

Fey Compendium



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LORDS AND LADIES

This supplement will make frequent reference to creatures that are detailed in my product “Lords and Ladies: Titania, Baba Yaga, and Other Archfey.” This product includes statistics for all the archfey patrons described in the *Sword Coast Adventurer’s Guide*, as well as Baba Yaga and the tuatha of the archfey such as Poludnica, the Maiden of the Moon, and the Sisters of Lament. Also included in “Lords and Ladies” are statistics for fey such as Sovereign Elk, Lord Kannoth, Viktor Mazan, Razcoreth, the abeil, and all of the sidhe not detailed in this supplement.

ROLEPLAYING FEY

The fey have arguably had the least amount of material made for them over the course of D&D history. While fiends, dragons, the undead, and aberrations have all had numerous sourcebooks detailing them, it wasn't until 4th edition that we finally received a sourcebook for the fey. In 3.5 there were less than 10 fey that broke the CR 15 mark, and that's including Dragon magazine and Dungeon magazine entries. The fey have never been given distinct classifications, such as the difference between true dragons and their lesser kin or the delineation between demons and devils. It wasn't until 4th edition that we even got statistics for unique fey lords, and those were confined to the pages of Dragon magazine and Dungeon magazine (excluding, of course, the statistics given in 2nd edition's Monster Mythology to detail the various fey gods). In short, the fey have always been more than a little ignored.

Arguably, this can be mainly attributed to how the fey are generally perceived as tinkly, whimsical things that flit about and giggle incessantly. It's hard to write a campaign in which sparkly little fairies and sexy tree ladies play a large role, in contrast to how easy it is to make a dragon or a demon or an unnatural abomination into a villain. This portrayal of the fey is one largely due to Victorian era source material, wherein they cleaned up all the little rural stories for genteel consumption. However, this totally ignores the origin of fairies. The fey in their original forms were dangerous. They fouled water, blighted crops, and made people disappear. And they still can be.

ORIGINS

The way fey interact with mortals can be difficult at times to parse out. To do so, one must first look at where "fairies" originally come from. Therefore, I will give a brief overview of most original fairy stories, drawing primarily from European mythos as that's where the idea of "fairies" as they are typically presented in D&D lore originate. However, I will try to draw from other mythologies where able.

One thing that is important to note here is that as far as supernatural things go in old stories, there's no such thing as a difference between fairies and demons and ghosts and gods. They all fall under the umbrella of explanations of strangeness. In Japan, the term yokai covers everything from demons to ghosts to forest people. In Ireland, fairies and devils were one and the same. The mythological origins of creatures are never cut and dry.

Why do I feel the need to bring this up? Why blather on about the origins of fairies and demons and whatnot? Primarily, it is so that you understand why so many fairy tales intersect with ghost stories. This will help you to incorporate the fey into virtually any campaign, not just a fey-oriented one. Plenty of fey will have undead spirits as servants, or will work alongside devils or dragons should their goals align. They fey have a lot of untapped potential, and the best way to understand it is to go back to their roots.

PHENOMENA

The origin of most stories of gods, spirits, and fairies is explanations of things which defy the current ability of an individual to rationally explain. In our age of broad scientific understanding it's easy to scoff at the apparent foolishness of our ancestors and dismiss their stories, but when you're working in the country trying to eke out an existence and all of your butter spoils or your trees stop producing fruit you need something to explain what's happening. And thus fairies are born.

NATURAL PHENOMENA

The most immediately obvious source of fey stories is explanations of things such as earthquakes, weather, and good and bad luck. Ship foundering storms, mine shaft cave-ins, and other misfortunes are frequently attributed to angry nature spirits. The **bheur hag** is based of a goddess from Irish and Scottish folklore who embodies winter. The **nuckelavee** is a spirit from Orkney folklore, which is clearly an embodiment of famine or pestilence that comes with changing seasons, not to mention one of the most horrifying fey creatures out there.

Even something as simple as misplacing objects gives rise to fairy stories. Losing track of something only to find it days later in a place you could swear you searched multiple times is the origin of stories of all variety of **pixies**, **sprites**, and brownies. Basically, anything that goes bad can be attributed to fairies.

MEDICAL PHENOMENA

The field of medicine is one of the most important developments in human civilization, and it was a long road to travel to get to where we are now. Even today, doctors have difficulty accurately diagnosing symptoms. Before people had access to the vast archive of medical knowledge available today, they had to make their own diagnoses, and it was more rational to assume that some malignant force was cursing them rather than to make the assumption of the existence of tiny, invisible creatures or errors in the code that writes out a human. The **night hag**, for example is directly inspired by descriptions of sleep paralysis, wherein many sufferers have described a demon sitting on their chest.

The most common victim of fairies, however, are children. Children die a LOT. It can be easier to deal with grief when you have a direction for your anger. So we get fey who steal babies from their mother's wombs, who curse infants in cradles, who poison wells and lure toddlers away. Hags are the most obvious example, but any fey that targets babies in their cribs has origins in the unexplained death of a child.

This doesn't just extend to death. This encompasses mental and physical disabilities. In the modern day, if we look at stories of changelings, children stolen by fairies and replaced with fairy babies, we can see textbook qualities of autism. Children who notice things that others don't, who don't respond normally to stimuli and have strange looks on their faces, who grow up to be peerless craftsmen. Even today, parents of autistic children describe how autism "stole their baby" from them.

CAUTIONARY TALES

Death is not real to most people. The idea that one might die from walking beside the lake seems preposterous to many. But people drown in lakes all the time. People get lost in forests or fall into ditches in the middle of the night with astonishing regularity. So to warn people away from risky behavior, dangerous places become populated with dangerous monsters. That's why so many fey live in dangerous places such as the forest or the river, and it's why the fey so frequently target children. Plenty of aquatic fey mirror this, such as the **vodyanoi**, **fossergrim**, **asrai**, and the various water horses.

YEARNINGS

People crave companionship. We yearn for it, and when we can't have it we fantasize about it. This gives birth to stories of beautiful women out in the wild, of invisible friends in the closet. All of the various nymphs are very clear examples of romantic yearning, as are **mermaids** and the **fossergrim**. The **boggle** is an embodiment of lonely children who make up imaginary friends.

HOST STORIES

So many fairy stories would be easily considered ghost stories. Strange figures in the night. Sinister curses. Bizarre conversations. This is where we get into the territory where fey, fiend, and undead become hard to separate. The Wild Hunt was often considered a night wherein fairies, devils, or ghosts would hunt mortals for sport. A night in which people who go out don't come back. Others have chilling tales of shadowy figures who followed them home at night, asking them strange questions and promising them dark deeds. There are plenty of stories of men who find a strange cottage in which a beautiful woman resides, only to discover the following morning that the cottage never existed.

EXAGGERATIONS

People want the world to mean more. As such, we always see meaning, even where meaning doesn't exist. It's in our nature to ascribe patterns even where no patterns exist, to equal correlation to causation. Just look at any modern cryptid sightings. Most can be explained by people seeing a large bird or catfish and convincing themselves they saw something more. This is a common occurrence in the supernatural. This doesn't just extend to monsters. Sailors deprived of pleasurable company for months at a time see a manatee, all soft curves and plush flesh, and it awakens their urges and they insist that they saw a beautiful woman, giving birth to stories of mermaids.

RELIGIOUS PROPAGANDA

This is typically more common with demonic origins. When a new religion takes over an old one, the important religious figures of the old religion becomes the demons and monsters of the new one. The most well known examples are from Christianity, but this can be seen in any large religion. However, sometimes these figures don't become demons, instead becoming benign fairy tales. The Mither o the Sea or Orkney mythos is clearly a divine figure. However, she doesn't usually get credited as such, since the culture from which she was birthed doesn't have as influential a scholarly presence as others.

FEY AND MORTALS

The fey can be tricky to roleplay. To be appropriately "fey," something must be at once familiar yet different. Alien yet relatable. A sort of uncanny valley of humanity. This can be difficult to roleplay, as that's a weird headspace to try to enter. As such, here are some ways to think of the fey.

HUMANS AND ANIMALS

Consider how animals view humans. We're these weird, shiny things that operate on unfathomable rules. Occasionally we come out of nowhere to hunt. Other times we come out to perform inscrutable actions on the strange flat things we create. We seem to control everything and have an apparent desire to kill them all, yet occasionally a human will take pity on an animal. Consider all the invisible rules that humans follow. Imagine how incomprehensible basic human etiquette must be to the pigeon eating crumbs at a nearby table. The fey, in many ways, behave towards humans the way we behave towards animals.

So yes, there are fey who will hunt humans one day and dote on them the next. There are fey who torment and kill humans who may not receive any more disapproval from their peers than a human child would receive for tormenting an anthill. There are fey who take pity on mortals and heal them of all their wounds and grant them incredible powers in the same way that a human might take in a bird with a broken wing. They don't need any larger motivation. They just do it on a whim, since the actions that humans take in their world have about as much impact on the fey as the actions of a mouse in the wild has on a human.

DIFFERENT MORAL STANDARDS

The fey are neither evil nor good, at least not in the same way humans are evil or good. The way that fey interact with each other is independent of the moral standards of humanoids. An evil fey lord such as a verdani might have numerous good aligned fey who happily serve his cruel whims. This is because the fey associate with one another based on their own standards, standards which are independent of morality.

Furthermore, the fey may not feel empathy for humans. They can maybe mimic it, but ultimately they feel about as much empathy for humans as we might feel for a toy. We can personify the toy, but ultimately it's just a plaything. It doesn't really matter if it gets broken.

THE FEY SEE MORE THAN US

They understand how their actions will effect the world on a long-term scale. They can predict the butterfly effect because they've seen it unfold countless times. Therefore, they may be unwilling to take an action which would obviously benefit them short term in favor of waiting for an action that they can take that would have a greater long term benefit to them. Similarly, they may be unwilling to help a group of humanoids if they can foresee their actions having undesirable long term consequences, though the humanoids may find their logic baffling. This is a particularly effective way to limit the amount of influence a player party can demand from a powerful fey.

WE ARE THEIR ENTERTAINMENT

The fey love seeing drama in the same way that people love seeing drama on television shows, especially reality TV. Many fey entertain themselves by influencing events to ruin weddings, unite lovers, expose spies, or otherwise inject drama and intrigue into the otherwise rather dull lives of mortals.

FEY INTERACTIONS

There are plenty of interesting ways for the fey to interact with player characters beyond simple combat.

THEFT AND KIDNAPPING

The most classic of all fey interactions is theft and kidnapping. They love to steal valuables from humanoids, hiding them in strange places and leaving obscure clues, and children and beautiful men and women are especially favored playthings. The easiest way to invest a party in fey shenanigans is to have an important object or person stolen by fairies, necessitating that they pursue into fairyland.

STRANGE GAMES

The fey love their games, and the rules are always bizarre. They will play them with mortals whether their playthings are willing or not.

THE WILD HUNT

The wild hunt is a fey tradition as old as the fey themselves. Typically performed on the night of a full moon, the wild hunters will ride through the silvery night in pursuit of the most interesting quarry, often humanoids. The wild hunt makes for a very compelling pursuit situation, in which the players must navigate a wilderness setting in search of a predetermined shelter to stave off the hunters. There are many options for shelter, such as hallowed ground, the territory of a rival fey clan, a simple cottage, or even a finish line or just making it until dawn. Those that survive the hunt may find themselves rewarded with treasure. Those that fail, however, are at the capricious mercy of the fey.

The wild hunt need not be an enemy, though. Humanoids who have proven themselves capable may actually find themselves asked to join the wild hunt in pursuit of a greater quarry, such as a manticore, chimera, or even a dragon. Players who have impressed a fey lord may even be able to influence the target of the next wild hunt. However, humanoids that ride alongside the wild hunt face new perils, such as being bound to the fey forever by the joy of the hunt or offending their hosts by means of an obscure slight.

THE GAME OF LOST

The Game of Lost is a popular game for fey to play on mortals. It can be done anywhere, from a forest to a desert to a mountain. In essence, the fey confounds the mortal's ability to navigate and sees what happens. Like placing a rat in a maze, they try to see how the mortal responds to becoming lost. The kinder fey will give their quarry a fair chance. The less kind fey, however, are another story.

This could be represented in many ways. The simplest way to do so is simply by imposing disadvantage on Survival checks made to navigate, interspersed with random encounters. One way is with a series of randomized or semi-randomized maps, leading players back to the same location until they fulfill a requirement. The fey might simply lose interest at dawn, and the party need only survive until then. With the more spiteful fey, however, the players may need to fight their way out once they win.

THE GAME OF SHAPES

The oldest game is the Game of Shapes. The object of the game is to prove one's cunning over the other, no matter what form one takes. It is a matter of knowing when to take the offensive versus when to go on the defensive. The rules are typically as follows:

- Participants are granted the ability to shapeshift into any beast as a free action on their turn, with a recharge on a roll of 5 on a d6. When shapeshifted, a creature retains its hit points, alignment, personality, Intelligence, Wisdom, and Charisma, but otherwise takes on the statistics of the chosen form.
- Participants are limited to a specific arena. This arena may be a single structure, a territory, or a demiplane. Should a participant leave the arena, they forfeit the game.

Some variant rules may include:

- When one player shapeshifts, the other is polymorphed into the same shape.
- Hit points are ignored. Instead, a score is kept of how cleverly the player counters their opponent. The player wins once a certain score is reached.
- Rather than only beasts, a participant may transform themselves into any creature with a Challenge Rating equal to or lesser than their own Challenge Rating or character level.
- The challenger sets the pace of the game. The challenged party can only transform into creatures with a Challenge Rating equal to or lesser than their own Challenge Rating or character level. The challenger can transform into anything regardless of challenge rating, but once the challenger assumes a shape, the maximum Challenge Rating of the creature the challenged party is free to assume increases to match.

POLITICS

The Summer Court and the Gloaming Court are constantly engaged in incomprehensible political maneuvering, and many fey lords of both courts enjoy making adventurers act in their interests. The relationship between the Summer Court and the Gloaming Court is more akin to passionate rivalry than actual animosity. However, that does not mean that deaths do not occur, especially when it comes to their lesser pawns.

REVENGE

Fey have very long memories, and they see no qualm with punishing a humanoid for a perceived slight done against them from decades ago or even for one committed by a creature's ancestor. Fey revenge often is difficult to identify as revenge, as it can often simply appear to be a string of bad luck, a freak accident, or an unexplained disappearance.

UNSEEN ADMIRER

The fey find humanoids fascinating, and it is not unheard of for a mortal to receive a secret fey admirer. This adoring fey may provide their target mortal with secret assistance, such as granting them advantage on Survival checks, bestowing them with charms, or stymieing the efforts of the mortal's enemies.

Of course, this has another side, too. Sometimes an admirer becomes too obsessed and begins to feel entitled to the target of their affection. Many heroes who found themselves experiencing a streak of excellent luck suddenly disappeared without a trace one day, spirited away by the fey. Others may suddenly find themselves or their loved ones plagued by bad luck from a jealous admirer.

LIMINAL PLACES

These are the places that are only strange afterwards. They are towns that only sometimes exist, mountains that can only be seen during a storm, deserts that are bigger inside than they are on the outside. A party may visit a town, sleeping in the inn, buying supplies, and speaking to citizens, only to find out when they reach the next town that the town they're describing does not, in fact, exist.

FEY MAGIC

Fey are creatures of magic. They don't use spellbooks, they're written of in spellbooks. Every fey has an innate connection to the Weave, and as such they all possess the ability to shape magic in significant ways. In much the same way that a human might tie a knot, a fey might be able to bestow or create a magical effect. For example, a powerful fey might be able to cast *geas* on a creature even if that spell is not in their Innate Spellcasting option, while others can grant charms or even blessings. A fey can typically only do this one or two times per day, and never while in combat.

A good rule of thumb is to gauge the strength of the magic by the CR of the fey invoking the curse.

FEY MAGIC BY CR

CR	Spell Level	Spell Examples
0+	cantrip	<i>dancing lights, druidcraft, minor illusion</i>
0+	1st	<i>bane, cure wounds, sleep</i>
3+	2nd	<i>calm emotions, enthrall, lesser restoration</i>
5+	3rd	<i>bestow curse, fly, remove curse</i>
8+	4th	<i>hallucinatory terrain, polymorph</i>
11+	5th	<i>dream, geas, greater restoration</i>
13+	6th	<i>flesh to stone, hero's feast, true seeing</i>
15+	7th	<i>mirage arcane</i>
17+	8th	<i>animal shapes, antipathy/sympathy, feblemind</i>
18+	9th	<i>imprisonment, true polymorph, weird</i>
20+	Epic	<i>wish</i>

CURSES AND GIFTS

Fey are fond of cursing mortals that displease them, and these curses may take a number of forms. A fey need not be able to cast *bestow curse* or other similar spells in able to place a curse on a mortal. Rather, their curses can take a more creative form. Here are some examples:

UNIQUE CURSES

d8 Curse

- 1 Whenever the target speaks truth, flowers fall out of their mouth. Whenever the target lies, toads and vermin fall out of their mouth.
- 2 The target becomes infatuated with a particular creature. An infatuated creature is charmed by the object of their affection.
- 3 The target gains an conspicuous animal trait, such as a donkey tail, a horse head, or bear claws.
- 4 Creatures of a certain variety, such as spiders, snakes, or toads will automatically be hostile toward the target.
- 5 The target must sing everything they speak.
- 6 The target cannot speak about a specific subject, such as the fey that cursed them, dragons, or a plane of existence.
- 7 For every lie the target tells, they or their friends lose 5 gp of money or valuables. Should they not have a small enough denomination of valuables, then a gem, art object, or other valuable item loses 5 gp of value.
- 8 The target is incapable of seeing, hearing, smelling, or otherwise perceiving a specific subject, such as a single creature, a crown, or a street.

Should none of those strike your fancy, you might also consider a minor or major detrimental property (*Dungeon Master's Guide* pg 220-221). Typically, a curse lasts only for a certain period of time, but more powerful fey may make their curses permanent until a certain condition is met, such as love's first kiss or the return of a magical artifact. Conversely, a fey pleased or delighted by a mortal might grant them a magical boon. These may include charms, blessings, a minor or major beneficial properties (*Dungeon Master's Guide* pg 219), or even an epic boon.

ENEMIES OF THE FEY

The fey have many enemies in the realms. From demons of the Abyss to gods in Celestia, the fey have earned the ire of numerous powerful beings.

ABERRATIONS

As perversions of the natural order itself, fey are clear enemies of the fey, who despise these wretched creatures and always seek to chase them from their lands.

ABOLETH

The aboleth once ruled over mortals like gods from the sea. This ended when the true gods rose up and banished them to the deepest regions of darkness. As such, many fey have all but forgotten the aboleths. Siobhan and the Queen of Air and Darkness are both distinct exceptions, as these foul, psionic tyrants often reside in the realms that these dark fairy queens claim as their own.

BEHOLDERS

As creatures born from dreams, beholders are closer to the fey than most aberrations. However, their immense paranoia and tyrannical whims makes them prime targets for fey mischief. Beholders often find it beneficial to hire humanoids to exterminate fey infestations in their lairs, as the eye tyrants find they find the behaviors of the lighthearted pranksters baffling and difficult to combat.

MINDFLAYERS

The fey have long memories. They still remember a time when the whole of the Inner Planes feared the tyrannical rule of the mindflayers, their cruelty poisoning the Astral Plane. Since the fall of the illithid empire, many fey have been content to allow the remaining stragglers to go about their dark business deep underground. All except the Queen of Air and Darkness, who is a deadly foe of mindflayers. Should any illithids encroach upon her lands, she is ruthless in seeking vengeance. A legend of the Underdark even says that it is because of the mindflayers that the Queen of the Gloaming Court is immaterial, bound to her Night Diamond. The mortals who whisper these tales are often found flayed alive, if they're ever found at all, but the legend still persists.

DRAGONS

Green dragons love nothing more than to torment and devour the fey, as fey are much harder to capture than other quarry and, as such, are more satisfying. Fey will frequently seek to rid their lands of a green dragon invader. Green dragons will often pay handsomely for fey prisoners.

Tiamat considers the fey to be an insignificant annoyance at worst, which has occasionally allowed the agents of Titania and Hyrsam to subvert the plans of her cult. She still refuses to acknowledge them as a threat.

FIENDS

Many fiends are beings of ugliness, disease, and corruption, particularly demons. These creatures are the antithesis of all that the fey stand for.

BAPHOMET

Long ago, through guile and trickery, an entire generation of eladrin children were bound to the Endless Maze of Baphomet, trapped within its winding passages by a pact that kept them forever young and innocent. Even now, thousands of years later, these children are hunted down at the pleasure of Baphomet and his many demons. This has drawn the longstanding enmity of Titania, Morwel, and many other archfey, and they frequently send agents into the Abyss to seek out and protect the children, hoping to eventually free what remains of them.

DEMOGORION

The Prince of Demons is hated by fey of the ocean, whose waters are so frequently fouled by the slaughterers of merrow and ixitxachitl loyal to Demogorgon. Wherever his influence touches the world, nature is corrupted and foulness seeps into the waters and the blood. Most tragic of all are the fey who go mad from the sibilant touch of his madness, transforming into foul perversions of themselves.

GRAZ'ZT

The narcissistic lord of Azzagrat has kidnapped countless fey over the course of his cruel existence, always stealing the fairest of the fair folk. As such, he's hated with great fervor by both Titania and the Queen of Air and Darkness, whose courts will happily cooperate if it means dealing a blow to the Dark Prince, and will gladly extend their aid to heroes with the same purpose.

ORCUS

The Blood Lord and his blasphemous undead find no love in the land of the fey. Responsible for such unspeakable blights against nature as bodaks and the spawn of kyuss, the fey would love to see the Demon Prince of Undeath cast down from his throne of flesh.

YEENOOGHU

There are few creatures that Oberon hates more than gnolls. Rapacious and destructive perversions of natural life, gnolls blight the land with their very presence, slaughtering without need and burning without cause. Oberon and the hybsil, centaurs, and other wild folk loyal to him hunt down gnolls without mercy, and are always happy to have aid from similar minded outsiders.

ZUGGTMoy

The Demon Queen of Fungi is one of the most hated enemies of the Queen of Air and Darkness, for Zuggtmoy seeks to corrupt and decay all the beauty of the dark places that the Unseelie Queen cherishes. The agents of the Gloaming Court will stop at nothing to stymie Zuggtmoy's plans in whatever way they can. Oberon also loathes the Demon Queen of Fungi, and frequently aids the Queen of Air and Darkness in her assaults upon Zuggtmoy's hold on the world.

GODS

BANE

Bane represents strength and order, the iron fist of civilization. The fey, on the other hand, are expressions of the unpredictability of wild nature. His clerics seek to exterminate troublesome fey wherever they are found, and the fey have learned to recognize and despise the symbol of his black hand. Enemies of the tyrannical priesthood of Bane have often found themselves aided by unseen allies who loosen barding on warhorses, free slaves, and spoil the rations of soldiers marching under the black hand. However, the fey are ever fickle, and it is never wise to count on their support for long.

GRUUMSH

Orcs are one of the most destructive races in the world, and as such they often come into conflict with the fey when they destroy their homes. Once when Baghru himself was riding into battle, Titania transformed his auroch steed into a rabbit, which was promptly crushed by the bulk of Baghru as the orcish god can tumble to the earth, defeating the raging god in one swift move and humiliating him forever. Luthic commanded that mothers tell this story to orc whelps, both as punishment to Baghru for his recklessness and to teach them the price of arrogance. The orcs have never forgotten this slight, though they rightly fear the strange power of the fey.

LOLTH

The Spider Queen of the drow despises fairies, just as she does all other creatures, and the feeling is mutual. The Queen of Air and Darkness often works to stymie the efforts of Lolth and her subjects, sending her servants to cause mischief such as releasing slaves, disrupting trade routes, fouling their water, and blighting crops. In response, Lolth's clerics have begun to breed a variety of ettercap loyal to their goddess. The natural enmity that ettercaps feel towards fey have served the drow well thus far.

TYR

The Maimed God has little patience for the spiteful mischief of the fey. His worshipers are particularly opposed to the lawless chaos that fey revel in, and his clergy has a long history of seeking vengeance against groups of fey who cause undue distress and mayhem to innocent people. Both Titania and the Queen of Air and Darkness nurse grudges against the worshipers of Tyr, and by extension Torm, and temples of Tyr and Torm may find themselves the target of retribution from the fey for slights committed against them decades or even centuries ago.

OLD ONES

DENDAR, THE NIGHT SERPENT

The strange goddess of the yuan-ti is a queen of foul nightmares. She is destined to one day swallow the sun whole. In the meantime, she resides in the realm of dreams, growing fat on the fears of the world. Her influence even extends to places in the Feywild, corrupting fair forests into dark, twisted jungles alive with vicious serpents, strangling vines, and worse things. Both Titania and Morwel despise the Night Serpent, and they frequently ally to stymie the efforts of the yuan-ti.

MOANDER

The Darkbringer is a hated foe of both Titania and Oberon, for he only brings rot and foul undeath. When a cult of Moander is discovered, one can be certain that the cult will find itself the target of constant pranks. However, the fey fear to openly oppose Moander, for even his attention can ruin creatures as sensitive to otherworldly influence as the fey, so it is more often that the fey will provide assistance to heroes seeking to defeat these cults.

ALLIES OF THE FEY

The fey are creatures of nature's beauty and bounty. As such, they have many allies, especially among the gods.

GODS

The fey do not worship any gods. It is not in their nature. However, they do honor those gods that favor nature, much in the same way a human might honor a well regarded statesman or a beloved aunt. A great many fey serve gods of nature in a way similar to celestials, and many fey that honor a certain deity will be more positively disposed towards adherents of that god's faith.

AURIL

Almost all of the winter fey love and honor Auril, even the kindhearted uldra. The virage are believed by many worshipers of Auril to be the Frost Maiden's daughters, and many of these cruel fey do in fact act in her interests. Worshipers of Auril can expect to receive some amount of deference from the winter fey, though should the winter fey perceive a slight against them they are swift in dispensing vengeance. Only the Prince of Frost bears no love for the Queen of Winter, for he bears love for no one.

BESHABA

Beshaba is the cruel goddess of misfortune, which appeals to a great many of the more spiteful fey, enacting misfortunes on her behalf. Quicklings in particular are fond of worshipers of Beshaba, and are known to play pranks on the enemies of those they see openly honoring Lady Doom, though they are just as likely to prank them as well as a perverse show of their favor. Furthermore, leprechauns are known to honor both Beshaba and Tymora as their sisters or aunts, as many believe they were born from the goddesses' mother Tyche.

CHAUNTEA

The Great Mother is rather removed from the world of the fey, though the kinder and gentler fey folk still show some willingness to welcome open worshippers of Chauntea into their groves. Fey that live among humans and protect them, such as hobs, are beloved by Chauntea, and many consider vestals to be her daughters or handmaidens. Indeed, it is a common belief that if one wishes to reach Chauntea directly, one should write your prayer on a scroll or whisper it into a sheaf of grain and place it in the hearth for a vestal to carry directly to her.

EILISTRAEE

As a sworn foe of Lolth's tyranny and a goddess of the beauty of the moon, the Dark Maiden is a natural ally of the Queen of Air and Darkness. Many of the Unseelie Queen's glouras servants are also messengers of Eilstraee, and the Queen of Air and Darkness often aids her. Drow that refuse the matriarchy and seek the moonlight above the ground may receive unseen aid by the gloaming fey, who always delight in a chance to spite the drow. However, the unseelie fey are unforgiving of perceived slights, so there are many strange taboos that priestesses of the Eilstraee are expected to observe and enforce when aiding escaping drow, such as carrying no salt or cold iron during the journey.

ELDATH

Naiads and fossergrim frequently serve eldath, and many of her pools and waterfalls are occupied by these fey, which keep watch over the waters to ensure they remain pristine. Defiling a pool devoted to Eldath is a very powerful taboo among rural communities, as those that do are frequently plagued by the constant retribution of fey seeking vengeance in the name of the fair lords and ladies who call that pool home.

GWAERON WINDSTROM

In addition to acting as an intermediary between rangers Mielikki, Gwaeron Windstrom also acts as a intermediary between rangers and the fey whose lands they travel. Rangers and other wildfolk that pray to the Master Tracker will invoke him when they're on the receiving end of the inscrutable ire of the fey, hoping that he will speak to the lords of those fey on their behalf to beseech them to forgive whatever slight the ranger may have inadvertently committed against them. It is believed that he and Oberon are alternately close friends and passionate rivals.

LLIRA

The goddess of joy is a natural ally of fun loving fey such as pixies, bacchae, and jack-of-the-greens. Many flock to her festivals to participate, whether seen or unseen, and they spread joy and lighthearted mischief. This often leads to complications as people cast inhibitions aside, and the fey always stick around to watch the resulting drama of the hedonism they promote unfold.

MALAR

Malar is the god of savage nature, and many savage fey love him. Spriggans, quicklings, and red caps all honor the Beastlord, and the fey of the Wild Hunt often bear his mark. Both Oberon and the Queen of Air and Darkness have ties to the Black-Blooded One.

MIELIKKI

The kind goddess of forests is beloved by many dryads, pixies, unicorns, and other kindhearted sylvan fey. Glades sacred to Mielikki often have hidden fey guardians, and any who desecrate such places will find themselves the target of constant fey retribution.

THE SELDARINE

The gods of the elves are among the closest allies to the fey in the divine realms. Corellon Larethian is even rumored to be a lover of Morwel, though this has never been proven. All the fey lords can expect to receive aid from the Seldarine in times of trouble, and the fey have a particular fondness for their elvish cousins.

SILVANUS

Some legends say that Oberon is in fact Silvanus's son. The veracity of these tales is unclear, but what is certain is that Oberon embodies much that Silvanus himself embodies. All fey of the wilderness recognize the power of Silvanus and honor him.

TALOS

The fey like the clergy of the Storm Lord, because wherever a worshiper of Talos goes, trouble is never far behind. Though priests of Talos are always grim men and women, the prophecies of doom that they preach can be like a spark to dry tinder, causing a once peaceful seeming community to erupt into in fighting, a drama that the fey can't resist watching unfold.

UMBERLEE

All fey of the seas honor Umberlee, and they know without a doubt that they do her honor simply by existing. Many nereids and huriat decorate themselves with the jewels and coins that crews toss overboard to appease the Bitch Queen, and those crews that they hear taking Umberlee's name in vain will be certain to face storms, reefs, and the horrible calm of a windless sea. It's believed that the soul of any sailor killed by an oceanic fey will be escorted by that fey to Umberlee herself in the deep, cold heart of the ocean to determine whether that fey can keep the sailor's soul. Others believe that the widows of sailors killed by Umberlee's wrath eventually transform into nereids or sea hags in their grief.

DRAGONS

There is a portal to Tir Naofa in Bahamut's realm in Celestia, and he and Morwel have a strong alliance. The Queen of the Gloaming Court will come to Bahamut's aid in battles against Tiamat, and he in turn teaches his worshippers to respect and honor the fey.

Gold dragons have the most love of fey among all dragonkind, in spite of the fey tendency towards mischief. Pixies are often found occupying the forests of gold dragons, and nixies and naiads often inhabit the waters around their lairs. Leprechauns adore gold dragons for obvious reasons, and many make their homes amid the dragon's hoard.

OLD ONES

Though the old ones from beyond the world have little interest in beauty and nature, some fey still forge unlikely alliances with these inscrutable beings.

