

**Lead Designer:** Scott Gable

**Designers:** Dan Dillon, James J. Haeck, Chris Harris, Victoria Jaczko, Jeff Lee, Shawn Merwin, Carlos Ovalle, Kelly Pawlik, David N. Ross, Stephen Rowe, Christopher Sniezak

**Additional Designers:** Thilo Graf, Eric Hindley, Amanda Hamon Kunz, David Schwartz, Mike Welham

**Developers:** Scott Fitzgerald Gray, David N. Ross, Stephen Rowe

**Editors:** David N. Ross, Stephen Rowe

**Additional Editor:** Scott Gable

**Cover Illustrator:** Eric Belisle

**Interior Illustrators:** Eric Belisle, Julie Dillon, Domenico Neziti, Tanyaporn Sangsnit, Bryan Syme

**Graphic Designers:** Crystal Frasier, Scott Gable

**Special Thanks** to Michael Bauer and BJ Hensley

And to Frank Payne for the extra eyes

**Tremendous Thanks** to the support of our 315 Kickstarter backers for making this all possible. You're wonderful.

Along the Twisting Way and The Faerie Ring are trademarks of Zombie Sky Press.

*Along the Twisting Way: The Faerie Ring Campaign Guide* is compliant with the Open Game License (OGL).

**Open Content** for this product is identified as the new backgrounds, equipment, feats, and subclasses (minus any proper names, locations, and other Product Identity of The Faerie Ring), as defined in the Open Gaming License version 1.0a. No portion of this work other than material designated as Open Game Content may be reproduced in any form without prior written permission. **Product Identity** for this product is identified as artwork, characters, dialogue, locations, plots, proper names (characters, deities, etc.), storylines, and tradenames.



© 2020 Zombie Sky Press. All rights reserved.  
[www.zombiesky.com](http://www.zombiesky.com)

ISBN-13: 978-1-940372-50-1 (ebook)  
ISBN-13: 978-1-940372-51-8 (hardcover)



**The  
Faerie  
Ring**

*Along the Twisting Way*

**5E** **Player's  
Guide**

# table of contents

<b>INTRODUCTION</b>	<b>9</b>	<b>DARKLINGS</b>	<b>38</b>
<b>BITTERCLAWS</b>	<b>10</b>	TRAITS	40
TRAITS	12	SUBCLASSES	42
SUBCLASSES	14	Child of Moaro	42
Circle of the Weep	14	Desolate Scavenger	43
College of Chaos Chemistry	14	Oath of the Peacekeeper	44
Mischief Domain	16	Path of Shadow	46
Rapscallion	17	Shimmerling	47
Roadrunner	17	Way of Twilight	48
Zealot of Flibbertigibbet	18	<b>BACKGROUNDS</b>	<b>49</b>
<b>BACKGROUNDS</b>	<b>19</b>	Corrupted Soul	49
Banished from Nibiru	19	Soldier of Zussael	50
Favored of Flibbertigibbet	20	<b>ADDITIONAL OPTIONS</b>	<b>52</b>
<b>ADDITIONAL OPTIONS</b>	<b>22</b>	Equipment	52
Equipment	22	Feats	53
Feats	23	<b>FAR DARRIG</b>	<b>54</b>
<b>BLACK HATS</b>	<b>24</b>	TRAITS	56
TRAITS	26	SUBCLASSES	57
SUBCLASSES	27	College of the Piper	57
Big Boss	27	Glade Guardian	59
Bone Domain	28	Mirage Walker	60
Circle of Blight	29	Oath of Faerie	60
College of Regret	29	Phantasm	62
Dark Reaver	31	Red Hat	63
Toxic Shade	31	<b>BACKGROUNDS</b>	<b>64</b>
<b>BACKGROUNDS</b>	<b>32</b>	Council Member	64
Gravedigger	32	Crimson Changeling	65
Prisoner	34	Dark Hunter	66
<b>ADDITIONAL OPTIONS</b>	<b>35</b>	<b>ADDITIONAL OPTIONS</b>	<b>68</b>
Equipment	35	Equipment	68
Feats	37	Feats	69

<b>FIR BOLG</b>	<b>70</b>	<b>KITSUNE</b>	<b>100</b>
TRAITS	72	TRAITS	102
SUBCLASSES	73	SUBCLASSES	104
Circle of the Wild Hunt	73	Circle of the Inari	104
College of Silence	74	Fanged Warrior	105
Gloryhound	75	Foxmate	105
Guerrilla	76	Love of Death Domain	106
Path of the Predator Soul	76	Ninetails Bloodline	106
Path of the Spear	77	Red Jack	107
<b>BACKGROUNDS</b>	<b>77</b>	<b>BACKGROUNDS</b>	<b>108</b>
Raised by Wolves	78	Red Jack Devotee	109
<b>ADDITIONAL OPTIONS</b>	<b>80</b>	Strangle Grove Survivor	110
Equipment	80	<b>ADDITIONAL OPTIONS</b>	<b>112</b>
Feats	81	Equipment	112
<b>GOODFELLOWS</b>	<b>82</b>	Feats (Fox Magic)	113
TRAITS	84	<b>MATABIRI</b>	<b>114</b>
WREATHS	85	TRAITS	116
SUBCLASSES	86	SUBCLASSES	117
Arclight Bombardier	86	Dreamweaver	117
Circle of the Hive	89	Hob	118
College of the Rose	90	Leviathan Domain	119
Of Dreams and Nightmares	90	Mudborn	119
Shadowfellow	91	Path of the Bloodied Sea	120
Shrinking Violet	92	Swampfolk	122
<b>BACKGROUNDS</b>	<b>93</b>	Vivisector	122
Manitou's Fellow	93	<b>BACKGROUNDS</b>	<b>123</b>
Preternatural Traveler	95	Far Castaway	123
<b>ADDITIONAL OPTIONS</b>	<b>96</b>	Treasure Diver	125
Equipment	96	<b>ADDITIONAL OPTIONS</b>	<b>126</b>
Feats	98	Equipment	126
		Feats	127

