

FAIRY TALE RACES



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FAIRY TALE RACES

Many fairy tales speak of beasts as if they are people, or people as if they are beasts. Fantasy often blurs these boundaries as well, so for any fantasy that draws on fairy tale themes, I present a collection of races and subraces for consideration.

Inside, you will find the following races for D&D 5th Edition:

1. Changelings, fey creatures who were magically changed into humans, and were caught in-between both forms.
2. Cor'Gisir, a breed of dog turned humanoid after loyal service to the fairy courts. Their kind hearts and loyal souls make for excellent adventuring companions.
3. Kitsune, a race of shapeshifting foxes who can take on the forms of other humanoids in an attempt to fit in.
4. Pigans, a race of porcine humanoids who take great pride in their homes and guard against an evil god called the Wolf of the Woods.

The following subraces to use with races from the PHB are also included: Faerie Dragonborn, House Gnomes, and Winter Elves.

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CHANGELING

The girl never understood why the other children didn't like the games she came up with. Sure, they were dangerous, but the pain was part of the fun, wasn't it? Sure, she'd lie to help herself win, but that was their fault for believing her, wasn't it? Some of the children called her a witch, which she did not mind. The witch was her favorite character in the stories, especially the witch they said lived deep in the forest.

When she came of age, her skin turned green and her hair turned white. Everyone called her a witch's child now, even her own parents. "You are no child of mine," said the woman who raised her. "The witch has claimed you!" This excited the child. Now her life made sense! But when the witch did indeed come to claim her, the witch gasped in horror at the girl's appearance. "Where are your warts?! Your crooked nose?! You are no daughter of mine! Begone, before I eat you!"

Terrified, the witch-girl ran away from the village. If she was not a human child, nor was she a witch's child, who was she really? And so, she set off on a journey to find out.

—Excerpt of a story about a Hagling.

Oftentimes, the fey like to abduct human children for various reasons. Perhaps they want a slave, or perhaps they just want to have a child of their own. In its place, they leave a duplicate baby, designed by fey magic to die of natural causes within days so that the parents don't suspect their child is alive. Other times, the fey leave a fey child in its place, who grows not knowing of their fey ancestry until the day the spell that turned them human is undone. The only clue they have is that they feel like they don't think the same way other humans do.

OF FEY AND MEN

In rare cases, the transformation *back* from human to fey, which usually happens when they reach puberty, goes awry. In this case, a changeling is allowed to grow into an adult who appears to be a hybrid of human and fey. The fey parents are rarely pleased with this development, abandoning the child to fate- and the mercy of their fellow humans, who might be prejudiced against them as a result of previous grievances against the fey involved or.

Changelings still seem vaguely human after their transformation, but there are very noticeable differences. What features they gain vary depending on the type of fey they take after, but differences in hair color, eye and ear structures, and growth of extra parts are common. They might have antlers, leaves growing in place of hair, insectoid limbs or facial features, and some are lucky (or unlucky) enough to have wings.

OUTCAST AND ALONE

Changelings rarely exist in large enough numbers to form groups. Unlike the superficially similar tieflings, changelings don't pass on their powers to their own children, and instead must live among either humans, fey, or a third group who might be more accepting of what they are.

SCARED AND CONFUSED

When a changeling transforms, it puts their entire history as a person into doubt. Some embrace their fey side, pushing away their human relatives- while others are pushed in turn. Others try desperately to convince others they are human, going as far as to hunt other fey for "cursing" them in this way. In many ways, the world reacts to them much the same as it does to tieflings.

Changelings are often untrusting of others, not just because of how they are treated but because of how they view the world. They know better than anyone that just because someone looks and acts like one thing does not mean they are that thing. If and when they meet someone they feel like they can truly be themselves around, their loyalty rarely dies.

CHANGELING NAMES

All changelings are born with human names, but after their transformation, they might toss aside that name for a more fey-like one. Their idea of a fey name and actual fey names might not really coincide, but it doesn't matter in the least to the changeling. They just want a name that feels like it belongs to them.

