5e Fiendopedia:
Noteworthy Fey

Redcap
Also Appearing:

Gremlin  Mite  Nymph  Quickling

Inkwell Ideas
5e Fiendopedia: Noteworthy Fey
Monsters compatible with the 5th edition of the world's most famous fantasy role-playing game.

Credits
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Nymph: Bruno Balixa; Quickling: Tadas Sidlauskas; Redcap: Bruno Balixa

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The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment, or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

Feedback/Notice a Mistake?
If you see something that seems off, or a way to enhance a creature, please send the comment to support@inkwellideas.com. We have the opportunity to fix it and put out an update for everyone's benefit.
Gremlin (Jinkin)

Tiny Fey, Chaotic Evil
Challenge 1 (200 XP)

Grimacing like a maniac, this lean little bat-eared horror displays a mouth full of needle-like teeth & glowing, orange eyes.

Armor Class 15 (natural armor)
Hit Points 14 (6d4)

Ecology

Environment any underground or urban
Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 sorcerers of 1st–3rd level, 1 rogue leader of 2nd–4th level, 2–8 trained stirges, 2–5 trained darkmantles, and 1–2 trained giant bats)
Treasure standard (short sword, other treasure)

Sneaky and sadistic, jinkins are hideous gremlins that inhabit dark places underground. Well acclimated to the shadows, they hide in cramped quarters and attack larger creatures when they’re strategically positioned. Jinkins commonly work with or near larger or more powerful creatures; these larger creatures provide cover for the jinkins’ trickery. They use dimension door to exit any battle that goes badly, taking any stolen goods with them.

Jinkins delight in leading creatures into dangerous caves or pits, usually by lunging out of the shadows to make a sneak attack against a creature and then running away, taking care while “fleeing” to remain seen by their target so that they can lure the victim into a trap.

Jinkins also hold dangerous grudges, and one might follow a creature that supposedly slighted it for weeks, looking for an opportunity to take revenge. This revenge can take many forms, from leading horses astray to contaminating food supplies to directing larger monsters toward the begrudged creature.

One of the most direct and unwelcome revenges of the jinkins is the destruction or cursing of magical items. Many times they’ll observe camped enemies from a distance and either steal an item to tinker with it or just use their tinkering magic at a distance to annoy the item’s owner. Jinkin lairs are often cluttered with stolen, cursed items that the jinkins themselves have forgotten all about.

Dwarves in particular hate jinkins, with many folktales describing tragedy at the hands of the gremlins. The loathing is largely mutual. The average jinkin stands almost 2 feet tall and weighs about 13 pounds.
Mite

This squat humanoid seems to be nearly all head—an unfortunate circumstance, considering its ugly puffy blue face.

**Armor Class**

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<td>7 (-2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
<td>8 (-1)</td>
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**Speed**

20 ft., climb 20 ft.

**Skills**

Perception +3, Sleight of Hand +4, Stealth +6

**Senses**

darkvision 120 ft., passive Perception 14

**Languages**

Undercommon

**Actions**

**Dagger.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. *Hit:* 1d4+2 piercing damage.

**Dart.** Ranged Weapon Attack: +4 to hit, range 20/60 ft., one target. *Hit:* 1d4+2 piercing damage.

**Traits**

**Light Sensitivity.** While in bright light, a mite suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

**Innate Spellcasting.** The mite’s innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *animal friendship* (vermin only—insects, arachnids, other arthropods, worms), *prestidigitation*

1/day: *bane*

**Hatred.** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.

**Ecology**

**Environment**

any underground

**Organization**

solitary, band (2–8), or tribe (9–20 plus 1 chieftain of 2nd–4th level and 2–6 giant vermin)

**Treasure**

standard (dagger, 6 darts, other treasure)

Descended from even smaller fey, the mites are among the most pitiful and craven dwellers of the dark. Hideously ugly, even goblins have been known to mock mites for their homely appearances, mockery most mites take to heart and nurture for weeks, months, or even years in their tiny homes, until their distress and anger finally overcome their natural cowardice and impel them forth on short-lived bouts of bloody vengeance from the doubtful safety of a spider’s back.

