

ASAI & NIXIES

The asai and nixies are two very different species of Water faerie. Like many of the Earth folk, there are Water faeries known to interact and even cohabitate with each other. Such is the case of the asai and nixie. Dwelling in and around the many still and stagnant bodies of water of the Gloaming, nixies and asai have developed a symbiotic relationship. Both creatures count on the other to perform important tasks that are critical to their survival.

The Odd Couple. The asai's body is sought by herbalists and merchants alike for its medicinal properties. In days past, asai hunts were common, but the intelligent faeries learned to seek out swamps, lakes, and ponds where nixie colonies thrive. When hunters came to harvest the tiny faeries, they were driven away by ravenous nixies.

The asai and nixies form a most unusual pairing. Asai are passive creatures, relying on stealth and the spores they produce to avoid conflict. While their primary source of food is the yellow buttoncap mushrooms that they bear an uncanny resemblance with, they will eat almost anything. The carnivorous nixies, in contrast, are highly aggressive, using their stealth to ambush living prey at the water's edge.

Though there is no explicit agreement between the two Water faeries, the asai view nixies as their protectors. In exchange, the asai tend the lake or pond where the nixie colony is located. Nixies are filthy creatures, polluting their watery homes to the point of being uninhabitable with the fetid remains of uneaten kills as well as their waste. The asai, willing to eat just about any organic material, are happy to tidy up after the nixies.

Camouflage. Both lake- and pond-dwelling faeries, the asai and nixie are naturally camouflaged to the still and stagnant waters of the Gloaming. Asai, for example, are almost indistinguishable from the yellow fungi on which they prefer to feed. Their flat-crested heads emulate the shape beautifully, while the faint red patterning of the fungi covers crest, shoulders, and back. When viewed from above, it is not only this likeness, but the stillness of the faerie that keeps them so unnoticeable, for the asai will move but a few times a day. This stationary life requires little energy; only a few daily mouthfuls of food keep the asai sustained, while their slow progression around the pond or lake help spread the fungi, keeping it in abundant supply.

Though completely different in appearance to the asai, the nixie is no less adapted to his environment. While keeping only its eyes above the water, two ridges of fleshy neck flaps splay out along the surface, emulating the leafy pads about them, while a display of long tendrils from their flat heads rise up like reeds. From this position they are able to remain unseen by any Earth folk daring to drink from their ponds, giving them the element of surprise over their hapless victim, for the Earth folk who pass such ponds are commonly on their way to or from their trading markets, and that means they will be laden with all sorts of forest foods that the nixie would otherwise be unable to forage for itself.



NIXIE

Small Fey, Neutral Evil

Armor Class 13
Hit Points 18 (4d6 + 4)
Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	6 (-2)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +5
Senses darkvision 60 ft., Passive Perception 13
Languages Gloamish
Challenge ½ (100 XP)

Ambush Predator. When making a bite attack, the nixie deals an additional 2d6 damage against any creature that has not acted during combat.

Gloamborn. The nixie gains the following features while in the Gloaming:

- ◆ **Fire Immunity.** The nixie is immune to fire damage.
- ◆ **Aquatic Blindsight.** While in the water, the nixie can perceive its surroundings without relying on sight in a 30-foot radius.

Hold Breath. A nixie can hold its breath for 30 minutes.

ACTIONS

Multiattack. The nixie makes two attacks: one with its tentacles and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) slashing damage.

Tentacles. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) poison damage, and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.



NIXIE DEN MOTHER

Small Fey, Neutral Evil

Armor Class 13

Hit Points 52 (8d6 + 24)

Speed 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	16 (+3)	8 (-1)	14 (+2)	12 (+1)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., Passive Perception 14

Languages Gloamish

Challenge 2 (450 XP)

Ambush Predator. When making a bite attack, the nixie den mother deals an additional 2d6 damage against any creature that hasn't taken a turn yet in the current combat.

Nixie Frenzy. When the nixie den mother feels threatened, she releases a pheromone that causes all nixies in a 60-foot radius to enter a frenzy allowing them to attack with advantage, but attacks made against them are also at advantage. Nixie Frenzy lasts for 1 minute.

Gloamborn. The nixie den mother gains the following features while in the Gloaming:

- ◆ **Fire Immunity.** The nixie den mother is immune to fire damage.
- ◆ **Aquatic Blindsight.** While in the water, the nixie den mother can perceive its surroundings without relying on sight in a 30-foot radius.