Changeling Names: Airdancer, Briarbuck, Caketree, Darkclaw, Endroot, Fairywing, Goldleaf, Honeywater, Icefang, Joyface, Killdark, Laughter, Moonglow, Newname, Oakfall, Petalwind, Quickfoot, Rosethorn, Scarecrow, Twigtooth, Underover, Valleygold, Whistlewind, X, Yesterday, Zigzag

CHANGELING TRAITS

As a changeling, your character has the following statistics as a result of their fey heritage.

Ability Score Increase. Your Charisma score increases by 2.

Age. Changelings mature at the same rate as humans but live a few years longer.

Alignment. Changelings are very independant as a result of their pasts, leaning towards neutral and chaotic alignments. Haglings in particular resist a call to be evil from their ancestry.

Size. You are the same size and weight as a regular human. Your size is Medium.

Speed. Your base walking speed is 30 ft.

Darkvision. You have darkvision out to a range of 60 ft.

Languages. You can speak, read, and write Common and Sylvan.

Subraces. Which fey you descend from has a large impact on who you are as a changeling. Choose one of the following subraces.

FAIRY CHILD

You were born a fairy of some kind, perhaps a sprite or a pixie, but you were placed in the crib of a human child, cursed to live as a human with no idea you were ever a fairy until your human-self was of age. Whether this was a prank on you or your family, you don't know. Something went wrong, and now you are half-human and half-fairy, with usable wings

Ability Score Increase. Your Dexterity score increases by 1.

Size. You never reached your full adult size, permanently locked at nearly 4 feet tall. Your size is Small, not Medium.

Speed. Your base walking speed is 25 ft., not 30 ft.

Fairy Wings. You have a flight speed of 25 ft.

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

FEYBORN

Your particular ancestry is vague, but it is of the fey. Their magic flows through your veins. When you changed, you gained features that marked you, such as a different hair or skin color, horns growing from your head, fur or leaves growing from your limbs, or maybe your eyes became insect-like.

Ability Score Increase. An ability score of your choice other than Charisma increases by 1.

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

Fey Magic. You know the *dancing lights* cantrip. When you reach 3rd level, you can cast the *faerie fire* spell once using this trait. When you reach 5th level, you can cast *invisibility* once using this trait. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for them.

HAGLING

You were birthed by a green hag through a ritual that sacrificed a human child. Whether you were raised by the hag or by the parents of the child used to create you, on your 13th birthday, your body changed. Your skin turned green to match your true mother's, and you might gain features such as a large nose or white hair. Haglings are all female at birth.

Ability Score Increase. Your Strength score increases by 1.

Hag Magic. You know one cantrip of your choice from the following: *dancing lights*, *minor illusion*, or *vicious mockery*. Charisma is your spellcasting ability for this spell.

Hag's Claws. You have a natural weapon in the form of the vicious claws you grew when you transformed. They are melee weapons which use your Strength modifier for attack and damage rolls. The claws deal 1d8 slashing damage on a hit.

Mimicry. You can mimic the sounds of any beast and the voice of any humanoid. A creature that hears the sounds you make can tell they are imitations with a successful Wisdom (Insight) check opposed by your Charisma (Deception) check.

COR'GISIR

"And what kind of Corgi hero can compare to my ancestors?" asked the dwarf.

Keryn's fur bristled at the comment. "Have you not heard of Cor the Brave, he who retrieved the bones of an elven king from the depths of Tartarus? Or of Etrielle the Wise, she who retrieved a staff made from a branch of the World Tree from the Winter Court? Perhaps you've heard of Sige the Stalwart, who stood guard alone against a hoard of orcs to prevent them from taking the Orb of Corellon for themselves?"

The dwarf laughed at the tales. "Sounds like to me all they like to do is retrieve sticks and balls and keep them to themselves."

"Perhaps so, but we do it better than anyone else ever has! We are not the Cor'Gisir- the Great Guardians- for nothing."

—Excerpt from the Tale of Keryn the Fierce

Loyalty. Curiosity. Affection. Simple pleasures. These are things people associate with dogs in general, but to the Cor'Gisir, who were lifted up from their canine roots, these personality traits have formed who they are as a culture.

CANDID CANINES

Cor'Gisir, also known as the Fey Corgwn or just Corgis are visually very similar to the Corgi breeds of dogs, with some obvious differences. They are much larger, which still only puts them at 3 feet tall when standing on their hind legs, and their legs are shaped differently, putting their proportions more in line with both other dog breeds and with humanoids. Their front paws also act as hands. Lastly, their fur coats can take on a rainbow of colors, usually with one predominate color such as green or blue and a white undercoat, but oftentimes they appear near identical to a common Corgi dog.