DENDAR, THE NIGHT SERPENT

This goddess of the yuan-ti is a creature of darkness and intrigue. The Queen of Air and Darkness has something of an alliance with this unknowable being, and she frequently entertains Dendar's nightmare speakers in her court. The Queen of the Gloaming Court often sends her agents to confound the cults of Sseth, the Sibilant Death, and of Merrshaulk, the other two primary deities of the yuan-ti. Some isolated cults of Dendar have even begun breeding meenlocks with the help of the fey as a way to further the spread of fear across the world.

NEUTRAL PARTIES

FIENDS

Surprisingly, the fey typically hold little enmity toward devils. Contrary to demons, which desire the destruction of all things, devils crave subjugation, particularly of the mortal races. As such, devils typically have little interest in the fey and the fey subsequently have little quarrel with devils.

Some powerful fey even form temporary alliances with devils. The Queen of Air and Darkness finds the scheming fiends to be a welcome addition to the intrigue of her Gloaming Court, and she often hosts emissaries of both Dispater and Glasya. The Prince of Frost finds the rigid adherence of devils to their orders to be a far more reliable than the fickle winter fey, and he has an ongoing relationship with Levistus. The fey are especially fond of the beautiful Erinyes, and the Queen of Air and Darkness often has an Erinyes residing in her court as a reward to that devil, participating in the Wild Hunt and other cruel sports at their leisure. Ultimately, however, devils are beings of civilization, while fey tend to favor the wild and free ranges of wilderness, and the two races rarely have much interaction.

OLD ONES

GHAUNADAUR

That Which Lurks is an enemy of Lolth. The Queen of Air and Darkness, a fellow enemy of the Spider Queen, finds the Elder Eye to be a convenient ally in her war against the drow from time to time. However, the mad god of slimes is far too foul and insane to be beloved by the fey, so the Queen keeps her distance from it whenever she can. Ghaunadaur for its part seems to be indifferent to the fey.

PRIMORDIALS

The primordials are ancient beings of elemental fury and power. It was they who shaped the world in its earliest days. Now they lie dead or imprisoned, scattered throughout the Material Plane. The fey are creatures of wilderness, the life that was allowed to grow on the earth once the furious madness of the ancient planet was quelled. They have little interest in the primordials, though they bear neither fear nor enmity toward them. In fact, the animus loci are among those primordials that chose not to fight against the gods, and they linger as embodiments of the wilderness they adopted as homes.

UNDEAD

The fey are closely associated with ghosts, specters, wraiths, banshees, and will-o'-wisps. These spectral undead are a part of the natural, results of lingering wrath, bitterness, or sorrow. Many fey ally or command these spirits as part of their retinue.

Fey tend to have little interest in the corporeal undead, as most of these creatures are typically brutish and dull. Creatures such as zombies and skeletons rarely attract the interest of the fey, being too stupid to trick. Some fey are served by wights of their former mortal servants. Mummies are rarely given much thought, as the fey have little interest in religion. Vampires, liches, and other powerful undead are considered on an individual basis.

Some undead are expressions of pure destruction, such as bodaks, the spawn of kyuss, and the dreaded atropals. These undead are hated by the fey with a fierce passion, as their foul influence can spread rapidly, blighting the land like a disease. The ravenous hunger of undead such as ghouls spreads slaughter and destruction, which the fey find distasteful if out of their control.

THE FEYWILD

ALTERNATIVE COSMOLOGY

The standard 5th edition cosmology describes the Feywild as a parallel plane to the Prime Material Plane. I offer an alternative to that cosmology, wherein the Feywild is a distinct plane from the Prime Material Plane, though still intrinsically bound to the Prime Material Plane.

It is a plane that exists where the Prime Material Plane, the Astral Plane, and the Plane of Dreams converge. It reaches out to touch the Material Plane in a number of places, some permanently some only during certain events such as lunar cycles or solstices. It also reaches outward from the Material Plane, stretching its fingers to touch the Inner and Outer Planes. These places are rare, however.

This alternative cosmology allows for a wider variety of both fey creatures and fey-related adventures. In this cosmology, the demesnes of Tir Naofa and Hagsend are not simply locations on Outer Planes, they are

This allows for unification of the Feywild with fey oriented creatures that exist outside of the Material Plane, such as unicorns, pech, nereids, sylphs. It allows for fey encounters anywhere, not simply in the Material Plane. It allows for the existence of Shadowfell oriented fey such as the shadar-kai.

This also allows for ease of access for archfey patrons. In the standard cosmology, archfey are limited to a specific geographic location. In this alternative model, any archfey can access

MAZE OF FATHAGHN

Legend has it that at the center of the maze of Fathaghñ is the Mother Oak, the tree from which all treants, dryads, and even Oberon himself were born. However, the tree is guarded by a nearly impenetrable maze of trees and undergrowth roamed at will by innumerable fey.

MURKENDRAW

The Murkendraw is a swamp the size of an ocean, an endless stretch of tangled trees and turgid mud, where alligators drift silently amid the croaking of millions of toads. Strange things live deep in the Murkendraw, illuminated by the ghost light of will-o-wisps. Hags lair on the outskirts while treants wade through the waters near its center.

FEATURES AND HAZARDS

FLORA

The Feywild is filled with all manner of plantlife, both magical and mundane. Every manner of normal plantlife can be found here, and plant monsters such as treants and shambling mounds are not uncommon. Dangerous supernatural plants and fungi such as the yellow musk creeper (*Tomb of Annihilation* pg 237) and the timmask (*Out of the Abyss* pg 23) grow in abundance in the verdant wilderness.

THE BRIGHT BEAUTY

The Feywild is authenticity incarnate. It is the true nature of things laid bare. A beam of sunlight is heartbreakingly beautiful. A dark cavern is unbearably terrifying. All things are more raw and true and immediate, the world written in big bold letters. It is akin to being a child again, wonderful and terrifying.

This quality has an interesting effect on mortals. Humanoids within the Feywild are more authentic to their true natures. Friends become lovers. Rivalries become violent. A private man becomes a hermit. An aggressive woman becomes wantonly violent.

CHROMATIC MOLD

Chromatic mold is a subspecies of brown mold which feeds on magic rather than heat. It is most common in the Underdark, where it feeds on the standing *faerzress* radiation, though it can also be found crusting powerful magical items. It typically covers a 10-foot square area.

Under normal circumstances, chromatic mold is indistinguishable from brown mold. However, if exposed to magical energy, such as that created by a spell or a *faerzress* surge, it immediately begins to emit a hypnotic pattern of kaleidoscopic lights. Any creature within 30 feet of the mold that observes this pattern must make a DC 15 Wisdom saving throw. On a failure, the creature is incapacitated and must use its turn to move toward the mold via the most direct route possible. The creature can repeat the saving throw whenever it takes damage. If a creature views the chromatic mold with *detect magic* while the mold is dormant, they still see the kaleidoscopic pattern and must perform a DC 10 Wisdom saving throw. If a creature succeeds on its saving throw, it is immune to the mold's kaleidoscopic pattern for 24 hours.

When the mold is touched or a creature casts a spell within 10 feet of it, the nearest 5 foot patch of mold ejects a cloud of spores that extends in a 10 foot radius from that patch, unless the ambient temperature is extremely cold. Any creature in that area must succeed on a DC 15 Constitution saving throw or become infected with its spores. An infected creature loses 1 point of Constitution every 4 hours. Additionally, the creature must perform a DC 12 Wisdom saving throw at the end of each hour. On a failure, the creature is affected as if with the *confusion* spell for the duration of that hour. If a creature's Constitution is reduced to 1, it dies. When a creature dies while infected with chromatic mold spores, the spores consume its body, producing a new patch of chromatic mold within 1d4 hours of the creature's death. The infection can be cured with any effect that removes diseases. However, the Constitution points can only be recovered with a *lesser restoration* spell or similar magic.

The mold is particularly hard to kill, being that magic merely empowers it. A pound of salt, a gallon of alcohol or acid, or casting *dispel magic* can kill a square of chromatic mold that is 10 feet on a side. Taking cold damage suppresses the ability of any 5 foot patch within the area of the spell to release spores for 1d4 rounds. An *antimagic field* immediately kills any patch of chromatic mold in its area.

Interestingly, because of its alcoholic blood, cave fishers are completely immune to chromatic mold spores and feed on it freely. Cave fishers are often used to keep chromatic mold populations at bay in areas of high risk.

FAUNA

There are fey dumb beasts in the Feywild. Almost all creatures in the Feywild possess at least a spark of intelligence, even if only a malign cunning. Beasts such as giant elks, giant owls, and giant eagles are prime examples of such creatures. Many beasts in the Feywild can speak, and some can even cast spells and shapeshift.

DEMESNES

There are a number of significant places within the Feywild. Beautiful cities, strange forests, and haunting caverns are the rule. Nothing here is ordinary.

Important to note about the Feywild is that its geography is not stable in the way that the Material Plane is. Time and space are somewhat subjective in the Feywild, and not all locations in it are anchored to a single spot.

Worldfall. There are some places in the world that move between the Feywild and the Material Plane. This process is called worldfalling. This may happen at regular intervals, such as every evening, or irregular intervals, such as whenever moonlight strikes a specific stone, an albatross passes by, or a particular song is sung.

THE TALAMH

Though an archfey's realm is relegated to a single territory, they have many powerful and loyal fey servants whose realms reflect their power. These servants are called tuath, and the realm of a tuath is touched by the fey lord to which their loyalty lies. These realms become talamh, reflections of the power of those fey, granting them regional effects. Many of these tuath also possess their own regional effects, which may exist in concert with the regional effects of the talamh.

ANDROLYNNE

The 471st layer of the Abyss is known as Androlynne. It is a phantasmagoric realm where beauty and hideousness blend together into a strange kaleidoscope of horror and wonder. Androlynne was once a haunted, colorless nightmare realm, ruled over by an enigmatic queen from her lair of Mother's Mountain. However, through some strange cosmic accident, a portal to the realm of dreams opened up within it, allowing raw dreamstuff to pour into the Abyss, transforming Androlynne into a deliriously beautiful landscape of flowered hills, alien forests, and surreally churning skies. However, the rip in the fabric of the plane also allowed the souls of dreaming children to wander in, unaware of their peril. The Court of Stars took notice and sent agents to protect the children. Now the layer is a vivid pastel battleground where demons, celestials, and fey war endlessly over the innocent souls of the dreaming.

ASTRAZALIAN, THE CITY OF STARLIGHT

The orcs and goblinoids of the Korinn Archipelago have numerous stories of hunting parties who investigated a strange island wreathed in fog on the horizon, only to never return. The righteous defenders of Astrazalian do not take intruders lightly.

Located at the northernmost tip of the Korinn Archipelago, Astrazalian is a beautiful eladrin city of shipwrights and fishers. Though they are nominally loyal to High Lady Ordalf of Karador, they mostly tend to their own business. During the spring and summer months, it exists in the Material Plane, but when autumn comes it worldfalls into the Feywild, only to return come spring.

The ships of Astrazalian are among the fairest in all the mortal world. Carved from the pale wood of the trees that grow only on that island and crafted in the shapes of swans, metallic dragons, fish, and other beautiful forms, these ships are the only vessels known that can reliably sail to the west in order to reach Tír Naofa.

BROKENSTONE VALE

Wedged between the Greypeak Mountains and the Greycloak Hills, just northwest of the elven city of Everska is the realm of Brokenstone Vale. It's home to lycanthropes of every variety, ruled over by the werewolf Viktor Mazan, former enemy and lover of the Maiden of the Moon.

Though Viktor Mazan loves bloodshed, he is far more intelligent and cunning than the average werewolf. Capable of incredible subtlety and overpowering persuasiveness, he has managed to rally a power base of lycanthropes loyal to him in Brokenstone Vale. He brokered the treaty between his people and the elves of Everska: so long as no elves of Everska travel into Brokenstone Vale, whether on the Material Plane or the Feywild, no lycanthropes of Brokenstone Vale will hunt the elves of Everska. It is a tenuous treaty, but it has held for decades.

CENDRIANE

Located in what was once the Forest of Riildath, now the Forest of Lethyr, Cendriane was once the greatest of the eladrin cities. Towering palaces of white stone and sculpted crystal, draped with vines and flowers and glittering with a thousand thousand birds, butterflies, and pixies. Sidhe lords and eladrin mages alike luxuriated in spectacular mansions that were equal parts garden and home. Music lived in the very air, and beauty and peace reigned. Legend has it that it was even more magnificent than Myth Drannor.

No more, however. Now Cendriane is now a twisted ruin filled with wicked fey, dangerous monsters, and even more sinister threats lurking beneath the grass choked streets. The terrible magic unleashed by the fomorians that destroyed the city still leaves its scars. Even now, massive pieces of stone float as if frozen in the middle of an explosion, totally immovable. Magical radiation renders swaths of the city innavigable to creatures that wish to retain the same shape when they leave as when they enter. Space and time do not function within certain buildings, and foul things leak into the world through the cracks in realith.

Cendriane is ruined but not abandoned. Treasure hunters venture into the Forest of Lethyr in search of the fabled city of ruined crystal. Few return, but those that do carry swords of unmatched quality, staves of wondrous power, and rings and necklaces bearing spectacular enchantments. Of greatest notoriety among those interested in the city are the Red Wizards of Thay, whose realm is not far from Lethyr. The relics of ancient magic capable of granting them insight into the fey presents an irresistible possibility for them to learn how to overcome the nation of Rasemen, whose fey guardians have continually rebuffed their assaults for centuries.

Deep in the bowels of the city lurks Lord Kannothe, once an eladrin of considerable power in the city, now a vampire searching for arcane secrets and making dark pacts with creatures better left unnamed. Perhaps he seeks to right the wrongs done to Cendriane, repairing the irreparable damage done to it. Perhaps he seeks revenge against the fomorians who ruined his home, hoping to find a way to eradicate the race entirely. Or perhaps he serves a far more sinister power from beyond this world.

HILDALAND

West of the Cloak Wood there is an island. An island of rolling hills, green and soft with rich grass and clover. Mist drifts across the island, and those that return from it claim that they hear whispers in their ears. The scholars of nearby Candlekeep have theories on what it is within the island, but those that voice their theories often disappear in the night. This is the island of Hildaland, gateway to the subterranean kingdom of the Queen of Air and Darkness.

The Queen of Air and Darkness rules the Gloaming Court from atop her onyx throne within her palace of Hildaland. This underground realm is carved deep in the living earth, and is filled with strange and terrible beauty. Phosphorescent fungi and lichen adorn the walls like candelabras, glimmering gems form natural mosaics of bizarre, organic shapes, and echoes return to their source hauntingly distorted. Secret passages honeycomb the stone, and whispered conversations linger in the dark corners. Distrust and fickle bonds hold sway here, and no one is safe for long.

REGIONAL EFFECTS

The region containing the Queen of Air and Darkness's lair is warped by her magic, which creates one or more of the following effects:

- Ambitions are amplified while within 5 miles of the Queen of Air and Darkness's lair.
- Humanoids within 5 miles of the Queen of Air and Darkness's lair will occasionally hear voices whispering in their ear. If a creature respond to these whispers, the Queen of Air and Darkness hears their response and becomes aware of their presence.
- Attempts made by creatures to hide in areas of darkness within 5 miles of the Queen of Air and Darkness's lair have advantage.

Lesser Regional Effects. These effects are present in Hildaland as well as within 2 miles of any realm occupied by a tuath loyal to the Queen of Air and Darkness.

- The Queen of Air and Darkness automatically succeeds when targeting the region with *scrying*.
- Once per hour, the Queen of Air and Darkness can cast *send*, targeting only creatures within 2 miles of a Talamh Sgàil.
- Fey loyal to the Queen of Air and Darkness are not uncommon in the area, and they delight in tormenting strangers with strange voices, minor misfortunes, and odd feelings.

KARADOR

Karador is a small city and the capital of Sarifal, the great eladrin kingdom of the Moonshaes Isles. The city is ruled by the lelfen queen High Lady Ordalf, although her tulani son Prince Araithe handles the day-to-day running of the government. High Lady Ordalf exhausted much of her strength protecting her city from ruin during the Spellplague, though her mind is as keen and powerful as ever. The city resides on the island of Gwynneth in the middle of Lake Myrloch. Karador is the home of one of the only surviving mythals in all of Faerun.

MAG TUREAH

Eons ago, the fomorians tried to conquer the Feywild, laying siege to its fair cities and slaughtering or enslaving all they found. Their armies could appear from nowhere and vanish without a trace. It took many years for the archfey to realize the source of this strange ability: Mag Tureah. Built deep beneath the Wood of Sharp Teeth to avoid the notice of the archfey and existing simultaneously on the Feywild and the Material Plane, Mag Tureah was a realm of portals that allowed the fomorians to raise and move massive armies with almost no effort. When the fomorians were defeated and their entire race cursed, they lost the secrets of how to work the portals.

After laying siege to the tower and defeating the horrors within, Thrumbolg, the First Lord now holds its halls, still uncontested after centuries of rule. He is no closer to understanding the strange inner workings of the portals than he was centuries ago, and this infuriates him to no end. Built by the fomorians when they still possessed their incredible, innate magical power, Mag Tureah is an enigma. Though Thrumbolg has enslaved countless wizards, sorcerers, warlocks, and other spellcasters, none have been able to fully illuminate the strange magic of its halls and passages.

Today Mag Tureah is a dangerous realm of unpredictable portals, sadistic giants, and insane slavemasters. Those that venture in rarely venture out, save for those who are caught unaware by the sporadic portals that stretch all across the multiverse.

The realm of the First Lord is strange. The natural stone of the caves transitions seamlessly into the wrought iron of the walls, demonstrating the sheer skill and talent that the fomorians once possessed. Most distressing of all, though, is the fact that sporadic portals can appear and disappear without warning, luring unsuspecting humanoids to their doom from all across the multiverse.

REGIONAL EFFECTS

Mag Tureah is a strange realm, filled with twisting tunnels and spontaneous portals. It possesses the following effects:

- The faerzress radiation permeating Mag Tureah makes teleportation a very risky business. Any creature attempting to teleport into, within, or out of Mag Tureah must make a DC 20 Constitution saving throw. On a failure, the creature takes 1d10 force damage and the teleportation attempt fails. Even if the creature succeeds on the saving throw, all teleportation attempt made within Mag Tureah is made as if the target destination is known only by description, even when the destination is a teleportation circle. Teleportation circles cannot be made in Mag Tureah.
- The twisting, turning paths of Mag Tureah are supremely difficult to navigate. Wisdom (Survival) and Intelligence (Investigation) checks to avoid becoming lost in Mag Tureah are made with disadvantage, and all spells cast to aid navigation, such as *find the path*, have a 20% chance of failure.
- For every 4 hours spent navigating Mag Tureah without a guide, there is a 15% chance that the party will accidentally blunder into a portal leading to a random destination in the multiverse. Roll from the Exotic Portal Locale table or use a destination of your choice.

EXOTIC PORTAL LOCALE

d12 Locale

- 1 A ruined castle of glass atop an earthmote, a spiral staircase connecting it to the ground.
- 2 The mouth of a flooded cavern, the beginning of an undersea road paved with huge stones.
- 3 A partially toppled circle of stone menhirs overgrown by plantlife.
- 4 A gargantuan stature buried in sand up to its enormous head.
- 5 An abandoned dragon's aerie perched on the lip of an active volcano.
- 6 A temple of a long dead god, collapsed into rubble.
- 7 A forgotten chamber that opens up to the sewers of an enormous city.
- 8 A tower overlooking a courtyard filled with petrified soldiers standing in neat ranks.
- 9 A deserted priory sprawling across a rocky tidal island.
- 10 A crumbling observatory open to the skies above.
- 11 A covered bridge, woven from the roots of living trees, over a murky river.
- 12 A frozen city built on a terraced mountaintop, with no trace of its former inhabitants.

THE PORTALS OF MAG TUREAH

The portals of Mag Tureah open all across the multiverse, and the magic that creates them is still not well understood. Thrumbolg has installed servants in some of the destinations of the most predictable portals, leading to strongholds of the fomorian emperor on isolated mountaintops, in everblack deep sea caverns, tangled jungles, and even stranger locales.

The region within 2 miles of one of these portals is warped by its presence, which creates one or more of the following effects:

- Short distance teleportation within the area experiences minor malfunctions. Whenever a creature casts a spell or uses an effect that allows them to teleport, they must roll 1d20. On a roll of a 1, they arrive 1d4 x 5 feet away from their intended destination.
- Summoning magic within the area experiences minor malfunctions. Whenever a creature casts a spell or uses an effect that allows them to summon a creature, they must roll 1d20. On a roll of a 1, a creature of a different type than intended is summoned instead. The summoned creature or creatures must have a CR equal to or lesser than the intended summon, and they are still under the control of the summoner.

MITHRENDAIN

The greatest of the eladrin cities of the modern era, Mithrendain is the Feywild echo of Silverymoon. It effortlessly combines their architecture with the natural growth of their forest with a skill that would shame the greatest of wood elf cities. Towers and palaces twist elegantly around and through mighty tree trunks, holding delicately carved walls of crystal and white stone.

The city is ruled over by King Thindéo and Queen Laurëa, both mighty eladrin spellcasters and practically archfey in their own right. Thindéo is a wise archdruid who speaks softly and prefers to observe before acting, while his wife Laurëa is a fiercely intelligent archmage who understands far more than she lets on. They are advised by a number of **arquen** who have sworn fealty to archfey such as Titania, Oberon, the Queen of Air and Darkness, and other powerful sidhe and fey spirits. These arquen form the ruling class of the city, advising the king and queen on the capricious wills of the archfey and participating in an endless dance of alliances and betrayals.

Mithrendain has a dark secret, for it is built on top of a portal to Lolth's realm of the Demonweb Pits, a secret known to only a handful of the rulers of the city. They maintain a constant vigil, defending the Feywild from the foul perversions of the Spider Queen, but her insidious cult has long since infiltrated their city, seducing eladrin to her worship.

NACHTUR

Ruled by the Great Gark, a hobgoblin **archmage** of significant power and influence, Nachtur is carved into the Feywild echo of the Nether Mountains. Unconcerned with the business of other goblinoids, the Great Gark seeks instead to consolidate his power, seeking strange arcane arts in the Feywild.

Forever alive with the rumbling and creaking of the massive gears that turn the strange machines of this dark realm, Nachtur is perilous to the unwary. Trolls tamed by the Great Gark's magic roam the tunnels, and oni serve the hobgoblin lords as treacherously loyal vassals. Entire villages of goblins are carved out of the living rock of caverns, complete with their own miniature suns constructed of enchanted crystal. These villages do not believe that anything exists beyond the boundaries of their villages, and when their hobgoblin lords wish to cow them they simply take their sun away.

THE GOBLIN MARKET OF NACHTUR

A unique realm even among the strangeness of the Feywild, the Goblin Market is a bazaar held at irregular intervals on a place where numerous leylines converge. The market is hosted by the Goblin Kingdom of Nachtur, but many of the stalls are owned and operated by independent parties. Here almost anything can be purchased, from strange magic items to magnificent jewelry to deadly poisons. All that is required is an invitation, allowing those so invited to journey there in their dreams.

The Goblin Market is something of a neutral ground for many fey. Members of the Summer Court and the Gloaming Court meet together in the numerous pavilions, their rivalries put aside for the time being. Wicked hags and noble unicorns barter for goods while pixies and satyrs fill the air with music. Fey lords recruit dreaming adventurers for missions, and many warlocks meet their archfey patrons for instructions here. Violence is forbidden within the walls of the Goblin Market, and any who disobey this edict are immediately expelled.

SENALIESSE

Deep within the High Forest of the Feywild is Titania's summer realm. It is always pleasantly warm here, even in the depths of winter, and the weather is always mild. Titania's palace was sculpted from the branches of a mighty oak by Oberon millenia ago, and it is here that she holds court with her most favored advisers. Senaliesse is staffed by hundreds of fey, including an abeille hive that provides the succulent food and drink.

The palace of Senaliesse is a magnificent realm built into the canopy of towering silver trees, woven from the living wood itself and adorned with perfumed flowers and serenely buzzing insects. It is always peaceful here, and pleasures of all kinds can be found within. Here can be found representatives of fey from all across the Feywild, as well as occasional guests from the Outer Planes and even the mortal realm.

Passage into Senaliesse from the mortal realm may occur in dreams, where the sleepers fall asleep at the foot of a great tree and find themselves in the silver branches of the Summer Court. This replicates the effects of the *astral projection* spell.

REGIONAL EFFECTS

The realm of Senaliasse is warped by Titania's magic, which creates one or more of the following effects:

- Titania chooses the nature of all dreams that occur within 5 miles of her lair, though not the content. For instance, she can dictate that all dreams become frightening, or peaceful, or strange, though she cannot chose what happens in them. These dreams have no lasting effect upon waking. If a creature is affected by the *dream* spell, that spell takes precedence.
- At the end of each long rest taken within 5 miles of the lair, each creature must make a DC 17 Wisdom saving throw. On a failed save, the creature is unwilling to leave Titania's realm until it completes another long rest. After three failed saving throws, the creature becomes loyally devoted to Titania and never willingly leaves her realm unless commanded to do so by Titania herself. Only a *dispel evil and good* spell or similar magic can end this effect. The saving throw is made with disadvantage if the creature willingly consumes any food offered to it by Titania or a creature loyal to her prior to that long rest.
- The weather within 5 miles of Titania's lair is always balmy and pleasant, a perpetual summer evening, unless Titania wishes it otherwise.

Lesser Regional Effects. These effects are present in Senaliasse as well as within 2 miles of any realm occupied by a tuath loyal to Titania.

- Plant-life within the region is exceptionally robust. Flowering plants may display flowers even out of season.
- Cloudy days are uncommon in the region, leaving the land frequently bathed in golden sunlight. Even on days when it rains, the sun typically makes an appearance at some point to cast a rainbow in the sky.
- Fey loyal to Titania are not uncommon in the area, and they delight in playing pranks on strangers.

THE SHADOW RIFT

The Shadow Rift appeared south of Tepest long ago, and the Vistani have feared it ever since. The impenetrable layer of mist that fills the rift almost to the brim unmakes any who attempt to travel into it, causing them to fade away into nothingness. Only a single hidden tunnel within Tepest leads safely into the Shadow Rift, and this tunnel is always closely guarded.

Within, the Shadow Rift is a realm of eternal night. The dark mists that linger above block all sunlight from entering, leaving the realm below in a constant state of twilight. Even without the sun, the Shadow Rift is filled with verdant plant-life, and wild animals lurk in the bushes and trees, watching intruders warily. However, the most prominent inhabitants of the Shadow Rift are the fey, particularly the Arak. Here they lurk in their dreamy cities and luminescent groves, attended to by the mortals they've spirited away into their realm, ruled over by their twin lords Loht and Maeve.

THE OBSIDIAN GATE

The Shadow Rift holds a terrible secret. Sealed within the Obsidian Gate is Gwydion, the Shadow-fiend, a monstrous being of unfathomable power and darklord of the Shadow Rift. Creator and former slaver of the Arak, he was sealed in the Obsidian Gate when they fled his yoke. Unable to escape the Obsidian Gate himself, his influence still reaches across the Shadow Rift.

- Gwydion can cast the *dream* spell at will, targetting only creatures within the Shadow Rift. A creature cannot be targeted by this effect more than once every 24 hours.
- Gwydion's presence generates the layer of mist that protects the Shadow Rift from the sun. As an action, Gwydion can cause any amount of the mist to disappear or regenerate the layer. The layer of mist is 50 feet thick, and for every foot traveled through it a creature loses 1% of its existence. If a creature loses 50% of its existence it gains the Incorporeal Movement and Sunlight Hypersensitivity traits. If it loses 70% of its reality it becomes permanently invisible. If it loses 80% of its reality it gains the Ephemeral trait. If it loses 100% of its reality it disappears and can only be brought back with a *wish* spell. Otherwise, the reduction in reality can be cured with *greater restoration* or similar magic. The mist is immune to wind. A *disintegrate* spell can destroy a 20 foot cube of mist, but the mist will regenerate at a rate of 5 cubic feet per round.

THE TALAMH FEARNÓG

The tuatha of the Erl Court range across all of Ravenloft in traveling entourages, spiriting away exceptional humanoids for their courts. Wherever they settle down for a time become places of shadows and sinister beauty.

- When an Arak wishes to turn a humanoid into an Arakin, it must light a special candle beside the humanoid while it's sleeping and use a special knife to cut the humanoid's shadow away from its body. If the Arak succeeds in bringing the humanoid's shadow into the Shadow Rift or a Talamh Fearnóg before the candle is extinguished, the shadow becomes an Arakin, and its connection to its physical body is severed. The humanoid's body will still go about its daily business, but it will do so without passion or awareness.

BLACK MYTHRIL

Black mythril is a variety of mythril that only the arak know the secret of crafting. It combines the qualities of both mythril and adamantine, and any item crafted with it is considered magical for the purposes of damage reduction. However, for each round a black mythril item spends exposed to bright sunlight, it gains a cumulative and permanent -1 penalty to its attack and damage rolls if it's a weapon or to its AC if it's armor or a shield. The item is destroyed if the weapon's attack and damage bonus or the shield's AC bonus reaches -5, or if the armor's base AC is reduced to 10. Once destroyed, the item dissolves into a gray mist and disappears.

TÍR NAOFA

Tír Naofa is a demiplane which drifts through the Upper Planes at the will of its creator, Morwel. It can appear in any of the Upper Planes, from Arborea to Ysgard, though it most frequently resides within Elysium, the Beastlands, and Arborea. There are portals to Tír Naofa hidden all across the Upper Planes, always well hidden and well guarded. Some say that if you know the way, if you know how to tie the rigging just right and sail in just the right direction, that if your heart is pure and your intentions are good, that a mortal can sail west from Faerun to reach the blessed shores of Tír Naofa.

Drifting freely through the Upper Planes is a realm of surpassing beauty: an eternal autumnal forest under a glimmering twilight sky. The air is always cool and crisp, brisk but comfortable and carrying the scent of apples and fresh bread. The paths are dimly lit by gently glowing fungi and bobbing fairy lanterns, newly fallen leaves crunching underfoot. The woods are filled with music, the air vibrating with the promise of bonfires with friends and joyful festivals and late night feasts. This is the fey realm of Tír Naofa, the demesne of Morwel, the Queen of Stars.

All the residents of Tír Naofa serve Lady Morwel, from the kind dryads that lead visitors to her palace of opal and moonstone, to the autumn eladrin that eagerly invite strangers to join in their feasts, to the unicorns that tarry among the golden leaves. Morwel's realm is a world of contentment and celebration, where none ever go hungry and nature's bounty is revealed in its fullness. Morwel hosts great festivals throughout her realm, attended by elves from Arvandor, angels from Celestia, and even dwarves from Arcadia. All of good will and merry cheer are welcome in the realm of the Queen of Stars.

REGIONAL EFFECTS

The entirety of Tír Naofa is subject to the will of Lady Morwel, which creates the following effects:

- Those who visit Tír Naofa may become entranced by the contentment and never want to leave, which can be represented with Elysium's "Overwhelming Joy" rule (*Dungeon Master's Guide* pg. 60).
- If a creature is reduced to 0 hit points while within sight of Lady Morwel, she can choose to spare them. In that case, the creature becomes stable and is subjected to the Slumber version of the *imprisonment* spell. The condition for lifting this spell is for the creature to receive a kiss from another creature that truly loves it. Creatures so affected are kept in a large, comfortable vault beneath Morwel's castle and are tended to by fey until their true love arrives.

Lesser Regional Effects. These effects are present in Tír Naofa as well as within 2 miles of any realm occupied by a tuath loyal to Morwel.

- If an evil creature falls asleep within the area, it must succeed on a DC 24 Charisma saving throw or be afflicted by the Slumber version of the *imprisonment* spell. The conditions for ending the spell are the target taking any amount of damage or another creature using an action to wake them up.
- Non-evil creatures that complete a long rest within the area gain the benefits of the *heal* spell.