<b>NORNS</b>	<b>128</b>	<b>TERAS</b>	<b>156</b>
<b>TRAITS</b>	130	<b>TRAITS</b>	158
<b>SUBCLASSES</b>	131	<b>SUBCLASSES</b>	159
College of Fate	131	Faceless	159
Fate Collector	132	Oath of the Unfettered	160
Oracle	133	Oncomancer	162
Waterbearer	133	Path of the Mutant	163
Way of the Unseen Path	134	School of Mutability	164
Wyrd	134	Way of the Tentacle	165
<b>BACKGROUNDS</b>	136	<b>BACKGROUNDS</b>	166
Agent	136	Exile	166
Broker	137	Paragon of Form	168
<b>ADDITIONAL OPTIONS</b>	140	<b>ADDITIONAL OPTIONS</b>	169
Equipment	140	Mutation Feats	169
Feats	141	<b>TWILIGHT CHILDREN</b>	<b>172</b>
<b>PUTTI</b>	<b>142</b>	<b>TRAITS</b>	174
<b>TRAITS</b>	144	<b>SUBCLASSES</b>	175
<b>CULTIVARS</b>	146	College of the Knowing Seelie	176
Desert Putti	146	Darkness Domain	177
Jungle Putti	146	Giantslayer	178
<b>SUBCLASSES</b>	146	Lost Children	179
Circle of the Green Expanse	146	Path of the Gloaming Road	180
Circle of the Sun	147	Path of the Nightwalker	180
College of God's Voice	148	Shadow Caster	181
Green Warden	150	<b>BACKGROUNDS</b>	182
Warped Nature Domain	151	Ambassador	182
Way of the Windstormer	152	Commando	183
<b>BACKGROUNDS</b>	152	<b>ADDITIONAL OPTIONS</b>	185
Planar Pilgrim	153	Equipment	185
<b>ADDITIONAL OPTIONS</b>	154	Feats	186
Equipment	154	<b>APPENDIX</b>	<b>188</b>
Feats	155		

# reference

This guide builds on the twelve primary servitor fey introduced in *Along the Twisting Way: The Faerie Ring Campaign Guide*.

Those twelve different fey species are presented here as options for players. They are designed to be balanced with one another and with other existing player races, so you should feel free to adventure however you please, as it should be. These player races are designed utilizing the kith subtypes introduced in *Along the Twisting Way: The Faerie Ring Campaign Guide*. Instructions are given under type in the **Traits** sidebar for each player race.



# Introduction

*The wind blows out of the gates of the day,  
The wind blows over the lonely of heart,  
And the lonely of heart is withered away,  
While the faeries dance in a place apart,  
Shaking their milk-white feet in a ring,  
Tossing their milk-white arms in the air;  
For they hear the wind laugh and murmur and sing  
Of a land where even the old are fair,  
And even the wise are merry of tongue;  
But I heard a reed of Coolaney say,  
'When the wind has laughed and murmured and sung,  
The lonely of heart must wither away.'*

—William Butler Yeats,  
“The Land of Heart’s Desire”



Welcome to the vast possibilities of Faerie! Do watch your back.

We are here not to play in the realms we know but in the realms beyond, in the unknown, seeking wonder and strangeness in unplumbed proportion. These are the places free from judgement. (Except when they’re *not*.) And you have a mandate to explore and experiment. (Except when you *don’t*.) And everything is as it should be. (Except when it *isn’t*.)

These are the lands of the fey: delightful and fabulous, complicated and exasperating. Oh, you’re in it now, my friend—delight is waiting for you behind every corner. You can’t escape the delight so don’t even try.

And you’re here to play! How grand. You’re already one of us, so you’re fabulous right from the start. A complex and intriguingly unique sigil scratched upon the fabric of the multiverse. (Along with everyone else here.) You’re already a part of the mystery, a supernatural being with pleasure and misery at your fingertips.

Not to worry, for there is danger enough ahead for even the most wary. For sure, there is plenty of excitement in your future. And you’ll only get exactly as many chances as you need. So go find your joy, your mystery, your salvation. That’s all you’ll need.

Find your whimsy.





# Bitterclaws

*Yes, yes. I am quite apologetic! Though, I think, in time, you'll see you are blowing this whole "limb-loss" thing wildly out of proportion. It is all ultimately going to work out for the best. How many people have the proper motivation to use their feet like hands?!*

—Sir Remolio Redondo Randostan VI



Bitterclaws—whether holding together the Divided Kingdom of Nibiru or wandering the worlds in sweet escape—can never shed their role as big siblings to the frenetic, infuriating gremlins. Their curse is twofold: both the love their sovereign has for gremlins and their own devotion to their utterly irrational liege. They bear these with some shred of dignity along with biting, sardonic wit.

Herding gremlins has created an overdeveloped sense of responsibility among bitterclaws. They keep careful watch of the people shuffling and events transpiring around them. They are always expecting the bad, and they prepare themselves for the worst. As a result, they have a tendency to get themselves into trouble, even when gremlins are not involved. When gremlins are about, however, bitterclaws are forced to follow their sibling's insane logic in order to get ahead of and hopefully confine ensuing mischief. Some confuse this unlucky tendency with recklessness.

Bitterclaws' genesis came from an inspired matabiri experiment, the result of an attempt to slow the destructiveness of metal-hungry gremlins. This weighs heavily on the psyche of these fey. They can't forget that Flibbertigibbet had little to do with their creation and greeted their gift by the matabiri with the glee of a child opening a birthday gift. While the matabiri infused

bitterclaws with more intelligence and common sense than typically found among gremlins, the bitterclaws suspect that such traits are no more than liabilities under the rule of the Scattered Prince.

As Flibbertigibbet is torn in three, the bitterclaws are torn in two—so to speak. Motivated both by the urge to please their lord by bearing the responsibility of maintaining his demesne in his frequent absences and also by the drive to be just as carefree and rootless, embracing the wanderlust they share with the mogwoi sovereign. Their tempestuous emotions do not always blend well. The innate common sense they possess makes them insightful allies, but it is a burdensome gift in a realm of nonsense. The secret temper they try to hide sooner or later gets the better of them, perhaps influenced by the mystically tainted blood in their veins. It's uncertain how the bitterclaws developed such toxic blood: some conjecture it is the distilled resentment of the matabiri for fixing Flibbertigibbet's "mistakes" while others hold that perhaps the repressed frustrations bitterclaws have with their sovereign has comingled dangerously with their innate love and obedience for him. It grants them both a potent





weapon and a hint of the deeper and darker currents running beneath the surface.

**Physical Description:** Bitterclaws are much taller than their gremlin siblings but still quite small by human standards. The tallest among them reaches about 4 feet tall, but few are shorter than 3-1/2 feet. Their bodies are lean and either gray or white skinned. Some maintain a coat of white, fuzzy fur along their backs and limbs, but others prefer to shave entirely to better resemble Flibbertigibbet.

Bitterclaws are mostly bipedal but drop to all fours when particularly irritated or curious. They have an unsettling grin filled with nearly indestructible metal teeth set in an oversized mouth, so most bitterclaws avoid smiling unless they wish to terrify others. Equally disturbing are a bitterclaw's lengthy, needle-like claws.