Their personalities are often commented to be doglike, as well. The Cor'Gisir are considered to be an extremely friendly race, willing to make peace with anyone that isn't obviously an enemy. Those who prove themselves steadfast allies earn their undying loyalty, and those who prove themselves enemies earn their undying enmity.

When not concerned about matters of life and death, they are a very curious race, exploring the world around them and trying to meet even more people and creatures than they currently know about.

FEY ORIGINS

The Cor'Gisir, as implied by their nickname, have a fey background as a race. Corgi dogs are a particular favorite of the fairy courts, and the small creatures are used as steeds, guardians, and herding dogs, and are oftentimes modified according to the tastes or needs of their masters.

It is said the first Cor'Gisir were the creations of a particular archfey as guardians, and that eventually they earned freedom as a reward for their services. Some Corgis still serve the fairy courts, but most are found out in the world, living simple but pleasant lives in villages as herdsmen, town guards, and other honest occupations.

Cor'Gisir communities are rarely exclusive, as they find the companionship of other races to be pleasant. They easily find places to live in other societies that would have uses for dogs. They make excellent guards, despite their small size, and even elves are hard-pressed to find better. Their herding instincts and fey heritage have granted them an innate ability to train animals, so they often have pets, mounts, and herds of livestock.

Corgi adventurers are often those who have a wanderlust, or whose curiosity about the world outweighs their loyalty to their hometown. Othertimes, it is because some adventurer finds that they've accidentally earned a Corgi's loyalty and they're insistent on joining them on adventures.

COR'GISIR NAMES

Corgis often name themselves in the language of the people around them. They like simple but grandiose noun-names to give themselves something to aspire to, or something that describes something unique about themselves. In Common, these names often translate to things like "King," "Fang," "Snow," "Noble," and so on- the exact sorts of names people give to their own dogs. Corgis rarely take on clan names, instead marking ancestries by declaring their ancestors as far back as three to five generations, giving preference to the line that has the most famous heroes in it. Individual Cor'gisir take titles such as "the Brave" or "the Simple" to mark their own traits and aspects for future generations.

COR'GISIR TRAITS

Your Cor'Gisir has the following traits due to their canine heritage.

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

Age. Corgis mature very quickly compared to other humanoids, reaching adulthood at 7 years of age. They are known to live to upwards of 100 years if they live well.

Alignment. Cor'Gisir are a simple and honest folk, who care about the well-being of all around them and can't abide by harm and deception. Most Cor'Gisir are Good, and lawfulness and chaoticness run in equal measure in their culture.

Size. Cor'Gisir appear to be bipedal dogs, about 3 feet tall. Your size is Small.

Speed. Your base walking speed is 25 ft.

Darkvision. You have Darkvision out to a range of 60 ft.

Canine Body. You can switch between standing on two limbs or on four. If you are standing on four limbs, your movement speed increases to 30 ft. You can't stand on four limbs if you are using your hands to carry an item of any sort.

Canine Speech. You can speak with any canine as if using the *Speak with Animals* spell. You may also speak to other Fey Corgi as if they are dogs, excluding all those who do not currently have *Speak with Animals* or a similar effect active from the conversation.

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

Herding Instincts. You have proficiency in the Animal Handling and Perception skills.

Languages. You can speak, read, and write Common and Elvish.

KITSUNE

Once upon a time, there lived a lonely fox in the woods. She knew she was special, because none of the other foxes were as smart as she was. She even learned how to talk by listening to the elves! However, none would listen to her whenever she spoke. The other foxes did not know the words, and the elves had no time for creatures that were not elves.

"If they will not listen to a fox, perhaps they will listen to an elf," she mused to herself. She studied the ways of their magic, and made herself appear to be an elf. Her ears and tail were still that of a fox's, but she took clothes for herself to hide them.

"Why do you hide your ears?" the elves asked. "They are what allows us to hear the gods! Are you not proud of them?" The fox could not admit that she did not hear the gods, so she lied that an evil hunter had taken them as trophies.

