fact, says Shannon, just because the characters are fey that doesn't mean they should all be played as extroverts or over the top. These characters can be shy and quiet, and even stay to themselves, they say. I think there's a lot of intrigue to come about from a character that is quiet and contemplative but still uses jokes and deception in battle and role play. Besides, introversion is the perfect deception in itself. But it can be difficult for some players to throw themselves into the back-and-forth of high-energy role-play, especially if other players at the table seem confident and light-hearted. One thing I like is when GMs encourage players to form at least one personal connection with another character before the session starts, so you have a pre-existing dynamic. Having a shared history with a more gregarious player could make it easier to jump into the fray and speak with confidence. Faerie Fire is available in both digital and print editions, and the digital edition is currently on sale in honor of Pride month. Faerie Fire is a queer-led book (I'm non-binary and pansexual) and we've tried to include lots of queer collaborators and queer content in the book as well, so Pride is very important to us, they say. To this end, we support three charities: the Rainbow Railroad is a Canadian charity that provides resources and support to members of the LGBTQIA community who seek refuge from state violence and persecution; The Victory Fund is a United States-based charity that funds queer candidates at all levels of government; and the Kaleidoscope Trust is an international charity in the UK that supports LGBTQIA human rights organisations around the world. This summer, Astrolago Press is releasing its next book, a crafting supplementary called Witch+Craft, after another successful crowdfunding campaign. It allows you to paint everything from a wizard to a barbaric taxidermist, with unlimited possibilities for unique transactions, Shannon says. The book also includes a new setting, a full adventure, new magical items (and blueprints for crafting), and new spells. We were inspired by the films of Studio Ghibli, especially Kiki's Delivery Service, because the way film deals with mental health and burnout self-care is more important than productivity or output, and collaboration is key. We also loved the way baking, inventing paintings are all portrayed as as magical as Kiki's witchcraft. Stay tuned to the Astrolago Press website for more Dungeons & Dragons supplement news and announcements. All images: Astrolago Press Faerie Fire art by Yuko Ota and NPC art by Ron Chan Witch+Craft art by Sarah Webb 5th, Dungeon and Dragons, Fey, Pride Pride

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