Garb is an individual choice for bitterclaws, and some choose to do without clothing entirely. Others are more pragmatic and adopt the styles and customs of whatever land they happen to be traveling through. They make exceptions for trappings of office or of accomplishment. Badges, medals, official uniforms, and so on, are worn with pride and well-maintained with studious care.

**Society:** Within Nibiru, bitterclaws serve as wardens of a massive asylum, but no one has the keys. While they do their best to meet their sovereign's expectations, things eventually go wrong, and it's the bitterclaws who shoulder the blame.

Two bitterclaws in a room bicker like an old married couple. Larger groups of bitterclaws often transform into an assembly of cantankerous, hissing

## BITTERCLAW TRAITS

Bitterclaw characters possess an assortment of traits all their own.

- ❖ **Ability Score Increase.** Your Dexterity score increases by 1, and your Intelligence score increases by 2.
- ❖ **Languages.** You can speak, read, and write Common and Sylvan.
- ❖ **Size.** Bitterclaws stand between 3 and 4 feet tall and weigh about 60 pounds. Your size is Small.
- ❖ **Speed.** Your base walking speed is 25 feet.
- ❖ **Type.** Your type is fey. Spells and effects that specifically target humanoids do not affect you. You also gain the mogwoi subtype (see **Appendix**).
- ❖ **Bitter Blood.** Your blood is a psychoactive poison to humanoids. A humanoid who deals damage to you with a melee slashing or piercing weapon must succeed on a Constitution saving throw or be poisoned until the start of their next turn. The save DC is 8 + your proficiency bonus + your Constitution modifier.
- ❖ **Darkvision.** As a creature of unnatural realms, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- ❖ **Natural Attacks.** You have a claw attack that deals 1d4 slashing damage and a bite attack that deals 1d4 piercing damage. You are proficient with these attacks, which are considered light melee weapons with the finesse property.
- ❖ **Remarkable Bite.** Outside of combat, you are able to bite through most unattended nonmagical objects given enough time. The GM determines how long it takes to bite through an object, and whether doing so requires one or more Strength checks.
- ❖ **Sense Metal.** You can sense metal objects up to 60 feet away from you.
- ❖ **Touched.** You have advantage on saving throws against being charmed, and magic can't put you to sleep.

curmudgeons. These arguments lull in order to cobble together plans and sometimes even to enact those plans, but often they do not survive the mischief of the gremlins and the capricious attention of Flibbertigibbet himself. Bitterclaws expect such failure and then jockey to place the blame and retain their position or even gain promotion.

Flibbertigibbet assigns ranks and offices arbitrarily, often making up nonsensical titles and giving them out when he is breezing through his demesne. He even allows some bitterclaws to make up their own titles and treats the whole event with his variety of pomp and circumstance within strangely grand ceremony. Then, without providing any explanation of what the title means or is responsible for or how it ranks, Flibbertigibbet is gone again.

Bitterclaws divide themselves roughly into the Titled and the Untitled. Titled bitterclaws form a loose council that convenes regularly in the Divided Kingdom to maintain the demesne and enact Flibbertigibbet's will, but they usually just argue for days about what the sovereign's will actually is. Sometimes, when a particular bitterclaw is given obvious favor and preference by Flibbertigibbet, the individual gains enough respect from his brethren to take a more active leadership role. Other bitterclaws then fall in line, though often begrudgingly.

A major quirk of the bitterclaws is their obsession with destiny. As a bitterclaw ages, they grow increasingly concerned with achieving their hidden ambitions, making their mark, and fulfilling an important purpose. Some are fortunate enough to be given missions by Flibbertigibbet himself and throw their all into achieving their "destined" quest. Most give in to their wandering urges sooner or later and seek out their personal meaning—a task often destined for catastrophic failure. Still, those bitterclaws that feel they've uncovered their purpose, either rightly or wrongly, are powerful forces throwing their considerable will behind their destiny.

Whether by accident or by matabiri design, there are noticeably more bitterclaw men than women. This limits their birth rates and makes mated pairs rare. Relationships are brief and filled with squabbling, and

resulting children are raised by usually one parent who hardly ever forms much of a bond with their offspring.

**Relations:** It is difficult to faze a bitterclaw. Even the most erratic gnome is downright stodgy compared to a gremlin. As such, bitterclaws rarely take offense to others' behavior. Bitterclaws are too focused on their own aims to worry much about others, but if an outsider interferes with their plans, a bitterclaw's moody temperament becomes abruptly dangerous.

The mood swings of a bitterclaw can become tiresome for others. When bitterclaw plans are going well, they are confident and almost cocky. When things turn against them, they are withdrawn and passive aggressive. Bitterclaws curiously prefer the company of non-fey whenever possible. They find the relative stability of other creatures refreshing.

**Alignment and Religion:** Most bitterclaws tend toward neutral alignment, but chaos is a part of their nature as well. Their petty, grandiose schemes make them seem selfish at times, but their disinterest in arguing moral politics is refreshing to some.

Bitterclaws find gods to be curious things as Flibbertigibbet is the only deity-like creature they perceive. Most don't see the point in worshipping gods, but there are exceptions. Those bitterclaws who find a sense of purpose in the service of a deity make the most passionate—and dangerous—sort of zealots.

**Adventurers:** Most bitterclaws take up adventuring sooner or later, driven by wanderlust. They usually need help to fulfill their personal plots and are capable of working with anyone, even if they can't stand them; most have spent years negotiating with their own kind and gremlins after all.

Bitterclaws are uncomfortable with leadership but are used to having it thrust upon them. Nonetheless, they ease comfortably into support roles. Bitterclaws overcome by their violent tempers embrace combat roles. While some bitterclaws hear the call to service from the gods or other masters—other than Flibbertigibbet—they tend to feel ill-suited for such roles, but they are used to being burdened.

**Age:** Bitterclaws persist for anywhere from 101 and 201 years before fading away to become part of Nibiru once more.

**Female Names:** Bellay, Dizzi, Ferrana, Hebbri, Morra, Ossriana, Rozz, Teggray, Zennix.

**Male Names:** Azzo, Cellan, Evanssam, Grezzel, Jorry, Linnzo, Nossam, Pergged, Syllbert, Vorenngo.

## SUBCLASSES

The fey provide an array of unique qualities and perspectives for creating interesting new characters. Consult your GM before applying these subclasses to other races.

### CIRCLE OF THE WEEP (DRUID: DRUID CIRCLE)

Some bitterclaws find the perfect randomness and brutality of nature so soothing, they opt to never leave—and destroy any who would attempt to corrupt, control, or establish “order” in their flawless domains. A weep is a bitterclaw who has melded their savage form with natural magic to become nature’s perfect assassin.