- Mist is very common within the area, and all evil creatures take a -5 penalty to their passive Perception and have disadvantage on Perception checks while within this mist.

VALE OF THE LONG NIGHT

The barren lands of the Prince of Frost reveal the bitterness of his heart. Nothing will grow in the eternally frozen soil, leaving nothing but bleak fields of ice and snow interrupted by jagged mountains of black stone. Few things live here. Even the fey of ice and snow tend to stay away from the Pale Prince's realm. The bleak, frozen wastes are roamed by ghosts, wraiths, wendigos, and elementals of ice and wind.

The Prince of Frost makes his home in the Palace of Frozen Tears, mulling over his own bitterness. The palace is grand, but strangely empty. The Pale Prince prefers to keep his allies at arm's length, allowing him privacy. His palace is by no means unguarded, though, as intruders are met by shrieking phantoms and cruel ice.

If a creature fails a saving throw to resist the effects of extreme cold while within the Prince of Frost's realm or within sight of the archfey, roll on the Flaws of the Prince table to determine the nature of the flaw, which is a character flaw that lasts until cured.

FLAWS OF THE PRINCE

d8 Flaw

- 1- "Love is foolish, and those who succumb to sentiment are worthy of nothing but disdain."
- 3- "I resent the happiness of lovers, and will do everything I can to spoil that happiness."
- 5- "Love and joy are frivolous. I only have time for my goals and ambitions, and I expect the same out of others."
- 7- "Displays of affection disgust me, and if I see anyone openly display affection for another I lose respect for them."

REGIONAL EFFECTS

The region containing the Prince of Frost's lair is warped by his magic, which creates one or more of the following effects:

- All saving throws made to resist the deleterious effects of extreme cold while within 10 miles of the Prince of Frost's lair are made with disadvantage. If a creature fails a saving throw to resist the effects of extreme cold while within this area, roll on the Flaws of the Prince table to determine the nature of the flaw, which is a character flaw that lasts until cured.
- Plant life cannot find purchase within the permafrost soil within 10 miles of the Prince of Frost's lair. Any spells that create plant life automatically fail while in this area.

If the Prince of Frost dies, these effects fade in 1d10 days.

FEY DISEASES AND POISONS

Diseases and poisons of the fair realms frequently target the mind and soul as much as they do the body.

FEY DISEASES

The vector for infection for a fey disease is rarely a physical one. More common it is a mental or emotional state, a vulnerability opened up in one's heart.

HANAHAKI

Hanahaki manifests in humanoids that are in love with a creature that does not love them in return. This includes artificially induced infatuation, such as that created by a *philter of love* or Love-in-Idleness. After each long rest completed within the Feywild or an area touched by the Feywild, a creature that is suffering from unrequited love must succeed on a DC 10 Charisma saving throw or become infected with hanahaki, which has an incubation period of 1d4 days.

Once symptoms manifest, a creature begins to cough up flower petals, particularly when the object of their affection is near. Whenever an infected creature attempts to speak, it must succeed on a DC 10 Constitution saving throw or be prevented from speaking by a fit of coughing. This includes casting spells with verbal components. The infected creature has disadvantage on the saving throw if the object of its affection is within sight of it.

After each long rest, the infected creature must succeed on a DC 10 Charisma saving throw or have its Constitution score reduced by 1. If its Constitution score is reduced to 1 by this effect, the infected creature dies. The creature's Constitution score is restored if it is cured of hanahaki.

Hanahaki can be cured with *lesser restoration* or any higher level healing spell that removes diseases, though the creature will be at risk of contracting it again. Hanahaki can be permanently cured in a number of ways. If the infected creature's love is reciprocated, the creature will vomit up a single, whole flower and be permanently immune to hanahaki from that point on. If the infected creature's love for the object of its affection wanes, the disease will end, though they can still contract the disease again. Finally, if a creature casts *modify memory* on a creature suffering from hanahaki, they can use the spell to excise the disease from their soul. This, however, will prevent the target from ever falling in love again unless cured with *greater restoration*, which will also make the creature vulnerable to hanahaki again.

ICEBLOOD

When a humanoid or fey witnesses a close friend or loved one die in the Feywild or an area touched by the Feywild, it must make a DC 15 Charisma saving throw or contract Iceblood. The saving throw is made with disadvantage if the loved one was the creature's romantic partner. Iceblood has an incubation period of 1d4 days.

Once symptoms manifest, the infected creature becomes ice cold to the touch and its emotions become dulled and distant. It has disadvantage on Charisma skill checks and death saving throws, and cannot rage, gain inspiration, or become frightened or charmed.

Each time an infected creature completes a short rest in a below freezing temperature or takes cold damage, it must make a DC 15 Constitution saving throw or have its Charisma score reduced by 1. Additionally, if an infected creature fails its saving throw to resist the effects of extreme cold, its Charisma score is reduced by 1d4.

If a creature's Charisma score is reduced to 1 while infected with this disease, it is frozen into a statue of solid ice. The frozen creature is petrified, is immune to cold damage, and is vulnerable to fire damage.

The disease can be cured by 10 uninterrupted hours of exposure to sunlight in a temperature above freezing, which also restores lost Charisma points. If the infected creature is transformed into a statue of solid ice, only a *greater restoration* spell or similar magic can cure it.

THIRD EYE INFECTION

A third eye infection is a very dangerous and insidious disease for diviners. The vector for infection is divination magic. If a creature casts a divination spell to glean information about a creature with a third eye infection, it must succeed on a DC 13 Intelligence saving throw or become infected. The incubation period is 1 day.

When a creature with a third eye infection casts a divination spell to gleam information, there is a chance that whatever information it gains from that spell is incorrect in some way, rolled secretly by the DM. The likelihood for incorrect divination results starts at 10% when first infected, increasing by 10% for every week the creature is infected and 5% each time the infected creature casts a divination spell. If the spell already has a percentile chance of failure, then this percentile failure is added on to that.

A creature that is aware of its third eye infection can attempt to make a DC 13 Wisdom (Insight) check after completing a long rest. On a success, the creature's percentile chance of failure is reduced by $1d4 \times 10\%$. If reduced to 0%, the creature is cured of its third eye infection.

WALKING DREAM

Walking dream is an infection that causes a creature's hallucinations to spill out of its head into the real world. A creature that experiences a vivid hallucination while within the Feywild or an area touched by the Feywild must make a DC 10 Intelligence throw or become infected with walking dream, which has an incubation period of 1d4 days.

Once symptoms manifest, the infected creature begins emitting an aura of vivid hallucinations. The aura has a radius of 20 feet, and any creature that begins its turn within the aura must succeed on an Intelligence saving throw or be incapacitated by the illusion until the beginning of its next turn. The DC of the saving throw equals 13 – the infected creature's Wisdom modifier. Additionally, if the infected creature is under the effects of any enchantment or illusion spells such as *charm person* or *phantasmal killer*, any creature that fails its saving throw is also under the effect of that spell for the duration of the time it spends within the aura.

An infected creature can attempt to suppress the aura once per hour by making a DC 13 Wisdom saving throw. On a success, the aura is suppressed for 1d4 + the infected creature's Wisdom modifier hours. The DC for the saving throw increases by 1 for each time the infected creature makes the saving throw, regardless of whether it succeeds or not, returning to 13 after the infected creature completes a long rest. The infected creature cannot suppress the aura while it is unconscious, and any dreams it has while unconscious will leak out and be visible in the aura.

Once an infected creature completes a long rest, it must make a DC 12 Intelligence saving throw. On a failure, the creature's Wisdom score is reduced by 1d4. If the infected creature's Wisdom is reduced to 1 (-5) it becomes insane and cannot be cured of the disease by anything less than a *greater restoration* spell. If the infected creature succeeds on this saving throw three consecutive times, it is cured of the disease. Once cured of the disease, the creature will regain its Wisdom at a rate of 1d4 after each long rest until it returns to its original value.

WENDIGO'S HUNGER

A humanoid that consumes the flesh of another humanoid creature while within the Feywild or an area touch by the Feywild must succeed on a DC 14 Charisma saving throw or become infected with Wendigo's Hunger, which has an incubation period of 1d4 days. Once the incubation period is complete, the creature gains the following flaw: "I crave to feed on the flesh of sentient creatures, especially my kin."

The first time each day that an infected creature witnesses a humanoid become injured, it must succeed on a DC 14 Wisdom saving throw or attempt to feed on them. The infected creature has disadvantage on the saving throw if the humanoid it witnessed being injured is an ally or family member. Each time that a creature infected with the Wendigo's Hunger successfully feeds on another humanoid's flesh, its Wisdom score is reduced by 1d4.

After each long rest, a creature infected with Wendigo's Hunger must succeed on a DC 14 Charisma saving throw or have its Wisdom score reduced by 1. When its Wisdom score is reduced to 1, the creature immediately transforms into a wendigo, racing into the sky with such speed that its feet are burned away into charred, bloody stumps.

Gnolls, leucrotta, shoosuva, wendigo, hyenas, and any fiends loyal to Yeenoghu can detect if a creature is infected by Wendigo's Hunger by scent and will avoid attacking it.

Wendigo's Hunger can also be contracted from the bite of a wendigo. If an infected creature does not feed on another sentient creatures for 10 consecutive days, it is cured of Wendigo's Hunger. Otherwise, it can be cured with *greater restoration* or similar magic. When the creature is cured of Wendigo's Hunger, any reduction in Wisdom that it suffered from the disease is restored.

FEY POISONS

Chthonic Pomegranate (Ingested). The chthonic pomegranate tree grow only underground, far from the light of the sun. It looks and tastes just like a mundane pomegranate, and its juice can be added to any variety of A creature subjected to this poison must succeed on a DC 16 Constitution saving throw or become affected by the poison for 2d6 days. While affected in this way, a creature suffers no adverse effects until it enters sunlight. While illuminated by bright sunlight the creature is poisoned and it takes 1d6 radiant damage at the end of each turn.

Love-in-Idleness (Contact). This poison is rendered from a rare yellow and white flower and must be applied to the eyelids of a sleeping creature. Upon waking, a creature subjected to this poison must succeed on a DC 15 Constitution saving throw or become infatuated with the first creature it sees. The poisoned creature is charmed by the creature. The poison lasts for 1d6 days or until washed from the creature's eyelids by its own tears. The effect is extended if the poison is reapplied.

Meenlock Venom (Injury). Meenlock claws produce a sinister venom which renders their victims helpless against their psionic torment. A creature subjected to this poison must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the creature is paralyzed.

Snow Glass (Inhaled). Snow glass is one of the Prince of Frost's most sinister creations, and the secrets for creating it have been spread to all the cruel fey of winter. A single piece of snow glass looks and feels exactly like mundane glass. However, any good aligned creatures reflected in the glass look hideous, and any evil aligned creatures reflected in the mirror appear beautiful. When thrown to the ground, the glass shatters into a cloud of incredibly small particles. A creature subjected to this poison must make a DC 14 Constitution or become poisoned for 1d6 hours. While poisoned, the creature perceives all good aligned creatures as hideous and wicked and all evil aligned creatures as beautiful and good. The poisoned creature can attempt to make a DC 16 Wisdom (Insight) check to overcome this perception for a single target.

NEW MONSTERS

CREATURES BY CR

Monster	Challenge
Ashira	0
Commoner Bacchae	0
Shimmerling	0
Asherati	$\frac{1}{4}$
Sprites (Atomie, Bramble, Grig, Koropokkuru, Splanxt)	$\frac{1}{4}$
Faery (Frost, Glouras, Nixie, Sylph)	$\frac{1}{4}$
Firbolg	$\frac{1}{4}$
Uldra	$\frac{1}{4}$
Asrai	$\frac{1}{2}$
Jermlaine	$\frac{1}{2}$
Spark	$\frac{1}{2}$
Alven	1
Deerwraith	1
Domovoi	1
Forlaren	1
Jaebryn	1
Jack o' Lantern	1
Muse	1
Mycodryad	1
Einsaung Nat	1
Selkie	1
Vestal	1
Coure	2
Glaistig	2
Hybsil	2
Kappa	2
Nephelle	2
Neugle	2
Pech	2
Portune	2
Powriekein	2
Splinterwaif	2
Wolfwraith	2
Swarm of Ratwraiths	2
Bard of Glamour	3

Monster	Challenge
Boreal	3
Camelopardel	3
Buckawn	3
Darfellan Warrior	3
Dustblight	3
Eladrin Archer	3
Faerybloom Bouquet	3
Fand	3
Feywild Archer	3
Firbolg Druid	3
Gelun	3
Gruvrået	3
Hkum Yeng Nat	3
Leprechaun	3
Maenad	3
Muryankin	3
Shiere Knight	3
Snow Golem	3
Spriggan	3
Thorn Knight	3
Vodyanoi	3
Aranea	4
Bisan	4
Dream Druid	4
Dune Hag	4
Hannya Hag	4
Jack-of-the-Green	4
Movanic Deva	4
Naiad	4
Lu Nat	4
Noviere	4
Powrie	4
Shepherd Druid	4
Swarm of Asrai	4
Voadkyn	4
Yuki-on-na	4
Bloodlance	5
Boglin	5

Monster	Challenge
Brag	5
Bralani	5
Carey Hag	5
Cura Hag	5
Faerybloom Garden	5
Fossergrim	5
Joystealer	5
Lampad	5
Mercane	5
Merfolk Siren	5
Regiment of Sprites	5
Spider Grandmother	5
Verbeeg	5
Banshrae	6
Ceffyl Dŵr	6
Deadwood Revenant	6
Gulthias Dryad	6
Lillend	6
Teg	6
Tireganierk	6
Carey Hag (in coven)	7
Curan Hag (in coven)	7
Cyclops Soldier	7
Hybsil Hart	7
Jack Frost	7
Shay	7
Wendigo	7
Bacchae Champion	8
Firre	8
Green Knight	8
Jorogumo	8
Muryan	8
Ruin Chanter	8
Shimmerling Swarm	8
Silat Hag	8
Springheel Jack	8
Stonesinger	8
Corruption	9
Rimefire Eidolon	9
Saguaro Sentinel	9
Shadar-kai Cenobite	9

Monster	Challenge
Sith	9
Zurkhent	9
Knight of Mag Tureah (Fomorian)	10
Tangie	10
Shadar-kai Cenobite (in lair)	10
Jacky Longlegs	11
Rimefire Eidolon (in lair)	11
Baku	12
Eladrin Arquen	12
Eye of Agony (Fomorian)	12
Jack-in-Irons	12
Otsheentou	12
Ruin Elemental	12
Charybdid	13
Maeve	13
Scyllan	13
Huriat	14
Kumiho	14
Nuckelavee	14
Ragewalker	14
Shiradi	15
Loht	16
Selephra	16
Siabrie	16
Bolcaith	17
Ocean Strider	18
Loht & Maeve	20
Lelfin	20
Vermiurge	20
Siobhan	21
Zeitgeist (any manifestation)	21
Morwel	22
Thrumbolg	22
Siobhan (in lair)	23
Animus Loci (any manifestation)	27

NEW FEY TYPES

Similar to how many fiends can be categorized into demon, devil, and yugoloth, many fey can be categorized into particular types as well. Unlike fiends, however, fey are less well defined, and many fey can be of two types simultaneously.

ANIMUS

All fey are embodiments of nature to some extent or another. The animus fey are the fey closest to the natural world. Some are inexorably bound to a natural landmark, such as the dryads or the fossergrim. Others are bound the elemental power of nature, such as nereids and korreds, or are living extensions of nature's might, such as bheur hags or the vermiurge. The mightiest of them all are living, breathing extensions of the natural world, such as Oberon and the animus loci. Some animus fey are natural forces made flesh, while others are creatures that have become so close to the forces of nature as to be almost indistinguishable.

All animus possess the animus tag.

SIDHE

The sidhe are the lords and ladies of the Feywild. They are beautiful, powerful, and perilous, naturally born to rule. The sidhe are detailed further in their section on page 145.

ANIMUS BY CR

Monster	CR Source
Ashira	0
Dryad	1 <i>Monster Manual</i>
Muse	1
Mycodryad	1
Vestal	1
Glaistig	2
Nephele	2
Nereid	2 <i>Yawning Portal</i>
Splinterwaif	2
Boreal	3
Fand	3
Gruvrået	3
Maenad	3
Bisan	4
Dune Hag	4
Naiad	4
Yuki-on-na	4
Boglin	5
Fossergrim	5
Lampad	5
Deadwood revenant	6
Gulthias dryad	6
Bheur Hag	7 <i>Volo's Guide to Monsters</i>
Korred	7 <i>Volo's Guide to Monsters</i>
Poludnica	8 <i>Lords and Ladies</i>
Ruin Chanter	8
Verdani	11 <i>Lords and Ladies</i>
Ruin Elemental	12
Verenestra	14 <i>Lords and Ladies</i>
Virage	16 <i>Lords and Ladies</i>
Bolcaith	17
Sovereign Elk	20 <i>Lords and Ladies</i>
Vermiurge	20
Siobhan	21
Zeitgeist (any manifestation)	21
Bolcaith (Erupting)	23
Oberon	23 <i>Lords and Ladies</i>
Animus Loci (any manifestation)	27

ANIMUS LOCI

While the primordials still warred on the surface of the planet, some chose to abstain from the conflict. These neutral creatures settled on the infant planet, claiming vast stretches of land for their own and defending it from primordial and god alike. When the war was over and the primordials slain or imprisoned, those that abstained from the conflict were not forgotten. The gods bound them to the lands they had claimed, though as mercy they were allowed the freedom to roam their lands. Over time, as nature took hold of the planet, these spirits became infused with the dreams of the wilderness, transforming them into strange, god-like spirits of the land. Only a scant few animus loci remain, slumbering in ancient, out of the way realms of untouched and untamed wilderness.

Protectors of the Wild. An animus loci is an embodiment of the land itself, and as such its life force is tied to the land. Its bones are the rocks in the soil, its flesh is the grass and the trees, its breath the wind, its blood the streams, its soul the animals. Even the wildfires that ravage forests and the volcanic eruptions that rip the land asunder are part of their primordial souls. An animus loci rarely makes itself known, content to simply exist among the cycles of life and death, of creation and destruction that make nature. Even the archfey find these creatures inscrutable. Only an unspeakable threat to the natural world, such as the arrival of a demon lord or an incursion from the Far Realm, can stir these titans from their slumber.

Wrath of the Land. While its land is safe, the animus loci is an invisible presence that drifts lazily through its territory. However, when the land is threatened, an animus loci clothes itself in a single element, taking the form of a massive animal, humanoid, or a shapeless force, and rains its vengeance down on the offenders, tossing them with gales, engulfing them in wildfires, grinding them between teeth of stone, and drowning them in its fury. It can change the elements it clothes itself in almost effortlessly, giving it an enormous amount of versatility.

Crowns of the Land. A select few fey lords possess artifacts of incredible power: crowns crafted to command and control the animus loci themselves. The spirits, for their part, resent this dominion as a wild animal resents captivity, but it is powerless to act against whoever wears the crown. Sometimes these crowns find their way into mortal hands, and the results are always disastrous.

Elemental Nature. An animus loci doesn't require air, food, drink, or sleep.

HEART OF THE LAND

The region to which an animus loci is bound can be many miles across. However, the cradle of its power is the heart of the land, a specific location in the region to which the animus loci is bound wherein it holds all of its power. The heart of the land could be a cavern filled with glimmering stones, a warren formed in the roots of a massive tree, a hollow tower of magnificent coral, or any other natural formation. An animus loci that is defeated will magically return here in its incorporeal form to recover its strength. However, if it is slain here or if the heart of the land is defiled, then the animus loci perishes forever.

REGIONAL EFFECTS

The region to which an animus loci is bound is suffused by its primal magic, creating the following effects:

- Beasts, fey, and plants native to the region are permanently charmed by the animus loci and cannot be compelled by any means to target the animus loci with an attack or a harmful spell.
- An animus loci can cast *control weather* while within the region to which it is bound. The spell's point of origin is anywhere the animus loci chooses, and the spell can effect up to the entirety of the region to which it is bound. The animus loci doesn't need to maintain a clear path to the sky or concentrate for the change in weather to persist.
- Druids loyal to the animus loci have advantage on Constitution saving throws to maintain concentration on druid spells while in the region.

CROWN OF THE LAND

Wondrous item, artifact (requires attunement)

The Crowns of the Land were crafted in the days when the fey themselves were still young. Beautiful coronets of delicate mythril and inset gems, they were forged within the dreams of volcanoes by the first of the archfey to tame the wild earth. Though some animus loci resent these crowns, many have accepted them as parts of their existence, and some even guard their crowns in hopes of finding a worthy master. Only one crown can exist for each animus loci, and many have been lost or destroyed.

A crown of the land is bound to a single animus loci. While you are attuned to the crown of the land, the animus loci to which it is bound is charmed by you and must obey the letter of any command you give it. It also imparts additional properties which extend beyond the to any being that wears it so long as the animus loci itself lives. If the animus loci the crown is bound to dies, the crown loses all magical properties and withers away, leaving no valuable material behind.

Random Properties. The crown of the land has the following randomly determined properties:

- 2 minor beneficial properties
- 2 minor detrimental properties

Fey Crown. A beast, fey, or plant that targets you while you wear the crown of the land with an attack or a harmful spell must first make a Wisdom saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the creature must choose a new target or lose the attack or spell. If you attack a creature or target it with a harmful spell, that creature automatically succeeds on that saving throw for the next 24 hours.

Voice of the Wild. You know Druidic, Primordial, and Sylvan. In addition, you can communicate with plants and animals as if you shared a common language (this includes all the effects of the *speak with animals* and *speak with plants* spells).

Spells. The crown of the land has 7 charges. While wearing the crown, you can use an action to expend some of its charges to cast one of the following spells (save DC 18, +10 to hit with spell attacks) from it: *burning hands* (3rd level version, 1 charge), *call lightning* (1 charge), *conjure elemental* (2 charges), *control weather* (3 charges), *earthquake* (4 charges), *investiture of flame* (3 charges), *investiture of ice* (3 charges), *investiture of stone* (3 charges), *investiture of wind* (3 charges), *primordial ward* (2 charges), *storm of vengeance* (4 charges). While you are within the territory of the spirit of the land to which the crown is bound, the cost of these spells is reduced by 2 (minimum cost of 0).

Additionally, while wearing the crown you can cast *animal messenger*, *command*, and *suggestion* at will so long as the verbal components are spoken in Druidic, Primordial, or Sylvan.

Destroying the Crown of the Land. A crown of the land can only be destroyed if the animus loci to which it is bound is explicitly ordered to do so by a creature attuned to the crown.

AIR MANIFESTATION

An air manifestation is most common in meadows and high mountain peaks, though they can be found anywhere that high winds are not unknown. When stirred into action, these spirits create wild gusts of wind which can toss even large creatures about helplessly.

EARTH MANIFESTATION

The earth manifestation is by far the most common of all manifestations of animus loci. However, they are especially common to those animus loci that are bound to a subterranean territory. These nature spirits of the Underdark create vast networks of caves that have been safe from the influence of unwholesome creatures such as mindflayers for millenia.

FIRE MANIFESTATION

an animus loci need not have an active volcanic feature in its realm to choose a fire manifestation. Forest fires and the overwhelming heat of a desert are just as much a part of nature as rain and wind.

WATER MANIFESTATION

Animus loci bound to oceanic regions or lands with ample lakes and rivers take these forms to combat the aboleths, krakens, and aquatic demons that may attempt to take control of their realms. However, a region need not be waterlogged to bear a water animus loci.

DUST MANIFESTATION

By far the most common form for a spirit of a desert to take, these spirits blind their targets and entomb them in crushing sand. Even blue dragons fear to awaken the ire of an animus loci.

ICE MANIFESTATION

From the deep sleep of winter to the eternal slumber of arctic tundras, ice is a part of nature. An ice manifestation takes the form of a towering being composed of jagged icicles.

MAGMA MANIFESTATION

This form is only taken by animus loci bound to a volcanic region. These spirits cause incredible devastation in their rage, but the scorched land that they leave behind is always rich with volcanic ash, and plant-life always returns rapidly to cover the scars.

MUD MANIFESTATION

An animus loci typically chooses this form if it is bound to a swamp or fen, though they may also be found on the bottom of the ocean.

ANIMUS LOCI (AIR)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 18

Hit Points. 585 (30d20 + 270)

Speed. 0 ft. fly 120 ft (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	26 (+8)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Dex +16, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Resistances. cold, fire

Damage Immunities. lightning, poison, thunder; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Air Form. The Animus Loci can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. It can choose to become invisible as a bonus action.

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiaction. The animus loci makes two attacks with either its slam or its lightning strike

Slam. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one creature. *Hit:* 21 (3d8 + 8) bludgeoning damage

Lightning Strike. *Ranged Spell Attack:* +17 to hit, range 60 ft., one creature. *Hit:* 19 (3d6 + 9) lightning damage

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Whirlwind. Each creature in the animus loci's space must make a DC 19 Strength saving throw. On a failure, a target takes 17 (3d8 + 4) bludgeoning damage and is flung up to 30 feet away from the animus loci in a random direction and knocked prone. If a thrown creature strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 20 Dexterity saving throw or take the same damage and be knocked prone.

Cyclone Step. The animus loci moves up to 120 feet in a straight line. Any creatures in its path must succeed on a DC 20 Strength saving throw or become grappled by it. While being grappled by an animus loci, a creature occupies the animus loci's space and is carried with it while it moves. The animus loci can grapple up to 4 creatures.

Thunderous Roar (Costs 2 Actions). The animus loci utters a mighty roar. All creatures within 60 feet of it must succeed on a DC 25 Constitution saving throw or take 27 (5d10) thunder damage and become deafened for 1 minute, or half as much on a successful save.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (EARTH)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 19 (natural armor)

Hit Points. 585 (30d20 + 270)

Speed. 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Str +18, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Resistances. cold, fire, lightning

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses. darkvision 120 ft., tremorsense 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Earth Glide. The animus loci can burrow through nonmagical earth and stone. While doing so, the animus loci doesn't disturb the material it is moving through.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiaction. The animus loci makes two attacks with either its slam or its rock

Slam. **Melee Weapon Attack:** +18 to hit, reach 10 ft., one creature. **Hit:** 37 (5d10 + 10) bludgeoning damage. If the target is in physical contact with the ground, they must succeed on a DC 26 Strength saving throw or be buried up the waist, becoming restrained. The creature can repeat this saving throw at the end of its turn, removing itself from the ground and ending the condition on a success. A creature can pull them out with a successful DC 26 Athletics check

Rock. **Ranged Weapon Attack:** +18 to hit, range 60/240 ft., one creature. **Hit:** 32 (4d10 + 10) bludgeoning damage.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam or Rock attack

Crushing Earth (Costs 2 Actions). All creatures with 120 feet of the animus loci currently restrained by the ground must make a DC 26 saving throw, taking 16 (3d10) bludgeoning damage on a failure or half as much on a success.

Rumbling Earth (Costs 2 Actions). The animus loci burrows up to 100 feet in a straight line. The ground shakes violently, and all creatures standing on it must succeed on a DC 26 Dexterity saving throw or be knocked prone. Up to 5 squares of ground no more than 15 feet on a side become difficult terrain, which persists until the beginning of its next turn.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (FIRE)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 15

Hit Points. 585 (30d20 + 270)

Speed. 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Dex +13, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Resistances. lightning

Damage Vulnerabilities. cold

Damage Immunities. fire, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Fire Form. A creature that touches the animus loci or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. In addition, the animus loci can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 5 (1d10) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

illumination. The spirit of the land produces bright light out to 40 feet and dim light out to an additional 40 feet.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiaction. The animus loci makes two attacks with its slam

Slam. Melee Weapon Attack: +13 to hit, reach 10 ft., one creature. **Hit:** 22 (3d10 + 6) bludgeoning damage plus 28 (8d6) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Fire Breath (Recharge 5-6). The animus loci exhales fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 83 (14d10) fire damage on a failed save or half as much on a successful one.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam attack.

Sweltering Heat (Costs 2 Actions). The area 120 feet around the animus loci is subjected to intense heat until the end of its next turn. During that time, all mist and non-magical water in the area evaporates and all non-magical ice melts. If there is any magical water or ice in the area such as that created by *wall of ice*, the spellcaster must make a DC 25 saving throw with their spell attack bonus or lose concentration on the spell, rendering the water or ice non-magical. Any creature that attempts to cast a spell that creates water, ice, or a cold effect in that area must make a DC 25 saving throw using their spell attack bonus. On a failure, the spell fails and the spell slot is wasted.

Fire Storm (Costs 3 Actions). The animus loci creates up to eight 15-foot cubes of roaring flames on the ground within 120 feet of it. Any creature in an area occupied by a cube or attempting to move through a 5 foot area of it must make a DC 25 Dexterity saving throw, taking 38 (7d10) fire damage on a failure or half as much on a success. All creatures and flammable objects in the area ignite. Until a creature takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns. The flames persist until the start of the animus loci's next turn. The animus loci may choose to teleport into any area of flame created by this effect as a part of this legendary action.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (WATER)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 17 (natural armor)

Hit Points. 585 (30d20 + 270)

Speed. 40 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Str +15, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Resistances. cold, fire, lightning

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Innate Spellcasting. The animus loci's innate spellcasting ability is Wisdom (Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Water Form. The animus loci can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. It can choose to become invisible while submerged in water as a bonus action.

Actions

Multiaction. The animus loci makes two attacks with either its slam or its water jet

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 29 (4d10 + 7) bludgeoning damage, and the target is grappled (escape DC 23). The animus loci can grapple up to four creatures. When the animus loci moves, all creatures it is grappling move with it.

Water Jet. *Ranged Weapon Attack:* +17 to hit, range 120 ft., one creature. *Hit:* 21 (6d6) bludgeoning damage and is knocked prone if it fails a DC 25 Strength saving throw.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam or Water Jet attack.

Crush. All creatures that the animus loci is grappling are crushed for 23 (3d10 + 7) bludgeoning damage.

Flood (Costs 2 Actions). The animus loci releases a torrent of water that floods the area within a 120 foot radius around the animus loci with 5 feet water. Any creature in that area must succeed on a DC 25 Strength saving throw or be pushed up to 15 feet, being knocked prone if they fail the saving throw by 5 or more. A Small or smaller creature has disadvantage on this saving throw. Any uncovered flames are extinguished by this water. The animus loci can teleport to any location that the water occupies, releasing any creatures it is currently grappling and grappling any creatures in the space it teleports into (escape DC 23). The water persists until the start of its next turn.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (DUST)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 18

Hit Points. 585 (30d20 + 270)

Speed. 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	26 (+8)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Dex +16, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Resistances. thunder

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Dust Form. The animus loci can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Spirit of the Sandstorm. As a bonus action, the spirit of the land can cause a sandstorm to envelop itself in a raging sandstorm or end the effect. The sandstorm

extends in a radius of 60 feet centered on the animus loci, and the area within the sandstorm is heavily obscured. The air in this area counts as difficult terrain for any creature flying through it that isn't friendly to the animus loci.

Actions

Multiattack. The animus loci makes three Slam attacks

Slam. Melee Weapon Attack: +16 to hit, reach 10 ft., one creature. *Hit:* 30 (4d10 + 8) bludgeoning damage

Sand Blast (Recharge 3-4). The animus loci exhales pressurized sand in a 120-foot long line that is 10 feet wide. Each creature in that area must make a DC 25 Dexterity saving throw, taking 45 (10d8) bludgeoning damage on a failed save or half as much on a success. In addition, non-magical armor worn by the target is heavily eroded and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam attack.