The elves always had more questions, and always she lied in response. She thought that if she told the truth, they would chase her away again. What the fox did not realize is that all of the other elves were also foxes, whose magic gave them the ears of an elf, and that all of them had been lying to each other. Each questioned the other in the hopes that they would not be discovered in turn, and soon the lonely fox became one of them.

—A cautionary tale about the Kitsune

A race infamous for their ability to shapeshift, the kitsune have few friends in the world as a whole. With their ability to choose what they look like, most invariably appear as beautiful members of other races, and others liken them to incubi and succubi who seek only to ruin the ones they seduce. For most kitsune, this couldn't be farther from the truth.

VOLUPTUOUS VOLPINES

A kitsune's true form is their fox form. They live in this form until they reach the age of 100 years old, at which point they gain the ability to magically assume a humanoid form. This first humanoid form they assume appears to be a hybrid of fox-like features and that of a race the kitsune favors, usually humans or elves but sometimes others. While the exact ratio of fox-to-humanoid features varies, the form always has fox ears on top of its head and a bushy fox tail trailing behind it. Otherwise, the hybrid form can appear to be an otherwise normal member of another race, a fox standing on two legs, or anything in-between.

Older kitsune learn how to assume the forms of other races entirely, hiding their ears and tail. Even so, those races often pick up on the fact that there is something fox-like about the person's features, whether it be the shape of their face or the way their eyes gleam. Most kitsune choose to appear in the form of an attractive female, even if they're a male kitsune, but there are exceptions to this- a kitsune's chosen form can be anything from a child to an elder of any gender and sex.

LONGING TO BE HUMAN

Kitsune have an innate longing to be accepted by other humanoids. They live the first one-hundred years of their lives as foxes, unable to participate in society on the same terms as other races. Additionally, other races have preconceived notions about what kitsune are, assuming them to be trickster fey or perhaps even fiends sent to seduce them and destroy their lives. A kitsune who cannot hide what they are is often chased away from other cultures to live in the wilderness.

As a result of both of these factors, kitsune are intensely loyal to anyone who accepts them for who they are. Kitsune often fall in love with members of other races and become devoted partners, refusing to shapechange for years and having children of that race that might bear some of their innate magical talent. If a kitsune's nature is discovered and their partner still accepts them, they might even watch over successive generations of their descendants from afar, proud of the results of that first relationship.

On the other hand, kitsune who feel completely rejected by society might begin plotting vengeance, ruining the lives of those who rejected them in much the same ways that humanoids feared in the first place. Even if they are accepted by a singular humanoid, their sense of morality might end up entirely warped, and they help their preferred person by harming others or stealing from them.

LOOKING FOR LOVE

Kitsune adventure for many reasons. Some might feel they can't stay in one town and move from place to place to see new sights and sounds. Others are intensely loyal to a deity that accepted them as a follower, and seek to spread the teachings of the deity and do their holy work. If a kitsune falls in love with an adventurer, they might learn the same trade and continue adventuring long after their lover dies of old age.

KITSUNE NAMES

Kitsune often use the naming conventions of the cultures around them and that they're trying to blend into. They prefer names that evoke the beauty of nature and are long and ostentatious so that they can show off their skill with language. When in disguise, they may pick a name normal for the culture they are blending into, but many cannot resist leaving a clue as to their true nature within their name by creating some kind of fox pun.

A TALE OF MANY TAILS

A kitsune that has the Spellcasting feature gains more tails based on the level of spells it can cast. If the level of the highest spell that they can cast exceeds their current number of tails, they gain tails until their tails and the spell's level match.

KITSUNE RACIAL TRAITS

Your kitsune character has the following traits as a result of their birth.

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

Age. Kitsune seem to mature at the same rate that a natural fox does, but they are abnormally long-lived, not claiming adulthood until they are 100 years old. It is said that they can live to be over 900 years old, but often retreat from the world before then.

Alignment. Kitsune have wildly varying personalities, some devoted to their gods and others devoted to making others miserable, but few are ever truly neutral.

Size. Kitsune range from under 5 to over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 ft.

Darkvision. 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.

Deceptive Nature. You have proficiency in the Deception skill.

