

Nimble
A fast, tactical TTRPG



FEY

FEY

Fey are wild-hearted spirits of nature, driven by impulse and whimsy. They love practical jokes, and relish a well-laid prank or caper. However, Fey rarely consider the consequences of their actions, and their antics can quickly take a sinister turn.

FEY LORE

- **Sprite:** Sprites are minor fey that appear to mortals as a winged ball of light. They enjoy a care-free life, but may resort to violence if someone intrudes on their fun.
- **Faerie:** Faeries are tiny, mischievous winged humanoids that go about their jokes and schemes with boundless enthusiasm. Being the butt of their jokes is often exhausting, and sometimes dangerous.
- **Faerie Troubadour:** Faeries love music. A Troubadour's magical tunes escalate whatever chaos other Faeries are causing nearby.
- **Faerie Merrymaker:** Merry Merrymakers always carry a bag of tricks. Their Pyrotechnics are a welcome addition to any party.
- **Faerie Trickmage:** Trickmages use illusions to drag bystanders into their convoluted plots. They tend to hide their true motives until the final reveal. "The more elaborate the setup," says the Trickmage motto, "the better the punchline."
- **Gremlin:** Ugly, pot-bellied little troublemakers. Left to their own devices, Gremlins will spend all day moving and hiding household objects and insulting anyone they come across. They are eager to start fights, despite their small size.
- **Gremlin Wrestler:** Gremlin Wrestlers are nasty bullies that immobilize much larger opponents with a mix of practical martial-arts and fey magic.
- **Gremlin Roastmaster:** Roastmasters are high-status Gremlins that lead a gang of their peers using insults and intimidation. They use dirty tricks and cheap shots against anyone that threatens their gang.
- **Bogey:** Bogeys are distant cousins of Gremlins. Their lanky, hulking forms bely their cunning nature. Unlike most Fey, Bogeys are overtly malicious, taking cruel satisfaction in the pain and sadness of those they lure into the dark.

THE WILDSCAPES

The Wildscapes are an alternate realm that overlaps places in the mundane realm where natural energies are strongest: the heart of an ancient forest, a riptide in the ocean, or a snowy mountain peak. Fey can cross into the heroes' world from these points. Inside the Wildscapes, heroes will encounter wild amplifications of nature: groves of 1000-foot trees, a coral-reef castle, or a never-ending blizzard atop a bottomless sea of snow.

ADVENTURE SEEDS

- **Workshop Trouble.** A local tannery grinds to a halt after a string of bizarre mishaps: tools misplaced, belts snapping, vats boiling over. The foreman begs for help finding the unknown saboteur (a gang of surly Gremlins) before an accident claims a life.
- **Sleepwalking through Life.** Whenever the heroes sleep they sleepwalk, wandering off while humming a haunting tune. Their nocturnal movements point them to a grove of twisted trees deep in the forest, where an ancient hermit needs the heroes' help driving off a Bogey.
- **Family Feud.** Two noble families teeter on the brink of war after months of sabotage, scandal, and misplaced heirlooms. Suspicions run high, but the truth is stranger: a mischievous Trickmage delights in their frustration. Expose the mastermind before violence erupts.
- **The Winter Queen.** The Winter Queen's palace is hidden deep in a forest of perpetual cold. She lures travelers into her domain as entertainment for her subjects. Winters have been getting longer, and the reach of her snowstorms are expanding by the day.

FEY LOOT

Sneezing powder, stink bombs, cayenne pepper, whoopie cushions, scrolls containing jokes or poetry, a double-headed coin, tiny and ornate weapons, tiny crowns set with gems, and slightly-cursed magical items including: Headband of Rapid Hair Growth, Bell of Constant Ringing, and Gloves of Gesticulation.

RUNNING FEY

GM Note. Fey are hard to kill outright. Reducing one to 0 HP banishes it back to their home in the Wildscapes (often times in a puff of colorful smoke, glitter, or a pile of buttons & shinies they've collected), where it may take years to find a way back to the mortal planes.

Faeries are quick and evasive, and love harassing heroes with hit-and-run tactics. Faeries generally don't want to hurt the heroes—they think their battles are all in good fun—instead they use Fey magic to make heroes look foolish, exhaust their energy, and wear down their resolve. On a big hit, you might ask, "What's so embarrassing that you take X psychic damage?" In contrast, Gremlins are bullies that fight dirty and target weak opponents. They relish a good scrap, and find joy in really putting a hurt on their enemies. Gremlins and Faeries sometimes put aside their differences to work together and multiply their "entertainment."

