



ART:
FREEPIK

Nymphs

These fey are powerful and typically do not leave their domains in the Fey Plane. Divine servants that inhabit unspoiled corners of the world, nymphs protect places of natural power and infuse their surroundings with the magic of The Three Sisters, a trio of Greater Sorcerers. A nymph that is willing to adventure into the Material Plane is a rare specimen. Nymphs can embody the benevolent love of the earth, the wrathful power of fire, and many other natural forces.

Nymphs will tend to congregate in areas filled with nature and devoid of Humanoid life. Large empty woods, stretches of roving plains, or volatile volcanic areas are known to attract these fey.

Alseid

Touched with the golden light of the sun, alseids inhabit meadows, plains, and lands of cultivated natural beauty. Many live in closer proximity to human civilization than other nymphs.

Workers of the land throughout Ganya and Titan will pray for an alseid to bless their crops with a plentiful bounty. These farmers leave tithes of their harvest in hopes of these blessings. A beekeeper might leave a piece of honeycomb, a winemaker a cup of wine, or a wheat harvester a piece of fresh bread.

Lampad

Lampads are typically seen as bad omens, but they are a natural part of the process of death. Lampads have been known to offer their services to Dyorra, the Sorcerer of Death. She uses them to usher powerful souls to the afterlife, or on occasion, directly to her. Lampads typically spend their existence within the Plane of Shadow, the domain of Dyorra.

Alseid Traits

Creature Type: Fey. You are also considered a nymph for any prerequisite or effect that requires you to be a nymph.

Size: Medium (about 4–6 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

Speed: 30 feet

As an Alseid, you have these special traits.

Magic Resistance. You have Advantage on saving throws against spells.

Hiding In Plain Sight. You can Hide as a Bonus Action. When you take the Hide action while in Grassland, you have Advantage on the Dexterity (Stealth) check.

Immortal Nature. You do not need to eat or drink.

Divine Cultivator. You are a servant of the gods using the magic of Nyx. You have the following benefits.

- You have Resistance to Radiant damage.
- You know the *Plant Invigoration* cantrip and can cast this spell without Material components. Starting at character level 3, you always have the *Calm Emotions* spell prepared. Starting at character level 5, you always have the *Create Food and Water* spell prepared. You can cast each of these spells once without a spell slot, and you regain the ability to cast it in that way when you finish a Long Rest. You can also cast the spell using any spell slots you have of the appropriate level

Intelligence, Wisdom, or Charisma is your spellcasting ability for the spells you cast with this trait (choose the ability when you select this species).

