

BROWNIE

Brownies are the creaking beneath your floorboards, the missing buttons and unpaired socks, your dog's inexplicable barking. They reside in many houses of the largefolk, taking what they need from their unwitting landlords and doing what they can to repay the inferred generosity with household chores and favors.

BROWNIE LORE

Arcana DC 10: Brownies, like many diminutive fey creatures, are magically veiled from the perception of humanoid creatures, though animals such as cats and dogs appear to be able to see them. When clearing out an infestation of brownies, indiscriminate methods such as noxious gasses are most effective.

History DC 10: Brownies are a species of fey that ordinarily reside covertly in the homes of ordinary folk, surviving on what they can steal from their unwitting landlords.

History DC 15: Brownies always make efforts to repay those who they borrow from and are kind and honest to a fault on the rare occasion that they've been encountered directly. They are typically perceived only through their effects, but those who make hearth-offerings of choice bits of food for their tiny housemates find their homes protected from ill fates and intrusion.

BROWNIE TACTICS

Brownies first try to relieve a creature of anything small enough for them to carry, harrying intruders to their home by luring them into a merry chase through as many thresholds as possible while trying to stay hidden. If they get a creature to drop its weapon with their *Fingerstinger*, they use *Trick shot* to knock the object back through the threshold so the creature must cross once more to retrieve it.



BROWNIE

Tiny fey, neutral good

Armor Class 14 (Armor Scraps)

Hit Points 14 (4d4 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	14 (+2)	16 (+3)	14 (+2)

Skills Nature +5, Sleight of Hand +7, Stealth +7, Survival +5

Senses Passive Perception 13

Languages Common, Halfling, Sylvan

Challenge 1 (200 XP)

Home Defender. Whenever a creature passes through a threshold in a home that contains one or more brownies, the brownie can force the creature to succeed on a DC 13 Dexterity saving throw or suffer one of the following effects:

- **Triptwine.** The creature takes 2 (1d4) bludgeoning damage and is knocked prone.
- **Fingerstinger.** The creature takes 2 (1d4) poison damage and drops one object it is carrying.
- **Pepperpouch.** The creature is Blinded and unable to speak or breathe until the beginning of its next turn.

Corner of Your Eye. The brownie is invisible to creatures with less than 20 Passive Perception. Whenever it is hit with an attack, this trait is disabled for the next minute, or until it is missed with an attack.

Magic Resistance. The brownie has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The brownie makes two attacks, each of which it can replace with its Brownie's Cunning.

Toe-Stubber. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 4 (1 + 3) bludgeoning. On a critical hit, the target is knocked prone if it is Medium or smaller and has its movement speed reduced by 10 for the next minute.

Rubber Sling. Ranged Weapon Attack: +5 to hit, range 30/60 ft., one target. Hit: 4 (1 + 3) bludgeoning damage.

Brownie's Cunning. The brownie makes a Dexterity (Sleight of Hand) or Dexterity (Stealth) check.

Reactions

Trick Shot. As a reaction when a creature the brownie can see within 30 feet drops an object, the brownie makes an attack with its rubber sling against an AC of 20. On a hit, the dropped object is pushed 15 feet in a direction of the brownie's choice.

ART CREDITS

- Brownie by Tony DiTerlizzi

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