WHAT ARE THESE BUGGERS UP TO?

1. Bullying/pranking a creature.
2. Dancing in a circle, singing a limerick.
3. Arm-wrestling or knife-throwing contest.
4. Drawing crude graffiti with fey magic.
5. Playing a child's game like jacks or hide & seek.
6. Pretending to sleep. Surprise!

FEY ENCOUNTERS

- **Improv Team.** (VS levels 1–2 heroes) Faeries attack from a distance while Sprites fly in and out of melee range to bait opportunity attacks from players, which are particularly bad against them.
- **Surprise Party.** (VS levels 3–4 heroes) A Faerie Troubadour, hiding behind some Faerie Merry-makers. The heroes must spread out and silence the Troubadour before things get out of hand.
- **Rough-Housers.** (VS levels 3–5 heroes) Gremlins and Wrestlers. Gremlins rush ranged heroes and Taunt, while Wrestlers pin down melee heroes.
- **Comedy Club.** (VS levels 5–6 heroes) A Gremlin Roastmaster and a swarm of Faeries Merry-makers. Protect the Roastmaster—it's very easy to miss against Faeries, so his special ability will be doing a lot of work in this encounter.
- **Trickmage's Master Plan.** (VS levels 6–7 heroes) A Trickmage supported by Troubadours and Ferry Merry-makers. The Trickmage can protect

the Troubadours using *Stop Hitting Yourself!*, allowing them to share their buff longer.

- **Bogey Men.** (VS levels 6–12 heroes) 1–2 Bogies and several Gremlin Wrestlers. The Wrestlers lock down weaker heroes and drag them towards the Bogey, who wants to be surrounded by targets. Add a Roastmaster or Troubadour taunting from the back line for an even more demanding battle!

INCREASING THE DIFFICULTY

- **Ambush.** Fey are great at hiding—ambush! Or add more with hidden reinforcements!
- **Faeries.** Flying Fey can abuse cover and environmental hazards: fly into a tree's branches for cover, across a river, or out a window. Targeting ranged heroes first can clump up the heroes better for the Troubadour and Trickmage.
- **Gremlins.** The Gremlin furthest away from melee heroes Taunts, the rest go after the heroes least able to escape their grappling.

DECREASING THE DIFFICULTY

- Fey are easy to frighten. They might panic and issue a retreat after a sufficient display of force.
- **Faeries.** Love being the center of attention—back-line fighters may get tired of being ignored, and approach the heroes to gloat or showboat.
 - **Gremlins.** Have the most dangerous Gremlins taunt brazenly, so the heroes can focus their damage efficiently.
 - **Bogeyes.** Love a good challenge! Focus and Grapple the melee fighter or the tank, once they see how strong they are. "OoO, yOu sTrOnK!"

TPK ALTERNATIVES

Most Fey don't really want the heroes dead in the first place! Instead of causing their last Wound, heroes are simply knocked unconscious. Fey might take their equipment and dress crude scarecrows with them to further mock the heroes when they come to. Evil Fey may instead present the defeated heroes a magical contract, entwining them in the Fey's schemes against a more dangerous foe.



FAERIE STATBLOCKS

Spritley Evasion: Attacks against Faeries are rolled with disadvantage and miss on 2 or less.

SPRITE LVL 1/2, TINY
Fae Trick. 1d4+4.

12 FLY

FAERIE LVL 2, TINY
Tricksy Magic. (Range 6) 1d4+10 psychic damage.

20 FLY

FAERIE TROUBADOUR LVL 3, TINY 26 FLY

Invigorating Presence. (Reach 4) Fey gain medium armor and advantage on attacks.

Clamorous Chorus. (Reach 4) Enemies make a WIL save, each takes 15 psychic damage minus the results of the save.

FAERIE MERRYMAKER LVL 4, TINY 38 FLY

Prank Bomb. (Range 4) 2d4+10. On hit, choose 1:

- **Sticky Gum:** Slowed for 1 Round.
- **Smelly Gas:** Poisoned for 1 Round.

FAERIE TRICKMAGE LVL 6, TINY 50 FLY

Stop Hitting Yourself! Reaction, 1/Round. (Reach 4) Swap the position of two creatures.