#### BONUS PROFICIENCIES

When you choose this circle at 2nd level, you gain proficiency with simple and martial weapons. In addition, you gain proficiency with poisoner’s kits.

#### VIRULENT POISON

Starting at 2nd level, creatures that are affected by your poison—either poison you deliver or poison delivered in your wild shape forms—have disadvantage on Constitution saving throws to resist the poison.

#### POISONOUS WILD SHAPE

Also at 2nd level, you can use your Wild Shape to become a beast of up to challenge rating 1, as long as it can deal poison damage or inflict the poisoned condition. You must still follow the other limits on the Wild Shape table.

#### TOXIC WEAPONS

Starting at 6th level, your natural claw and bite attacks are infused with poison. In addition to the normal damage, your claw and bite attacks, either in your natural form or your wild shape form, deal an

additional 1d6 poison damage. When you reach 11th level as a druid, this additional damage increases to 2d6 poison damage.

#### POISONOUS SNEAK ATTACK

Starting at 10th level, you gain the ability to strike at your foes’ most sensitive areas. This works as the rogue feature of the same name. You deal an extra 1d6 damage at 10th level, an extra 2d6 at 14th level, and an extra 3d6 at 17th level. If your attack deals poison damage, you can choose to make the extra damage from Sneak Attack poison damage. The target must succeed on a Constitution saving throw against your druid spell save DC or take twice as much poison damage as your Sneak Attack dice.

#### LINGERING POISON

Starting at 14th level, when a creature fails its Constitution saving throw against your Poisonous Sneak Attack, it gains the poisoned condition. At the end of each of the target’s turns, it makes a new Constitution saving throw, ending the condition on itself on a success.

### COLLEGE OF CHAOS CHEMISTRY (BARD: BARD COLLEGE)

Most bard colleges place emphasis on magic through a mixture of performance, lore, and skill-at-arms. Bitterclaws do things a bit differently though. They emphasize study and knowledge of course, but they focus their magical exploration and learning on the mixing of chemical reagents.

Whereas most bards inspire their allies with tales of derring-do or rousing songs or bawdy limericks, you hand your allies flasks of steaming, bubbling liquids or simply splash them on targets to use your spells and features. Instead of casting spells through music, you throw together reagents to dramatic effect, leveraging the power of alchemy.

Although bitterclaw colleges rarely take on non-bitterclaw students—as such students rarely complete their studies—chaos chemists of other races are not unheard of.

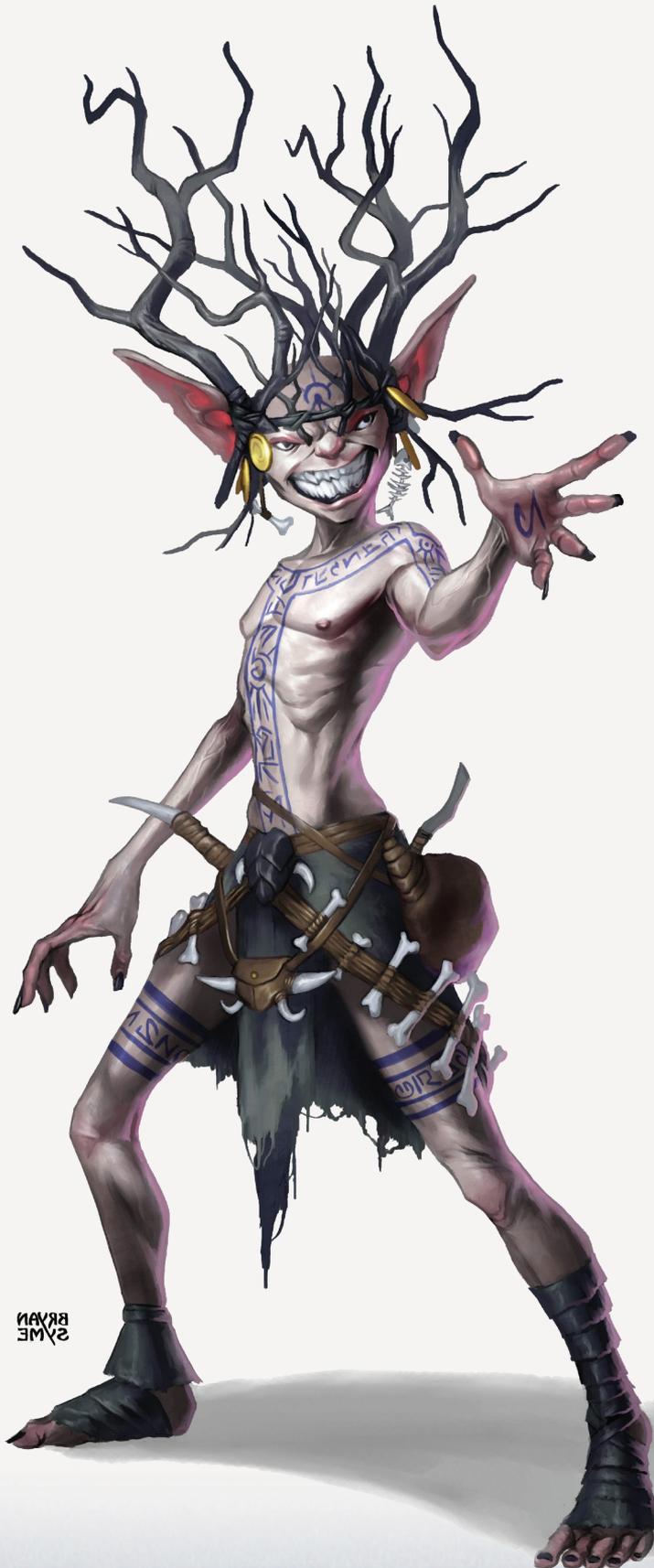
## EARLY ADMISSION

When you join the college of the chaos chemist, you do so at 1st level. Make the following changes to the normal bard abilities:

- ❖ Instead of gaining proficiency with three musical instruments, you gain proficiency with the herbalism kit and alchemist's supplies.
- ❖ Instead of gaining a lute or other musical instrument as starting equipment, gain an herbalism kit.
- ❖ You gain proficiency with Dexterity and Intelligence saving throws instead of Dexterity and Charisma.
- ❖ You can use an herbalism kit, poisoner's kit, or alchemist's supplies instead of a musical instrument as your spellcasting focus.
- ❖ Use Intelligence to figure your Spellcasting DC and attack rolls instead of Charisma.
- ❖ Use Intelligence to figure your Bardic Inspiration uses instead of Charisma. You hand over or throw vials of stimulating tonics to perform Bardic Inspiration.