Hold Breath. A nixie den mother can hold its breath for 30 minutes.

ACTIONS

Multiattack. The nixie den mother makes two attacks: one with its tentacles and one with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target.
Hit: 5 (1d4 + 3) slashing damage.

Tentacles. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) poison damage, and the target must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.





ASAI

Tiny Plant, Neutral

Armor Class 11 (natural armor)
Hit Points 7 (2d4 + 2)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	10 (+0)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

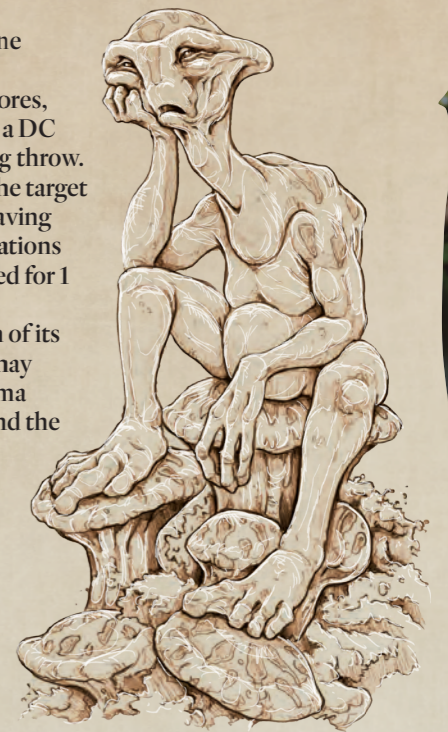
Senses Passive Perception 11
Languages understands Gloamish but can't speak it
Challenge 1/8 (25 XP)

Camouflage. The asai bears a striking resemblance to the yellow buttoncap, a mushroom that grows in abundance around the lakes and ponds they call home. When hiding amongst the clusters of mushrooms, the asai are treated as having rolled a 20 on their Stealth check.

Medicinal Essence. The body of the asai, when prepared properly, is highly prized as a universal antidote for non-magical poisons. Further, their spores are in high demand for their hallucinogenic qualities. (see Flora and Fauna)

ACTIONS

Calming Spores. The asai targets one adjacent creature with a cloud of spores, forcing it to make a DC 11 Charisma saving throw. On a failed save, the target creature begins having euphoric hallucinations and is incapacitated for 1 minute. At the end of each of its turns, the target may repeat the Charisma saving throw to end the effect.





FASTCALLIONS

Among all the faerie folk of the Gloaming, none can match the fastcallion for sheer size. They are so immense that the hard shell that makes up most of their body is often mistaken for a small island or even a craggy hill. Found throughout the wetlands and waterways of the Gloaming, the shell of the fastcallion collects ample amounts of mud and vegetation, particularly in the irregular ridges on their backs. Grasses, reeds, and even trees frequently take root in this rich soil, further contributing to each fastcallion's disguise as merely part of the natural landscape.

Age Old. No creature of the Gloaming is as long lived as the fastcallion. In fact, their lifespan remains a mystery as even incredibly old specimens outlive the scholars that study them. The fastcallion's remarkable longevity may also explain their immensity as they never seem to stop growing. Gnomish folklore tells of an ancient fastcallion so immense that a city had been built upon its back, the ruins of which still cling to the behemoth as they travel the remote waterways of the Gloaming.

Gentle Giants. The fastcallion's immense size, formidable claws, and ruinous bite belie a docile and often good-natured temperament. While the Water faerie rarely provokes a fight, it is quick to recognize danger. Slow footed for a creature its size, the fastcallion rarely flees from danger. Instead, the fastcallion throws itself headlong into battle, relying on its armored shell to protect it during the furious assault. On the rare occasion where overwhelming a foe with brute force fails, the Water faerie will retreat into its shell, hoping that their attacker will tire itself out and lose interest while battering away at its hardened shell.

Immeasurable Strength. Fastcallions are incredibly strong, able to lift and carry far more than should be possible for a creature their size. Their feats of strength drew the attention of the folk of the Gloaming, who sought to domesticate the massive Water faerie. With a gentle disposition and relatively high intelligence, as beasts go, some young fastcallions were trained to assist as beasts of burden. A few clever merchants were even able to build their shops on the backs of fastcallions, allowing them to sell their wares to communities across the Gloaming.