Kitsune Shapeshifting. As an action, you can magically shift your form to appear as a kitsune, or back into your true form, which is a fox with one or more tails. Your equipment remains the same no matter your form, and drops to the ground if your new form can't wear it. Your statistics remain the same in either form, other than your size, which is Small in fox form. If you die, you revert to your true form.

Beginning at 3rd level, your shapeshifting power increases greatly. As an action, you can magically shift your form to appear as a member of another humanoid race of any age or gender, or back into your true form or your kitsune form. Your clothes and other items on your person remain the same when you do so, and you do not gain any of the racial traits of the form you assume other than size and speed.

Once you have assumed the form of a particular race, you will always appear with the same features if you transform into that race again. You may transform into a number of humanoid forms equal to your proficiency bonus. If you try to transform into a humanoid race beyond that number, the transformation fails.

Languages. You can speak, read, and write Common and one other language of your choice.

PIGANS

"LITTLE PIGS! LITTLE PIGS! LET ME IN!" cried the wolf. A slit in the stone fortress slipped open, and the eyes of a pigan guard looked down upon him.

"Why should we? Who are you to demand access to our sanctum?"

"I am but a humble traveler, who seeks food and shelter," said the Wolf. It had done its best to look the part, and stolen the clothes off a corpse.

The pigan poked his nose through the slit, and gave a deep sniff. "If you are a humble traveler, why do you smell of blood and gold? Begone, Wolf! We know you well here. The only food you seek is our flesh."

This angered the Wolf. It was true, he had eaten a rich merchant not an hour before. "If you will not let me in, then I will unleash a terrible storm upon this land! Even your mighty fortress will crumble!"

The pigan spat upon the ground by the door. "You can huff and puff all you want, Wolf. You don't have the power to do such a thing, or else you wouldn't resort to such trickery. Begone!"

—Excerpt from a Pigan folk tale

Stone fortresses that pierce the skies, kingdoms hiding from prying eyes, noses that can smell any lies- these are what people think of when they think of the Pigans.

PORCINE GUARDIANS

A hardy race, the Pigans resemble anthropomorphic pigs. They take pride in this resemblance, despite the fact that pigs are an often-used food source for other races. Notably, the Pigan are staunch friends of humanoids whose religion forbids pork, or treats pigs as a holy animal.

Pigans tend to be about the same size as pigs, but redistributed into a humanoid form with legs that support this build. They tend to reach about five and a half feet tall and usually weigh a few hundred pounds- much heavier than most humanoids their size. While most Pigans are very thinly haired and have pink skin, some variety exists, such as those with black skin or with thicker fur. Pigans are particularly proud of hair that grows on their chin, and those who can grow a full beard are given great respect.

STOUT SENTINELS

Pigan culture focuses on building up their homes and then spending as much time as possible inside their homes, keeping those they don't know as far away as possible. While this might be said to be the ultimate goal of other societies, the pigans take this to an extreme by building cities that they have no need to expose themselves to danger from. Their stone fortresses are well-known as safe havens for any who can earn their trust, but they expect all within their walls to work hard.

Pigans are generally peaceful, but they are wary of trickery of any kind. It can be said the pigans are one of the most honest peoples in the world, but this is because they actively fear a creature they call the Wolf of the Woods. The Wolf is a dark god of trickery and savagery who seems to have made it a personal goal to eat the entire Pigan race. Their innate ability to see (or rather, smell) through lies seems to come from centuries of survival against such a foe.

BRICK BY BRICK

Pigan fortresses can be found anywhere from wide open plains, where they build it up slowly, to mountains, where they've carved their own home from the mountainside. They are particularly fond of living in muddy areas so they can easily make bricks. Most are open to the sky to an extent so that they can farm the food they need inside the city itself.

Pigans who live outside of the walls in order to better produce food and livestock for the cityfolk to survive on are considered the bravest of souls and are usually well-paid for their trouble. Aside from food production, the most valued job is that of a guard, for it is the guards who keep the fortress safe from deception and sabotage. Additionally, the guards never lack for food, and the rarity with which guards inside the fortress itself have to deal with much of anything gives it appeal to lazier pigans.

Pigans are said to be able and willing to eat almost anything that isn't pork, so they survive in these conditions better than outsiders might expect. Pigans have a strong bond with pigs, and pigans who have the means to sustain a pig often raise one as a friend and pet- or if the breed is large enough, a war-mount.