## INVIGORATING INSPIRATION

Starting at 3rd level, when a creature uses your Bardic Inspiration die to add to a roll they just made, they also gain temporary hit points equal to the number rolled. If they roll a 1 on the die, they take 1 point of poison damage instead of gaining temporary hit points.



## REST IN A BOTTLE

Starting at 6th level, your Song of Rest ability is actually you mixing quick chemical formulations to assist in your recovery and that of your allies. A creature can drink the concoction during the rest to heal normally, as per Song of Rest. If they do not use the concoction during the short rest, they can keep it and use it as a bonus action, up until the next time they take a short rest. The concoction only works for them, healing the number of points that it would have if they had used it during the short rest. You can only make up to ten of these concoctions during a short rest, each for a different target.

## FEEL THE BURN

Starting at 14th level, when you use your action to cast a bard spell using a spell slot, you can target one creature within 30 feet of you with a splash of your chemical mixture. The creature must make a successful Dexterity saving throw against your spell DC or take damage equal to 1d12 + the slot level. You can choose to make this damage any of the following: acid, cold, fire, lightning, poison, or thunder.

## MISCHIEF DOMAIN (CLERIC: DIVINE DOMAIN)

You are so attuned to the chaos and mischief around you that you've become a living embodiment of those forces: a literal priest of mischief. Flibbertigibbet often grants to you little paragons of chaos your abilities, though other powers and deities may also step in if it suits their needs to turn bitterclaw clerics loose on the unsuspecting world.

## MISCHIEF DOMAIN

You are granted the following domain spells.

### MISCHIEF DOMAIN SPELLS

Cleric Level	Spells
1st	<i>disguise self, hideous laughter</i>
3rd	<i>invisibility, misty step</i>
5th	<i>bestow curse, hypnotic pattern</i>
7th	<i>confusion, polymorph</i>
9th	<i>animate objects, mislead</i>

## MISCHIEF MAKER

When you choose this domain at 1st level, you gain proficiency in two of the following skills: Deception, Sleight of Hand, and Stealth. In addition, you gain proficiency with disguise kits and your choice of one gaming set.

## CHANNEL DIVINITY: SOW CHAOS

Starting at 2nd level, you can use your Channel Divinity to create confusion in the minds of your foes. As an action, you speak gibberish. All humanoid enemies that can hear you within 30 feet must succeed on a Charisma saving throw, or they are distracted for 1 minute or until they take damage. While distracted, the target has disadvantage on Wisdom (Perception) checks, they cannot take reactions, and attack rolls against them are made with advantage.

## CHANNEL DIVINITY: ILL LUCK

Starting at 6th level, you can use your Channel Divinity to give an enemy worse luck in combat. As an action, you point at one creature within 60 feet. That target must make a Charisma saving throw. If the target fails, for 1 minute it has disadvantage on attack rolls and rolls twice for the damage of any successful weapon attack, taking the lower of the two damage rolls. The target may use an action on its turn to attempt another Charisma saving throw to remove the effect.

## SPLITTING HEADACHE

Starting at 8th level, once on each of your turns, when you damage a target with a weapon attack, you can deal an extra 1d8 psychic damage. When you reach 14th level, the extra damage increases to 2d8.

## WREAK HAVOC

Starting at 17th level, you can use a bonus action (if it is your turn) or a reaction (if it isn't your turn) to force an enemy within 60 feet to reroll an attack roll, saving throw, or ability check before the GM declares whether or not the roll hit or succeeded. If you do, the new result replaces the old one. Alternatively, you can use this feature to apply disadvantage on a creature's passive ability check score as a reaction or bonus action

after an ability check is rolled against that score (such as a check using Stealth against a passive Perception score) but before the values are compared. You can use this feature a number of times equal to your Wisdom modifier (minimum 1). You regain all uses of this feature after finishing a long rest.

## RAPSCALLION

(ROGUE: ROGUISH ARCHETYPE)

The manic madness of Flibbertigibbet inspires you, and you yearn to follow in the footsteps of the clown prince of the fey. You've studied the pranks. You've listened to the legends. You have the skills. Now it's time to show the world—regardless of how much damage and mayhem you might inflict.

### COMBAT MISCHIEF

Starting at 3rd level, you can use the bonus action granted by your Cunning Action to force a creature you can see within 30 feet of you to make a Wisdom saving throw (DC 8 + your proficiency bonus + your Dexterity modifier). On a failed save, you trigger a practical joke against the target. You describe the joke, and the target is knocked prone or is deafened for 1 minute (your choice, and depending on the nature of the joke). A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

### MISCHIEF AND MAYHEM

Starting at 9th level, when you use your Combat Mischief feature, you can also impose the blinded or poisoned conditions. A blinded or poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

### STUNNING JAPE

Starting at 13th level, when you use your Combat Mischief feature, you can also impose the stunned condition. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If you use this ability with Combat Mischief, you cannot do so again until you finish a long rest.

### DIE LAUGHING

Starting at 17th level, you can attempt to kill a creature with your Combat Mischief feature. If the target creature has 150 hit points or fewer and fails the saving throw, it dies. If you use this ability with Combat Mischief, you cannot do so again until you finish a long rest.

## ROADRUNNER

(RANGER: RANGER ARCHETYPE)

Most think of Nibiru as a dangerous realm, but you have walked its shifting and winding pathways to learn the nature of that place. Your peers know you as one of the Roadrunners, and Nibiru is your second home.

### NIBIRU EXPLORER

Starting at 3rd level, whenever you are in Nibiru, you gain all the benefits of your Natural Explorer class feature. You do not need to have traveled for an hour or more in Nibiru to gain these benefits.

### ROADRUNNER'S PRESENCE

At 7th level, you add the following benefits to your Natural Explorer class feature after traveling for an hour or more in any of your favored terrains or while in Nibiru:

- ❖ You and your group can move stealthily at a normal pace.
- ❖ You instantly know if you have been affected by any magical effect that would cause you to lose your way.
- ❖ You have advantage on Wisdom (Perception) and Wisdom (Survival) checks when you make those checks in your favored terrain or in Nibiru.

### ROADRUNNER'S STRIDE

At 11th level, any companions within 30 feet of you who can see and hear you gain the benefit of your Land's Stride class feature.

### ROADRUNNER'S PORTAL

At 15th level, you gain a measure of control over the paths you walk, letting you step easily from world to world. When you are walking the paths of Nibiru and

acquire one or more steps toward finding your way, you can use the *teleport* spell to allow you and your companions to immediately reach your destination. When you roll on the table to determine your chance of a teleportation mishap, you treat your destination as if it was very familiar, regardless of how well you really know it. Once you use this feature, you must finish a long rest before you can use it again.