FASTCALLION

Huge Beast, Unaligned

Armor Class 19 (natural armor)
Hit Points 105 (10d12 + 40)
Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	19 (+4)	2 (-4)	13 (+1)	9 (-1)

Skills Perception +4
Senses Passive Perception 14
Languages --
Challenge 7 (2,900 XP)

Beast of Burden. The fastcallion is considered to be a Gargantuan creature for the purpose of determining its carrying capacity.

Gloamborn. The fastcallion gains the following features while in the Gloaming:

- ◆ **Bipedal.** The fastcallion can adjust the positioning of its hips and legs to allow it to stand on two legs and walk. While moving bipedally, the fastcallion can use its arms to lift and carry extremely heavy loads.

Hold Breath. A fastcallion can hold its breath for 2 hours.

Hunker. A fastcallion can retract its head and legs into its shell to give itself a +4 bonus to its armor class. While inside its shell the fastcallion can't move or attack but will still float if it chooses.

ACTIONS

Multiattack. The fastcallion makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon
Attack: +9 to hit, reach 5 ft., one target. **Hit:** 23 (3d10 + 6) piercing damage.

Claws. Melee Weapon
Attack: +9 to hit, reach 5 ft., one target. **Hit:** 20 (3d8 + 6) slashing damage.





ANCIENT FASTCALLION

Gargantuan Beast, Unaligned

Armor Class 20 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	6 (-2)	22 (+6)	3 (-4)	15 (+2)	12 (+1)

Saves Con +11, Wis +7

Skills Perception +7

Senses Passive Perception 17

Languages --

Challenge 14 (11,500 XP)

Beast of Burden. The ancient fastcallion is considered to have double the strength multiplier of a Gargantuan creature for the purpose of determining its carrying capacity.

Gloamborn. The ancient fastcallion gains the following features while in the Gloaming:

- ◆ **Bipedal.** The ancient fastcallion can adjust the positioning of its hips and legs to allow it to stand on two legs and walk. While moving bipedally the ancient fastcallion can use its arms to lift and carry extremely heavy loads.

Hold Breath. An ancient fastcallion can hold its breath for 4 hours.

Hunker. An ancient fastcallion can retract its head and legs into its shell to give itself a +4 bonus to its armor class. While inside its shell the ancient fastcallion can't move or attack but will still float if it chooses.

ACTIONS

Multiattack. The ancient fastcallion makes two attacks: one with its bite and one with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 30 (4d10 + 8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 21). Until this grapple ends, the target is restrained, and the ancient fastcallion can't bite another target.

Claws. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 26 (4d8 + 8) slashing damage. If the target is Huge or smaller, the target must succeed on a DC: 21 Strength saving throw or be knocked prone.

Swallow. The ancient fastcallion makes one bite attack against a Large or smaller creature it is grappling. If the attack hits, that creature takes the bite's damage and is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the ancient fastcallion, and it takes 21 (6d6) acid damage at the start of each of the ancient fastcallion's turns.

If the ancient fastcallion takes 30 damage or more on a single turn from a creature inside it, the ancient fastcallion must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the ancient fastcallion. If the ancient fastcallion dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 20 feet of movement, exiting prone.





BRIDGE TROLLS

Bridge trolls are some of the largest of all the Earth folk yet remain the most unlikely to be seen. Though incredibly rare, it is neither their limited population, nor their reclusive nature that makes them so easy to miss. The hide of the bridge troll is covered in rough segmented scales that strongly resemble the flagstones from which many of the bridges found throughout the Gloaming are constructed. When resting, bridge trolls prefer to cool themselves in gently flowing streams and creeks. Travelers who come upon a sleeping bridge troll can easily mistake the massive creature for a convenient way to avoid becoming wet when crossing the waterway. While most bridge trolls sleep through the indignity of being trod upon, woe be upon the unwary traveler who manages to rouse an ill-tempered bridge troll.

Patient Predator. Due to their immense size, bridge trolls are opportunistic hunters, preferring to sit motionless in or around Gloaming waterways. Though they are not known for their keen intellect, these Earth folk are remarkably patient hunters, willing to lie in wait hours for a meal to come near enough to attack. Water faeries are their most common prey, but bridge trolls will eat nearly anything with a little meat on its bones.