COMING OUT OF THEIR SHELL

While most pigans might be born and die of old age without seeing the outside world, some might have a wanderlust or a desire for something more than what their home can provide. Others are overcome with a desire to fight against the Wolf of the Woods, hoping to free their kind from its tyranny forever. Pigans who end up working against their society for any reason might be punished with banishment, and are physically branded so other pigans recognize this.

PIGAN NAMES

Pigans have a first name, a clan name, and a "secret" name they tell only to their close relatives. There is little variation in male or female first names, and their clan names often mark occupations or notable traits of the family. The secret name literally has no sort of logic to it- this name is meant to be kept from the Wolf at all costs so that he might not guess it. Some Pigans even use sign language or a dance as their secret name.

First Names: Bay, Han, Kanon, Krisb, Naboriam, Oriv, Paje, Pitun, Pitur, Piklid, Porgi, Rink, Squig, Wirbul

Clan Names: Baker, Bigsby, Farmer, Gatesman, Mason, Smith, Strawman, Logger, Tuskman, Wildman

Secret Names: The Draconic word for "Pearl," Drow sign language for "Danger," a popular dance from a far-away land, the particular snorting sound a pig makes when it's hungry, the verbal component for the spell *zone of truth*, the first line of a song in Celestial, or the name "Wolf of the Woods."

PIGAN TRAITS

As a pigan, you have the following traits in common with all others of your kind.

Ability Score Increase. Your Constitution score increases by 2.

Age. Pigans mature extremely fast compared to most races, reaching maturity at 12 years old. They can reach the same age as a human if they live well, but few rarely do, either due to excess, stress, or dying violently.

Alignment. Pigans have a strong lawful bent due to their mistrustful nature, and their homebody nature also encourages neutrality. Those who actively fight against the Wolf, or join him, are those who can deny these impulses.

Size. Pigans usually average 5 and a half feet, and average nearly 300 pounds. Your size is Medium.

Speed. Your base speed is 25 feet. Your speed is not reduced by wearing heavy armor.

Keen Smell. You have advantage on Wisdom (Perception) checks that rely on smell.

Pigan Resilience. You have advantage on saving throws against poison, and you have resistance to poison damage.

Speak with Pigs. Through sounds and gestures, you can communicate simple ideas with pigs, boars, other pigans, and similar creatures. Many pigans bond with particular pigs as pets.

Languages. You speak, read, and write Common and one language of your choice.

Subraces. Pigans are divided into a few categories based on size and habitat. They are not truly separate races, but rather their appearance and abilities are the result of their culture. Choose one of the following subraces to represent your pigan.

BRICK PIGAN

The most common variety of pigan, these are the kind who hide in stone fortresses from all those who would seek them harm.

Ability Score Increase. Your Wisdom score increases by 1.

Keen Insight. You have proficiency in the Insight skill, and you have advantage on checks to determine if somebody is lying if you can smell them.

Tool Proficiency. You gain proficiency with the artisan's tool of your choice: cook's utensils, mason's tools, or carpenter's tools.

Pigan Weapon Training. You have proficiency with the spear, halberd, pike, and trident.

WOOD PIGAN

Barbarian pigans are often considered a secondary race called "Boarans". They're tougher and stronger than their homely cousins, but the same could be said of any barbarian tribe of a people. They tend to grow much thicker coats of fur, and their beards are much fuller. It is said the Wolf of the Woods bears many scars from boaran weapons, who decided against hiding from their foe long ago. Their concept of a home is the land which they live on, so many boarans protect their home fiercely from outsiders.

Ability Score Increase. Your Strength score increases by 1.

Keen Senses. You are proficient in the Perception skill.

Pigan Weapon Training. You have proficiency with the spear, halberd, pike, and trident.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

STRAW PIGAN

Much smaller than most pigans, this race is much more adept at running away and hiding than their cousins. They lurk in the shadows of the world, hoping the Wolf never finds them- but if he does, they know they can run to their bigger cousins to defend them. Their wanderlust and lack of work ethic, however, tends to cause them to run back out into the world once again- despite the danger.

Ability Score Increase. Your Dexterity score increases by 1.