## ZEALOT OF FLIBBERTIGIBBET (WARLOCK: OTHERWORLDLY PATRON)

Though Flibbertigibbet is far from being the most powerful of the fey lords, he might be one of the most cunning and mischievous. He has bestowed power upon you in aid of some scheme or plot—but what that plot is and how you fit into it remains beyond your understanding.

### EXPANDED SPELL LIST

Flibbertigibbet lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

#### FLIBBERTIGIBBET EXPANDED SPELLS

Spell Level	Spells
1st	<i>bane, hideous laughter</i>
2nd	<i>detect thoughts, magic mouth</i>
3rd	<i>bestow curse, nondetection</i>
4th	<i>confusion, greater invisibility</i>
5th	<i>animate objects, scrying</i>

### FRENETIC PRESENCE

Starting at 1st level, your patron grants you the ability to disrupt the minds and bodies of lesser creatures as an action. All creatures within 10 feet of you must make a Wisdom saving throw against your warlock spell save DC. On a failed save, a creature is charmed or poisoned by you (your choice) until the end of your next turn.

Once you use this feature, you can't use it again until you finish a short or long rest.

### PART OF THE PLAN

Starting at 6th level, you can play a practical joke on

a creature that dares to harm you. When you take damage from a creature within 15 feet of you, you can use your reaction to set up a practical joke and force that creature to make a Wisdom saving throw against your warlock spell save DC. On a failed save, the creature is knocked prone or is blinded, deafened, or poisoned until the end of its next turn (your choice, and depending on the nature of the joke).

You can use this feature three times. You regain all expended uses when you finish a long rest.

### MIND HIJACKER

Beginning at 10th level, Flibbertigibbet infuses you with overwhelming strength of mind. You are immune to being charmed. Whenever another creature attempts to charm you, you can use your reaction to force that creature to make a Wisdom saving throw against your warlock spell save DC.

On a failed save, the creature is overcome by irrational anger and spends its next turn engaging in one of the following courses of action (your choice):

- ❖ The target moves toward you by the shortest and most direct route, ignoring any danger that would result in immediate death. For example, the target could be compelled to take damage by running through an area of open flame but not to enter a pool of lava.
- ❖ The target attacks you in a manner of your choosing—usually involving making the attack in the worst possible way. For example, the target might throw a melee weapon, target you with a spell that does not affect creatures of your type, and so on.
- ❖ The target is overcome by stammering and shivering, imposing disadvantage on its next d20 roll made before the end of its next turn.

### SPLIT ASPECT

At 14th level, you draw on the power of Flibbertigibbet to split yourself into two identical aspects. As an action, you create a second identical body that appears in an unoccupied space within 5 feet of you and lasts for 1 minute. Your clothing and gear is not duplicated, but you can decide which body retains certain items and

gear when you split (including having one body retain all your gear and the other body appear naked if you wish). You can choose to end this effect early as an action.

The new body rolls initiative when it appears, and you control both bodies as a single creature. Each body takes its own actions and is aware of the other body's actions and thoughts. Your new body and your original body each have hit points equal to half your current hit point total before you split (rounded down). When this effect ends, your second body disappears. Any gear on your second body returns to your original body, and you add the current hit point total of both bodies to determine your current hit point total.

At 16th level, the duration of this effect lasts for 10 minutes. At 20th level, the effect lasts for 1 hour.

Once you use this feature, you must finish a short or long rest before you can use it again.

## BACKGROUNDS

The following backgrounds are especially common in bitterclaws. At the GM's discretion, other appropriate races may have access to them.

### BANISHED FROM NIBIRU

You were once one of Flibbertigibbet's favored bitterclaws, running grand schemes and pushing plots to their hilarious and disastrous conclusions. Then you made an unforgivable mistake—or at least took the blame for one. But Flibbertigibbet cut ties with you, and that's all your brothers and sisters need to know. Usually, you'd be killed for such an indiscretion, but you were simply banished instead—told to never return to Nibiru on pain of being separated into three aspects that won't go back together again.

Devastated, you now walk through numerous worlds and preternatural planes as you yearn for your home—and as you wonder whether your banishment is legitimate or whether this might just be part of one of Flibbertigibbet's plots.

**Skill Proficiencies:** Performance, Survival

**Languages:** Two of your choice

**Equipment:** A bag containing three trinkets claimed

on your travels, along with 13 cp, 2 gp, and an iron coin with a bite taken out of it

### BANISHMENT

You can work with your GM to decide the exact nature of your exile, or you can choose or roll on the following table to determine the reason for your banishment.

#### d6 Banishment

- 1 You played a prank that caught Flibbertigibbet off guard.
- 2 You told a joke about Flibbertigibbet that got back to him, and he did not appreciate it.
- 3 You have no idea what you did, but Flibbertigibbet's anger was most memorable.
- 4 Without meaning to, you kind of killed a group of adventurers who were supposedly important to one of Flibbertigibbet's schemes.
- 5 Flibbertigibbet asked you to do something and you forgot. Or you ignored him because you didn't feel like it. Or both.
- 6 You made a joke to one of Flibbertigibbet's aspects, and he laughed hysterically. But then he was interrupted by his second and third aspects, who embarrassed the first by telling him the joke wasn't funny.

### FEATURE: JOKESTER FOR HIRE

Having hung out with Flibbertigibbet and his inner circle, you have a gift for jokes and dark humor. When you start cracking funny, people can't help but listen and laugh. By offering to entertain for an evening, you can earn free lodging and food of a modest or comfortable standard wherever you travel. You can also learn rumors or gain information from the locals when your performance is done, as determined by the GM. Unfortunately, your best comedic material tends to run to insults, and while people can laugh at themselves for one night, follow-up shows in the same area tend to get stale. Or violent.

### SUGGESTED CHARACTERISTICS

Those banished from Nibiru tend to be loners, never



able to wholly fit in with their new environments and companions. So though you always carry yourself with humor, that humor has a dark edge—and often an undercurrent of cruelty.

#### **d8 Personality Trait**

- 1 Everything in life is funny if you look at it the right way.
- 2 I can find a joke for every situation—whether the situation warrants it or not.
- 3 I use humor to hide how much my exile hurts me.
- 4 A prank is the best way to make a friend or kill an enemy.
- 5 I joke only when among others. Those who catch sight of me when I'm alone see the darkness in me.
- 6 Though I love playing jokes on others, I grow uneasy if anyone tries to make me the butt of their humor.
- 7 My connection to the multiple aspects of Flibbertigibbet makes me partial to the number three.
- 8 I seek out any creature with a connection to Nibiru, hoping for news of my lost home.