Sand Rush (Costs 2 Actions). The animus loci moves up to 90 feet in a straight line. Any creatures whose spaces it passes through must succeed on a DC 20 Strength saving throw or take 11 (2d10) bludgeoning damage and be knocked prone, or half as much on a successful save and not be knocked prone.

Dunes (Costs 2 Actions). The animus loci selects a point that it can see within 120 feet of it. The area in a 30 foot radius from that point becomes filled with piles of constantly shifting sand. The area costs 3 feet of movement for every 1 foot moved through it due to the treacherous nature of the deep sand.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (ICE)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 18 (natural armor)

Hit Points. 585 (30d20 + 270)

Speed. 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	8 (-1)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Str +15, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Immunities. cold, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, paralyzed, petrified, poisoned, prone, unconscious

Senses. darkvision 120 ft. tremorsense 60 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Frigid Aura. A creature that touches the animus loci or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Ice Glide. The animus loci can burrow through nonmagical ice and snow. While doing so, the animus loci doesn't disturb the material it is moving through. Additionally, difficult terrain created by ice or snow does not impede the animus loci's movement.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiattack. The animus loci makes two slam attacks.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 29 (4d10 + 7) bludgeoning damage plus 14 (4d6) cold damage.

Icicle. *Ranged Weapon Attack:* +15 to hit, range 60/240 ft., one creature. *Hit:* 23 (3d10 + 7) bludgeoning damage plus 14 (4d6) cold damage.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam or Icicle attack

Flurry (Costs 2 Actions). The animus loci transforms into a Gargantuan whirling cloud of wind and snow and moves up to 90 ft. in a straight line, passing through the spaces of any creatures in this line. It does not provoke opportunity attacks while doing this. Any creatures that it passes through must succeed on a DC 25 Constitution saving throw, taking 22 (4d10) cold damage on a failed save or half as much on a successful one. Additionally, the spaces that the animus loci passes through become covered with a thick layer of snow, becoming difficult terrain. The snow persists until the beginning of the animus loci's next turn.

Deep Freeze (Costs 3 Actions). All creatures within 60 feet of the animus loci must make a DC 25 Constitution saving throw, taking 27 (5d10) cold damage on a failure or half as much on a successful one. Additionally, on a failed saving throw, the target is restrained by ice encrusting their body (escape DC 18). Furthermore, the ground in a 60 foot radius of the animus loci becomes slippery ice (*Dungeon Master's Guide* pg. 110)

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (MAGMA)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 17 (natural armor)

Hit Points. 585 (30d20 + 270)

Speed. 50 ft., swim 60 ft. (in lava only), burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	15 (+2)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Str + 15, Dex + 10, Wis + 13

Skills. Nature +9, Perception +13

Damage Resistances. cold

Damage Immunities. fire, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

Magma Body. A creature that touches the animus loci or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage. Additionally, for every 5 feet of water it travels through, the animus loci takes 1 cold damage. If the animus loci takes 20 or more cold damage in a single turn, it partially hardens until the end of its next turn, reducing its speed by 10 feet. If its speed is reduced to 0 feet, it fully hardens and is restrained until the end of its next turn. Entering an area of lava or using the Pyroclastic Flow Legendary Action ends this effect early.

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiattack. The animus loci makes two Slam attacks.

Slam. Melee Weapon Attack: +15 to hit, reach 10 ft., one creature. *Hit:* 21 (4d6 + 7) bludgeoning damage plus 22 (4d10) fire damage

Volcanic Breath (Recharge 5-6). The animus loci exhales superheated toxic fumes in a 90-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 27 (6d8) fire damage and 27 (6d8) poison damage on a failed save or half as much on a successful one. Additionally, on a failed saving throw the target is poisoned. The area becomes heavily obscured by smoke until the beginning of the animus loci's next turn.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam attack

Pyroclastic Flow (Costs 2 Actions). The animus loci liquefies into a mound of lava, ending the grappled condition on any creatures it is currently grappling, and moves up to 60 feet in a straight line. While moving like this, the animus loci does not provoke opportunity attacks, can enter a creature's space and stop moving there, and deals 5 (1d10) fire damage to any creature whose space it passes through. It becomes solid again once it stops moving. If a creature is in the same space as it when it becomes solid, that creature must succeed on a DC 23 Strength saving throw or become grappled. On a success, it is pushed to the nearest adjacent unoccupied space. A grappled creature takes 5 (1d10) fire damage at the start of each of its turns and can repeat the saving throw at the end of each of its turns to end the condition.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ANIMUS LOCI (MUD)

Gargantuan fey (*animus, primordial*), neutral

Armor Class. 18 (natural armor)

Hit Points. 585 (30d20 + 270)

Speed. 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	28 (+9)	13 (+1)	20 (+5)	14 (+2)

Saving Throws: Str +15, Con +17, Wis +13

Skills. Nature +9, Perception +13

Damage Immunities. acid, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages. Druidic, Primordial, Sylvan

Challenge. 27 (105,000 XP)

Animus Loci. A beast, fey, or plant that targets the animus loci with an attack or a harmful spell must first make a DC 18 Wisdom saving throw. On a failed save, the creature must choose a new target or lose the attack or spell. The creature is aware of this effect before it makes its attack.

Innate Spellcasting. The animus loci's innate spellcasting ability is Constitution (spell save DC 25, +17 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *call lightning, cone of cold, control water, fog cloud, gust of wind, heat metal, ice storm, move earth, lightning bolt, sleet storm, wall of stone*

1/day each: *chain lightning, earthquake, firestorm, incendiary cloud, storm of vengeance, tsunami, whirlwind*

Mud Form. The animus loci can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Whenever the animus loci enters a creature's space, the creature must succeed on a DC 17 Strength saving throw or become grappled by the animus loci. The animus loci can grapple up to 5 Medium creatures at once. A grappled creature can repeat the saving throw at the end of each of its turns, ending the condition on a success. As a bonus action, the animus loci can target one creature that it is grappling, tightening its grip on that creature, increasing the escape DC to 23 until the creature escapes.

One With the Land. As long as it remains in its region, it cannot be surprised, can pinpoint the precise location of any creatures within 120 feet of it as a bonus action, and is immune to sneak attack damage

Actions

Multiattack. The animus loci makes two attacks, choosing from either its Slam or its Mud Spit for each.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one creature. *Hit:* 34 (5d10 + 7) bludgeoning damage. Additionally, the target must make a DC 23 Strength saving throw, becoming grappled on a failure.

Mud Spit. *Ranged Weapon Attack:* +15 to hit, range 60/120 ft., one creature. *Hit:* 29 (5d8 + 7) bludgeoning damage. Additionally, the target must make a DC 23 Strength saving throw, becoming restrained on a failure.

Legendary Actions

The animus loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The animus loci regains spent legendary actions at the start of its turn.

Attack. The animus loci makes one Slam or Mud Spit attack

Whelm (Costs 2 Actions). The animus loci teleports into the space of any creature on the ground that it successfully hit with a Slam or Mud Spit attack since the beginning of its last turn. Any creatures that it successfully grapples take 40 (6d10 + 7) bludgeoning damage. The animus loci can choose to forgo the option of teleporting in favor of crushing the creatures it is currently grappling.

Hungry Mud (Costs 2 Actions). The animus loci targets up to 4 creatures that it can see. Those creatures must succeed on a DC 25 Dexterity saving throw or be pulled up to their waist into the muddy ground beneath them. Any creature that is pulled into the ground must use 10 feet of movement to extricate themselves. If the target fails their saving throw by 5 or more, they're pulled in up to their necks and are restrained. They must use an action to make a successful DC 25 Strength saving throw before they can extricate themselves from the mud.

Manifestation (Costs 3 Actions). The animus loci assumes another one of its elemental manifestations, provided the manifestation is appropriate to its terrain and there is an adequate amount of material present to compose its new form. It can teleport up to 30 feet while doing this, and retains its hit points and expended spells while doing so.

ARAK, THE SHADOW FEY

The Arak are a race of fey native to Ravenloft. The realms of dread have long had stories of strange fey who shun sunlight and steal away the souls of men and women, leaving only hollow husks. These fey live within the Shadow Rift, a vast canyon south of Tepest enveloped in deadly mists. The shadow fey speak Arak, a dialect of Sylvan that they developed during their countless years of isolation. However, lately they have begun to venture from their realm more and more, filling the dark realms of Ravenloft with even more strangeness as they play pranks and abduct innocent souls.

Enslavement in the Shadows. Kidnapped from their home world by Gwydion, the sorcerer-fiend, they were enslaved to his perverse whims for countless years, during which they were warped by the dread fiend's shadow magic. Soon they were imbued with the essence of the Shadowfell itself, no longer able to tolerate the harsh light of the sun.

Children of the Forgotten Hero. The shadow fey name themselves after Arak, the Erlking, who heroically freed them from the yoke of Gwydion and led them into their new home, perishing in the act. Now the Arak are ruled by the Erlking's only children, twins named [Loht and Maeve](#p176). They still honor the laws of Arak, which forbid an arak from killing their kin.

Arakin. Arak society relies heavily on the humanoid changelings that the arak spirit away from the outside world, leaving only empty shells of their former selves. Each variety of arak has their own corresponding variety of arakin that dedicates its existence to perfecting its craft.

ARAK BY CR

Monster	CR	Source
Alven	1	
Portune	2	
Fand	3	
Powrie	4	
Brag	5	
Teg	6	
Shay	7	
Muryan	8	
Sith	9	
Maeve	13	
Loht	16	
Loht & Maeve	20	

ALVEN

The alven are lighthearted fairies who love nothing more than flowers and fun. They tend to the many species of night-loving flowers in the Shadow Rift. Though they shun from combat, they can entrance those that would harm them with their flitting dances, luring them into traps or off cliffs if threatened.

Flower Homes. Whether in the Shadow Rift or traveling abroad, alven prefer to live in homes woven of grass and branches, surrounded by flowers.

ALVEN

Tiny fey (shapechanger), chaotic good

Armor Class. 15

Hit Points. 7 (3d4)

Speed. 10 ft, fly 30 ft.

STR DEX CON INT WIS CHA

1 (-5) 20 (+5) 10 (+0) 10 (+0) 12 (+1) 14 (+2)

Skills. Nature +4

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. lightning

Senses. darkvision 120 ft., passive Perception

Languages. Arak

Challenge. 1 (200 XP)

Innate Spellcasting. The alven's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druicraft, thorn whip*

1/day each: *dancing lights, dispel magic, entangle, fly, goodberry, plant growth, polymorph*

Magic Resistance. The alven has advantage on saving throws against spells and other magical effects.

Plant Guidance. The alven can speak to plants as if they shared a language. Once per day, the alven can ask any nearby plants to guide it to a specific location. As long as there are plants in the requested location, the alven knows the way to the requested location as if with the *find the path* spell.

Shapechange. As a bonus action, the alven magically turns into a butterfly or back into its true form. It has the same statistics in both form, but it cannot cast spells while in butterfly form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the alven's choice).

Sunlight Hypersensitivity. The alven takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Entrancing Dance. The alven begins flitting and dancing through the air. Any creature that can see it must succeed on a DC 12 Wisdom saving throw or become charmed by the alven for as long as the alven continues to use its action each turn to dance, up to 1 hour. While charmed in this way, the target must use its movement to follow the alven.

BRAG

The brag are an industrious variety of hob that adores hard work, amusing tales, and skill in masonry, carpentry, and other such crafts. Standing about three feet in height, their thickly muscled body and deft hands speak volumes of their skill as craftsmen. Their chalk white skin stands in stark contrast to their wiry black hair and deep black eyes, which can lull the unaware to sleep.

Powerful Craftsmen. The brag are startlingly strong, able to comfortably carry weights that a horse might struggle with. In Ravenloft, particularly in Tepest where the Arak are most common, a difficult undertaking such as a barn raising is known as brag work. In fact, brag have been known to help craftsmen whom they take a particular shine to in their work. There are many stories in Ravenloft of a craftsman who left a job half finished at nightfall only to find it completed by morning. The opposite is also true, as many poor craftsmen have found their efforts repeatedly stymied by constant delays.

Home Builders. The brag are in charge of the construction of the homes of all the arak, and they take immense pride in their work. While in the Shadow Rift, the brag live in sturdy cabins of wood. When traveling abroad, the brag will build exact replicas of their homes back in the Shadow Rift, giving rise to stories of strange, windowless cabins appearing in forests overnight.

BRAG

Small fey, lawful neutral

Armor Class. 11 (leather armor)

Hit Points. 102 (12d6 + 60)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	10 (+0)	20 (+5)	12 (+1)	11 (+0)	9 (-1)
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Saving Throws: Str +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. cold

Senses. darkvision 120 ft., passive Perception

Languages. Arak

Challenge. 5 (1,800 XP)

Brute. A melee weapon deals one extra die of its damage when the brag hits with it (included in the attack).

Innate Spellcasting. The brag's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dispel magic, resistance*

1/day each: *freedom of movement, globe of invulnerability, glyph of warding*

Magic Resistance. The brag has advantage on saving throws against spells and other magical effects.

Powerful Build. The brag counts as a Large creature when determining its carrying capacity and the weight it can push, drag, or lift.

Sunlight Hypersensitivity. The brag takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The brag makes two slam attacks

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 15 (2d10 + 4) bludgeoning damage and the target must make a DC 10 Intelligence saving throw. On a failure, the target becomes convinced that they are a horse for 1 minute. A *calm emotions* spell or similar magic cures this delusion. On a success, the target is immune to the effect for 24 hours.

Glare (Recharge 3-4). The brag targets one creature it can see within 30 ft. of it. If the target can see the brag, it must succeed on a DC 10 Wisdom saving throw against this magic or be rendered unconscious for 1 minute. The target wakes up if it takes damage or if another creature uses its action to wake it up.

FAND

Beauty comes in many forms. In the bright lands of Faerun, dryads rejoice in the beauty of a sun drenched meadow while naiads frolic in the sparkling waters of a stream. In Ravenloft, though, where the sun is pale and shadows reign, beauty takes a different form. There are groves shrouded in shadows that are just as beautiful as the sunny groves in the world of light, places of such eerie loveliness that the mind yearns to relax in the beautiful gloom forever. These are the homes of the fand, the nymphs of the Shadow Rift.

Unseen Beauty. The fand are known as the glass nymphs, and for good reason. Though heart-breakingly beautiful, they are entirely invisible, unable even to see themselves. Only those who they have bewitched with their kisses are able to see them. As such, they continually yearn for companionship, luring in unsuspecting men and women so that they may be showered with praises. Over a period of weeks or months their new admirers slowly fade away, losing their reality until they vanish entirely. If the fand is especially fond of an admirer, it may choose to spirit them away as an arakin, sparing them the fate of dissolution and allowing them to praise the fand and create art for the Arak for the rest of time.

Home is Where the Heart is. A fand is not bound to a specific location or object, as other nymphs are. Rather, it is bound to its coterie of admirers. As such, a fand is always on the hunt for new admirers when not surrounded by the admiring fey of the Shadow Rift. A fand rarely settles in one place for long, but wherever it settles is inevitably a place of sublime, umbral beauty. From these darkened groves, springs, and caverns the fand send their coterie to draw new admirers for the fand.

FAND

Medium fey (*animus*), neutral good

Armor Class. 12

Hit Points. 44 (8d8 + 8)

Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	19 (+4)
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Saving Throws: Dex +4, Cha +6

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. cold

Senses. darkvision 120 ft., passive Perception

Languages. Arak

Challenge. 3 (700 XP)

Innate Spellcasting. The fand's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *geas*, *hex*, *hold person*, *suggestion*

Invisibility. The fand is invisible to creatures that aren't charmed by it.

Magic Resistance. The fand has advantage on saving throws against spells and other magical effects.

Sunlight Hypersensitivity. The fand takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The fand makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage, plus 3 (1d6) necrotic damage with *hex*.

Kiss of the Night (Recharge 5-6). *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* The target must succeed on a DC 15 Wisdom saving throw or become charmed by the fand. This condition lasts until the fand attacks the target, the fand ends the effect as a bonus action, or it is cured with a *remove curse* spell or similar magic. While charmed in this way, the target feels compelled to express their appreciation of the fand's beauty. If a creature's saving throw is successful, the creature is immune to the fand's Kiss of the Night for the next 24 hours.

For every 24 hours that the target remains charmed by the fand, it must succeed on a DC 15 Wisdom saving throw or lose 1 point of Charisma. When the target's Charisma is reduced to 5 it becomes invisible. When the target's Charisma is reduced to 2, the target vanishes entirely. A *greater restoration* spell can restore the target's Charisma score and visibility.

MURYAN

The muryan are feared throughout Ravenloft, especially in Tepest where their attacks are most common. Called “the Dancing Men,” these tall, well-muscled fey are well known for the unnerving grace with which they descend into berserk rages. Even more disturbing is their ability to compel others to join in the macabre dances.

Dancing Death. The muryan are the wild warriors of the arak, lovers of wanton violence and bloodthirsty rage. They guard their fellow arak and any passages to the Shadow Rift. While within the Shadow Rift, they live in longhouses with their fellow muryan, dancing, sparring, and carousing to their heart's content. While traveling abroad, a muryan sets up camp in dense copes of trees, coming out at night to menace any foolish enough to travel in the dark.

MURYAN

Medium fey, chaotic neutral

Armor Class. 15

Hit Points. 93 (11d8 + 44)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	20 (+5)	18 (+4)	12 (+1)	14 (+2)	16 (+3)
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Saving Throws: Dex +8, Cha +6

Skills. Acrobatics +8, Athletics +6, Intimidation +6, Perception +5, Stealth +8

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. lightning

Senses. darkvision 120 ft., passive Perception 15

Languages. Arak

Challenge. 8 (3,900 XP)

Arak Weapons. The muryan's scimitars are made of black mythril.

Danse Macabre. When a humanoid within 30 feet of the muryan sees it make a melee, the humanoid must succeed on a DC 14 Charisma saving throw or be forced to start dancing for as long as the muryan continues to make at least one melee attack each turn. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is dancing, other creatures have advantage on attack rolls against it. As an action, a dancing creature can make a Charisma saving throw to regain control of itself, ending the condition on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the muryan's Danse Macabre for the next 24 hours.

Innate Spellcasting. The muryan's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *faerie fire, hellish rebuke, shatter*

Magic Resistance. The muryan has advantage on saving throws against spells and other magical effects.

Sunlight Hypersensitivity. The muryan takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The muryan makes two attacks with its scimitars

Scimitar. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) slashing damage

PORTUNE

The portune are a race of kind but somber fey, barely over 6 inches tall with black skin and gray, moth-like wings. They prefer to remain in the shape of an asp the majority of the time. They hate to see others suffer, and will tend to the wounds of any injured creature. Though compassionate, they view all patients as equal. A cricket with a broken antenna will receive exactly the same amount of care as a human with a broken arm. The only exception to this is other arak, who always receive immediate care.

Quiet Physicians. Portune love to be near water, so when possible they live near rivers, lakes, and natural springs. Their homes in the Shadow Rift are tiny, beautifully carved mansions of wood or stone on the banks of streams and fountains, surrounded by gardens of medicinal herbs. While traveling abroad, portune reside in the nests of animals that live near rivers, sharing the space with beasts that innately recognize the benign nature of their temporary guests.

PORTUNE

Tiny fey (shapechanger), lawful good

Armor Class. 13

Hit Points. 21 (5d4 + 6)

Speed. 30 ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
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2 (-4)	16 (+3)	12 (+1)	14 (+2)	15 (+2)	13 (+1)
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Skills. Medicine +4, Perception +4

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. fire, poison

Condition Immunities. poisoned

Senses. darkvision 120 ft., passive Perception 14

Languages. Arak

Challenge. 2 (450 XP)

Innate Spellcasting. The portune's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *cure wounds, lesser restoration*

1/day each: *create food and water*

Magic Resistance. The portune has advantage on saving throws against spells and other magical effects.

Shapechange. As a bonus action, the portune magically turns into an asp (poisonous snake) or back into its true form. It has the same statistics in both form, but it cannot cast spells while in asp form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the portune's choice).

Sunlight Hypersensitivity. The portune takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The portune makes two attacks with its bite.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage. The target must succeed on a DC 11 Constitution saving throw or have its hit point maximum reduced by the amount of poison damage dealt until cured with a *lesser restoration* spell or similar magic.

POWRIE

These wicked, sprite-like creatures are the most evil residents of the Shadow Rift, engaging gleefully in violent murder and sadistic torture. Delighting in subterfuge and possessing powers of illusion, the powrie make excellent assassins and spies. Loht and Maeve have been able to play a subtle part in political machinations all across Ravenloft due to the clever application of a powrie. The powrie are crass and ill-mannered to everyone, including their allies. The only exception to this is Loht and Maeve, to whom they show nothing but complete respect and adoration.

Foul Nests. Whether in the Shadow Rift or traveling abroad, powrie reside in wasp nests tucked under the branches of trees or the eves of houses. The area around a powrie's nest is oddly devoid of animal activity, aside from wasps, as beasts innately recognize the dangerous nature of the fey that resides nearby.

POWRIE

Tiny fey (*shapechanger*), chaotic evil

Armor Class. 15

Hit Points. 35 (10d4 + 10)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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9 (-1)	20 (+5)	12 (+1)	11 (+0)	13 (+1)	12 (+1)
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Skills. Deception +3, Sleight of Hand +7, Stealth +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. lightning

Senses. darkvision 120 ft., passive Perception 11

Languages. Arak

Challenge. 4 (1,100 XP)

Innate Spellcasting. The powrie's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *invisibility, phasmal force, silent image*

1/day each: *fear, mislead, phasmal killer*

Shadow Stealth. While in dim light or darkness, the powrie can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Shapechange. As a bonus action, the powrie magically polymorphs into a beast form resembling a wasp or back into its true form. Its statistics are the same in each form, except it can't cast spells while in wasp form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sneak Attack (1/turn). The powrie deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the powrie that isn't incapacitated and the powrie doesn't have disadvantage on the roll.

Sunlight Hypersensitivity. The powrie takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage and the target must succeed on a DC 11 Constitution save or become poisoned for 1 minute. While poisoned in this way, the target is blinded.

SHAY

The shay are the troubadours of the arak, maintaining their history through songs and poetry. They are the most beautiful of the arak, with pale features and amber eyes. They wear silky, flowing clothes and spend their time composing new ballads and enjoying the pleasures of arak high society. Alongside the sith, the shay are the most powerful members of the Erl Court.

Singers in the Trees. While in the Shadow Rift, the shay live in beautifully apportioned mansions of expertly carved stone. When traveling abroad throughout the Domains of Dread, they prefer to settle in the heart of coves of oak trees, though they are not above insinuating themselves into the homes of wealthy nobles, posing as royalty to garner fine treatment. Their temporary abodes are always elegantly furnished and well lit by numerous candles and will o' wisps, and are attended to by the numerous arakin that accompany a traveling shay.

SHAY

Medium fey (*sidhe*), neutral

Armor Class. 18

Hit Points. 71 (13d8 + 13)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	13 (+1)	18 (+4)	16 (+3)	19 (+4)

Saving Throws: Int +5, Wis +6, Cha +7

Skills. History +5, Perception +6, Performance +10

Damage Resistances. cold; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. fire, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 120 ft., passive Perception 16

Languages. Arak

Challenge. 7 (2,900 XP)

Innate Spellcasting. The shay's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, enthrall, legend lore, tongues (self only), suggestion, true strike*

Magic Resistance. The shay has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Nightingale. As a bonus action, the shay magically polymorphs into a nightingale, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. In nightingale form, the shay gains the statistics of a raven, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities.

Sidhe Weapon: Mandolin. As a free action on its turn, the shay can create a mandolin in an unoccupied hand. While playing the mandolin, any creature within 120 feet of the shay that can hear it has disadvantage on saving throws against spells cast by the shay, but the shay cannot make weapon attacks while playing on its mandolin. The shay can only have one such instrument at any given time, and can dismiss it as a free action. The instrument is destroyed by exposure to sunlight.

Sunlight Hypersensitivity. The shay takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Unearthly Grace. The shay adds its Charisma modifier to its AC.

Actions

Multiattack. The shay makes two rapier attacks.

Rapier. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage

SITH

The sith are the most unnervingly sinister of the arak. Tall, slender, and deathly pale, the sith could be mistaken for dead were it not for the purposeful grace of their movements and their haunting eyes. Possessed of a preoccupation with death and magic, the sith are always attended to by numerous undead and other arcane creations such as flesh golems.

Fall From Grace. Once the sith were the most influential arak under the fanatical leadership of Loht. However, when the Shadow Prince's actions lead to him nearly releasing Gwydion and becoming crippled in the process, they lost much of their control as the shadow fey fractured. Ever since Maeve reunited with her brother and helped to heal him, the sith have begun to reclaim their influence, though they now share it with the shay. Some sith rankle at this perceived demotion, but many recognize the value of the wisdom of their lighthearted kin.

Grim Homes. The sith prefer solitude, and their homes reflect this. In the Shadow Rift, sith homes are stark, grim structures reminiscent of mausoleums. They are deathly silent, the arakin that serve the sith being utterly quiet in the fulfillment of their duties. While abroad, sith prefer to reside in crypts and catacombs away from prying eyes.

SITH

Medium fey (*sidhe*), lawful evil

Armor Class. 13

Hit Points. 82 (15d8 + 15)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	13 (+1)	20 (+5)	16 (+3)	18 (+4)

Saving Throws: Int +9, Wis +7, Cha +8

Skills. Arcana +9, Perception +7, Stealth +7

Damage Resistances. cold, necrotic; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Damage Immunities. fire, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 120 ft., passive Perception 17

Languages. Arak

Challenge. 9 (5,000 XP)

Innate Spellcasting. The sith's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bestow curse, blight, fear, ray of sickness, speak with dead, vampiric touch*

2/day each: *animate dead, circle of death, darkness*

Magic Resistance. The sith has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Shadow. As a bonus action, the sith magically polymorphs into a shadow form, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed by the new form. In shadow form, the sith has the statistics of a shadow, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, Sunlight Hypersensitivity, and damage resistances and immunities.

Sidhe Weapon: Shortsword. As a free action on its turn, the sith can create a shortsword in an unoccupied hand. The shortsword is a magical weapon and uses the sith's spellcasting modifier for attack and damage rolls. The sith can only have up to two such weapons at any given time, and can dismiss one or both weapons as a free action. The weapons are destroyed by exposure to sunlight.

Sunlight Hypersensitivity. The sith takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack. The sith makes two shortsword attacks.

Shortsword (Humanoid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage plus 16 (3d8) lightning damage.

Reactions

Glare. When a creature makes a melee attack against the sith, the sith can force it to make a DC 16 Charisma saving throw if the sith isn't incapacitated and can see the creature. If the saving throw fails, the target is stunned until the end of its turn.

TEG

The teg are the feral hunters of the arak. Small and slender, looking like children with wild hair, clawed hands, and sharp teeth, teg are possessed of a startling strength. They never cloth themselves, preferring to remain naked and free, though they smear themselves with so much mud and spend so much time transformed into foxes that it often does not matter. They spend their time hunting, rushing through forests, their frightening howls echoing through the trees.

TEG

Small fey (shapechanger), neutral evil

Armor Class. 14

Hit Points. 71 (11d6 + 33)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	13 (+1)	18 (+4)	14 (+2)

Saving Throws: Dex +7, Wis +7

Skills. Acrobatics +7, Perception +7, Stealth +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. cold

Senses. darkvision 120 ft., passive Perception 17

Languages. Arak

Challenge. 6 (2,300 XP)

Magic Resistance. The teg has advantage on saving throws against spells and other magical effects.

Keen Senses. The teg has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The teg has advantage on an attack roll against a creature if at least one of the teg's allies is within 5 ft. of the creature and the ally isn't Incapacitated.

Shadow Stealth. While in dim light or darkness, the teg can take the Hide action as a bonus action. Its stealth bonus is also improved to +10.

Lovers of Food. Whether in the Shadow Rift or traveling abroad, the teg reside in dens dug into the roots of trees, often with foxes and their tegkin in fox form. They eagerly roam the world beyond the Shadow Rift in search of new foods to enjoy. They are attracted to festivals and feasts where good foods are being served, and are eager to spirit away chefs that inspire them. They also love hunters and will keep those that impress them.

Shapechange. As a bonus action, the teg magically polymorphs into a beast form resembling a fox or back into its true form. Its statistics are the same in each form, except it can't cast spells while in fox form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Sunlight Hypersensitivity. The teg takes 5 radiant damage when it starts its turn in bright sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d4 + 4) slashing damage. If the teg hits the same target with two claw attacks in the same turn, the target is grappled (escape DC 14).

Disorienting Howl (Recharge 5-6). Each humanoid that is within 120 feet of the teg and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, the creature is under the effects of the *confusion* spell. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the teg's Disorienting Howl for the next 24 hours.

ARAKIN TEMPLATE

The arakin are the humanoids whom the arak have taken a liking to. These people's shadows are cut from their body by the arak and taken to the Shadow Rift, whereupon they become reflections of their innermost self, free to pursue and perfect their trade without distraction. The bodies that are left behind are known as the elf-shot or shadow-reft, possessing neither heart nor soul, going about their lives as if sleepwalking.

An arakin is utterly dedicated to its craft, to the exclusion of all else. An arakin is a font of knowledge and experience in its field of expertise, but is utterly devoid of input regarding any other subject.

Arak Bound. An arakin is charmed by all arak and cannot be charmed by any non-fey creature.

Enhanced Traits. All arakin have their proficiency bonus doubled on a specific skill or tool proficiency, as determined by their Arakin Subtype (see below).

Languages. All arakin can understand, speak, read, and write in Arak, in addition to any other languages they knew.

Arakin Subtype. An arakin possesses a subtype determined by the variety of arak that created it.

ALVENKIN

Alvenkin tend to the gardens and forests of the arak, dedicating themselves exclusively to the wellbeing of wildlife in these realms. Common targets for alvenkin are gardeners and druids.

Enhanced Traits. Proficiency in Intelligence (Nature).

Speak with Plants. The tegkin can communicate with plants as if they shared a language.

BRAGKIN

The bragkin see to the functional needs of the arak, namely their clothing, armor, weapons, and buildings. Common targets for bragkin are craftsmen.

Enhanced Traits. Proficiency in Strength (Athletics) and any of the following artisan's tools: carpenter's, cartographer's, cobbler's, leatherworker's, mason's, smith's, tinker's

Powerful Build. The bragkin counts as one size larger when determining its carrying capacity and the weight it can push, drag, or lift.

FANDKIN

The fandkin provide the arak with their magnificent artwork and act as attractive companions for high-ranking arak. Common targets for fandkin are artists and beautiful men and women.

Enhanced Traits. Proficiency in Wisdom (Insight), Wisdom (Perception), any of the following artisan's tools: calligrapher's, glassblower's, jeweler's, painter's, potter's, weaver's, woodcarver's.

See Invisible. The fandkin can see invisible creatures and objects as if they were visible, and can see into the Ethereal Plane.

MURYANKIN

The muryankin are the defenders of the arak, and all arak have at least one muryankin with them when they travel abroad. Graceful and vicious, they eagerly enter the fray, becoming even more crazed when they smell blood on the air. Common targets for muryankin are warriors, such as berserkers, gladiators, and swashbucklers.

Enhanced Traits. Proficiency in Dexterity (Acrobatics), Charisma (Intimidation), and melee weapon attacks.

Blood Frenzy. The muryankin has advantage on melee attack rolls against any creature that doesn't have all its hit points.