Size. Your size is Small, not Medium.

Greased Pig. When you use the Disengage action, your base walking speed increases by 10 feet.

Naturally Stealthy. You can attempt to hide even when you are obscured only by a creature that is at least one size larger than you.

THE TRUTH STINGS

Pigans tend to get along well with most of their neighbors, for it is certainly a good survival strategy. That said, they can also be brutally honest, which can make them off-putting to other races.

Dwarves. "Many people like to compare dwarves and pigans. I guess I can see the resemblance, but there's a fire in the dwarves I can't imagine in my own kind. I do envy their beards..."

Humans. "Humans! The name sends shivers down my spine. They eat pigs for breakfast and raise wolves as pets! What a backwards society. Most of them at least have their hearts in the right place, despite that, and a human that's proven trustworthy is as good to have at your back as your fellow pigan."

Elves. "How does one describe an elf? They're flighty, and refined, able to sing and kill with equal grace. They're not bad folk once you get to know them, but I can't shake the feeling of a predator looking down at me when I'm near them."

Halflings. "Halflings are a simple folk, and that's something pigans appreciate to the point that we let them live inside our fortresses. Some of them have a penchant for trickery, but most learn fast it's best to be honest with a pigan, and otherwise make great neighbors."

FAIRY TALE SUBRACES

The following subraces are designed to be alternatives to the ones provided in the Player's Handbook.

WINTER ELVES

A tribe of elves who live in colder climates. They are marked by their shortness (more so than other elves), pale skin, colorful hair (ranging from red to white), and they are considered to be of an unnaturally jolly disposition. They get along well with gnomes and dwarves, due to their passion for crafting and joy, and are known to hand out their leftover crafts as gifts to neighboring cultures. They have powerful magic, which they use to hide their homes and defend themselves from invaders.

A half-winter-elf can replace their Skill Versatility trait with the Winter Magic trait.

Ability Score Increase. Your Charisma score is increased by one.

Size. Your size is Small, instead of Medium.

Speed. Your speed is 25 ft., instead of 30 ft.

Cold Resistance. You have resistance to cold damage.

Elf Crafts Training. Winter elves have proficiency with Tinker's Tools and Woodcarver's Tools.

Winter Magic. At 1st level, winter elves learn the dancing lights cantrip. At 3rd level, they may cast the faerie fire spell, once per long rest. At 5th level, they may cast the calm emotions spell as a 2nd level spell, once per short rest.

FAERIE DRAGONBORN

Unlike most dragonborn, these creatures descend from faerie dragons. Their bright, prismatic coloring bodies sets them apart from chromatic and metallic dragonborn, and their personalities are far more mischievous, finding their cousins to be far too boorish. Unlike faerie dragons, a faerie dragonborn takes a color at birth and never changes; they can be red, orange, yellow, green, blue, indigo, or violet.

FAERIE DRAGONBORN TRAITS

You can choose Faerie as your draconic ancestry. You gain the following abilities when you do.

Breath Weapon. Your breath weapon doesn't deal damage. Instead, you can breathe a puff of euphoria gas on one creature of your choice within 5 ft. of you. The target must succeed on a Wisdom saving throw, or for 1 minute, the target can't take reactions and must roll a d6 at the start of each of its turns to determine its behavior during the turn:

1-3: The target takes no action or bonus action and uses all of its movement to move in a random direction.

4-6: The target doesn't move, and the only thing it can do on its turn is make a Wisdom saving throw, ending the effect on itself as a success.

The target also gets to make a new saving throw, with advantage, if it takes damage, ending the effect on a success.

Fey Ancestry. You have advantage on saving throws against being charmed, and magic can't put you to sleep. This replaces the Damage Resistance trait.

HOUSE GNOMES

House gnomes enjoy little more than crafting new items for others to wear and use. Many take up jobs as tailors and shoemakers in other humanoid communities in order to increase their own workloads on purpose. They will spontaneously gift these items to friends and strangers alike. While returning a gift made by a house gnome is considered an insult to their honor, some will give prank gifts to see if others still use them to avoid insulting the gnome.

Ability Score Increase. Your Dexterity score increases by 1.