Territorial. A single bridge troll will lay claim to long stretches of land along the rivers and lakes of the Gloaming. When not hunting, they spend most of their waking hours plodding up and down their shorelines driving off larger predators, especially other bridge trolls. When a rival does stray too near, bridge trolls do not throw themselves headlong into battle. Instead, they attempt to find a height from which to pummel trespassers with boulders. However, if all else fails, the bite of a bridge troll is truly devastating.



BRIDGE TROLL

Huge Giant, Neutral Evil

Armor Class 19 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	5 (-3)	15 (+2)	9 (-1)

Saving Throws Str +10, Con +9

Skills Perception +6

Senses darkvision 60 ft., Passive Perception 16

Languages Gloamish

Challenge 11 (7,200 XP)

- ◆ **False Appearance.** While the bridge troll is prone and remains motionless, it is indistinguishable from the many stone bridges found throughout the Gloaming.
- ◆ **Sundering Slam.** When the bridge troll hits twice in the same turn with its slam attacks, the target creature must succeed on a DC 18 Strength saving throw or be stunned until the end of their next turn.

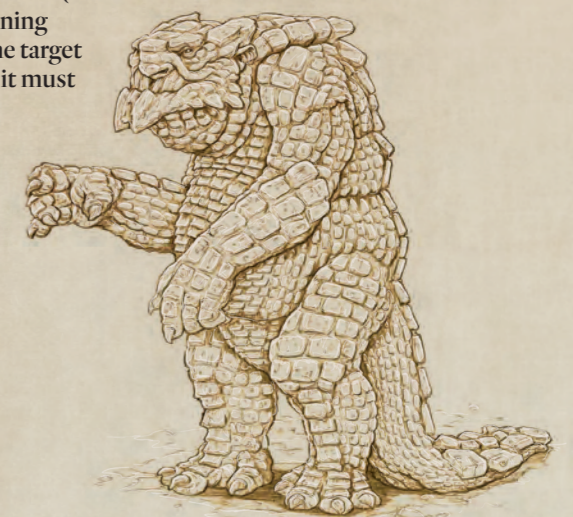
ACTIONS

Multiattack. The bridge troll makes three attacks: one bite and two slams.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 23 (3d10 + 6) piercing damage.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one target.
Hit: 20 (3d8 + 6) bludgeoning damage.

Rock. Ranged Weapon Attack: +9 to hit, range 60/240 ft., one target. **Hit:** 28 (4d10 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be knocked prone.





GLOAMING SHAMBLERS

Unlike earth elementals, gloaming shamblers are not comprised solely of rock. They are an amalgamation of loose earth, stones, and both living and rotting plants. The gloaming shambler spends most of its days resting in a heap, appearing to be no more than a weed-covered mound of earth. When provoked, it moves quickly for a creature that looks to be ponderously unbalanced. The gloaming shambler doesn't so much walk as roils forward, the soil and stones that make up its hulk churning to propel it.

Aesthete. The brutish exterior of a gloaming shambler masks the gentle spirit of a creature that, above all else, adores the natural beauty in the Gloaming. When encountered, it is not unusual to discover a gloaming shambler cradling a small flower, their eyes fixed on the tiny plant. Other times, they can be found staring at the majesty of a waterfall or the dangerous spectacle of a nighttime volcanic eruption. Their childlike wonder extends to the folk of the Gloaming, particularly tiny faeries, of whom they are fiercely protective.

Attuned to the Gloaming. The gloaming shambler is not easy to stir into a furor. Other than attacking it directly, a sure way to provoke a reaction from the creature is to intentionally spoil the Gloaming. Wanton destruction of trees and plants or poisoning of waters and soil will send gloaming shamblers into a frightening rage. While typically solitary creatures, a threat to the land will excite every gloaming shambler within miles of the offense.

GLOAMING SHAMBLER

Large Elemental, Neutral

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	5 (-3)	11 (+0)	7 (-2)

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., Passive Perception 10

Languages Gloamish

Challenge 5 (1,800 XP)

Amorphous Form. The gloaming shambler's body is comprised of loose earth, stones, and plants which can crumble and flow through spaces as narrow as 12 inches.

Gloamborn. The gloaming shambler gains the following feature while in the Gloaming:

- ◆ **Wellspring of the Gloaming.** The gloaming shambler draws power from the Gloaming to heal 10 hit points at the start of its turn. If the gloaming shambler takes thunder damage, it does not heal at the start of its next turn. The gloaming shambler dies if starts its turn with 0 hit points and does not heal.