PORTUNEKIN

The portunekin are the healers of arak society, tending to the wounds of both the arak and the arakin alike. Common targets for portunekin are doctors and healers such as acolytes, priests, and druids.

Enhanced Traits. Proficiency in Wisdom (Medicine) and any of the following tools and kits: alchemist's tools, herbalism kit.

Aspblood. The portunekin is immune to all poisons

POWRIEKIN

The powriekin are the thieves and assassins of the arak, and are sent by the shadow fey when they wish to kill or steal something. Common targets for powriekin are spys and assassins.

Enhanced Traits. Proficiency in Dexterity (Stealth), Dexterity (Slight of Hand), Charisma (Deception), and any of the following tools and kits: thief's tools, disguise kit, forgery kit, poisoner's kit.

Shadow Stealth. While in dim light or darkness, the powriekin can take the Hide action as a bonus action and its Stealth bonus is doubled.

SHAYKIN

The shaykin are the musicians and lorekeepers of the arak. It is their duty to preserve the epics and songs of the arak to ensure their history is remembered. Common targets for shaykin are bards and sages.

Enhanced Traits. Proficiency in Intelligence (History), Intelligence (Investigation), Intelligence (Religion), Charisma (Performance), Charisma (Persuasion) and any Musical Instruments.

Magic Resistance. The shaykin has advantage on saving throws against spells and other magical effects.

SITHKIN

The sithkin are the wizards and seers of the arak. Their magical knowledge grants the arak a deeper understanding of the spirit world, the future, and the strange workings of the universe. Common targets for sithkin include **mages**, **diviners**, and **necromancers**.

Enhanced Traits. Proficiency in Intelligence (Arcana), Wisdom (Insight).

Undead Resilience. The sithkin has resistance to necrotic damage.

TEGKIN

The tegkin are the hunters, trackers, and cooks of the arak. They provide the arak with both fresh meat and quality food and drink. Common targets for tegkin include butchers, chefs, hunters, and rangers.

Enhanced Traits. Proficiency in Wisdom (Animal Handling), Wisdom (Survival) and any of the following tools and kits: brewer's supplies, cook's utensils.

Fox Shape. As an action, the tegkin can magically polymorph into a fox or back into its true form. As a fox, it possesses the statistics of a jackal but retains its Intelligence, Wisdom, Charisma, and arakin traits.

SAMPLE ARAKIN

The following arakin are made by applying the arakin templates to a berserker and spy, respectively.

MURYANKIN

Medium humanoid (any race), any chaotic alignment

Armor Class. 13 (hide armor)

Hit Points. 67 (9d8 + 27)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)

Senses. passive Perception 10

Languages. Arak and

Challenge. 3 (700 XP)

Arak Bound. The muryankin is charmed by all arak and cannot be charmed by any non-fey creature.

Blood Frenzy. The muryankin has advantage on melee attack rolls against any creature that doesn't have all its hit points

Reckless. At the start of its turn, the muryankin can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn

Actions

Greataxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d12 + 3) slashing damage

POWRIEKIN

Medium humanoid (any race), any alignment

Armor Class. 12

Hit Points. 27 (6d8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	12 (+0)	14 (+2)	16 (+3)

Skills. Deception +7, Insight +4, Investigation +5, Perception +6, Persuasion +5, Sleight of Hand +6, Stealth +6

Senses. passive Perception 16

Languages. Arak and any two languages

Challenge. 2 (450 XP)

Arak Bound. The powriekin is charmed by all arak and cannot be charmed by any non-fey creature.

Cunning Action. On each of its turns, the powriekin can use a bonus action to take the Dash, Disengage, or Hide action.

Sneak Attack (1/turn). The powriekin deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 ft. of an ally of the powriekin that isn't incapacitated and the powriekin doesn't have disadvantage on the attack roll.

Shadow Stealth. While in dim light or darkness, the powriekin's Stealth bonus is +12..

Actions

Multiattack. The powriekin makes two melee attacks

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* (1d6 + 2) piercing damage

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 30/120 ft., one creature. *Hit:* (1d6 + 2) piercing damage

ARANEA

Peculiar spiderfolk, aranea prefer to spend their time in solitude, weaving their stories. Peaceful and reclusive by nature, aranea prefer to avoid conflict whenever possible. Most content themselves with settling down in isolated caverns and forests, where they weave nets to capture birds and bats for food and tapestries to tell their stories.

Shapeshifters. The aranea are a race of shapeshifters. Each aranea is capable of transforming between a form of a spider, a single unique humanoid, or a hybrid between the two. This enables them to easily blend in with humanoid settlements. Some aranea utilize this ability to hunt unsuspecting men and women, but most prefer to stick to easier prey and only venture into civilization to trade their immaculate silks.

Spider Queen. The aranea have no inherent loyalty to Lolth, though some do ally with her and her drow. Most aranea prefer to not associate with the foul mistress of the Demonweb Pits, acting according to their own whims. Some aranea have taken to the worship of a spider demon, and none of these worshipers know that this is in fact an agent of Lolth herself posing as a demon.

ARANEA

Medium humanoid (*aranea, shapechanger*), neutral

Armor Class. 13 (16 with *mage armor*)

Hit Points. 45 (7d8 + 14)

Speed. 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	15 (+2)	13 (+1)	14 (+2)

Skills. Deception +4, Perception +3, Stealth +5

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. passive Perception 13

Languages. Common, Dwarvish, Gnomish, Sylvan

Challenge. 4 (1,100 XP)

Spellcasting. The aranea is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The aranea has the following sorcerer spells prepared:

cantrips: *light, poison spray resistance*

1st level (2 slots): *mage armor, silent image*

Spider Climb. The aranea can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the aranea knows the exact location of any other creature in contact with the same web.

Web Walker. The aranea ignores movement restrictions caused by webbing.

Actions

Multiattack. The aranea makes two weapon attacks.

Bite (Spider or hybrid form only). *Melee Weapon Attack*:

+5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage plus 7 (3d4) poison damage. The target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute.

Web (Recharge 3-4) (Spider or hybrid form only).

Ranged Weapon Attack: +5 to hit, 30/60 ft. one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Shapechange. The aranea changes into one of three forms: a spider form, a single humanoid form unique to it, or a spider-humanoid hybrid. Its statistics are the same in each form.

JOROGUMO

Grown large on the flesh of mortals, a jorogumo is an expert at shapeshifting and deceit. Their venom enslaves the mind and their webs ensnare the flesh. It is not enough for jorogumo to simply capture a prey. They must entrap them. They lure in their prey, leading them deeper into their lairs, until the victim is helpless to escape, before revealing their true nature.

JOROGUMO

Medium fey (shapechanger, spider), neutral evil

Armor Class. 12 (15 with *mage armor*)

Hit Points. 93 (11d10 + 33)

Speed. 30 ft, climb 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	18 (+4)	16 (+3)	20 (+5)

Saves. Dex +5, Int +7, Wis +6

Skills. Acrobatics +5, Arcana +7, Deception +11, Perception +6, Persuasion +8, Sleight of Hand +5, Stealth +5

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. passive Perception 16

Languages. Common, Dwarvish, Elvish, Gnomish, Sylvan
Challenge. 8 (3,900 XP)

Betrayal. As a bonus action, the jorogumo can command one creature charmed by her venom to use its reaction to move in a direction of its choice or make one weapon attack against a creature of her choosing. If the direction of the movement is obviously dangerous (such as a pit of lava) or if the target of the attack is an ally of the creature, the creature is allowed to make a DC 16 Charisma saving throw, resisting the command on a success.

Innate Spellcasting. The jorogumo's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic, light, poison spray* (17th level)
resistance

Temptress. Some crueler aranea develop a taste for humanoid flesh, delving into sorcery to increase their strength. They weave magnificent illusions of mansions decked with beautiful tapestries and lined with invisible spiderwebs to lure in unsuspecting humanoids, whom they torment and devour.

3/day each: *darkness, nystul's magic aura, silent image*

1/day each: *mage armor, major image, mirage arcane, seeming*

Spider Climb. The jorogumo can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the jorogumo knows the exact location of any other creature in contact with the same web.

Web Walker. The jorogumo ignores movement restrictions caused by webbing.

Actions

Multiattack. The jorogumo makes two weapon attacks.

Bite (Spider or hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft, one creature. *Hit:* 7 (1d8 +3) piercing damage plus 7 (3d4) poison damage. The target must succeed on a DC Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, a target is charmed by the jorogumo.

Web (Recharge 3-4) (Spider or hybrid form only). *Ranged Weapon Attack:* +5 to hit, 30/60 ft. one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Shapechange. The jorogumo changes into one of three forms: a Large spider form, a single Medium or Small humanoid form unique to it, or a Large spider-humanoid hybrid. Aside from its size, its statistics are the same in each form.

SPIDER GRANDMOTHER

Spider grandmothers are among the wisest of the fey. They are aranea who have lived long, full lives, accruing the wisdom of countless ages. That wisdom weighs heavily on them, aging them into kindly old crones. They delve into the power of the mind, reaching beyond the material plane to the strange realms beyond.

SPIDER GRANDMOTHER

Medium fey (*shapechanger, spider*), neutral good

Armor Class. 11 (14 with *mage armor*)

Hit Points. 82 (11d8 + 33)

Speed. 30 ft, climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	16 (+3)	19 (+4)	20 (+5)	15 (+2)

Saving Throws: Int +7, Wis +8

Skills. History +7, Insight +8, Investigation +7, Medicine +8, Nature +7, Perception +8, Religion +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened

Senses. passive Perception 18

Languages. Celestial, Common, Dwarvish, Gnomish, Sylvan, telepathy 60 ft.

Challenge. 5 (1,800 XP)

Innate Spellcasting (Psionics). The spider grandmother's innate spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *dancing lights, detect evil and good, detect magic, detect thoughts, mage armor (self only), produce flame*

3/day each: *bless, calm emotions, dream, heroism, shield of faith, wall of force*

1/day each: *contact other plane, sanctuary, telekinesis*

Magic Resistance. The spider grandmother has advantage on saving throws against spells and other magical effects.

Grandma Spider. As an aranea ages, it becomes more difficult for them to capture their own food. These elderly aranea find that their textile skills make them welcome members of humanoid civilizations, so long as their spider-forms never become common knowledge. These aranea often take pleasure in teaching others their textile skills, all while weaving protections around their chosen town. These aranea are known in scholarly circles as kokyangwuti, but to the villagers they live with they happily go by the title of Grandma.

Spider Climb. The spider grandmother can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Web Sense. While in contact with a web, the spider grandmother knows the exact location of any other creature in contact with the same web.

Web Walker. The spider grandmother ignores movement restrictions caused by webbing.

Actions

Bite (Spider or hybrid form only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 +3) piercing damage plus 7 (3d4) poison damage. The target must succeed on a DC Constitution saving throw or become poisoned for 1 minute.

Web (Spider or hybrid form only). *Ranged Weapon Attack:* +5 to hit, 30/60 ft. one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Psychic Blast (Recharge 5-6). All creatures of the spider grandmother's choice within 30 feet of her must make a DC 16 Intelligence saving throw. On a failure, a target takes 22 (5d8) psychic damage, or half as much on a success. In addition, on a failure, a target is stunned until the end of its next turn.

Shapechange. The spider grandmother changes into one of three forms: a spider form, a single humanoid form unique to it, or a spider-humanoid hybrid. Its statistics are the same in each form.

ASHERATI

The rare folk of the dunes, the asherati are a mystery even to the other fey, reclusive and shy. Little is known about them, only that they live in cities built beneath the shifting desert sands and that they can swim through the dunes like merfolk swim through the ocean. Those who have seen the asherati report that they are human-like, with rust red skin that glows in the dark. They are known to come above the surface of the desert on nights of a new moon, and many a member of a caravan has been lured away into the dark desert by the sounds of music and merriment from beyond the dunes. Some have even returned to tell tales of beautifully glowing bodies dancing freely in the dark, only to dive under the ground when approached. These are often seen as bad omens, as the asherati do not like to be found and may follow a caravan to enact their retribution.

ASHERATI

Medium fey, neutral

Armor Class. 12

Hit Points. 32 (5d8 + 10)

Speed. 30 ft., burrow 30 ft. (sand only)

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	15 (+2)	8 (-1)	11 (+0)	9 (-1)

Skills. Perception + 2

Senses. tremorsense 60 ft., passive Perception 12

Languages. Sylvan, Terran

Challenge. ¼ (50 XP)

Variable Illumination. The asherati sheds bright light in a 5 to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The asherati can alter the radius or stop producing light entirely as a bonus action.

Actions

Dagger. Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., range 20/60 ft., one creature. **Hit:** 4 (2d4 + 2) piercing damage.

ASRAI

The men who sail the great river don't like the nights when the moon is bright and clear in the sky and the water is a calm mirror. Too many good men vanish on nights like that. One grizzled old captain has seen it with his own eyes: a man becoming entranced with glimmering lights reflected from the water and plunging overboard. The men who sail the great river don't look at the water when the moon is bright for fear that they might never look away.

Water Babies. When a child drowns, their spirit may linger on, transforming into a tiny egg which eventually hatches into an asrai. The asrai are tiny, childlike fey, hardly larger than frogs. They gather together in groups, giggling and playing without a care in the world, childhood eternal.

Children of the Shady Pools. The asrai are born in summer shadows, and in the shade they must forever remain, bound to the waters that birthed them. Sunlight is a terrible foe for the asrai, cruelly boiling away their flesh. They remain hidden under rocks and leaves during the day, venturing out to play at night. If removed from the water, an asrai melts away like ice.

ASRAI

Tiny fey, chaotic neutral

Armor Class. 13

Hit Points. 2 (1d4)

Speed. 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	10 (+0)	9 (-1)	11 (+0)	12 (+1)

Damage Resistances. cold

Damage Vulnerabilities. radiant

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan, Sylvan

Challenge. 1/2 (100 XP)

Magic Resistance. The asrai has advantage on saving throws against spells and other magical effects.

Sun and Air Susceptibility. Whenever an asrai starts its turn in an area of bright sunlight or outside of water, it takes 1 necrotic damage.

Water Breathing. The asrai can breathe only underwater.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 1 piercing damage

SWARM OF ASRAI

Medium swarm of *Tiny fey*, chaotic neutral

Armor Class. 14

Hit Points. 49 (9d8 + 9)

Speed. 5 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	9 (-1)	11 (+0)	13 (+1)

Saving Throws: Dex +6

Damage Resistances. cold; bludgeoning, piercing, and slashing damage

Damage Vulnerabilities radiant

Condition Immunities. grappled, prone, restrained

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan, Sylvan

Challenge. 4 (1,100 XP)

Water Breathing. The swarm can breathe only underwater.

Dance of the Water Babies. When a creature starts its turn within 30 feet of the swarm and is able to see the swarm, it must make a DC 11 Wisdom saving throw. On a failure, the creature becomes charmed by the swarm. While charmed in this way, the creature is incapacitated, has disadvantage on Wisdom (Perception) checks to perceive anything but the swarm, and feels compelled to join the swarm to play with it.

If the charmed target is more than 5 ft. away from the swarm, it must move toward the swarm by the most direct route. It doesn't avoid opportunity attacks and must succeed on a DC 10 Perception check in order to notice hazardous terrain, at which point it can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this swarm's dance for the next 24 hours.

The target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the swarm.

Magic Resistance. The swarm has advantage on saving throws against spells and other magical effects.

Sun and Air Susceptibility. Whenever the swarm starts its turn in an area of bright sunlight or outside of water, it takes 5 necrotic damage.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny asrai. The swarm can't regain hit points or gain Temporary Hit Points.

Actions

Bites. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.

BAKU

Known in scholarly circles as shirokinukatsukami, the baku are rare, kind-hearted beings from the well ordered paradise of Arcadia. Though they appear bizarre, they are devoted guardians of the innocent, especially children. They possess a thick, horse-like body help upright on the legs of a tiger and bearing two ape-like arms. Kind, twinkling eyes peer out from a lion's face, complete with a thick mane, set above an elephant's prehensile trunk and ivory tusks.

Guardians of the White Silk. Baku are tireless foes of creatures that plague the nightmares of mortals, hunting down night hags, succubi, joystealers, evil ghosts, and other beings of wickedness. They are among the most feared celestials by the beings of the Lower Planes, as they can consume the wicked essence of the fiends and undead that the slay and purify it, utterly destroying them. They are honorable foes, even to demons and wraiths, and always offer the foes that they face a chance to surrender, though they give no quarter if their offer is refused. Even when not fighting, the baku seeks to bring peace to sleepers by consuming nightmares that plague them.

BAKU

Large celestial, lawful good

Armor Class. 14 (natural armor)

Hit Points. 102 (12d10 + 36)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	17 (+3)	18 (+4)	19 (+4)	20 (+5)

Saving Throws: Str +9, Wis +8, Cha +9

Skills. Perception +8

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, paralyzed, unconscious

Senses. Truesight 120 ft., passive Perception 18

Languages. Celestial, Sylvan, telepathy 60 ft.

Challenge. 12 (8,400 XP)

Arcane Scent. The baku can *detect magic*, sense desecrated and consecrated ground and objects, detect fear and nightmares, and identify aberrations, celestials, elementals, fey, fiends, or undead within 30 feet of it with its sense of smell. This ability extends to both the Material Plane and the Ethereal Plane, regardless of which one the baku currently occupies. It can also detect by scent a target's plane of origin, any planes of existence it has recently visited, and whether the target is *astral projecting*.

Consume Evil. As a bonus action, the baku can target one fiend or undead it can see within 5 ft of it that has 0 hit points and is still alive. The target must succeed on a DC 17 Constitution saving throw against this magic or die. If the target dies, the baku regains hit points equal to half the target's max hit points. If the target is a fiend, it is permanently destroyed and does not reform on its homeplane. If the target is an undead, its spirit is released from the bindings of undeath and neither the undead's spirit nor its body can be made into an undead again.

Ethereal Jaunt. As a bonus action, the baku can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Innate Spellcasting. The baku's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect thoughts, dream, protection from evil and good*

3/day each: *dispel evil and good, gaseous form (self only)*

1/day each: *astral projection, hallow, magic circle*

Legendary Resistance (2/Day). If the baku fails a saving throw, it can choose to succeed instead

Magic Resistance. The baku has advantage on saving throws against spells and other magical effects.

Magic Weapons. The baku's weapon attacks are magical.

Actions

Multiattack. The baku makes two attacks with its claws

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 14 (2d8 + 5) slashing damage

Legendary Actions

The baku can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The baku regains spent legendary actions at the start of its turn.

Attack. The baku makes one attack with its claws

Consume Nightmare. The baku targets one creature within 10 feet of it on either the Material Plane or the Ethereal Plane that is currently charmed, frightened, or experiencing a nightmare. The target is cured of that condition and the baku recovers 2d8 + 4 hit points.

Silver Aura (Costs 2 Actions). The baku creates an aura of pale, swirling silver mists that extends 30 feet out from itself. Until the beginning of the baku's next turn, all non-evil creatures within the aura have advantage on saving throws against effects created by fiends and undead, and all fiends and undead within the aura have disadvantage on saving throws to resist turning.

BANSHRAE

Banshrae are cruel fey with strange, insectoid features and a penchant for music. Though they lack mouths, they are able to play beguiling tunes on the magical flutes that they conjure, flutes which also double as deadly blowdarts. They roam the Feywild in search of victims, luring in the unsuspecting with their lovely music.

Cursed for Eternity. It is said that the banshrae once possessed mouths, and that their clever wordplay and deft deceptions were the envy of all within the Feywild. However, when one impudent banshrae displeased Queen Titania with an inadequately veiled insult, she cursed their entire race to be without mouths for all all time.

Traitors. Betrayal and cunning is in the very nature of a banshrae. Though their musical talents are highly sought after by fey lords, they are always kept at arm's reach, as a banshrae cannot help but backstab those to whom it is loyal.

BANSHRAE

Medium fey (*sidhe, vermin*), chaotic evil

Armor Class. 19

Hit Points. 67 (9d8 + 27)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	18 (+4)	17 (+3)	14 (+2)	15 (+2)	20 (+5)
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Saving Throws: Dex +7

Skills. Perception +5, Performance +8, Stealth +7

Senses. darkvision 60 ft., passive Perception 15

Languages. understands Sylvan but cannot speak

Challenge. 6 (2,300 XP)

Curse (1/Day). The banshrae's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast *bestow curse*, requiring only somatic components.

Wasp Dart (1/Day). When the banshrae hits a creature with its blowdart, it can cause a swarm of wasps to burrow out of the target's flesh, dealing 7 (2d6) piercing damage in the process. The swarm of wasps appears in the target's space, is loyal to the banshrae, acts on the banshrae's turn, and remains for 1 minute.

Nimble Escape. The banshrae can take the Disengage or Hide action as a bonus action on each of its turns.

Unearthly Grace. The AC of the banshrae includes his Charisma bonus.

Actions

Multiattack. The banshrae can start playing, continue playing, or change its Flutesong. It can then make one blowdart attack.

Blowdart. *Ranged Weapon Attack:* +8 to hit, range 25/100 ft., one creature. *Hit:* 6 piercing damage plus 7 (2d6) lightning damage.

Flutesong. Each creature within 120 feet of the banshrae and aware of it must succeed on a DC 16 Wisdom saving throw or affected with one of the following effects for 1 minute or until the song ends:

- **Dread Dirge.** The creature is frightened for the duration.
- **Gibbering Sing-Along.** The creature is forced to blather along meaninglessly with the song. An affected creature cannot cast spells with verbal components and automatically fails Dexterity (Stealth) checks.
- **Traveler's Tune.** The affected creature must move at least 20 feet in a straight line on its turn.

A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the banshrae's Flutesong for the next 24 hours.

BEASTWRAITH

A beastwraith is born from the countless corpses of beasts slaughtered without purpose and left to rot, typically as a result of over hunting or wanton deforestation. Appearing as stark white versions of the beasts that they embody, these agents of nature's rage relentlessly hunt their quarry, seeking vengeance on those responsible for their plight, filling the hearts of those that hear them with primal fear.

Vengeance of Nature. Despite being undead, a beastwraith is a part of the natural world, albeit a wretched and miserable part of it. As such, they will obey the orders of other fey, so long as those orders are given to them by a fey with bitterness in their heart. Though beasts fear them, a beastwraith will not kill an animal. However, animals are driven to acts of wild violence near a beastwraith.

BEASTWRAITH TEMPLATE

A beastwraith can be created by applying the following template to any beast.

Type. The beastwraith is undead. Unlike other undead, the beastwraith retains any tags it possessed in life.

Alignment. The beastwraith is neutral evil.

Ability Scores. The beastwraith has an Intelligence of 7 (-3) and a Charisma of 5 (-3) unless it already had higher scores.

Damage Immunities. necrotic, poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered.

Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. The beastwraith has darkvision out to 120 ft.

Languages. The beastwraith understands Sylvan but cannot speak in addition to any other languages it may have spoken or understood.

Aura of Savagery. When a creature that isn't an undead or construct first moves within 30 feet of the beastwraith or starts its turn there, it must make a DC 12 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on this saving throw, and while frightened in this way a beast attacks the creature closest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the beastwraith's Aura of Savagery for the next 24 hours.

Consume Life. As a bonus action, the beastwraith can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the beastwraith regains 10 (3d6) hit points. Any beasts killed by this effect gain the beastwraith template and rise on initiative count 20 of the next round.

Incorporeal Movement. The beastwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Damage Type. Any bludgeoning, piercing, or slashing damage that the base creature deals becomes necrotic damage.

DEERWRAITH

There are many legends of the magnificent white hart, which hunters yearn to chase and catch. No living hunter, though, could mistake the deerwraith for this legendary quarry. The palpable aura of wrongness that surrounds a deerwraith causes all who approach it to be consumed by fear, and their teeth are bared in a fierce, bloody snarl.

DEERWRAITH

Medium undead, neutral evil

Armor Class. 13

Hit Points. 4 (1d8)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	11 (+0)	7 (-2)	14 (+2)	5 (-3)

Damage Immunities. necrotic, poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. darkvision 120 ft., passive Perception 11

Languages. understands Sylvan but cannot speak

Challenge. 1 (200 XP)

Aura of Savagery. When a creature that isn't an undead or construct first moves within 30 feet of the beastwraith or starts its turn there, it must make a DC 12 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on this saving throw, and while frightened in this way a beast attacks the creature closest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the beastwraith's Aura of Savagery for the next 24 hours.

Consume Life. As a bonus action, the beastwraith can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the beastwraith regains 10 (3d6) hit points. Any beasts killed by this effect gain the beastwraith template and rise on initiative count 20 of the next round.

Incorporeal Movement. The beastwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) necrotic damage

RATWRAITH

Rats are the bane of civilization. They breed rapidly, they chew through walls, and they befoul food. As such, people pay good money to rid themselves of these pests. However, sometimes the natural world sides with the rats, and they return to seek their vengeance.

WHALEWRAITH

Whales are highly sought after, and as such there are many who hunt them for a living. A whalewraith is born when an entire pod of whales is decimated by over-hunting, and the ocean cries out for retribution. Whalewraiths will often ally themselves with darfellan **ocean striders**.

WOLFWRAITH

Wolves are, for the most part, peaceful hunters. They rarely venture into humanoid controlled lands unless compelled by starvation. This leads to conflict when the wolves begin to hunt cattle, sheep, and even people. When wolves are hunted and slaughtered for the sake of vengeance, they may return as a ravenous pack of undead spirits with doom on their howls.

SWARM OF RATWRAITHS

Medium swarm of *Tiny* undead (*rat*), neutral evil

Armor Class. 10

Hit Points. 24 (7d8 - 7)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	7 (-2)	10 (+0)	5 (-3)

Damage Resistances. bludgeoning, piercing, and slashing damage from magical weapons

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. darkvision 120 ft., passive Perception

Languages. understands Sylvan but cannot speak

Challenge. 2 (450 XP)

Aura of Savagery. When a creature that isn't an undead or construct first moves within 30 feet of the beastwraith or starts its turn there, it must make a DC 12 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on this saving throw, and while frightened in this way a beast attacks the creature closest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the beastwraith's Aura of Savagery for the next 24 hours.

Consume Life. As a bonus action, the swarm can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the swarm regains 10 (3d6) hit points. Any beasts killed by this effect gain the beastwraith template and rise on initiative count 20 of the next round.

Incorporeal Movement. The swarm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Keen Smell. The swarm has advantage on Wisdom (Perception) checks that rely on smell.

Swarm Traits. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a *Tiny* rat.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 7 (2d6) necrotic damage, or 3 (1d6) necrotic damage if the swarm has half of its hit points or fewer.

WHALEWRAITH

Huge undead, neutral evil

Armor Class. 12 (natural armor)

Hit Points. 90 (12d12 + 12)

Speed. 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	13 (+1)	7 (-2)	12 (+1)	5 (-3)

Skills. Perception +4

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. darkvision 120 ft., passive Perception

Languages. understands Sylvan but cannot speak

Challenge. 7 (2,900 XP)

Aura of Savagery. When a creature that isn't an undead or construct first moves within 30 feet of the beastwraith or starts its turn there, it must make a DC 12 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on this saving throw, and while frightened in this way a beast attacks the creature closest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the beastwraith's Aura of Savagery for the next 24 hours.

Consume Life. As a bonus action, the beastwraith can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the beastwraith regains 10 (3d6) hit points. Any beasts killed by this effect gain the beastwraith template and rise on initiative count 20 next round.

Echolocation. The beastwraith can't use its blindsight while deafened.

Incorporeal Movement. The beastwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Keen Hearing. The beastwraith has advantage on Wisdom (Perception) checks that rely on hearing.

Actions

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 21 (5d6 + 4) necrotic damage

WOLFWRAITH

Large undead (canine), neutral evil

Armor Class. 14 (natural armor)

Hit Points. 37 (5d10 + 10)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills. Perception +3, Stealth +4

Damage Immunities. necrotic, poison; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Condition Immunities. charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses. darkvision 120 ft., passive Perception 13

Languages. understands Sylvan but cannot speak

Challenge. 2 (450 XP)

Aura of Savagery. When a creature that isn't an undead or construct first moves within 30 feet of the beastwraith or starts its turn there, it must make a DC 12 Wisdom saving throw or become frightened for 1 minute. Beasts have disadvantage on this saving throw, and while frightened in this way a beast attacks the creature closest to it. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the beastwraith's Aura of Savagery for the next 24 hours.

Consume Life. As a bonus action, the beastwraith can target one creature it can see within 5 feet of it that has 0 hit points and is still alive. The target must succeed on a DC 12 Constitution saving throw against this magic or die. If the target dies, the beastwraith regains 10 (3d6) hit points. A beast killed by this effect gains the beastwraith template and rises on initiative count 20 of the next round.

Incorporeal Movement. The beastwraith can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object

Keen Hearing and Smell. The beastwraith has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The beastwraith has advantage on an attack roll against a creature if at least one of the beastwraith's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) necrotic damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

BLOODLANCE

Few things are more wretched and horrifying than a bloodlance: a unicorn left to die after its horn was brutally sawed off. So named by the terrible horn of blood and cartilage that grows in place of their stolen horn, these miserable wretches continually weep blood and scream horribly, their tortured voices summoning fiends and their terrible horns inflicting disease and madness.

Demonic Strength. A bloodlance's muscles are swollen with profane vigor, and its spirit is constantly tormented by unseen demonic spirits which drive them to mindless acts of destruction and violence. A bloodlance attacks indiscriminately, being far too mad with agony to rationalize. However, should it be sheltered within an area protected from fiendish influences, the bloodlance loses its madness, becoming calmed for as long as it remains sheltered. However, the ritual to restore a bloodlance's horn is far less simple to achieve.

BLOODLANCE

Large monstrosity, chaotic neutral

Armor Class. 12

Hit Points. 67 (9d10 + 18)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	12 (+1)	11 (+0)	9 (-1)	16 (+3)

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. poison

Condition Immunities. charmed, paralyzed, poisoned

Senses. darkvision 60 ft, passive Perception 9

Languages. understands Celestial, Elvish and Sylvan but it cannot speak

Challenge. 5 (2,300 XP)

Charge. If the bloodlance moves at least 20 ft. straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone

Fiendish Torment. The bloodlance is plagued at all times by disembodied demonic spirits, compelling it to make as many attacks per round as possible. *Detect evil and good, commune with nature*, and other similar spells and effects identify the bloodlance as a fiend. If the bloodlance enters an area protected against fiends, such as with *magic circle* or *hallow*, the fiendish spirits plaguing it are prevented from tormenting it and it becomes non-hostile, able to speak, and unable to use Shriek for as long as it remains in the area.

Magic Resistance. The bloodlance has advantage on saving throws against spells and other magical effects.

Magic Weapons. The bloodlance's weapon attacks are magical

DEMON FEVER

Demon fever is a disease which a creature struck by the bloodlance's horn may contract. It has an incubation period of 1 day. Once the disease has manifested, the infected creature must make a DC 14 Wisdom saving throw each hour. On a failure, the target is affected as if with the *confusion* spell for the next hour. Additionally, each day that the target is infected, it must make a DC 14 Constitution saving throw or have its maximum hit points reduced by 1d4. A creature reduced to 0 hit points by this effect dies and their soul goes to the Abyss.

Shriek (Recharge 5-6). If available, at the beginning of its turn the bloodlance must utter a soul splitting shriek. Each non-fiend or undead that is within 120 feet of the bloodlance and can hear it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bloodlance's Shriek for the next 24 hours.

Additionally, there is a 50% chance that the Shriek summons one demon with a CR of 2 or less, which appears in an unoccupied space within 10 feet of the bloodlance. The demon is not loyal to the bloodlance but it will not do anything to outright harm the bloodlance. The demon disappears within 1 hour, if the bloodlance dies, or if the demon moves more than 30 feet away from the bloodlance.