#### **d6 Ideal**

- 1 Humor. Without the unexpected madness of comedy, existence would be futile. (Chaotic)
- 2 Creativity. I need to engage fully with the world to maintain my edge. (Any)
- 3 Honesty. A good joke will show you the truth of things. (Good)
- 4 People. I don't care about politics, ethics, or morality. All that matters is making people laugh. (Neutral)
- 5 Cruelty. At the heart of every joke is a sharp word, and mine are the sharpest. (Evil)
- 6 Healing. I need to get over what I've lost, and seeking comfort in my new surroundings is the only way to do so. (Any)

#### **d6 Bond**

- 1 I will dedicate every waking moment to seeing my banishment undone.
- 2 I seek out experience at all times, looking to find laughter in new things.
- 3 Having been disowned by my fellow servants of Flibbertigibbet, I'll show them who's the funniest of them all.
- 4 Flibbertigibbet remains my idol and master, and I will make him proud.
- 5 Having renounced my connection to Nibiru, I attach myself to each new place I find in the hope that it will feel like home.
- 6 I left a person or thing I care about in Nibiru, and I will do anything to get it back.

#### **d6 Flaw**

- 1 I'll do anything for a laugh, and I don't care who I hurt.
- 2 Sometimes my jokes are a little too honest, but I get as much satisfaction from anger as from laughter.
- 3 I engage in hedonistic pastimes that I believe will expand my mind.
- 4 Hoping to prove my loyalty, I'll do anything for a fellow bitterclaw.
- 5 My sense of having been betrayed by Flibbertigibbet leaves me unable to trust anyone.
- 6 My need to laugh means that I take nothing seriously—including self-preservation.

### **FAVORED OF FLIBBERTIGIBBET**

You did something that impressed Flibbertigibbet so much that he . . . they . . . the trio decided to promote you. At least you think they promoted you. Things can get very confusing when it comes to deciphering Flibbertigibbet's plans. But however it happened, you've earned a reputation as one of the best and brightest of the bitterclaws. Now you just need to live up to that.

**Skill Proficiencies:** Deception, Sleight of Hand

**Languages:** Two of your choice

**Equipment:** A wooden token given to you by

Flibbertigibbet, 10 gp, and a key that fits one of the many side doors in the Confluence (but which opens no lock you've ever tested it in)

## ACCOMPLISHMENT

In order to gain Flibbertigibbet's trust, you did something that impressed him—even if you're not entirely sure what it might have been.

### d6 Accomplishment

- 1 You ran a scheme that helped further one of Flibbertigibbet's goals. You have no idea what goal it was, but Flibbertigibbet seemed quite pleased.
- 2 Having thought for a long while on what you did to earn Flibbertigibbet's favor, you've been forced to conclude that you didn't do anything—you've been set up by someone.
- 3 A joke you played on another bitterclaw was so funny that one of Flibbertigibbet's aspects died laughing. You're now not sure whether the favor granted you is a setup for Flibbertigibbet to take revenge.
- 4 You won favor for the sheer number of pranks you've played, but that's made you realize that no individual prank was funny enough to win Flibbertigibbet's notice.
- 5 You saved Sweet Tooth Greta from some threat, marking you as unusually heroic. Unfortunately, you fear that Flibbertigibbet now expects you to be braver than you actually are.
- 6 You became known for pulling off legendary schemes whose risks claimed many of your companions. But what no one knows is that many of those schemes were actually the plans of those fallen companions, and you've been taking credit for their work for years.

## FEATURE: RUN OF THE PLACE

Flibbertigibbet has made you one of the temporary rulers of Nibiru. He gave you a key that fits one of the doors in the Confluence (but which has so far failed to work), and that was that. There's no power that comes

with the title and even less responsibility, though some of the denizens of Nibiru might recognize you as a ruler. The key is a symbol of authority for them, and as long as you possess it, the denizens of Nibiru will act favorably toward you (as determined by the GM). Additionally, other fey might recognize your station as a ruler of Nibiru, granting you advantage on Charisma checks at the GM's determination.

## SUGGESTED CHARACTERISTICS

The favored of Flibbertigibbet wear an air of superiority that often hides deep-seated fear and paranoia, for all who claim that favor have heard tales of how hard it is to keep it. Rumors speak of favored bitterclaws that are subsequently banished when Flibbertigibbet deems their service unsatisfactory. Dark tales tell of one temporary ruler who was torn into three pieces by frenzied folk of Nibiru hoping to see if they could make a lesser Flibbertigibbet. For many of the favored, the fear of failing their fey lord more than balances out any benefit.

### d8 Personality Trait

- 1 I would rather play and have fun than rule anyone, and I hope no one catches on to that.
- 2 I prefer to be on the move, seeing things rather than sitting around and talking.
- 3 I smile because it makes me feel better, even when it makes others uncomfortable.
- 4 I speak my mind when talking about trivialities but always hide my true thoughts and desires.
- 5 I secretly yearn for power, and earning the favor of Flibbertigibbet is the first step to seizing it.
- 6 My lack of understanding of what I did to earn favor makes it hard to accept gratitude from others.
- 7 I embrace the favor granted to me and grow angry when others don't treat me with respect.
- 8 I know that others covet my special relationship with Flibbertigibbet, and I see enemies everywhere.

### d6 Ideal

- 1 Logic. It is my duty to seek purpose in randomness. A prank with no point is a poor prank. (Lawful)
- 2 Balance. The chaos of existence must be tempered by the control of those in charge, and that's me. (Neutral)
- 3 Power. The favor that grants me power is a gift, and I will work hard to show myself worthy of it. (Any)
- 4 Fun. I have the power to trick others for my own amusement, and it gives me joy. (Evil)
- 5 Subterfuge. I am positive that Flibbertigibbet favored me by mistake, and I need to keep a low profile so no one notices. (Neutral)
- 6 Charity. I was miserable as a victim of circumstance, and I will use my authority to help others who are likewise victimized. (Good)

### d6 Bond

- 1 I hold to the throne of Nibiru even if that throne is one of lunacy.
- 2 Flibbertigibbet is my sovereign and master, and I will do his bidding no matter what.
- 3 I have risen to power on my own, and I will maintain this power on my own.
- 4 I am devoted to the bitterclaws of Nibiru, and they will follow me.
- 5 The favor given to me by Flibbertigibbet is the secret result of others' actions, and they won't let me forget it.
- 6 I always felt like an outcast, and I will use my favor to make others rue the days when they shunned me.