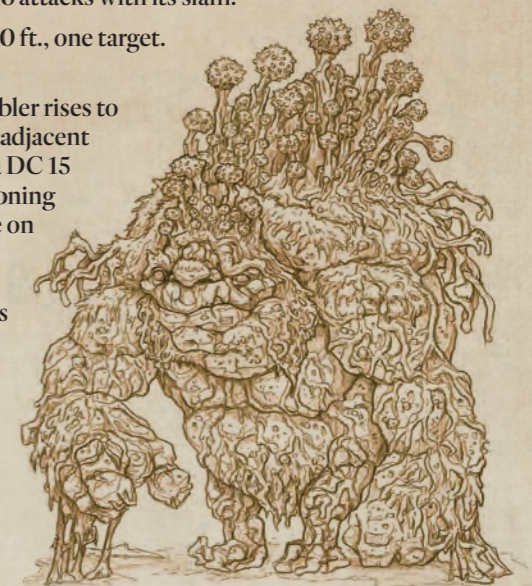
ACTIONS

Multiattack. The gloaming shambler makes two attacks with its slam.

Slam. Melee Weapon Attack: +7 to hit, reach 10 ft., one target.

Hit: 13 (2d8 + 4) bludgeoning damage.

Landslide (recharge 4-6). The gloaming shambler rises to twice its normal height and crashes down on an adjacent 10-foot cube. Creatures in the area must make a DC 15 Dexterity saving throw, taking 36 (8d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The gloaming shambler then draws back to its starting position dragging with it up to one Medium or two Small creatures that failed their saving throw. Creatures buried within the gloaming shambler are blinded, restrained, can't breathe, and must succeed on a DC 15 Constitution saving throw at the start of each of the gloaming shambler's turns or take 13 (2d8 + 4) bludgeoning damage. The gloaming shambler's movement is not slowed while creatures are buried inside its body.





— BILLYBULB —

The billybulb is a hardy plant that thrives in the soft earth of the Gloaming wetlands. This plant begins its life cycle as a thick-bodied bulb. Pointed nodules cover its exterior, making it exceedingly difficult to dislodge from the ground and painful for scavengers to devour. Beyond the billybulb's outer husk lies a highly nutritious flesh that can sustain a humanoid creature for a full day.

The billybulb grows a single fibrous stem that terminates in an unusual dark red flower. Growing in concentric circles, the petals of the flower sag over the stem of the billybulb and have the supple texture of well-worn leather. Glassy luminescent blue filaments capped by orange anthers tentatively snake their way from the center of the flower. The billybulb can extend these stamens 6 to 8 inches and seemingly use them to explore their surrounds. The stamens move with otherworldly grace, swaying with the fluidity of flora found in the currents of a coral reef.



The stamen of the billybulb can be dried, ground into a powder, and brewed into an extraordinary tonic with a DC 12 check using either alchemist's tools or an herbalist's kit. The billybulb tonic grants the *ability to speak* with animals per the spell but with a duration of 1d4 rounds.



— WHISTLING GOBULET —

Whistling gobulet are hardy flowering plants found throughout the Gloaming. The inner lining of their deep, bowl-shaped flowers produce a sweet sticky nectar. Gobulet nectar is highly prized by faeries of the Gloaming for its many uses in cooking, brewing of ales and meads, and the distilling of spirits.

Frequently, the leaves of the whistling gobulet cover the flowers opening and become stuck by the sticky nectar. On occasion, the leaf manages to form a perfect seal causing the nectar inside to build up, swelling the flower to the size of a large berry. Eventually, the sweet nectar begins to ferment, causing gases to build up and eventually break the seal with a loud prolonged whistle. Gobulet flowers swollen to the point of bursting are the most highly prized by brewers and distillers for their rich flavor and potent alcohol content.

Gobulet spirits have reached a near reverent status among the gnomes. Gnomish distillers and brewers compete in annual competitions with the winner's label given the blessing of the gnomish council. While the judging and awards given for gobulet potables are treated with solemn respect, overall, the competitions have a carnival atmosphere.





SWEETSTENCH

Sweetstench is a fungus that grows in curving fans outward from a central core. In mature growths, iridescent purple nodules line the outer edge of the fungi. These nodules pulse in a dazzling display of light. Unlike most fungi that can release spores at the slightest touch, sweetstench rely on their light show to attract creatures and its sweet aroma to prompt a feeding. Expecting a meal, the creature breaks through the fungi's rigid outer husk only to be assaulted by an odious surprise. With the fungi's tough outer skin broken, the sweetstench can release its spores and continue its life cycle.