Actions

Multiattack. The bloodlance makes two attacks: one with its hooves and one with its horn

Hooves. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 6) bludgeoning damage

Horn. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) piercing damage and the target must succeed on a DC 14 Constitution saving throw or contract demon fever.

Legendary Actions

The bloodlance can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bloodlance regains spent legendary actions at the start of its turn.

Hooves. The bloodlance makes one attack with its hooves.

Rampage (Costs 2 Actions). The bloodlance moves up to 25 feet and makes a horn attack.

BOGLIN

There's always a torch burning near the edge of the swamp. No one likes to talk about why. The disappearances were one thing. A few good men and women vanish while traveling. Such is life. That all changed, though, when one of them came back raving about goblin sorcerers, so riddled with disease he could barely stand. He died and was buried in accordance with elvish custom. It would have ended there, but his mourning wife found the grave dug open and a trail leading towards the swamp a week later. That's when they started putting the torch at the edge of the swamp.

Goblins of Mud. Once a tribe of goblins was chased into a swamp by a tribe of elves, where the unfortunate wretches eventually became lost. Bewildered by the twisting turns and impossible mud, they were utterly confounded and doomed to die. They prayed to Khurgorbaeyag and Maglubiyet, but their cruel gods have no space in their hearts for mercy. However, their prayers were heard by Baba Yaga, who took mercy on the pathetic creatures. She gave them a gift, granting them the power and cunning to thrive in the swamp. However, as with all hag gifts, there was a catch.

Price to Pay. When granted the power to survive in the swamps, the boglins were ensnared in Baba Yaga's cruel joke. A boglin is bound by a rigid set of rules and guidelines by which it must live its life. These rules vary from tribe to tribe: some tribes may be forbidden from eating fish, while others must give the right of way if a snail crosses their path.

However, many rules are consistent throughout all boglin society:

- Boglins may not walk on a path or road made by humanoids.
- A boglin must obey, to the letter, any order given to it by a hag, so long as that order does not violate the other rules that boglins must abide by.
- A boglin may not wield flame.

Any failure to adhere to these rules will lead to boglin immediately losing its powers, becoming a mundane goblin that is relentlessly pursued by its kin.

Foul and Wretched. Contrary to popular belief, goblins are actually quite fastidious about cleanliness. However, boglins are another story. They have fully embraced the foulness of their swamp homes. They smear their bodies with mud and animal guts, and they fill their realms with stinging insects, foul fungi, and toxic molds. Being immune to poison and disease, they are freed from worrying about hygiene.

Boglins carry Sewer Plague on their claws, and the disease permeates their home waters. All creatures are vulnerable to this foul disease, but should an elf or half-elf die as a result it, they suffer a most gruesome fate. Its body undergoes a hideous transformation, slowly pickling and shriveling over the course of several days until it becomes a new boglin with full knowledge of its tribe's rules.

BOGLIN

Small fey (animus, goblin), lawful evil

Armor Class. 15 (natural armor)

Hit Points. 88 (16d6 + 32)

Speed. 30 ft., swim 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	12 (+1)	15 (+2)	12 (+1)

Saving Throws: Int +4, Wis +5, Cha +4

Skills. Perception +5, Sleight of Hand +4, Stealth +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 15

Languages. Goblin, Sylvan

Challenge. 5 (1,800 XP)

Amphibious. The boglin can breathe both air and water, including fetid water and mud.

Aura of Stagnation. Any non-magical liquids contained within flasks, barrels, and the like that remain within 30 feet of a boglin for 1 minute become fouled and nonpotable.

Code of Law. The boglin must obey the boglin laws. Should the boglin break one of the boglin laws, it immediately transforms into a regular goblin.

Goblinoid. The boglin is physically indistinguishable from a goblin.

Actions

Multiattack. The boglin makes two claw attacks.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 7 (1d6 + 4) slashing damage and the target must make a DC 12 Constitution saving throw or contract Sewer Plague (pg 257 *Dungeon Master's Guide*). If an elf dies of this disease, its corpse transforms into a new boglin over the course of 2d6 days.

Shortbow. Ranged Weapon Attack: +7 to hit, range 80/320 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage

Sink (Recharge 5-6). Each creature of the boglin's choice that is within 60 feet of the boglin, is on mud or in water, and is not on a path must succeed on a DC 12 Wisdom saving throw or be dragged 5 feet below the surface of the mud or water by a spectral force for 1 hour. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Alternatively, the target can use an action to make a DC 15 Athletics check, consuming 30 feet of movement to push itself to the surface and ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the boglin's Sink for the next 24 hours.

CAMELOPARDEL

Feytouched beasts that resemble a cross between a giraffe and a panther, camelopardels are kind-hearted creatures that shelter those weakened by the cruelties of the waste and can navigate even in the midst of raging sandstorms.

Endurance. Camelopardels wander the harsh deserts of the world, never growing thirsty even in the most arid of climates. Should they encounter a creature dying of thirst, they touch it with their tongue, imbuing its body with water once again. As such, finding a camelopardel is considered to be an incredibly good omen. However, they are flighty and free spirited, and as such are difficult to coax into remaining with an unfamiliar group. Should a camelopardel be mistreated, it will kick up a small sandstorm and escape its abusers.

CAMELOPARDEL

Large monstrosity, neutral good

Armor Class. 12 (natural armor)

Hit Points. 110 (13d10 + 39)

Speed. 50 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	6 (-2)	14 (+2)	12 (+1)

Damage Resistances. necrotic

Senses. blindsight 30 ft., passive Perception 12

Languages. understands Sylvan but cannot speak

Challenge. 3 (700 XP)

Aura of Health. The camelopardel and all creatures within 15 feet of it have advantage on saving throws to resist the effects of extreme heat, dehydration, and necrotic damage.

Habooob. As a bonus action, the camelopardel magically kicks up a small dust storm around itself. The dust storm extends for 60 feet around the camelopardel and the area within it is heavily obscured.

Trampling Charge. If the camelopardel moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the camelopardel can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) bludgeoning damage

Hydrate (1/Day). The camelopardel touches a willing or unconscious creature within 5 feet of it with its tongue. The target has its water requirements satisfied for the next 24 hours.

CHARYBDID AND SCYLLAN

Charybdis and Scylla were once nereids who served Umberlee as envoys. However, they became enamored with the pleasures of the mortal world and became decadent, abusing their influence to feed their craving for food, drink, and pleasurable company. Eventually, their boundless hedonism angered Umberlee, who laid a terrible curse upon the sisters, transforming them into hideous monsters with bottomless cravings. While Charybdis was cursed with ceaseless thirst, Scylla was cursed with endless hunger. Now the sisters and their wretched offspring try endlessly to satisfy their unnatural appetites.

Living Maelstrom. A charybdid is cursed with an endless thirst and just enough intelligence to understand how wretched it is. Its body is a swollen, hideously distended bladder filled with throats and gullets and covered in mouths and cloacas which continually gulp and excrete water, its jaws gnashing senselessly at whatever creature is unfortunate enough to get caught in the whirlpool its guzzling creates. It barely possesses enough strength to slowly propel itself through the water, and those that get caught in ocean currents are carried hundreds of miles before being deposited somewhere and anchoring themselves to the ocean floor.

Monstrous Serpent. A scyllan is just as horrific as a charybdid. Its bloated, fish like body is dragged along the ocean floor and hoisted up rocky outcroppings by innumerable lobster-like appendages that wriggle beneath its bulk. Rising above its body are six serpentine necks, each terminating in a slavering wolf-like head. At the center of this body is the most horrific feature of all: a monstrous humanoid face above two vestigial humanoid arms barely long enough to reach its drooling maw. This head is aware of how monstrous it is, but its unnatural hunger prevents it from being able to rationalize.

Sisterly Bonds. Both the charybdids and the scyllans reproduce asexually, releasing innumerable plankton sized larvae which are carried away on ocean current. Most are consumed harmlessly. Only a few every achieve maturity. For unknown reasons, a scyllan and a charybdid cannot achieve adulthood without being within close proximity to one another. Once they mature, they may go their separate ways, but most of these horrifying monstrosities form something of a symbiotic relationship with their cursed siblings. A charybdid's unquenchable thirst causes it to swallow countless sea creatures, which are battered to death in its wretched gullet before being released. The scyllan eagerly feeds on these tattered corpses, desperately trying to satisfy its endless hunger.

A scyllan possesses just enough intelligence to understand the wretchedness of both itself and its sibling charybdid, and as a result the possess a perverse love for their horrific sister. Those that remain with their vile siblings after they mature become the stewards of their all but mindless sisters, ensuring that they are always within the most advantageous location to satisfy their thirst. Many will set their sisters up at the mouth of rivers, knowing how they favor fresh water over salt water, securing them in place so that they are not washed away by the current.

CHARYBDID

Gargantuan aberration, unaligned

Armor Class. 10 (natural armor)

Hit Points. 296 (16d20 + 128)

Speed. 0 ft., swim 5 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	6 (-2)	26 (+8)	4 (-3)	7 (-2)	2 (-4)

Condition Immunities. blinded, charmed, frightened

Senses. blindsight 60 ft. (blind beyond this radius), passive Perception 8

Languages. --

Challenge. 13 (10,000 XP)

Whirlpool. The charybdid begins to swallow water as a bonus action, provided it is in a body of water at least 50 feet square and 25 feet deep, creating a vortex of water that extends 40 feet out from it. Any creature or object within the vortex is pulled 10 feet toward the charybdid. When a creature enters the vortex for the first time on a turn or starts its turn there, it must make a DC 21 Strength saving throw. On a failed save, the creature takes 2d8 bludgeoning damage and is caught in the vortex. On a successful save, the creature takes half damage, and isn't caught in the vortex. A creature caught in the vortex can use its action to try to swim away from the charybdid with a successful Strength (Athletics) check. The first time each turn that an object enters the vortex, the object takes 2d8 bludgeoning damage, this damage occurs each round it remains in the vortex

Water Breathing. The charybdid can breathe only underwater.

Actions

Multiattack. The charybdid makes one bite attack against each creature within reach. If a creature has been grappled by the charybdid's bite for three consecutive turns, the charybdid can use swallow on it instead.

Bite. Melee Weapon Attack: +11 to hit, reach 5 ft., one creature. **Hit:** 24 (4d8 + 6) piercing damage and the target is grappled by the charybdid (escape DC 19).

Swallow. The charybdid makes one bite attack against a large or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed for 1d4 turns, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the charybdid, and it takes 13 (3d8) bludgeoning damage at the start of each of the charybdid's turns. Once the target passes through the charybdid, it is excreted beneath it and is not subject to the charybdid's Whirlpool feature until it ascends 10 feet.

SCYLLAN

Huge fiend, chaotic evil

Armor Class. 16

Hit Points. 162 (13d12 + 78)

Speed. 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	23 (+6)	8 (-1)	20 (+5)	12 (+1)

Saving Throws: Str +12

Skills. Perception +10

Senses. darkvision 60 ft., passive Perception 20

Languages. Abyssal, Aquan, Sylvan

Challenge. 13 (10,000 XP)

Amphibious. The scyllan can breathe both air and water.

Frightful Noise. The scyllan can begin or end producing this howling as a bonus action. Each humanoid that is within 120 feet of the scyllan and can hear it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature must succeed on a DC 14 Charisma saving throw at the beginning of each turn or be stunned until the beginning of its next turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the scyllan's Frightful Noise for the next 24 hours.

Legendary Resistance (1/Day). If the scyllan fails a saving throw, it can choose to succeed instead

Reactive Heads. For each serpentine head the scyllan has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Multiple Heads. The scyllan has six serpentine heads and one humanoid head. While it has more than one head, the hydra has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Whenever the scyllan takes 25 or more damage in a single turn, one of its serpentine heads dies. The scyllan regrows dead heads after a long rest.

Actions

Multiattack. The scyllan makes as many bite attacks as it has heads. It can forgo one bite attack to make one swallow attack if it is grappling at least one target.

Bite. Melee Weapon Attack: +12 to hit, reach 15 ft., one creature. **Hit:** 14 (2d6 + 7) damage and the target is grappled (escape DC 20) and that head cannot bite another target.

Swallow. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature it is grappling. **Hit:** the scyllan grabs the target from the mouth currently grappling it and shoves it into its central, humanoid mouth, swallowing the target and ending the grapple. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the scyllan, and it takes 22 (5d8) acid damage at the start of each of the scyllan's turns.

If the scyllan takes 30 damage or more on a single turn from a creature inside it, the scyllan 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 scyllan. If the scyllan dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

CORRUPTION

There are those who believe that they've been as low as life can lay them. Who say that they've been to the bottom of the bitter well of despair and looked up and seen the light. These people are wrong, for there is no bottom to the well of despair. A corruption is proof of this. A massive, heaving pile of liquid flesh and sorrow, a corruption is a living manifestation of bitterest despair and spite.

Despairing Flesh. The lords of the fey are beings of fancy, or joy and nature and the strange whims of dreams. However, they are not immune to sorrow, and when a fey lord is struck by a terrible tragedy the subsequent misery warps their very essence. Bitterness and misery grows in their heart, consuming their joy until they desire to inflict their sorrow on all others. In blackest despair, a fey lord may lay a curse upon themselves, transforming into a horrific abomination of oozing flesh and sizzling acid, dooming their kingdom to the wrath of the corruption.

Bitter Hunger. A corruption hungers eternally for meat and foliage, and the wilderness that it emerges from is doomed to fall to its unholy predations. This massive pile of pulsing, semi-liquid flesh trudges endlessly onward, enacting the curse of its birth upon the once beautiful wilderness. More terrible than its own hunger, though, is its ability to strike those around it with the same despair of living that led to its creation, impelling them to throw themselves into its oozing embrace.

Ooze Nature. A corruption doesn't require sleep.

CORRUPTION

Huge ooze, unaligned

Armor Class. 7

Hit Points. 187 (15d12 + 90)

Speed. 20 ft., climb 20 ft., swim 20 ft.

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

Damage Immunities. acid, psychic

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, prone

Senses. blindsight 60 ft. (blind beyond this radius) passive Perception 9

Languages. --

Challenge. 9 (5,000 XP)

Amorphous. The corruption can move through a space as narrow as 1 inch wide without squeezing

Acidic Body. A creature that touches the corruption or hits it with a melee attack while within 5 ft. of it takes 5 (1d10) acid damage

Spider Climb. The corruption can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check

Actions

Multiattack. The corruption makes two slam attacks.

Slam. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 21 (3d10 + 5) bludgeoning damage plus 13 (3d8) acid damage and the target is grappled by the corruption (escape DC 17). A creature takes 5 (1d10) acid damage at the beginning of each turn it starts grappled by the corruption.

Despair of Life. All creatures within 60 feet of the corruption and aware of it must succeed on a DC 18 Wisdom saving throw or become charmed by the corruption for 1 minute (fey automatically fail this saving throw). A creature charmed in this way is incapacitated by grief, has disadvantage on death saving throws, and must use its turn to move towards the corruption via the most direct route possible. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the corruption's Despair of Life for the next 24 hours.

DARFELLAN

Darfellans are wild, ocean loving humanoids who roam cold seas in small family tribes, allying with orca whale pods. They are bulky and muscular but sleek, with a layer of blubber to insulate them against the cold water. Their smooth skin is decked in a stark pattern of black and white that mirrors that of the orcas they swim alongside.

Oceanic Speakers. Darfellan are intimately acquainted with the natural world, communing with the spirits of the sea and sky as part of their daily observances. Their close ties to nature often put them in conflict with the other races of the world, whose expansionist impulses they occasionally stymie by sinking a ship.

DARFELLAN TRAITS

Your darfellan heritage grants you a number of traits that make you ideally adapted for aquatic life.

Ability Score Increase Your Strength score increases by 2 and your Constitution score increases by 1.

Age. A darfellan ages at about the same rate as elves.

Alignment. Darfellans live in small family groups and tribes. They tend towards chaotic.

Size. Darfellans are large and well muscled, with a layer of fat for insulation, but still sleek and hydrodynamic. They tend to stand well over 6 feet tall and average at least 250 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet, being that you are not adapted to walking on land, and you have a base swimming speed of 50 feet

Hold Breath. You can hold your breath for up to 30 minutes at a time.

Echolocation. While underwater, you have blindsight out to a radius of 30 feet. You can get vague images of anything beyond that range, but only things within 30 feet are defined enough for you to make out well. This trait does not function if you are deafened.

Languages. You can speak Aquan, Common, and Darfellan. The native language of the darfellan people is a sonorous one, similar to Aquan and sounding like whalesong. It has no written form, and being that you are from the ocean you cannot read much more than the basics of any given language.

DARFELLAN WARRIOR

Medium humanoid (*darfellan*), chaotic neutral

Armor Class. 15

Hit Points. 85 (10d8 + 40)

Speed. 25 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	18 (+4)	11 (+0)	13 (+1)	9 (-1)

Saving Throws: Str +5, Con +5

Skills. Athletics +5, Nature +2, Perception +3, Survival +3

Senses. blindsight 30 ft. (underwater only), passive Perception

Languages. Aquan, Darfellan

Challenge. 3 (700 XP)

Echolocation. The darfellan cannot use its blindsight when deafened or outside of water.

Hold Breath. The darfellan can hold its breath for up to 30 minutes at a time.

Reckless. At the start of its turn, the darfellan can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn

Unarmored Defense. The darfellan's AC includes its Charisma modifier when it isn't wearing armor.

Actions

Trident. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) piercing damage, or 7 (1d8 + 3) piercing damage is used with two hands

OCEAN STRIDER

Exceptional darfellans that prove themselves to be worthy defenders of their oceanic realms are blessed by the spirit of the ocean and transformed into ocean striders, titanic beings who effortlessly wield the power of the sea and protect it from defacement. Separated from their tribes by duty, an ocean strider is a lonely being, yearning for the family it left behind to defend.

OCEAN STRIDER

Huge fey (*animus, darellan*), chaotic neutral

Armor Class. 19 (natural armor)
Hit Points. 287 (23d12 + 138)
Speed. 50 ft., swim 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 10 (+0) 22 (+6) 12 (+1) 13 (+1) 16 (+3)

Saving Throws: Str +10, Con +12, Wis +7

Skills. Nature +7, Perception +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. cold

Senses. blindsight 120, passive Perception 17

Languages. Aquan, Darellan, Sylvan

Challenge. 18 (20,000 XP)

Amphibious. The strider can breathe air and water.

Control Water. The ocean strider can cast *control water* at will (DC 17), requiring no components. Its spellcasting ability is Charisma

Charge. If the ocean strider moves at least 30 feet straight toward a target and then hits it with an attack on the same turn, the target takes an extra 7 (2d6) damage.

Echolocation. The ocean strider cannot use its blindsight when deafened.

Water Walk. The strider can choose to walk on the surface of any body of water as if it were solid.

Actions

Trident. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (3d6 + 4) piercing damage or 17 (3d8 + 4) piercing damage if wielded with two hands, plus 10 (3d6) cold damage

Frightful Presence. Each creature of the ocean strider's choice that is within 120 feet of the ocean strider and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the ocean strider's Frightful Presence for the next 24 hours.

Legendary Actions

The ocean strider can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The ocean strider regains spent legendary actions at the start of its turn.

Attack. The ocean strider makes one trident attack.

Call the Wave. The ocean strider casts *control water*

DEADWOOD REVENANT

Dryads are spirits of the beauty of forests and nature. Bound to a single tree, they delight in all the fair and lovely things of the natural world, toying with the hearts of mortals as they please. However, when a dryad's tree is destroyed, she loses a piece of her soul. The bitterness and emptiness can hollow her out, filling her with a burning hatred of those who would dare to besmirch her realm. Thusly is a deadwood revenant born, a living embodiment of the curse of nature wronged.

Curse of the Blighted. The rage and sorrow of a deadwood revenant lives within her as an actual dark flame, which continually consumes her from the inside. Where once she was fair and lovely, now she is cracked and scorched, the heat of the flames within her streaking her once supple flesh with soot. Her fingers crackle and smolder, and she can throw the flames of her sorrow as terrible weapons. The flames inside her are a living curse, infusing her like a terrible heartbeat, and she can levy this curse against any she so chooses, inflicting them with a blight that can never be washed away.

Sorrow of the Fey. A deadwood revenant carries with her a palpable atmosphere of bitterness and rage. The flames of her rage have not only burnt away her loveliness but also much of the powers she once wielded. No longer able to step through the trees or speak to the beasts, the deadwood revenant is alone in the world. Not even the other fey will truly accept her back into their fold, her curse making her poor company. As such, these mournful fey wander the world, free from all bonds, indiscriminately wreaking vengeance on the world.

DEADWOOD REVENANT

Medium fey (*animus*), neutral evil

Armor Class. 14

Hit Points. 75 (10d8 + 30)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	19 (+4)	16 (+3)	14 (+2)	15 (+2)	18 (+4)
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Saving Throws: Dex +7, Wis +5, Cha +7

Skills. Perception +5, Stealth +7

Damage Immunities. poison, necrotic; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, restrained, unconscious

Senses. darkvision 120 ft., passive Perception 15

Languages. Common, Elvish, Sylvan

Challenge. 6 (2,300 XP)

Blighted Soul. Detect evil and good, commune with nature, and other similar spells and effects identify the deadwood revenant as undead. The deadwood revenant also benefits from desecrated ground and is treated by *antilife shell* as if it was an undead creature.

Consuming Flames. When the deadwood revenant dies, its body ignites with black flame, dealing 5 (1d10) fire damage to any creature within 5 feet of it when it first ignites. The flames consume its body within 1 minute.

Innate Spellcasting. The deadwood revenant's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bestow curse, entangle*

3/day each: *charm person, suggestion*

Magic Resistance. The deadwood revenant has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The deadwood revenant makes two darkfire attacks.

Darkfire. Ranged Spell Attack: +7 to hit, range 60 ft., one creature. Hit: 7 (1d6 + 4) fire damage plus (2d8) necrotic damage

True Curse (3/Day). One creature currently under the effects of a *bestow curse* spell cast by the deadwood revenant must make a DC 18 Wisdom saving throw. On a failure, the spell becomes permanent and cannot be removed except with a *wish* spell, divine intervention, or the death of the deadwood revenant.

DEMONS

Demons are creatures of corruption and death. They crave the destruction of all things pure and good. Boiling out of the Abyss like pus from a sore, these horrific monsters even have a foothold within the Feywild itself.

OTSHEENTOU

Otsheetou are demons born from the rotting dreams of a dead god of nature. They are hateful, incorporeal demonic spirits that seek to corrupt and destroy nature. Though invisible, if seen with *see invisibility* a otsheetou appears to be a massive tangle of spectral bramble vines, each terminating with a vicious mouth. Though powerful, their abilities are limited without a physical host. Therefore, they will possess other creatures.

False Groves. A otsheetou is always searching for new victims, preferring to work from a distance while safely ensconced in a dead or dying tree, disguising the blasted grove with magic to look fair and inviting to unsuspecting victims and populating it with charmed fey and beasts. Those that wander into these lovely places become the victims of the otsheetou's sadistic pleasures. The lucky ones are merely ripped apart. The unfortunate ones are possessed, becoming unwilling vessels for the demon's corruptive power. A otsheetou may even use its grove to start a cult of evil druids.

An otsheetou loose in the Material Plane is a terrible blight on the land. It roams through deep forests, ensnaring innocent fey, entangling them in the myriad of spectral vines that extend from their tangled bodies and enslaving them to their will.

Possessors. A otsheetou is most effective when acting through ensnare beasts and fey with their spectral tendrils, sinking their hateful thorns into the very souls of their victims. These unfortunate beings become the vessels through which the otsheetou enacts its cruelty upon the natural world. Unable to stop the wretched sins committed around them, these wretched creatures can only watch as the natural world is torn asunder. Creatures possessed by a otsheetou can be identified by the hideous mutations the demon inflicts on them and the invisible vines that extend from the victim, which always lead directly to the otsheetou itself. However

DISFIGURED THRALLS

The creatures controlled by a otsheetou are readily identifiable by the hideous malformations that the foul demons inflict on their bodies. If you wish, you can use the following malformations to make creatures possessed by an otsheetou readily identifiable.

THRALL DISFIGUREMENTS

d6 Transformation Effect

1	Hideous Limbs	The creature's body sprouts a variety of vines, branches, and vestigial animal limbs.
2	Tumors	The creature's flesh becomes swollen with misshapen tumors that drip with blood, pus, and rancid sap.
3	Drool	The creature drools a thick, black slime and oozes it from open sores and damaged limbs.
4	Stench	The foul stench of decay surrounds the creature.
5	Vermin	Flies, centipedes, and other foul vermin breed in the creature's flesh, spilling out when the creature takes damage and crawling across its body.
6	Decay	The creature's flesh begins to rot or shrivel. Creatures with fur suffer from mange, while plants discolor and lose leaves.

OTSHEENTOU

Huge fiend (demon), chaotic evil

Armor Class. 13

Hit Points. 85 (10d12 + 20)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16 (+3)	15 (+2)	18 (+4)	17 (+3)	19 (+4)

Damage Resistances. cold, fire, lightning

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. blinded, exhaustion, frightened, grappled, incapacitated, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses. darkvision 120 ft., passive Perception 13

Languages. Abyssal, Druidic, Sylvan, telepathy 120 ft.

Challenge. 12 (8,400 XP)

Innate Spellcasting. The otsheentou's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The otsheentou cannot cast spells while it is not inhabiting a plant or in possession of at least one thrall. It can innately cast the following spells, requiring no material components:

At will: *entangle*, *giant insect*, *silent image*, *thorn whip* (5th level), *witch bolt*

1/day each: *blight*, *fear*, *hallucinatory terrain*, *seeming*

Invisibility. The otsheentou is invisible.

Magic Resistance. The otsheentou has advantage on saving throws against spells and other magical effects.

Incorporeal Movement. The otsheentou can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Rend. *Melee Spell Attack:* +8 to hit, reach 10 ft. one creature. *Hit:* 8 (1d8 + 4) slashing damage.

Ensnare Thrall. The otsheentou targets one beast, fey, or plant within 15 feet of it. The target must succeed on a DC 16 Charisma saving throw or become ensnared by the otsheentou. While ensnared, the creature is charmed by the otsheentou and cannot directly disobey an order given by it or voluntarily move more than 1 mile away from it. If the otsheentou can see the thrall, it can make Rend attacks and cast spells as if it occupied the thrall's space.

The thrall is connected to the otsheentou by an invisible, incorporeal vine which stretches between the two creatures. This vine can be severed by a successful melee attack made against the vine with a magic weapon or by a creature currently under the effects of *bless* (AC 10). The thrall is released from its ensnarement if the vine is severed, the target is moved more than 1 mile away from the otsheentou, the otsheentou travels to a different plane of existence, or the thrall is subjected to a *dispel evil and good* spell or similar effect.

The thrall must make a DC 16 Constitution saving throw at midnight each night. On a failure, the target's maximum hit points are reduced by 1d10. A creature reduced to 0 hit points by this effect dies.

Possess Tree (1/Day). The otsheentou disappears into an intact tree that it can see within 5 feet of it. The tree must be Huge. The otsheentou is now effectively the possessed tree, which it animates and controls. Its type becomes plant, though it retains the demon tag, and it gains 138 temporary hit points. The otsheentou can possess a tree in this way for up to 1 hour.

While possessing the tree, the otsheentou retains its hit points, alignment, Intelligence, Wisdom, Charisma, telepathy, immunity to being charmed and frightened, and Innate Spellcasting features, as well as its Ensnare Thrall and Rend actions. It otherwise uses the statistics of a treant, except without a treant's Animate Trees action.

The possession lasts until the temporary hit points are lost or the otsheentou ends the possession using a bonus action. When the possession ends, the tree reverts to an inanimate tree and otsheentou appears in an unoccupied space within 5 feet of the tree.

If the otsheentou is unable to possess a tree, it has a challenge rating of 9 (5,000 XP).

Legendary Actions

The otsheentou can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The otsheentou regains spent legendary actions at the start of its turn.

Attack. The otsheentou makes one Rend attack

Command Thrall. The otsheentou commands one creature charmed by it to use its reaction to move up to its speed in a direction of the otsheentou's choice.

Mirage (Costs 2 Actions). The otsheentou casts *silent image* or *seeming*.

WENDIGO

The northern tundras are a harsh realm, where only the strong survive and death is a constant companion. In such places, desperation can push a person to do anything to survive. The wendigo is the natural expression of this, a living embodiment of desperation, loneliness, and cannibalism. When a humanoid consumes the flesh of another humanoid, they open themselves up to a foul, demonic hunger which slowly consumes them until they descend into madness, feeding on their kin. Unnaturally fast and bloodthirsty, the lonesome howls of these wind spirits fill the hearts of those who hear them with dread.

Spawn of Yeenoghu. Once long ago, Yeenoghu, the demon lord of carnage, escaped the Abyss to roam the winter of the Feywild, where he slayed eladrin by the hundreds. Though he was soon banished, his evil lingered in the cold air. With their winter food stores devoured or fouled, many more eladrin starved. They were the lucky ones. Those that succumbed to their terrible hunger underwent a hideous transformation, infected by the demonic curse left by Yeenoghu, becoming the first wendigos. Now Yeenoghu is served by many of his foul creations, and many more linger still in the world, carrying their hunger through the long night.

Wind walkers. A wendigo spends most of its existence in the empty skies of its arctic home, invisible and incorporeal, turning solid only to feed on its victims. The appearance of a wendigo is always horrific, with patchy, matted fur, gnarled antlers, twisted claws for hands, dripping mouths full of uneven teeth, and charred, bloody stumps where their feet should be.

Stalk. The wendigo may select a humanoid. It will then follow its target for days or even weeks, dogging their every step. It is unclear why wendigos do this, but it may have something to do with the part of their being that was once mortal yearning for their mortality again. While being stalked by a wendigo, a creature will periodically catch glimpses of the wendigo in their peripheral vision.

The wendigo's presence is unnerving, creating fear and paranoia which persists until the wendigo stops pursuing them. Though unable to speak or communicate, the wendigo is able to fill its victims heads with disturbing images of butchery, desperation, and horrible loneliness. Eventually the wendigo will attack its targets, potentially infecting them with a hideous disease which threatens to turn them into wendigos.

WENDIGO

Medium fey (demon), chaotic evil

Armor Class. 13

Hit Points. 75 (10d8 + 30)

Speed. fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	16 (+3)	17 (+3)	8 (-1)	13 (+1)	14 (+2)
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Skills. Perception +4

Damage Resistances. lightning, fire; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. cold, poison

Condition Immunities. frightened, poisoned, prone

Senses. darkvision 120 ft., passive Perception 14

Languages. telepathy 60 ft

Challenge. 7 (2,900 XP)

Blood Frenzy. The wendigo has advantage on melee attack rolls against any creature that doesn't have all its hit points

Ravenous Bite. The wendigo scores a critical hit on a natural roll of 19-20 with its bite.

Regeneration. The wendigo regains 10 hit points at the start of its turn. If it takes fire damage, this trait doesn't function at the start of its next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate

Windwalk. As a bonus action, the wendigo can begin or stop windwalking. While windwalking, the wendigo is invisible, is immune to all non-magical damage, is ephemeral and can't carry anything, can occupy another creature's space, and is incapacitated.

A creature being stalked by a windwalking wendigo will occasionally catch glimpses of it in the corner of its eye. While being stalked by a wendigo, a creature has disadvantage on Wisdom checks and saving throws.