Mites, once closer to the strange realm of the fey, have grown larger and stockier after countless generations spent on the Material Plane. Yet still, their stature places them at the bottom of the pile in the dangerous caverns in which they live. Their traditional enemies are dwarves and gnomes, particularly the svirfneblin of the deep underground caves. The one thing that gives them a significant edge over an enemy in a fight is their natural ability to empathize with normally mindless vermin—mites are particularly fond of spiders, centipedes, and cave fishers, and a mite colony usually has a few of these far more dangerous monsters on hand to defend the group.

Although they have lost the supernatural ability to tinker with magic items, luck, or mechanical objects possessed by their more sinister and dangerous gremlin kin, mites retain the ability to perform minor magical tricks with prestidigitation and often use these tricks to annoy their enemies. When faced with dangerous foes, a mite uses its bane ability to hex a foe—a mite’s eyes bulge hideously open when it uses this spell-like ability.

A mite is 3 feet tall and weighs 40 pounds.
Nymph

Medium Fey, Chaotic Good

Challenge 7 (2,900 XP)

A delicate figure rises from the water, her long ears tapering to points above her head, her beauty painful in its perfection.

Armor Class 19 (natural)
Hit Points 68 (8d8+32)

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<td>8 (-1)</td>
<td>20 (+5)</td>
<td>18 (+4)</td>
<td>16 (+3)</td>
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<td>20 (+5)</td>
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Speed 30 ft., swim 20 ft.
Skills Animal Handling +6, Perception +6, Persuasion +11, Stealth +8
Senses passive Perception 16
Languages Common, Sylvan

Ecology
Environment temperate forest
Organization solitary
Treasure standard (dagger, other treasure)

Many have lost their lives in vain search of the beauty of the nymph, and many more to the madness their grace has upon minds and bodies unprepared for their companionship. Yet the nymph herself is not a cruel creature—a guardian of nature’s purest places and most beautiful realms, she treats those who respect her and her abode with kindness, and may even favor someone who takes her fancy with magical gifts. Yet those who would seek to abuse or harm her or her home quickly find that behind her beauty is a fierce protector more than capable of defending her charge.

(continued next page)
Lair Actions
On initiative count 20 (losing initiative ties), the nymph takes a lair action to cause one of the following effects; the nymph can't use the same lair action two rounds in a row:

- The nymph creates fog as the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- The nymph causes spikes to grow from a spot within 120 feet of itself. Stone spikes grow in a 20 foot radius area from that point in an effect otherwise identical to the *spike growth* spell. The effect lasts until the nymph uses this spike growth action again or it dies.

Regional Effects
The region containing the nymph's lair conforms to the nymph's desires, which creates one or more of the following effects:

- Animal life within six miles of the nymph is capable of reporting to her the location of trespassing creatures.
- If the nymph desires, terrain in a group's path may become overgrown, causing travel times to double.
- If the nymph desires, terrain in a group's path may shift, causing disadvantage on any checks to avoid becoming lost.
Quickling

This creature resembles a short, slight elf wearing drab clothes and a wicked grin. In a blink, the thing darts from sight.

Armor Class 17
Hit Points 27 (6d6+6)
Vulnerabilities (Condition) slow (see below)

(see Str 8 (-1) 21 (+5) 13 (+1) 15 (+2) 13 (+1) 15 (+2)
Dex Con Int Wis Cha

Speed 120 ft.
Skills Acrobatics +9, Arcana +5, Deception +4, Perception +3, Stealth +9, Survival +3
Senses darkvision 60ft., passive Perception 13
Languages Aklo, Common, Sylvan

Actions
Multiattack. The quickling makes four weapon attacks per round.
Short Sword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 1d6+5 slashing damage.

Traits
Innate Spellcasting. The quickling’s innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:
3/day: dancing lights, minor illusion
1/day: levitate, shatter
Natural Invisibility. A quickling is invisible when motionless. It loses this invisibility and remains visible for 1 round in any round in which it takes an action, bonus action or reaction.
Supernatural Speed. A quickling moves with incredible speed. Save for when it remains motionless (at which point it is invisible), the quickling’s shape blurs and shimmers with this speed, granting it the effect of dodge. (Attacks against the quickling have disadvantage.)
Slow Vulnerability. A quickling that succumbs to a slow effect loses its supernatural speed ability and is poisoned as long as the effect persists. This poisoned condition persists for 1 round after the slow effect ends.