A DC 12 check using either alchemist's tools or an herbalist's kit can turn the inner core of a sweetstench into a tacky powder. A creature that is struck with sweetstench powder must make a DC 13 Constitution saving throw, or be poisoned for 1 minute, spending their turns retching and gagging. Creatures immune to poison or that do not breathe are unaffected.



— TWISTED FEVER CAP —

The twisted fever cap has a notorious reputation among the faeries of the Gloaming due to the fungi's hallucinogenic spores. When inhaled, the spores overwhelm the victim with nightmarish hallucinations, leaving them nearly helpless.

The twisted fever cap is nearly as bizarre as the hallucinations it creates. The fungi is crowned with a brilliantly colored series of cup shaped structures that nest within one another until the growth terminates into an iridescent orange nodule. Much like the sweetstench, the colorful display is designed to attract creatures. When a creature does approach, the fungus opens in a fashion very reminiscent of a carnivorous plant. Only this mouth is used to expel a cloud of spores onto unwary creatures.

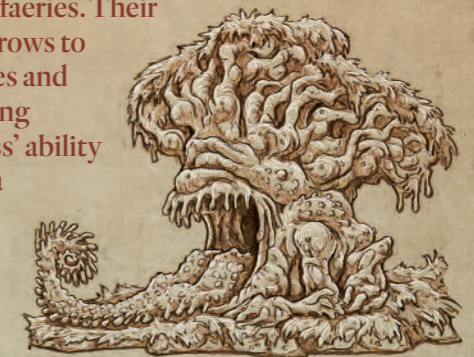


The twisted fever cap uses blindsight with a range of 5 feet to sense nearby creatures. Breathing in the hallucinogenic spores of the twisted fever cap forces the target to make a DC 13 Wisdom saving throw. On a failed save, the creature is stunned for 1 minute spending their turns in a dysphoric trance. At the end of each of its turns, the target may repeat the Wisdom saving throw to end the effect.

BOGGLOBBER

Bogglobbers are a type of moss that grows throughout the wetlands of the Gloaming. While most mosses are tiny plants that thrive off moisture and particles found in the air, bogglobbers can grow to the size of a housecat and are strictly carnivorous.

Bogglobbers are often mistaken for Water faeries. Their root system, which forms above ground, grows to broadly resemble the many kinds of reptiles and amphibians found throughout the Gloaming swamps. Even more remarkable is the moss' ability to slowly move in search of a meal. When a suitable hunting ground is discovered, the bogglobber anchors itself and opens a maw-like orifice to unfurl a long, incredibly sticky leaf. This leaf secretes a sweet syrupy nectar that traps insects and tiny animals who touch it.



A creature of Medium size or smaller that touches the bogglobber's nectar leaf is grappled (escape DC 10). The bogglobber may only grapple one creature at a time.



PRICKLEPOD

Pricklepods are an infuriating plant that grows in nearly every region of the Gloaming. Known for their spiked seed pods, once a pricklepod becomes entangled in cloth, hair, or fur, removing the barbed seed pods is a masterclass in frustration.

From a distance, the spikes of a pricklepod, while pointed, appear to be too squat to cause much of a bother. However, each pricklepod spike is covered with tiny rigid barbs that can easily become entangled with anything they encounter.

Clever faeries have learned to put pricklepods to good use. The spiked nuisances can be found in weapons, armor, and traps. Some faeries have even cultivated large gardens of pricklepods to ward off unwanted visitors.





— STONE SPRIG —

Stonesprigs are named for the incredibly hard outer shell of their seed pods. They are so difficult to break open that the plant would have gone extinct long ago if it weren't for fastcallion, who love to eat stonesprig. Due to their reliance on the powerful jaws of the fastcallion to release the seeds from their pods, stonesprig are only found along deep waterways where the gigantic turtles make their homes.

Faeries too have found uses for the stonesprig. The plant's seed pods, called clacks by the fey, make a loud crack when banged together. The sounds produced by two clacks carry far greater distances than voices would carry, and some faeries have developed a primitive way of communicating with them that they call clackspeak.

Tiny fey make use of the scaly cups that cradle each seed pod. Each scale is carefully removed and fashioned into a lightweight but durable armor for the smallest faeries of the Gloaming.