Actions

Multiattack. The wendigo makes two attacks with its claws and one with its bite. If it begins its turn grappling a creature, it can instead make 4 attacks with its bite.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d4 + 4) slashing damage. If the wendigo hits a creature with two claw attacks in the same turn, the target is grappled (escape DC 15)

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 7 (1d6 + 4) piercing damage. If the target is a humanoid, it must make a DC 14 Constitution saving throw or become infected with Wendigo's Hunger (see Fey Diseases and Poisons for details).

DUSTBLIGHT

The wastes of the world are cruel and unforgiving. Those who attempt to eke out a living in these inhospitable realms are very well acquainted with the numerous hazards that they present, from the dangers of trying to navigate the shifting dunes to the simple but omnipresent threat of dehydration. These people tell tales of horrible monsters, wretched beings of eternal thirst with flesh like packed ash traced with pulsing rivulets of blood, whose very touch drains the lifeblood from their victims. These are the dustblights, living embodiments of the cruelty of the deserts.

Trackless Sands. Dustblights hate all life, and they seek to extinguish it in the crudest way possible. If a dustblight finds a group of travelers, or better yet a lone wanderer, it will closely follow the poor wretch, leading it away from water and shelter, drawing it deeper into the waste. Dustblights take perverse delight in seeing their victims slowly succumb to despair as their food and water dwindle and their hopes crumble away.

Thirst Unquenchable. Once a dustblight has sufficiently exhausted its quarry, it moves in for the kill. The dustblight descends upon the hapless creatures, draining them of their blood to keep its body moist and limber. Should the blood that suffuses its body dry up, a dustblight would crumble into dust.

DUSTBLIGHT

Medium fey, chaotic evil

Armor Class. 15 (natural armor)

Hit Points. 66 (12d8 + 12)

Speed. 30 ft., burrow 30 ft. (in sand only)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	13 (+1)	6 (-2)	14 (+2)	8 (-1)

Saving Throws: Dex +5

Skills. Stealth +5, Survival +4

Condition Immunities. exhaustion

Senses. tremorsense 60 ft., passive Perception 12

Languages. understands Sylvan and Terran but cannot speak

Challenge. 3 (700 XP)

Cruel Wastes. All creatures within 120 feet of a dustblight have disadvantage on Wisdom (Survival) checks as well as saving throws to resist the effects of extreme heat and dehydration.

Crumble. When a dustblight dies, its body crumbles into dust.

Eternal Thirst. The dustblight has disadvantage on saving throws to resist spells and effects that drain it of moisture, such as *blight* and *Abi-Dalzim's horrid wilting*.

Actions

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 5) slashing damage plus 5 (2d4) necrotic damage. The dustblight recovers hit points equal to the amount of necrotic damage dealt.

ELADRIN

The eladrin are the strange elves of the Feywild. Prone to odd flights of fancy and possessed of the same secretive nature as all fey, the eladrin are removed from their cousins in the mortal world. They have few dealings with those who live in the dull realms beyond the Feywild, preferring to remain in their spectacular cities of crystal and living trees, though they may snatch up particularly beautiful men and women and spirit them away.

SHIERE KNIGHT

The shiere knights are the stealthy warriors who serve the tulani lords. Eladrin who have dedicated themselves to the Feywild itself, they form into loose, informal bands, ranging across broad territories to ensure that the delicate balance of nature is preserved, swiftly eliminating any threats to the natural world. In their heart burns the passion of devotion, both to their lords and to their lands.

ELADRIN ARQUEN

The arquen are the representatives of the archfey among the high society of the eladrin. Powerful and inscrutable, they tread the line between mortal and fey. No fey would dare attack the arquen that summoned it, and they willingly serve them both in and out of battle.

ELADRIN TRAITS

All eladrin possess the following racial traits:

Darkvision. The eladrin possesses darkvision out to 60 feet.

Fey Ancestry. The eladrin has advantage on saving throws against being charmed, and magic can't put the eladrin to sleep.

Fey Step (Recharges After a Short or Long Rest). As a bonus action, the eladrin teleports to an unoccupied space that it can see within 30 feet of it. Additionally, depending on the eladrin's currently aligned season, this possesses an additional effect (the DC equals 8 + its proficiency bonus + its Charisma modifier):

- **Spring:** Instead of teleporting itself, the eladrin can touch one willing creature within 5 feet of it, causing the target to teleport instead of the eladrin.
- **Summer:** Immediately after it uses Fey Step, each creature of the eladrin's choice that it can see within 5 feet of it takes fire damage equal to its Charisma modifier (minimum of 1 damage).
- **Autumn:** Immediately after it uses Fey Step, up to two creatures of its choice that it can see within 10 feet of it must succeed on a Wisdom saving throw or be charmed by it for 1 minute, or until the target takes any damage.
- **Winter:** When it uses Fey Step, one creature of its choice that it can see within 5 feet of it before it teleports must succeed on a Wisdom saving throw or be frightened of it until the end of its next turn.

SHIERE KNIGHT

Medium humanoid (elf), any alignment

Armor Class. 18 (breastplate, shield)

Hit Points. 71 (11d8 + 22)

Speed. 30 ft

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 14 (+2) 15 (+2) 16 (+3) 12 (+1)

Saving Throws: Str +6, Dex +7

Skills. Perception +6, Stealth +6, Survival +6

Senses. darkvision 60 ft., passive Perception 16

Languages. Common, Elvish, Sylvan

Challenge. 3 (700 XP)

Fey Ancestry. The eladrin has advantage on saving throws against being charmed, and magic can't put the eladrin to sleep.

Fey Step (Recharges After a Short or Long Rest). As a bonus action, the eladrin teleports to an unoccupied space that it can see within 30 feet of it. Immediately after it uses Fey Step, each creature of the eladrin's choice that it can see within 5 feet of it takes 2 (1d4) fire damage

Spellcasting. The shiere is an 11th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The shiere has the following ranger spells prepared:

1st level (4 slots): *fog cloud, goodberry, hunter's mark*

2nd level (3 slots): *animal messenger, spike growth*

3rd level (3 slots): *nondetection, wind wall*

Actions

Multiattack. The shiere makes two melee attacks.

Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 6 (1d4 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

ELADRIN ARQUEN

Medium fey (elf), any alignment

Armor Class. 20 (natural armor)

Hit Points. 123 (19d8 + 38)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	17 (+3)	14 (+2)	14 (+2)	13 (+1)	20 (+5)

Saving Throws: Wis +4, Cha +8

Skills. Arcana +5, Deception +4, Persuasion +8

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed

Senses. darkvision 60 ft., passive Perception 14

Languages. Common, Elvish, Sylvan

Challenge. 12 (5,900 XP)

Fey Ancestry. The eladrin has advantage on saving throws against being charmed, and magic can't put the eladrin to sleep.

Fey Presence. Any non-eladrin creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failure, the creature becomes charmed by the eladrin for 1 minute. While charmed in this way, the target experiences a unique effect related to the eladrin's currently aligned season:

- **Spring.** The target recovers 1d4 hit points at the beginning of each turn and regains the maximum number of hit points possible from healing.
- **Summer.** The target is frightened.
- **Autumn.** The target cannot make weapon attacks or cast harmful spells.
- **Winter.** The target has disadvantage on ability checks and saving throws.

The charmed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the eladrin's Fey Presence for the next 24 hours.

Whenever the eladrin deals damage to the charmed creature, it can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Fey Step. As a bonus action, the eladrin teleports to an unoccupied space that it can see within 30 feet.

Innate Spellcasting. The eladrin's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self, detect magic, friends, jump, mage armor (self only), silent image, speak animals*

1/day each: *conjure fey (does not require concentration), ethereallness, glibness, true polymorph*

Magic Resistance. The eladrin has advantage on saving throws against spells and other magical effects.

Magic Weapons. The eladrin's weapon attacks are magical, and its longsword possesses the finesse property.

Spellcasting. The eladrin is a 17th level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The eladrin has the following warlock spells prepared:

cantrips (at will): *dancing lights, eldritch blast, mage hand, prestidigitation, true strike*

1st-5th level (4 5th-level slots): *blink, calm emotions, charm person, dominate beast, dominate person, enthrall, faerie fire, greater invisibility, hallucinatory terrain, hex, seeming, sleep, witch bolt*

Actions

Multiaction. The eladrin makes two attacks with its longsword or longbow

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 3) slashing damage, or 10 (1d10 + 3) slashing damage if used with two hands, plus 3 (1d6) necrotic damage with *hex*.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 3) piercing damage, plus 3 (1d6) necrotic damage with *hex*.

FAERY

Faerys are a variety of fey of which pixies are the most well known. In appearance, faerys are tiny humanoids with fluttering wings and mischievous expressions. They while away their days luxuriating in the natural world of which they are a part.

FAERYS BY CR

Monster	CR	Source
Frost	1/4	
Glouras	1/4	
Pixie	1/4	<i>Monster Manual</i>
Nixie	1/4	
Sylph	1/4	
Spark	1/2	
Alven	1	

FROST

These snow loving faerys are spirits of winter and just as kind and fun loving as their pixie summer-kin, though they are not quite as aware of the needs of warm blooded creatures. They encase delicate leaves in a layer of frost to protect them from the harsh winter cold and frolic with arctic foxes and snow white hares, delighting in the wonders of winter. Though good-natured, these fey will happily serve cruel winter fey, as that is the natural order of fey.

The pixies of temperate climates may become frosts during winter, as if putting on their winter fashion, only to return to being pixies come spring, while those that live in arctic regions will remain as frosts all year round, even if they enter a warmer climate.

FROST

Tiny fey, neutral good

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)
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Skills. Perception +4, Stealth +7

Damage Vulnerabilities fire

Damage Immunities cold

Senses. passive Perception 14

Languages. Auran, Sylvan

Challenge. 1/4 (50 XP)

Ice Wings. If the frost takes fire damage, its wings melt and it loses its flying speed until it can make new wings for itself during a short rest.

Innate Spellcasting. The frost's innate spellcasting ability is Charisma (spell save DC 12 +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, fly, phantasmal force, polymorph, sleep, sleet storm*

Magic Resistance. The frost has advantage on saving throws against spells and other magical effects.

Actions

Superior Invisibility. The frost magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the frost wears or carries is invisible with it.

GLOURAS

Tiny, mischievous fey of the Underdark, the moth-winged glouras are far rarer than their surface dwelling pixie cousins, and far stranger. Reflecting the strange madness of their dark homes, glouras are prone to odd delusions and fits of giggling. They adore the aberrant wildlife of the Underdark, and will befriend gricks, derro, and chitines as easily as they befriend spiders and giant bats, holding protracted conversations with their coterie of followers.

The Dark Maiden. The glouras are often seen as agents of Elistraee, the drow goddess of the moon and rebellion against Lolth's tyranny. As such, drow society as a whole considers glouras to be an abomination, exterminating them whenever possible.

GLOURAS

Tiny fey, neutral

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills. Perception +4, Stealth +7

Senses. darkvision 120 ft., passive Perception 14

Languages. Sylvan, Undercommon

Challenge. 1/4 (50 XP)

Compelling Charm. The first time a beast, monstrosity, aberration, or insane humanoid targets the glouras with an attack or other harmful effect, it must make a DC 12 Wisdom saving throw. On a failure the creature becomes charmed by the glouras for 24 hours. While charmed by the glouras, the two can communicate as if they shared a common language.

Innate Spellcasting. The glouras's innate spellcasting ability is Charisma (spell save DC 12 +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *confusion*, *darkvision*, *detect thoughts*, *dispel magic*, *entangle*, *phantasmal force*, *polymorph*, *sleep*

Magic Resistance. The glouras has advantage on saving throws against spells and other magical effects.

Actions

Superior Invisibility. The glouras magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the glouras wears or carries is invisible with it.

NIXIE

Nixies are the faerys of rivers and ponds. They live beneath lily pads and among the cattail stems, watching visitors to their freshwater homes with wide eyed fascination. They are peaceful, disliking violence, and would much rather play pranks on mortals. They don't always understand that people cannot breathe underwater, though, so they will occasionally drown children that visit them by mistake.

NIXIE

Tiny fey, chaotic good

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills. Perception +4, Stealth +7

Senses. passive Perception 14

Languages. Aquan, Sylvan

Challenge. 1/4 (50 XP)

Amphibious. The nixie can breathe both air and water.

Innate Spellcasting. The nixie's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *shape water*

1/day each: *confusion*, *dancing lights*, *detect evil and good*, *detect thoughts*, *dispel magic*, *entangle*, *phantasmal force*, *polymorph*, *sleep*, *water breathing*

Magic Resistance. The nixie has advantage on saving throws against spells and other magical effects.

Actions

Superior Invisibility. The nixie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the nixie wears or carries is invisible with it.

SPARK

The sparks are the cruel faerys of flame. They love to cause mischief and destruction, gleefully spreading fires in both forests and the homes of mortals. When a forest fire occurs, many pixies of the forest will become sparks, burning down their homes with a wild joy that is frightening to see. Other sparks remain sparks indefinitely, serving as saboteurs or spies in hearths and fireplaces.

SPARK

Tiny fey, chaotic evil

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills. Perception +4, Stealth +7

Damage Immunities fire

Senses. passive Perception 14

Languages. Ignan, Sylvan

Challenge. $\frac{1}{2}$ (50 XP)

Flame Flit (1/Round). As long as the spark is fully engulfed in flame, the spark can use a bonus action or a reaction to teleport to any flame in which it can fit within 60 feet. It does not need to be able to see the fire.

Illumination. The spark sheds bright light in a 30-foot radius and dim light in an additional 30 ft. while not invisible.

Innate Spellcasting. The spark's innate spellcasting ability is Charisma (spell save DC 12 +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *produce flame*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, phantasmal force, polymorph, pyrotechnics, sleep*

Magic Resistance. The spark has advantage on saving throws against spells and other magical effects.

Water Susceptibility. For every 5 ft. the spark moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Actions

Superior Invisibility. The spark magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the spark wears or carries is invisible with it.

SYLPH

The sylphs are the wind-dancers, joyful spirits of breezes and zephyrs who roam the world in search of new sights and sounds, playing harmless pranks along the way. Though native to the Material Plane, many have found their way into the Plane of Air, where they happily dance through the endless sky.

Joyful Wind. A sylph might never touch the ground during its entire life, preferring the freedom of the wind and clouds to the shackles of the earth. Others find life of the creatures on the earth fascinating, playing pranks on those who are bound to the dull earth with innocent glee.

SYLPH

Tiny fey, chaotic neutral

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)

Skills. Perception +4, Stealth +7

Senses. passive Perception 14

Languages. Auran, Sylvan

Challenge. $\frac{1}{4}$ (50 XP)

Cloudwalker. A sylph can treat any visible vapor as if it is solid, allowing it to walk on clouds and smoke. This requires no concentration and can be done while the sylph sleeps.

Innate Spellcasting. The sylph's innate spellcasting ability is Charisma (spell save DC 12 +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *gust*

1/day each: *calm emotions, comprehend languages, detect evil and good, dispel magic, fly, warding winds*

Magic Resistance. The sylph has advantage on saving throws against spells and other magical effects.

Actions

Superior Invisibility. The sylph magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the sylph wears or carries is invisible with it.

FAERYBLOOM

A faerybloom is a group of pixies that have a mutual agreement to work together, whether it be for their own safety, in the service of an Archfey, or simply as a result of friendship. They are like swarms in a number of ways, but they do not have the same mindless quality that swarms display, and every pixie in the faerybloom is an individual, known as a petal in the context of the group. Faeryblooms come in two sizes: bouquets and gardens.

Cooperative Magic. Faeryblooms have the advantage of being able to pool their innate magical ability together, granting them far superior spellcasting abilities than they would have on their own. They can use this to better defend themselves against any threats that they may face, but they tend to prefer to use it for fun and pranks.

Helpful but Naive. Faeryblooms are rather notorious for their eagerness to help strangers. Should they encounter a group of weary travelers, a faerybloom may take pity on the poor wretches and grant them an enchanted rest, magically putting them to sleep. They remove any uncomfortable armor and weaponry, conscientiously stacking them nearby, and weave blankets and soft clothing out of leaves, moss and petals. However, the faeries do not realize the kind of danger they put their wards in by leaving them defenseless, forgetting that not all forest dwellers are as helpful and kind as them.

Attendants to the Fey Lords. It is common for archfey to populate their courts with numerous faeryblooms. These faeryblooms attend to the needs of their lord or lady, whether that be bringing them food, maintaining the cleanliness of their throne room, or providing entertainment. Should their master or mistress's life be threatened, a faerybloom will rise in their defense.

FAERYBLOOM BOUQUET

Medium swarm of *Tiny fey, neutral good*

Armor Class. 15

Hit Points. 18 (4d8)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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4 (-3)	20 (+5)	10 (+0)	10 (+0)	14 (+2)	15 (+2)
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Skills. Perception +4, Stealth +7

Damage Resistances. bludgeoning, piercing, slashing

Condition Immunities. paralyzed, petrified, restrained, stunned

Senses. passive Perception 14

Languages. Sylvan

Challenge. 3 (700 XP)

Faerybloom Spellcasting. The petals in a faerybloom pool their magic together to increase their spellcasting power. However, that magical power dwindles as their numbers decrease.

The faerybloom's innate spellcasting ability is Charisma (spell save DC 15, or DC 13 if the faerybloom has half its hit points or fewer). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep* (4th level, or 2nd level if the faerybloom has half its hit points or fewer)

Magic Resistance. The faerybloom has advantage on saving throws against spells and other magical effects.

Swarm Traits. The faerybloom can occupy another creature's space and vice versa, and the faerybloom can move through any opening large enough for a Tiny pixie. The faerybloom can't regain hit points or gain temporary hit points. The faerybloom can only be affected by charm or fear effects with an area of effect, like a red dragon's Frightful Presence, and are immune to spells that target a finite number of creatures like *mass suggestion*. Two to four faerybloom bouquets can combine together to create a faerybloom garden with the combined number of hitpoints as the bouquets.

Actions

Superior Invisibility. The faerybloom magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the individual pixies in the faerybloom are wearing or carrying is invisible with them.

FAERYBLOOM VARIANTS

A faerybloom can be composed of any variety of faery. To represent this, simply adjust the faerybloom's statistics as follows:

Alvenbloom. The faerybloom is chaotic good and gains the alven's immunity to lightning damage as well as its Plant Guidance, Shapechange (transforming into a swarm of butterflies), and Sunlight Hypersensitivity features. Replace the faerybloom's innate spells as follows:

At will: *druicraft, thorn whip* (5th level)
1/day each: *dancing lights, dispel magic, entangle, fly, goodberry, plant growth, polymorph.*

Frostbloom. The faerybloom gains the frost's immunity to cold damage, vulnerability to fire damage and Icy Wings feature. Replace the *entangle* spell in its spellcasting option with *sleet storm*.

Glourasbloom. The faerybloom is neutral, and gains the glouras's 120 ft darkvision and its Compelling Charm feature. Replace *druicraft* with *dancing lights* and *fly* with *darkvision*.

Nixiebloom. The faerybloom is chaotic good, gains the nixie's movement options and Amphibious trait. Replace *druicraft* with *shape water* and *fly* with *water breathing*.

Sparkbloom. The faerybloom is chaotic evil, and possesses the spark's immunity to fire as well as its Flame Flit, Illumination, and Water Vulnerability traits. Replace *druicraft* with *produce flame* (5th level) and *entangle* with *pyrotechnics*.

Sylphbloom. The faerybloom is chaotic neutral, and gains the sylph's Cloudwalker trait. Replace the faerybloom's innate spells as follows:

At will: *gust*
1/day each: *calm emotions, comprehend languages, detect evil and good, dispel magic, fly, warding winds.*

FAERYBLOOM GARDEN

Large swarm of Tiny fey, neutral good

Armor Class. 15

Hit Points. 72 (16d8)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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4 (-3)	20 (+5)	10 (+0)	10 (+0)	14 (+2)	15 (+2)
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Skills. Perception +4, Stealth +7

Damage Resistances. bludgeoning, piercing, slashing

Condition Immunities. paralyzed, petrified, restrained, stunned

Senses. passive Perception 14

Languages. Sylvan

Challenge. 5 (1800 XP)

Faerybloom Spellcasting. The petals in a faerybloom pool their magic together to increase their spellcasting power. However, that magical power dwindles as their numbers decrease.

The faerybloom's innate spellcasting ability is Charisma (spell save DC 19, or DC 17 if the faerybloom has half its hit points or fewer). It can innately cast the following spells, requiring no material components:

At will: *druicraft*

1/day each: *confusion, dancing lights, detect evil and good, detect thoughts, dispel magic, entangle, fly, phantasmal force, polymorph, sleep* (7th level, or 6th level if the faerybloom has half its hit points or fewer)

Magic Resistance. The faerybloom has advantage on saving throws against spells and other magical effects.

Swarm Traits. The faerybloom can occupy another creature's space and vice versa, and the faerybloom can move through any opening large enough for a Tiny pixie. The faerybloom can't regain hit points or gain temporary hit points. The faerybloom can only be affected by charm or fear effects with an area of effect, like a red dragon's Frightful Presence, and are immune to spells that target a finite number of creatures like *mass suggestion*. If the faerybloom is reduced to one quarter (18) of its maximum hit points or fewer, then it becomes a faerybloom bouquet with that number of hit points. Any spells it expended carry over.

Actions

Superior Invisibility. The faerybloom magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the individual pixies in the faerybloom are wearing or carrying is invisible with them.

FETOUCHEDE MORTALS

Many mortals have found ways to touch the realm of the fey. Others have been touched by the fey, will they or won't they. A mortal is never the same once touched by the influence of the Feywild,

BARD OF GLAMOUR

Medium humanoid (any race), any alignment

Armor Class. 15 (mythril chain shirt)

Hit Points. 44 (8d8 + 8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	12 (+1)	10 (+0)	13 (+0)	16 (+0)

Saving Throws: Dex +4, Wis +3

Skills. Acrobatics +4, Perception +3, Performance +7, Persuasion +5

Senses. passive Perception 13

Languages. Sylvan and any other language

Challenge. 3 (1,100 XP)

Mantle of Inspiration (2/Day). As a bonus action, the bard takes on a magnificent appearance. Up to three creatures within 60 feet of the bard that it can see gain 8 temporary hit points and can use their reaction to move up to their speed without provoking an opportunity attack.

Spellcasting. The bard is a 10th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It has the following bard spells prepared:

cantrips: *dancing lights, friends, minor illusion vicious mockery*

1st level (4 slots): *charm person, dissonant whispers, faerie fire, tasha's hideous laughter*

2nd level (3 slots): *calm emotions, detect thoughts, enthrall*

3rd level (3 slots): *bestow curse, fear, hypnotic pattern*

4th level (3 slots): *compulsion, confusion, greater invisibility*

5th level (2 slots): *geas, seeming*

Actions

Shortsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage

BARD OF GLAMOUR

These bards were tutored by satyrs, eladrin, and even banshrai or firre, learning the spectacular magic of fey glamour. Able to inspire emotions through their music and to create cunning illusions and wild fancies, these bards are loved and feared in equal measure.

DREAM DRUID

Druids of the circle of dreams hail from lands touched by the Feywild. They have learned to channel the strange, dreamlike magic of the Feywild that can be found all throughout nature, striving to fill the world with the surreal wonder and peace of the Feywild.

DREAM DRUID

Medium humanoid (any race), any alignment

Armor Class. 13 (hide)

Hit Points. 91 (14d8 + 28)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	14 (+2)	17 (+3)	12 (+1)

Saving Throws: Int +4, Wis +5

Skills. Medicine +5, Nature +4, Perception +5, Stealth +3

Senses. passive Perception 15

Languages. Sylvan and any other language

Challenge. 4 (1,100 XP)

Hidden Paths (3/Day). As a bonus action, the druid can teleport itself up to 60 feet or a willing creature it can touch up to 30 feet into an unoccupied space it can see.

Spellcasting. The druid is a 9th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The druid has the following druid spells prepared:

cantrips: *druidcraft, mending, produce flame, thorn whip*

1st level (4 slots): *charm person, cure wounds, faerie fire, jump*

2nd level (3 slots): *lesser restoration, moonbeam, pass without trace*

3rd level (3 slots): *dispel magic, plant growth, speak with plants*

4th level (3 slots): *confusion, freedom of movement, hallucinatory terrain*

5th level (1 slots): *greater restoration*

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage

FEYWILD ARCHER

The elves of the Feywild have learned to imbue their arrows with arcane energy, and the secrets of arcane archery have since expanded beyond the Feywild.

FEYWILD ARCHER

Medium humanoid (any race), any alignment

Armor Class. 16 (studded leather)

Hit Points. 90 (12d8 + 36)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	19 (+4)	16 (+3)	15 (+2)	15 (+2)	13 (+1)

Skills. Acrobatics +6, Perception +4

Senses. passive Perception 14

Languages. Common, Elvish, Sylvan

Challenge. 3 (700 XP)

Arcane Shot (1/turn). When the archer hits a target with a longbow attack, the archer can apply one of the following options. Each option can only be used once per day:

- **Banishing Arrow.** The target must succeed on a DC 12 Charisma saving throw or be banished to a harmless dream realm until the end of the target's next turn.
- **Beguiling Arrow.** The target takes an extra 7 (2d6) psychic damage and must succeed on a DC 12 Wisdom saving throw or become charmed by one ally of the archer within 30 feet of the target until the start of the archer's next turn. The effect ends early if the chosen ally attacks the charmed target or forces it to make a saving throw.
- **Grasping Arrow.** The target takes an extra 7 (2d6) poison damage and becomes entangled with grasping, poisonous brambles for 1 minute. While entangled, the target's speed is reduced by 10 feet and it takes 7 (2d6) slashing damage whenever it moves more than 1 foot without teleporting. The target or any creature within 5 feet of it can use an action to remove the vines with a successful DC 12 Strength (Athletics) check.

Magic Arrows. The archer's arrows are magical until immediately after they hit or miss a target.

Actions

Multiattack. The archer makes two longbow attacks

Shortsword. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage

Longbow. Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 3 (1d6) cold, fire, or lightning damage (the archer's choice).

GREEN KNIGHT

Green knights are paladins who took the oath of the ancients, devoting their lives to ensuring that light and joy always remain in the world. They spend their time spreading merriment by easing the burdens of the suffering, working hard to ensure that hope lives on even in the most dark of times. These paladins frequently worship gods of peaceful nature such as Chauntea, Mielikki, and Eldath, and will sometimes even swear oaths of fealty to powerful archfey such as Titania, Morwel, and Hyrsam, swearing to serve their interests by spreading light and good cheer through the mortal realm.

GREEN KNIGHT

Medium humanoid (any race), any non-evil alignment

Armor Class. 18 (plate)

Hit Points. 153 (18d8 + 72)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws: Wis +5, Cha +5

Skills. Athletics +6, Medicine +5, Nature +3

Damage Resistances. damage from spells

Condition Immunities. frightened

Senses. passive Perception 12

Languages. any one language (usually Common)

Challenge. 8 (3,900 XP)

Divine Smite. When the green knight hits a creature with a melee weapon attack, the target takes an extra 4 (1d8) radiant damage (included in the attack).

Spellcasting. The green knight is an 11th level spellcaster. Its spellcasting ability is Charisma (spell save DC 13 +5 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *cure wounds, ensnaring strike, shield of faith, speak with animals*

2nd level (3 slots): *aid, misty step, moonbeam*

3rd level (2 slots): *plant growth, remove curse*

Actions

Multiattack. The green knight makes three attacks with its maul or longbow

Maul. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 11 (2d6 +4) bludgeoning damage plus 4 (1d8) radiant damage

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one creature. Hit: 8 (1d8 +4) piercing damage

MERFOLK SIREN

Merfolk sirens are the cause of tales of ships run aground on jagged rocks and sailors flinging themselves from ships into the briny deep. Well versed in the strange magic of songs, merfolk sirens are closer to the creatures of the Feywild, and their motivations are often strange and hard to understand. These merfolk become leaders of cultish followings of other merfolk, befriending like minded nereids. Some even wind up becoming lovers or servants of huriat and other powerful ocean fey.

MERFOLK SIREN

Medium humanoid (merfolk), any chaotic alignment

Armor Class. 16

Hit Points. 90 (12d8 + 36)

Speed. 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	13 (+1)	14 (+2)	19 (+4)

Saving Throws: Dex +5, Wis +5, Cha +7

Skills. Deception +7, Perception +5, Performance +10, Persuasion +7

Senses. passive Perception 15

Languages. Aquan, Common, Sylvan

Challenge. 5 (1,800 XP)

Amphibious. The merfolk can breathe both air and water.

Spellcasting. The merfolk is an 11th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks) and can use its own voice as a spellcasting focus. The merfolk has the following bard spells prepared: cantrips: *dancing lights, friends, minor illusion, vicious mockery*

1st level (4 slots): *charm person, disguise self, dissonant whispers, sleep*

2nd level (3 slots): *calm emotions, phantasmal force, suggestion*

3rd level (3 slots): *hypnotic pattern, major image, nondetection*

4th level (3 slots): *compulsion, greater invisibility, hallucinatory terrain*

5th level (2 slots): *dominate person, seeming*

6th level (1 slot): *mass suggestion*

Unarmored Defense. The merfolk's AC includes its Charisma modifier.

Actions

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

SELKIE

Selkies are the elusive folk, those with beautiful voices and fair faces who disguise themselves as seals to escape detection. The selkies know the ocean's secret songs, and they sing them from quiet beaches and atop lonely reefs.

Bound by Matrimony. The selkies appear as beautiful men and women, and those who see them cannot help but fall in love with the deep depths they see in their eyes. This is where the cruellest fate can befall the elusive folk, for if their pelt is taken from them, they are bound to the will of whosoever holds it. These unfortunate folk are often forced into marriage with their captors, their hearts silently yearning for the ocean that is denied to them. If the selkie ever recovers its pelt, it will abandon everything, even its own children, to return to its true home.

SELKIE

Medium humanoid (selkie), neutral

Armor Class. 14 (natural armor)

Hit Points. 37 (5d8 + 15)

Speed. 30 ft., swim 30 ft. (5 ft., swim 60 ft. in seal form)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	12 (+1)	13 (+1)	14 (+2)

Skills. Performance +4

Damage Resistances. cold, fire

Damage Immunities. lightning

Senses. passive Perception 11

Languages. Aquan, Sylvan

Challenge. 1 (200 XP)

Selkie Pelt. The selkie is born with a magic pelt. So long as it has the pelt on its person, it possesses the shapeshifter tag and can use a bonus action to transform into a seal or into its human form. When in seal form its statistics are the same except its movement changes as noted above.

If its pelt is taken from it, the selkie automatically gains the statistics of a Commoner but retains its Charisma, hit points, and languages, though it cannot speak. A selkie cannot outright disobey an order given to it by whoever holds its pelt, but it can choose to be creative about how they interpret the orders. If the pelt is destroyed, the selkie sickens and dies within an hour.

Speak with Aquatic Beasts. The selkie can communicate with beasts that possess an innate swimming speed as if they shared a language

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage

SHEPHERD DRUID

Druids of the circle of shepherds are inherently kind people. They feel responsibility for all living things, especially those which cannot defend themselves. They shoulder the burden of defending the natural world, stopping over-hunting and the destruction of the land.

Fey Speakers. The shepherds are defenders of the fey, and by extension they are intermediaries between the fey and mortals. They have little interest in the petty politics of the fey courts, however, preferring to commune with treants and spirits of the land.