Ecology
Environment temperate forest
Organization solitary, gang (2-5), or band (4-11 plus one advanced leader)
Treasure NPC gear (pale tincture poison [4 doses], small short sword, other treasure.)

Few creatures can match the speed of a quickling. These malicious fey creatures delight in striking with blinding speed and accuracy, often killing their victims without ever fully revealing themselves; the victim simply spurts blood and falls over dead, with no witnesses to the quickling’s deed. Though related to brownies and grigs, quicklings share none of their kin’s generosity or merriment, choosing instead to live a life of cruelty and viciousness. Quicklings pride themselves on insults and brutality, and frequently stalk and harass their quarry until the victim gives up the chase. While quicklings are naturally invisible when motionless, they rarely contain themselves, and bob and twitch while standing and talking to other creatures. Quicklings hate every other race of creature, particularly elves, gnomes, and other kinds of fey. They barely tolerate their own kind, and rarely work together for longer than a few weeks.

Quicklings stand just over 2-1/2 feet tall and weigh 15 pounds.
Redcap

Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.

**Armor Class** 18 (natural and leather armor)
**Hit Points** 67 (10d6+32)

**Ecology**
**Environment** any underground
**Organization** solitary, pair, or gang (3-12)
**Treasure** NPC gear (leather armor, medium scythe, other treasure)

Redcaps embody both capriciousness and sadism. These stumpy, misanthropic fey freaks exist seemingly to indulge in blissful bloodletting and self-indulgent slaughter. Like prune-faced, angry old men, they mollycoddle their own inefficiencies and miseries in gore. Redcaps are most widely recognized for their long woolen caps, which they drench in the blood of their victims. Rumors and fairy stories abound concerning rituals and the cultural significance of their blood-soaked caps, though the practice likely evolved as an easy way for the brutish runts to create both fear and spectacle. Redcaps typically stand only 3 feet tall, with twisted frames, pointed ears, and long white beards. They dress in soiled leather armor and wear oversized, iron-shod boots that make a distinctive clanging when they run.

**Str** 15 (+2)  **Dex** 19 (+4)  **Con** 18 (+4)  **Int** 16 (+3)  **Wis** 13 (+1)  **Cha** 9 (-1)
**Speed** 60 ft.
**Skills** Acrobatics +7 (jump +10), Deception +5, Intimidate +5, Perception +4, Stealth +7
**Senses** darkvision, passive Perception 17
**Languages** Aklo, Common, Giant, Sylvan

**Actions**
**Multiattack.** The redcap may make attack once with its weapon and make one kick in a round.

**Halberd.** **Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 1d10+6 x4 slashing damage.

**Kick.** **Melee Weapon Attack:** +8 to hit, reach 10 ft., one target. **Hit:** 1d6+6 slashing damage.

**Traits**

**Boot Stomp.** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give it a kick attack that it can make as a second attack.

**Heavy Weapons.** A redcap can wield weapons sized for Medium creatures without penalty.

**Irreligious.** Bitter and blasphemous, redcaps cannot stand the symbols of good-aligned religions. If a foe spends an action presenting such a holy symbol, any redcap that can see the creature must make a DC 15 Wisdom save or become frightened for 1 minute and attempt to flee. A redcap who saves is shaken (treat as poisoned) for 1 minute.

**Red Cap.** A redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a redcap gains a +4 bonus on damage rolls (included in the above totals). These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps. A redcap can create a new cap to replace a lost cap with 10 minutes of work, although until it takes an action to dip the cap in the blood of a foe the redcap helped to kill, the cap does not grant its bonuses.

**Fast Healing.** While the redcap wears its red cap, it regains 3 hit points per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, nor does it allow a creature to regrow or reattach body parts. When a creature dies the effects of fast healing end immediately.

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