

FEYLINGS

Feylings are tieflings that remained in the fey wild for too long. Lost or exiled there, the influence of the fey has changed them profoundly, transforming their devilish traits into whimsical powers. Their appearance reflects this change, their horns are wooden, their skin can be of any color of the rainbow and often appears covered in bark, their hair have traces of foliage woven within. For many of them the tint of their flesh changes in accordance to their emotions.

FEYLINGS FEATURES

Ability Score Increase. Your Charisma score increases by 2.

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

Alignment. Feylings have been influenced by the chaos inherent to the Fey Realms and reflect that chaotic alignment.

Size. Feylings are about the same size and build as humans. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your original infernal heritage, 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.

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

Natural Knowledge. You have proficiency in the Nature skill.

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

Subraces. Feylings are as various as their tiefling counterpart. Not only by how much the fey affected them, but also by what part of the Fey affected them most. You can choose from the following 4 bloodlines: Fey Walker, Light Bearer, Tongue of Nature or Cursed Wood.

FEY WALKER'S BLOODLINE

These are the most common feyings, whimsical lovers of nature who embody everything fey.

Ability Score Increase. Your Intelligence score increases by 1.

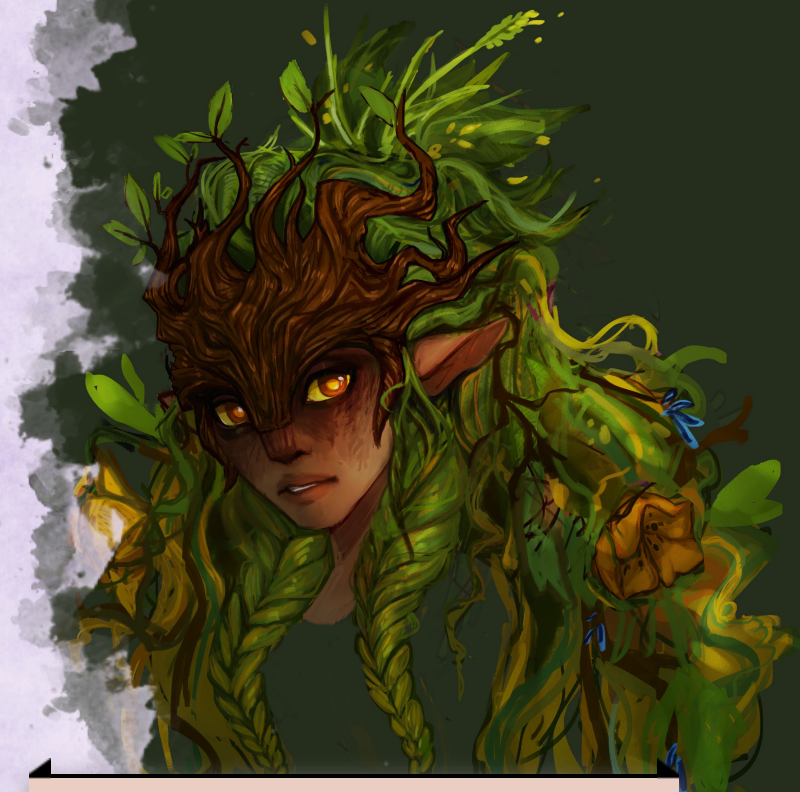
Fey Legacy. You know the Prestidigitation cantrip. Once you reach 3rd level, you can cast the Charm Person spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Invisibility spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

LIGHT BEARER BLOODLINE

These tieflings who ventured in the realms with a vile heart found their redemption. They turned all that was dark into pure light.

Ability Score Increase. Your Intelligence score increases by 1.

Shining Legacy. You know the Light cantrip. Once you reach 3rd level, you can cast the Faerie Fire spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Moonbeam spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.



Tiefling: Bright Bloodline (OPTIONAL RULE)

If you want to play a tiefling that bears light instead of the full devil package, take the Shining Legacy Trait and use it to replace the Infernal Legacy trait of your tiefling. You'll get a light themed tiefling this way. Perhaps that specific bloodline was redeemed by angels after performing heroic deeds, just an idea.

TONGUE OF NATURE BLOODLINE

These feyings' passion for wildlife is reflected in their unique ability to communicate with the natural world.

Ability Score Increase. Your Wisdom score increases by 1.

Natural Speaker. Starting at 3rd level, you can target a beast or monstrosity when you cast speak with animals, provided the creature's Intelligence score is 3 or lower.

Natural Legacy. You know the Druidcraft cantrip. Once you reach 3rd level, you can cast the Speak with Animals spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Animal Messenger spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

CURSED WOOD BLOODLINE

These feyings wandered too deep in the dark corner of the fey realms have been altered by ancient and evil magic.

Ability Score Increase. Your Wisdom score increases by 1.

Corrupted Legacy. You know the Shillelagh cantrip. Once you reach 3rd level, you can cast the Bane spell once as a 2nd-level spell. Once you reach 5th level, you can also cast the Barkskin spell once. You must finish a long rest to cast these spells again with this trait. Charisma is your spellcasting ability for these spells.

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