Illusory Assault. (Reach 4) Create 3 illusory fey minions (d4) in empty spaces adjacent to a hero. They attack immediately.

Advantage. If a minion would attack with advantage, increment their die one step instead.



GREMLIN STATBLOCKS

Come Get Some! If no heroes are Taunted, a Gremlin may Taunt all heroes for 1 Round.

GREMLIN LVL 3, SMALL 38
Weeee! 1d6+10. Then, if target is Small size or larger, Ride (escape DC 10).

Remember! If an attack misses a Gremlin that is Riding a hero, it hits the hero they're Riding instead! Gremlins find this HILARIOUS.

GREMLIN WRESTLER LVL 4, SMALL 46

Punching Up: Can Grapple Large creatures.

I'mma Mess You Up! 2d6+10. On hit: Grappled (escape DC 12). If Grappled, knock Prone as well.

GREMLIN ROASTMASTER LVL 6, SMALL 68

Take a look as this tough guy! (Reach 6) Heroes that miss attacks suffer 5 psychic damage.

Cheap Shot. 1d6+10. If target is Hampered, deal 20 damage instead.

BOGEY LVL 10, LARGE 120

Taste for Violence. If a Bogey has 2 or more adjacent heroes, it uses a d20 for its attacks.

Choose Twice:

- **Smash and Grab.** 1d10+5. On Hit: Grappled (escape DC 14).
- **Headbutt.** If Grappling target, 1d10+10 damage and Dazed.



BOGEY

ARTIST: PETR KOSTYUK



ARTIST: ANNIE STEGG GERARD

MAV, THE WINTER QUEEN

A formidable fey monarch that rules over a wintry domain. She is the equal and opposite ruler to Titania, the good-natured May Queen. Mav aspires to bring about a winter that never ends to the mortal realm.

Level 10 Solo Avatar of Seasons

Mav, The Winter Queen

M

280

ALL+

Wind Ward. Attacks from Range 6 or beyond have disadvantage against Mav.

Ice Avatar. Resistant to Ice, vulnerable to Fire: when dealt Fire damage, her next attack is made with advantage.

ACTIONS: After each hero's turn choose 1:

- **Winter's Wrath.** (1 use, Reach 8) Create a 6x6 area of wintry storm. Enemies in the area take 10 damage, they take 10 more whenever they enter the area or if there at the end of each of their turns.
- **Wolf-Spirit's Bite.** Move 10. 1d10+8. On hit: drag the target 2 spaces in any direction.
- **Stormlord's Gust.** (Reach 8) All heroes make a DC 15 STR Save. Move all heroes that fail up to 4 spaces in the same direction; on success, half as far.

BLOODIED: At **140 HP**, Mav's Wintry Storm increases to 8x8. Mav is no longer vulnerable to Fire damage. Your forced movement moves twice as far.

LAST STAND: Mav is thawing out! **100** more damage and she's banished to the Wildscapes. Her Wintry Storm is ended, Mav summons icy shards that cover the ground within Reach 12. Enemies suffer 3 damage for each space they move in the area.

RAZZLE, GREMLIN ICONOCLAST

Razzle is an unspeakably awful little creature—this makes him quite popular amongst Gremlins.

Level 7 Small, Insufferable Rascal

Razzle, Gremlin Iconoclast

M

200

STR+, WIL+

"The Boys." When combat begins, 2 Gremlin minions/hero arrive as well.

Endless Stream of Vile Insults. All heroes are permanently Taunted by Razzle.

ACTIONS: After each hero's turn choose 1:

- **Poke Eyes, Pull Hair.** (If a minion died last turn) Teleport to an enemy, gain Riding and attack for 1d6+6. On hit: Blinded 1 round. Then (if the heroes outnumber the gremlins) summon 1 minion/hero.
- **Get 'em Boys!** (If no minions died last turn) All minions move then attack (1d6 each, 1d8 instead VS a Blinded or Ridden hero).

BLOODIED: "Razzle Dazzle!" At **100 HP** A flash of glitter Blinds all heroes for 1 round. Razzle may teleport 8 and summon 1 minion/hero.

LAST STAND: Razzle is losing his cool! **70** more damage and he's banished to the Wildscapes. 3 Gremlin Minions/hero arrive to protect him. Razzle turns invisible until the end of the next Hero's turn.