Tool Expertise. You gain proficiency with the artisan's tool of your choice: carpenter's tools, cobbler's tools, leatherworker's tools, weaver's tools, or woodcarver's tools. You can double your proficiency bonus for any ability check you make that involves your tools of choice.

Natural Artisan. As part of a short rest, you can harvest bone, hide, or other materials from a slain beast, construct, dragon, monstrosity, or plant creature of size Small or larger to create one of the following items: a set of clothes costing 10 gp or less, a shield, leather or hide armor, 1d4 darts, waterskin, blanket, or a one-person tent. To use this trait, you need a blade, such as a dagger, or appropriate artisan's tools, such as leatherworker's tools.



APPENDIX: DEITIES

FAIRY TALE DEITIES

Deity	Alignment	Suggested Domains	Symbol
Inari, god/dess of success and desire	NG	Life, Nature	Smiling fox
Rhosyn, goddess of protection and loyalty	NG	Life, War	Shepherd's crook
Titania, goddess of the fey and beauty	CN	Nature, Trickery	Shining rose
Wolf of the Woods, god of predation	CE	Tempest, Trickery	Grinning wolf

INARI

Inari is an ancient god of many, many aspects. They are male, female, both, and neither. They are human, fox, dragon, spider. Humanoids who pray to Inari will pray for almost anything they desire, whether it be crops, fishing, protection in battle, success in the forge, fertility in childbirth, or more. Many people even believe Inari to be not one god but three, and some believe they are not three gods but five.

Kitsune see themselves in Inari, who to them appears to be a shapeshifting god who wants to be accepted by everyone, and are their most devoted followers. Kitsune born with white fur are said to be blessed by Inari and are raised to be priests, clerics, and paladins.

Outside of myths, Inari is a god worshipped by many in Japan and is associated with kitsune there as well.

ALL-MOTHER RHOSYN

The Cor'Gisir engage in ancestor worship, and All-Mother Rhosyn is considered the First of all Corgis. It was Rhosyn who was first uplifted by a fey lord, and although she never saw true freedom in her lifetime, she was the first to know what it meant to live. Others in her line are venerated, and the closer to Rhosyn they are, the more power they can grant their followers.

As the All-Mother, Rhosyn exemplifies the ancient ways of the Cor'Gisir- those who guarded their fey masters. All Corgis who seek divine aid in the protection of their friends, their family, or even their herds and pets pray to Rhosyn most of all. She is also the patron goddess of Corgi mothers for the same reason.

Rhosyn has no Earth-myth equivalent.

TITANIA

The Fairy Queen of the Summer Court, Titania is an archfey of great power. The Seelie Fey largely bow to her, and it is through her whims that the fairies place dew on grass and cause the flowers to bloom (or, at least, she claims).

Many changelings in the world are the fault of her own whims, so many changelings who consider themselves more fey than human see her as a mother-figure of a sort. Titania rarely holds them in much respect, preferring instead the company of the human children she stole and replaced with the changelings in the first place. Many changelings pay homage to her as either their chosen cleric deity or their chosen archfey warlock patron.

Titania is known on Earth as the Fairy Queen, most famous for her role in Shakespeare's *A Midsummer Night's Dream*.

THE WOLF OF THE WOODS

An ancient creature, the Wolf of the Woods is a great and terrible creature that has been said to haunt the darkest of forests as long as people have dared to enter them. Its favorite trick is to pretend to be a friend or family member of its chosen prey and then swallow them whole when they least suspect it. Pigan society has been shaped around seeing through lies as a result of the Wolf's predilection towards eating pigs.

The Wolf of the Woods is considered a deity, and many wolf-like creatures- and some dark pigan sects- worship him. He is a Chaotic Neutral god who can grant divine power to his clerics, as well as lycanthropy to friend and foe alike- the form of a werewolf to his greatest allies, and the form of a wereboar to those he marks as his prey. His holy symbol is a grinning wolf's head.

Some theorize that the pigan race is actually descended entirely from wereboars cursed by the Wolf of the Woods, who lost their original and boar forms over time. Pigans believe that the Wolf ate their creator god, which gave him power over pigs. His ability to create storms, while known, is not feared by the pigans.

The Wolf's true identity is a secret, even to his followers, but many theorize him to be Fenrir, the wolf that will devour Odin at Ragnarok, or a related wolf creature.