### d6 Flaw

- 1 This favor proves that I have no equal in Nibiru.
- 2 The weight of responsibility gives me more satisfaction than anything else I've ever done.
- 3 I secretly loathe Flibbertigibbet and fear that this favor has been granted to test me.
- 4 Even before being granted favor, I knew that the multiverse revolved around me. This just makes everyone else realize it too.
- 5 My friends don't treat me with the respect I deserve, but they'll come around eventually.
- 6 The favor granted to me is actually owed to an old companion of mine, and I couldn't care less.

## ADDITIONAL OPTIONS

The following options are available to bitterclaws. At the GM's discretion, other appropriate races may have access to some of these new rules.

### EQUIPMENT

Bitterclaws have developed the following equipment according to their specific needs and utilize them to particular effect.

**Claw Guard.** Similar to a cestus, this leather bracer covers your forearm, wrist, and mid-finger, but the claw guard goes further and has leather and metal caps extending to all but the tips of lengthy claws. You must be a bitterclaw to wield a claw guard effectively; if you aren't, you can only use it as an improvised weapon. The claw guard reinforces the strength of your sharp claws, allowing you to attack with them in a wider variety of ways. Each time you attack with a claw guard, you choose whether it deals bludgeoning, piercing, or slashing damage.

**Nibiru Lockpick.** This jagged metal tooth is set onto a small wooden handle carved in the vague shape of a gremlin. Given sufficient time, a Nibiru lockpick can saw through almost anything, combining the indestructible property of gremlin teeth with their total lack of regard for subtlety. This lockpick can be used to

attack unattended objects within 5 feet. It automatically hits and deals 1d2 slashing damage when used this way. Tiny objects can be destroyed by this damage; larger objects reduced to 0 hit points by a Nibiru lockpick have up to 3 cubic inches of material removed.

**Razor Puzzle Box.** This 5-inch metal toy conceals blades under moving panels. Disarming and opening it requires a successful DC 15 Intelligence check, which can be made with thieves' tools. A small object such as a potion fits inside. While open, it can attach to a latch or joint as a trap. When attached as a trap, it can be noticed with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check. Anyone using a trapped item or failing to open the box must make a DC 15 Dexterity saving throw, taking 3d6 slashing damage on a failed save or half as much damage on a successful one.

## BITTERCLAW EQUIPMENT

Item	Cost	Weight
Nibiru lockpick	60 gp	—
Razor Puzzle Box	40 gp	1 lb.

## FEATS

Bitterclaws have evolved a style all their own and are quite fond of the following feats.

### NATURAL FIGHTER

*Prerequisites: Bitterclaw*

You are well versed in fighting with tooth and claw, granting you the following benefits:

- ❖ Increase your Strength or Dexterity score by 1, to a maximum of 20.
- ❖ Your bite and claw attacks use a d6 for damage.
- ❖ When you engage in two-weapon fighting, if you make your second attack with your bite or your

claws, you can add your ability modifier to the damage of that attack.

### SHARP-TONGUED

*Prerequisites: Bitterclaw*

Flibbertigibbet is the master of insults, and your worship of his sharp wit grants you the following benefits:

- ❖ Increase your Charisma score by 1, to a maximum of 20.
- ❖ If you are proficient with the Insight or Intimidation skills, you can add double your proficiency bonus to ability checks involving those skills.
- ❖ You can use a bonus action to insult an intelligent creature you can see and that can hear and understand you. You make a Charisma (Intimidation) check opposed by the creature's Wisdom (Insight) check. If your check succeeds, the creature has disadvantage on any d20 roll it makes until the end of its next turn. You can use this feature three times. You regain all expended uses when you finish a short or long rest.

### SPLIT PERSONALITY

*Prerequisites: Bitterclaw*

Your long admiration for the divided nature of Flibbertigibbet's aspects has allowed you to split your focus and concentration, granting you the following benefits:

- ❖ Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- ❖ You need to sleep for only 2 hours during a long rest, allowing you to perform light activity for the duration of the rest.
- ❖ You are immune to being charmed.

## BITTERCLAW WEAPONS

Name	Cost	Damage	Weight	Properties
<i>Simple Melee Weapon</i>				
Claw guard	25 gp	1d4 special	2 lb.	Finesse, light, special

# Black Hats

*Yes, my lamb, it is as safe as your darling mother's arms. You are my dear friend, and I won't ever harm you. I swear it by the Painted Lady's unchanging face and form. Now drink it all down. Every drop. You'll feel so much better forever after.*

—Argin Atisch



Black hats are tricksters without mercy or restraint, given over to their darker urges. These wayward cousins of the far darrig are not content to dawdle with illusion and glamor. Rather, they tap into darker forces, raising necromantic terrors to spread fear and suffering. Gone is the ubiquitous red hat, only to be replaced with one dyed black with shadowstuff, giving these fey their name. Exiled and living under the rule of the Painted Lady, the black hats perfect their strange rituals and dark arts in the benighted caverns of Aralu.

**Physical Description:** The darkness tainting the spirit of the black hats has also twisted their form. With the slightest glance, one can see some of the traits of goblins mingling with that of their far darrig cousins.

Unlike goblins, black hats can grow hair upon their heads and faces. Their lank hair is typically jet black but can gray quickly in some, turning stark white as the years progress. Their skin is ashen and prone to wrinkles, making them appear aged beyond their years—even desiccated. A black hat's pointed ears stick out from the sides of their head, and the tips often fold over or carry scars from battles and other misfortunes. Their eyes are a sickly yellow as are their long, crooked teeth, often showing within unnerving smiles.

Their spindly, emaciated bodies twist and lurch from the bottom of their feet to their oversized heads. Black

hats are rarely taller than 3 feet, though their hunched forms often make an individual seem shorter than their actual height, and they average about 30 pounds. A black hat's twisted and awkward frame hides surprising physical strength, and many who have underestimated these strange small creatures have paid for the mistake with their lives.

**Society:** In the dark, endless caverns of Aralu, the black hats congregate in fluid confederacies of up to several dozen individuals. They do so for mutual protection against other denizens of the plane and to conspire in their foul necromantic rites.

These groups are rarely harmonious for long and are often plagued with power struggles, petty arguments, and destructive vendettas. In truth, a black hat will readily sacrifice a fellow in the pursuit of arcane knowledge and other sources of power. They maintain their far darrig cousins' love of mischief and often engage in elaborate campaigns of terror against enemies or rivals. These machinations are no mere pranks and often end in a trail of blood and bodies. Torture and terror are high comedy to the twisted black hat mind.

**Relations:** Black hats find goblinoids extremely useful. They make great underlings and have a delightfully vicious streak. Bugbears, in particular, are admired for their ability to sow fear, but most black