SHEPHERD DRUID

Medium humanoid (any race), any alignment

Armor Class. 16 (hide, shield)

Hit Points. 104 (16d8 + 32)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	15 (+2)	18 (+4)	10 (+0)

Saving Throws: Int +4, Wis +6

Skills. Animal Handling +6, Medicine +6, Nature +4, Perception +6

Senses. passive Perception 16

Languages. Common, Druidic, Sylvan

Challenge. 4 (1,100 XP)

Powerful Summons. When the druid summons a fey creature with a spell slot, the fey is summoned with maximum hit points.

Speak with Beasts. The druid can communicate with beasts as if they shared a language.

Spellcasting. The druid is a 12th level spellcaster. Its spellcasting ability is Wisdom (spell save DC , + to hit with spell attacks). The druid has the following druid spells prepared:

cantrips: *guidance, mending, resistance, shillelagh*

1st level (4 slots): *animal friendship, detect poison and disease, healing word, longstrider*

2nd level (3 slots): *animal messenger, beast sense, locate animals and plants*

3rd level (3 slots): *conjure animals, protection from energy, wind wall*

4th level (3 slots): *conjure woodland beings, giant insect, locate creature*

5th level (1 slots): *insect plague*

6th level (1 slots): *conjure Fey*

Actions

Quarterstaff. Melee Weapon Attack: +3 to hit (+6 to hit with shillelagh), reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with shillelagh.

FORLARREN

A forlarren is the result of a demon, devil, or other fiend impregnating a nymph. The resulting child is torn between the innate goodness of gentle nature and the cruelty and wickedness of the Lower Planes. Their souls are wildly unstable and fluctuate between good and evil at random. As such, they find little welcome in the fey society of their mothers, while they cannot stomach the wanton evil of their father's realm.

FORLARREN

Medium fiend, neutral evil or neutral good (see Moral Ambivalence below)

Armor Class. 12

Hit Points. 27 (5d8 + 5)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	13 (+1)	12 (+1)	15 (+2)	16 (+3)

Skills. Perception +4

Senses. passive Perception 14

Languages. Sylvan and either Abyssal or Infernal
Challenge. 1 (200 XP)

Moral Ambivalence. On dawn of each day, roll 1d4. On an even roll, the forlarren is neutral good. On an odd roll, the forlarren is neutral evil.

Innate Spellcasting. The forlarren's innate spellcasting ability is Charisma (spell save DC , + to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *charm person*

1/day if good aligned: *cure wounds*

1/day if evil aligned: *heat metal*

Magic Resistance. The forlarren has advantage on saving throws against spells and other magical effects.

Actions

Dagger. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 3 (1d4 + 1) piercing damage

FOSSEGRIM

In a village in the wilderness, young men and women are warned to flee from the sounds of music coming from the waterfall. Those that follow the beautiful melodies disappear forever into the deep, rushing waters of the river, never to be seen again. They say that a fossergrim guards the waterfall, and his songs enchant the mind and enslave the body. The elders of the village honor him with offerings of jewelry and fine clothing, and in return he guards their waters.

Men of the Waterfalls. Fossergrim appear as ruggedly handsome men dressed in shining chain mail and fine clothing, strong of back and well-armed. They are bound to a single waterfall, making their homes in cozy caves dug out behind them and aggressively defending their homes from anyone that would pollute or dam the source river, swimming upstream like a fish to deal with any trouble. They usually pay little mind to those who drink or bathe in their waters, but their attentions may be attracted by an exceptionally attractive visitor. The music of their fiddles compels those who hear it to follow, and the fossergrim take what they want.

FOSSEGRIM

Medium fey (*animus*), neutral

Armor Class. 16 (chain mail)

Hit Points. 97 (13d8 + 39)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	12 (+1)	15 (+2)	18 (+4)

Skills. Athletics +6, Perception +5, Performance +7

Condition Immunities. exhausted (while within its native waters only)

Senses. passive Perception 15

Languages. Aquan, Common, Sylvan

Challenge. 5 (1,800 XP)

Amphibious. The fossergrim can breathe both air and water.

Magic Resistance. The fossergrim has advantage on saving throws against spells and other magical effects.

Regeneration. As long as it remains within an area of clean water, the fossergrim regains 5 hit points at the start of its turn. The fossergrim dies only if it starts its turn with 0 hit points and doesn't regenerate.

True Strike. The fossergrim has advantage on all attack rolls against targets in its native waters.

Turbulent Stride. A fossergrim ignores difficult terrain created by fast moving waters, such as rapids or waterfalls. It automatically succeeds on Strength and Dexterity saving throws to avoid being pushed, pulled, or knocked prone by water.

Actions

Multiattack. The fossergrim makes two attacks with one of its weapons

Battleaxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands

Fiddle. The fossergrim begins to play a compelling tune on its fiddle. All creatures within 60 ft. of it that can hear the song must succeed on a DC 15 Wisdom saving throw or become charmed by the fossergrim. While charmed, the target is incapacitated and attempts to follow the fossergrim. The creature can repeat its saving throw at the end of each of its turns and whenever its compelled path would lead it into an obvious hazard, ending the effect on a success. The effect ends automatically if the fossergrim stops playing or the creature takes damage. Otherwise, the effect persists for as long as the fossergrim continues playing the fiddle, which it can continue doing on subsequent turns as if concentrating on a spell, though it can take no other actions or reactions while concentrating. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the fossergrim's Fiddle for the next 24 hours.

FOX SPIRITS

Legends tell of foxes that attain incredible age, gaining intelligence and magical power to complement their cleverness, gaining up to nine tails to indicate their power and rank. Of these spirits, the kitsune is by far the most well known, but there are other fox spirits.

KUMIHO

The kitsune is often known as a prankster, fond of outsmarting mortals and tormenting them in small ways. Its cousin the kumiho, however, is undeniably evil. A sadist through and through, kumiho love nothing more than torturing their victims

KUMIHO

Large fey (shapechanger), chaotic evil

Armor Class. 16 (natural armor)

Hit Points. 161 (19d10 + 57)

Speed. 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	23 (+6)	17 (+3)	21 (+5)

Saving Throws: Dex +10, Int +11, Wis +8

Skills. Arcana +11, Deception +10, Perception +8, Persuasion +10

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. frightened

Senses. darkvision 120 ft., passive Perception 18

Languages. Common, Elvish, Sylvan

Challenge. 14 (11,500 XP)

Innate Spellcasting. The kumiho's innate spellcasting ability is Intelligence (spell save DC 19 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *augury*,~ *blur*, *charm person*, *dancing lights*, *major image*, *phantasmal force*, *true strike*~

3/day each: *comprehend languages*,~ *faerie fire*, *fireball*, *locate creature*~

1/day each: *contact other plane*,~ *greater invisibility*

Magic Resistance. The kumiho has advantage on saving throws against spells and other magical effects.

Vulpine Cunning. The kumiho's weapon and spell attacks deal an additional 2 damage dice of elemental damage when the attack has advantage, when the target has yet to take its turn in the encounter, when the target is surprised, or when the target is charmed by the kumiho (included in the attack).

Shapeshifters. A kumiho's favorite trick is to shapeshift into the form of an attractive humanoid, lulling its victims into a false sense of security so that it may torture them slowly. Victims that maintain their wits about them will always be able to detect some vulpine trait in its disguise, such as pointed ears or a fox tail.

Fox Pearl. Stories tell of how the first kumiho stole a star from the sky. When the gods questioned her about it, she hid it in her mouth and professed innocence. In doing so, she gained the sight that the star had once possessed, receiving the abilities of divination. In her cleverness, the kumiho also learned how she could trick the pearl into stealing the life forces of others by placing the pearl in their mouths and then retrieving it. However, in doing so she runs the risk of her victim swallowing the pearl and gaining the powers of divination.

Yeowu Guseul. The kumiho carries a small, silvery pearl-like stone inside its mouth. While it carries this stone in its mouth, it can cast additional spells with its Innate Spellcasting trait (these spells are marked with a tilde [~]) and has advantage on the saving throw to cast *contact other plane*. Additionally, so long as the kumiho holds this stone in its mouth, it has access to the Draining Kiss action.

Actions

Multiaction. The kumiho makes three attacks: two with either its claws or its fox fire and one with its bite

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 6 (2d4 + 4) slashing damage plus 13 (3d8) fire damage, or 22 (5d8) fire damage if vulpine cunning applies

Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. *Hit:* 7 (2d6 + 4) piercing damage plus 14 (4d6) lightning damage, or 21 (6d6) lightning damage if vulpine cunning applies

Fox Fire. Ranged Spell Attack: +11 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) fire damage, or 28 (5d8 + 6) fire damage if vulpine cunning applies

Draining Kiss. The kumiho makes a grapple check against a target. Any creature currently charmed by the kumiho automatically fails this check. If the kumiho succeeds on the grapple check, it kisses the target, moving its yeowu guseul into the target's mouth with its tongue for a moment before reclaiming it. The target must make a DC 19 Constitution saving throw or take 35 (10d6) necrotic damage on a failure or half as much on a success. The kumiho recovers hit points equal to half the amount of necrotic damage dealt. A target can use its reaction to make a DC 19 Dexterity (Sleight of Hand) check when the kumiho places the yeowu guseul in its mouth to swallow the bead instead. If it succeeds, the target swallows the bead, taking no damage from the attack and gaining the Yeowu Guseul trait, though it cannot use the Draining Kiss feature.

Change Shape. The kumiho magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form, though it retains a distinctly vulpine trait. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if she dies.

TIREGANIERK

Arctic fox spirits, tireganierk are kind-hearted tricksters whose benign pranks and fondness for gardening belie their importance to the arctic ecology.

Gardeners. Tireganierk travel far and wide across the tundra during the winter months, hunting for what meager beasts the harsh environment has to offer. However, every family of tireganierk has an ancestral warren that they've maintained for generations. The decomposing remains of their kills and their waste fertilizes the soil for miles around their homes, creating small oases of green that provide food and shelter for all manner of animals and providing the tireganierk with plenty of vegetables for their larder.

Friends of the Uthgardt. Staunch believers in nature spirits, the Uthgardt have a long standing respect for the tireganierk, whose kindness has often been the blessing that saved their many northern tribes. However, the tireganierk's fondness for pranks keeps the serious minded Uthgardt from trusting these wily fey too closely. Nevertheless, some of the fox spirits have romanced the northern barbarians, who say you can tell if someone is a tireganierk by their distinctive musk.

ARCTIC GARDENS

A tireganierk's warren is a garden of green in the arctic wastelands. A tireganierk family has resided in its warren for centuries, if not longer, and the surrounding tundra has benefited enormously from their presence. A tireganierk's lair closely resembles a traditional halfling hole, built into the very earth, with handsome accommodations within, crowned with grass and blooming flowers during the brief arctic spring.

REGIONAL EFFECTS

The region containing a tireganierk's lair is enriched by the fey's presence, which creates one or more of the following effects:

- Plant life is harder within 3 miles of the tireganierk's lair. All plant life benefits from the effects of the *plant growth* spell as if with the 8 hour casting time version. All plant life is better able to resist the cold, and any plant monsters native to the area or conjured within the area has resistance to cold damage.
- Creatures friendly to the tireganierk have advantage on saving throws to resist exhaustion.
- The first time a humanoid harms animal or plant life while within 3 miles of the tireganierk's lair, it must perform a DC 15 Intelligence saving throw. On a failure, the creature's sense of direction becomes useless for 1 week. During that time, all Survival checks that it makes to prevent becoming lost automatically fail, and all Survival checks to forage for food and track have disadvantage. The creature can perform the saving throw again after each long rest, ending the effects early on a success.

If the tireganierk dies, the enriched soil remains for several seasons. All other effects fade over 2d10 days.

TIREGANIERK

Medium fey, chaotic good

Armor Class. 14

Hit Points. 78 (12d8 + 24)

Speed. 35 ft., burrow 25 feet

STR	DEX	CON	INT	WIS	CHA
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12 (+1)	18 (+4)	15 (+2)	16 (+3)	18 (+4)	13 (+1)
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Saving Throws: Dex +7, Con +5, Wis +7

Skills. Nature +6, Perception +7

Damage Resistances. cold; bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 120 ft., passive Perception 17

Languages. Bothii, Sylvan

Challenge. 6 (2,300 XP)

Innate Spellcasting. The tireganierk's innate spellcasting ability is Wisdom (spell save DC 15 +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, druidcraft, minor illusion, phantasmal force, produce flame*

3/day each: *cure wounds, faerie fire, locate animals and plants, move earth*

Magic Resistance. The tireganierk has advantage on saving throws against spells and other magical effects.

Vulpine Cunning. The tireganierk's weapon and spell attacks deal an additional 7 (2d6) damage when the attack has advantage, when the target has yet to take its turn in the encounter, when the target is surprised, or when the target is charmed by the tireganierk (included in the attack).

Actions

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

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 6 (1d4 + 4) slashing damage, plus 7 (2d6) slashing damage if Vulpine Cunning applies

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 7 (1d4 + 4) piercing damage, plus 7 (2d6) piercing damage if Vulpine Cunning applies

Change Shape. The tireganierk magically polymorphs into a Small or Medium humanoid, or back into its true form. Its statistics are the same in each form, and it still possesses a musky odor. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if she dies.

GELUN

When one thinks of a desert, one imagines the hot sun glaring down on baking sand and clay. However, there is another side to the deserts, the night side. When the sun goes down, the temperature drops dramatically. Where once you may have been sweltering, now you find your teeth chattering and your breath rushing from your mouth like fog. This is the life of the gelun, those with skin like translucent ice and fingers forever crusted in frost, cursed to endure cold for offenses committed an epoch ago.

Cursed Cold Ones. Eons ago, in a time perhaps concurrent with the creation of the time of the Primordials, the gelun were a people like any other. However, they committed a crime against a fey lord so ancient that even Titania has forgotten them, and for this they were cursed with eternal cold. Their bodies are heat sinks, drinking all the warmth from the world around them. Unless they find enough warmth, a gelun's body becomes rapidly encased in restraining ice, rendering them immobile until their frozen prison melts.

Dusk Till Dawn. During the day, a gelun has little to fear. The scorching sun provides for them all the nourishment that they need and keeps them warm enough to stop from freezing. However, they live with the eternal dread of night, for once the sun sets they're doomed to become encased in ice until morning unless they can find an adequate source of heat. These desperate wretches will scrounge for warmth wherever they can find it, including from living creatures, which they drain of heat until the poor beasts are frozen solid. However, living creatures rarely have enough heat to sustain a gelun for long, and unless they find a bonfire they are all but guaranteed to spend the night in their frozen prison, only to thaw back out under the warmth of the dawn sun.

GELUN

Medium fey, chaotic evil

Armor Class. 16 (natural armor)
Hit Points. 66 (12d8 + 12)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	13 (+1)	7 (-2)	12 (+1)	14 (+2)

Saving Throws: Con +2
Damage Vulnerabilities: cold
Damage Immunities: fire
Senses: darkvision 60 ft., passive Perception 11
Languages: Sylvan
Challenge: 3 (700XP)

Cold Curse. Whenever a gelun takes cold damage and does not have temporary hit points from its Slam attack or Heat Sink trait, it must succeed on a Constitution saving throw with a DC equal to 8 + the damage dealt or have its speed reduced by a cumulative 5 feet for 1 minute. Taking fire damage negates this effect. If the gelun's speed is reduced to 0, it becomes restrained and incapacitated until the ice melts, the rate at which depends on the ambient temperature. The gelun has advantage on the saving throw if the ambient temperature is extremely hot.

Frigid Aura. A creature that ends its turn within 30 feet of the gelun takes 5 (1d10) cold damage

Heat Sink. When a gelun would take fire damage, it instead takes no damage and gains a number of temporary hit points equal to the fire damage it would have taken. These temporary hit points last until the end of its next turn.

Actions

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 7 (2d6) cold damage and the gelun gains temporary hit points equal to the amount of cold damage dealt.

GIANTS

Long ago, when Annam All-Father created the giant race, he sent some of his children into the Feywild. Lead by the fomorians, these giants followed the Alv Ordning, the ordering of the fey giants. However, when the fomorians were cast down from their lofty thrones, the Alv Ordning was shattered by their disappointed father, never to be remade. The giants of the Feywild lost cohesion, scattering and lessening in power and stature. Most abandoned the Feywild, but some still linger there.

CYCLOPS

The most miserable of the abandoned children of Annam All-Father are the cyclops. Unlovely, unwise, and unloved, the cyclopses are a race of barbarians barely more clever than the hill giants. Though they typically eke out meager, solitary existences in the wilds, some are enslaved by the brutal fomorians, who most value cyclopses for their natural strength and single-mindedness. Cyclopses for their part possess a vague racial memory of their service to the fomorians, and usually accept their servitude willingly.

Soldiers. The fomorians are not a unified nation. However, some have managed to surround themselves with enough stability to form rudimentary cities. These fomorians have typically done this with the aid of cyclopses, who lack the natural cruelty and insanity of fomorians, enabling them to better cooperate. However, all fomorian kingdoms are doomed to quickly collapse under the weight of their tyrant's madness, save for Mag Tureah, which has withstood the test of time.

FIRBOLG

The firbolgs were once far greater in stature. However, when the Alv Ordning was shattered, they rejected the values of their brothers and retreated to the wilds of the world. They lessened in height, becoming nearly as small as humans. The firbolg of today have no interest in the Ordning or the politics of giants, and many do not even realize that they are giantkin. The only remnant of their time in the Alv Ordning is their dialect of Giant, which other giants refer to as Jotundru.

CYCLOPS SOLDIER

Huge giant, chaotic neutral

Armor Class. 16 (natural armor, shield)

Hit Points. 172 (15d12 + 75)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Saving Throws: Str +9, Con +8

Senses. passive Perception 8

Languages. Giant

Challenge. 7 (2,900 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Reckless. At the start of its turn, the cyclops can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The cyclops makes two mace attacks

Mace. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 16 (3d6 + 6) bludgeoning damage

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one creature. *Hit:* 28 (4d10 + 6) bludgeoning damage

FOMORIAN

Fomorians were once the cruel masters of the Alv Ordning. They hold that place no longer, though, for in his shame at their defeat Annam All-Father revoked their title. They linger in the world, wrapped in pain and hatred, yearning to inflict their agony on others. They retain their dialect of Giant, which they still call Jotunstjerne.

Citizens of Mag Tureah. The empire of Mag Tureah, if one could be so generous as to call it that, breeds the strongest of the fomorians. Though still wretched and half crippled by their hideous deformities, the First Lord of Mag Tureah has learned how to channel the resentment of his people into productive avenues. His most loyal knights are cruel butchers that wield savage glaives, eagerly hewing flesh from bone and crushing the unfortunate beneath their feet. Those fomorians who have been tasked with studying the portals of Mag Tureah have found a new power in their expanded madness, and can inflict horrible mental and physical transformations on their victims with a single glare of their baleful eyes.

FIRBOLG

Medium humanoid (*firbolg*), neutral good

Armor Class. 11 (leather armor)

Hit Points. 22 (5d8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	11 (+0)	11 (+0)	12 (+1)	10 (+0)

Skills. Nature +2, Perception +3

Senses. passive Perception 13

Languages. Elvish, Giant

Challenge. 1/4 (50 XP)

Hidden Step (Recharges after a Long or Short Rest).

As a bonus action, the firbolg turns invisible until the start of its next turn or until it attacks, makes a damage roll, or forces another creature to make a saving throw.

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

1/day each: *detect magic, disguise self (can seem three feet shorter)*

Actions

Club. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) bludgeoning damage

FIRBOLG DRUID

Medium humanoid (*firbolg*), neutral good

Armor Class. 11 (16 with *barkskin*)

Hit Points. 32 (5d10 + 5)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	12 (+1)	16 (+3)	10 (+0)

Skills. Animal Handling +5, Medicine +5, Nature +3, Perception +5, Survival +5

Senses. passive Perception 15

Languages. Druidic, Elvish, Giant

Challenge. 3 (700 XP)

Hidden Step (Recharges after a Long or Short Rest).

As a bonus action, the firbolg turns invisible until the start of its next turn or until it attacks, makes a damage roll, or forces another creature to make a saving throw.

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

1/day each: *detect magic, disguise self (can seem three feet shorter)*

Spellcasting. The firbolg is a 5th level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The firbolg has the following druid spells prepared:

cantrips: *druidcraft, shillelagh, thorn whip*

1st level (4 slots): *animal friendship, entangle, longstrider, thunderwave*

2nd level (3 slots): *animal messenger, barkskin*

Actions

Multiattack. The firbolg makes two quarterstaff attacks

Quarterstaff. Melee Weapon Attack: +4 to hit (+5 to hit with *shillelagh*), reach 5 ft., one target. **Hit:** 5 (1d6 + 2) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *Shillelagh* or if wielded with two hands.

KNIGHT OF MAG TUREAH

Huge giant, chaotic evil

Armor Class. 18

Hit Points. 172 (15d12 + 75)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	9 (-1)	15 (+2)	7 (-2)

Saving Throws: Str +11, Con +9, Wis +6

Skills. Intimidation +2, Perception +10

Senses. darkvision 120 ft., passive Perception 20

Languages. Giant, Undercommon

Challenge. 10 (5,900 XP)

Skullcracker. The fomorian deals an extra 11 (2d10) damage to a target that is incapacitated, restrained, prone, or grappled.

Actions

Multiattack. The fomorian makes two glaive attacks. If its Bull Rush is available, it can use that in place of the first glaive attack.

Glaive. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. *Hit:* 23 (3d10 + 7) slashing damage

Bull Rush (Recharge 5-6). The fomorian moves 30 feet in a straight line. Any creature whose space it passes through must make a DC 19 Strength saving throw. On a failure, the target takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save the target is not knocked prone and takes only half damage.

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest). With a stare the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength and Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

EYE OF AGONY

Huge giant, chaotic evil

Armor Class. 18

Hit Points. 172 (15d12 + 75)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	13 (+1)	19 (+4)	8 (-1)

Saving Throws: Con +9, Wis +8

Skills. Arcana +5, Perception +12

Senses. darkvision 120 ft., passive Perception 22

Languages. Giant, Undercommon

Challenge. 12 (8,400 XP)

Eye of Pain. When a creature that can see the fomorian's eyes starts its turn within 30 feet of the fomorian, the fomorian can force it to make a DC 16 Wisdom saving throw if the fomorian isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is reduced to 0 hit points, unless it is immune to the frightened condition. Otherwise, a creature takes 16 (3d10) psychic damage on a failed save. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it has disadvantage on attack rolls against the fomorian until the start of its next turn. If the creature looks at the fomorian in the meantime, it must immediately make the saving throw.

Actions

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (3d6 + 5) piercing damage

Evil Eye. The fomorian magically forces a creature it can see within 60 feet of it to make a DC 14 Charisma saving throw. The creature takes 40 (9d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharge 5-6). With a stare the fomorian uses Evil Eye, but on a failed save, the creature is also cursed with one of the following effects:

- **Magical Deformities.** While deformed, the target has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength and Dexterity.
- **Madness.** The target possesses a Long Term Madness and takes 5 (1d10) psychic damage whenever it casts a spell.
- **Hatred.** The target must succeed on a DC 10 Wisdom saving throw at the beginning of each turn it is in combat or be forced to attack the nearest creature.

The afflicted creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.

VERBEEG

The most ambitious of the fallen giantkin, the verbeegs eagerly seek ways to elevate themselves through treachery, their most valued trait. Many verbeeg have insinuated themselves into the society of the true giants, hoping to prove the value of their traits and impress Annam All-Father to enough to elevate them into a place in the Ordning. They range across the world, and they carry the whimsy and treachery of the Feywild with them.

Giant Bullies. All verbeegs are bullies, well skilled in both physical and emotional torment, and even the least verbeeg has managed to coerce a group of goblinoids or orcs into following them, if not a few ogres or even hill giants. The more cunning of their race act as advisers and scouts for frost giants and fire giants, while the most clever and treacherous have secured positions of power for themselves among the households of cloud giants, whose wealth and natural intelligence make them the ultimate mark. Though they speak numerous dialects of Giant fluently, they speak their own dialect, Jotunfink, among themselves.

VERBEEG

Large giant, chaotic neutral

Armor Class. 16 (studded leather, shield)

Hit Points. 76 (9d10 + 27)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	16 (+3)	15 (+2)	14 (+2)	17 (+3)

Skills. Deception +6, Sleight of Hand +6, Stealth +6

Senses. passive Perception 12

Languages. Common, Elvish, Giant

Challenge. 5 (1,800 XP)

Ambusher. In the first round of a combat, the verbeeg has advantage on attack rolls against any creature it has surprised.

Nimble Escape. The verbeeg can take the Disengage or Hide action as a bonus action on each of its turns.

Actions

Multiattack. The verbeeg makes two spear attacks.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. and range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

VOADKYN

The kindest of the giants are the voadkyn, known colloquially as wood giants or elf giants. Though grim and insular, the voadkyn are staunch protectors of forests and any peaceful people that travel in them. They resemble wood elves to a certain extent, often being mistaken for exceptionally tall specimens, though they are among the smallest of all giants.

Abandoned Children. The forest giants resent their abandonment from the true Ordning. They believe that it was wrong of Annam All-Father to abandon their race when the fomorians fell. They still speak their own dialect of giant, Jotuntre, which contains numerous Elvish loan words.

VOADKYN

Large giant, chaotic good

Armor Class. 14 (hide)

Hit Points. 93 (11d10 + 33)

Speed. 40 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	14 (+2)	20 (+5)	11 (+0)

Skills. Perception +7, Stealth +5, Survival +7

Senses. passive Perception 17

Languages. Elvish, Giant

Challenge. 4 (1,100 XP)

Fey Ancestry. The voadkyn has advantage on saving throws against being charmed, and magic can't put the voadkyn to sleep.

Woodland Stealth. While in a forested area, the voadkyn can take the Hide action as a bonus action. Its stealth bonus is also improved to +7.

Actions

Multiattack. The voadkyn makes two attacks with one of its weapons.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) slashing damage or 14 (2d10 + 3) slashing damage if used with two hands to make a melee attack.

Change Shape. The voadkyn magically polymorphs into a unique Small or Medium humanoid, into a Large giant, or back into its true form. The voadkyn cannot transform into a specific individual, having only one form for each race. Other than its size, its statistics are the same in each form. Its armor and weapons shrink down so that they can be used in humanoid form, but they return to normal size when not in contact with the voadkyn. If the voadkyn dies, it reverts to its true form, and its equipment reverts to its normal size.

HAGS

Hags are hideous crones of magic and willful stubbornness. Though ugly without fail, they are intelligent, cunning, and knowledgeable, possessing incredibly long lives in which to gather knowledge and perfect their idiosyncratic magic.

HAGS BY CR

Monster	CR Source
Sea Hag	2 <i>Monster Manual</i>
Green Hag	3 <i>Monster Manual</i>
Dune Hag	4
Hannya Hag	4
Sea Hag (in Coven)	4 <i>Monster Manual</i>
Cura Hag	5
Carey Hag	5
Green Hag (in Coven)	5 <i>Monster Manual</i>
Night Hag	5 <i>Monster Manual</i>
Annis Hag	6 <i>Volo's Guide to Monsters</i>
Dune Hag (in Coven)	6
Hannya Hag (in coven)	6
Bheur Hag	7 <i>Volo's Guide to Monsters</i>
Cura Hag (in Coven)	7
Carey Hag (in Coven)	7
Night Hag (in Coven)	7 <i>Monster Manual</i>
Annis Hag (in Coven)	8 <i>Volo's Guide to Monsters</i>
Silat Hag	8
Bheur Hag (in Coven)	9 <i>Volo's Guide to Monsters</i>
Silat Hag (in Coven)	10
Baba Yaga	24 <i>Lords and Ladies</i>

HAG ITEMS

Hags are foul and cunning, and they know the secrets to crafting all manner of wretched items. What follows are just a few.

CRONE'S CANE

A crone's cane is a withered wooden cane that is as hard as iron. Only the hag that made the crone's cane can use it.

If a hag makes an attack with a crone's cane, it deals the same amount of damage as the hag's Claws attack. However, the target must succeed on a Constitution saving throw equal to the hag's Innate Spellcasting save DC or be aged 2d6 years. The supernatural aging inflicted can be cured with *lesser restoration*, *remove curse*, or similar magic.

GRAFTED ARM

A grafted arm is a serious undertaking for a hag. It requires the hag to remove an arm from a humanoid or giant no larger or smaller than the hag by one size category, using a special ritual that preserves the essence of the creature in the limb. The hag then severs one of its own arms and attaches the new limb to it. In doing so, the hag gains any racial features and innate powers possessed by the creature. The hag cannot make a claws attack with that limb unless the attached limb possesses claws, and it uses the original creature's Strength and Dexterity modifiers for attacks and ability checks made with that limb.

The limb still possesses a spark of the original creature's will and may occasionally act of its own accord. When this happens, the hag must succeed on a Wisdom saving throw with a DC equal to 10 + the creature's Charisma modifier or lose control of the limb for 1 hour. A limb can be triggered to act contrary to the hag's will by receiving a reminder of its former life, such as a familiar song or smell.

SECOND SKIN

In order to create a second skin, a hag must flay a humanoid alive, leaving their skin intact. The skin is then treated in a concoction brewed from various herbs and the bodily fluids of the victim. Once complete, a second skin can be worn by the hag. When worn, the hag puts on the second skin like a suit, and her body magically transforms to fit into it, perfectly emulating the appearance of the victim.

A second skin is delicate and time consuming to produce, and as such a hag is loathe to see it come to harm. A second skin possesses 10 hit points and has an AC of 5 when not being worn. Any damage dealt to the hag wearing it is also dealt to the second skin, save for poison and psychic damage. If properly treated, it will last for several years, though if improperly treated the skin will decay at a rate of 1d4 necrotic damage per day. The concoction used to treat the skin is highly flammable. While wearing the second skin, fire damage dealt to the hag is doubled.

CAREY HAG

While sea hags prefer jagged coasts and the coral reefs of the shallows, the carey hags prefer the broad stretches of the skies above the fathomless open ocean. By far the least hideous of the hags, a carey hag resembles an austere middle aged woman in simple, pragmatic clothing. This appearance belies their cruelty. They prowl the ocean skies, searching for victims. They command lightning and wind, and their thunderous voice can sap the will to fight of those who hear it, consigning them to the briny depths.

Strict and Unbending. In stark contrast to the chaotic skies, carey hags are rigid and unwavering in their rules. They command air elementals to herd the clouds in their domains in the way that they see fit, not tolerating even a single wisp out of line. They find the flightiness of other fey to be tedious and frustrating, and as such are more likely to be found attended to by devils. They often take husbands, typically fiends and giants, and expect absolute loyalty from their partners.

Kind to be Cruel. Though they love drowning seafarers, they have a soft spot for the bold. Those sailors that dare to brave a storm may find that they attract the fickle, matronly affection of a carey hag. Many bold sea captains have found great success from doting carey hags who have calmed storms and laid low their enemies. However, their punishments to their “little dearies” who break the rules are always brutal and absolute.

Most peculiar of all is the carey hag's fondness for children and tiny fairies. Make no mistake, they will not hesitate to kill a child, but they have often taken mercy on the poor child's soul, transforming them into asrai or sylph. No one knows why they do this.

Covens. A carey hag that is part of a coven (see the “Hag Covens” sidebar in the *Monster Manual*) has a challenge rating of 7 (2,900 XP).

CAREY HAG NAMES

d12	Title	First Name	Last Name
1	Beldam	Adelaide	Ambergris
2	Biddy	Beatrice	Babedrowner
3	Bitter	Dolores	Blackwater
4	Calamitous	Edna	Bolteater
5	Creaking	Esmerelda	Coldheart
6	Cruel	Fanny	Ironhands
7	Goody	Gertrude	Mastsplitter
8	Lady	Gwendolyn	Silverpetrel
9	Madame	Josephine	Stormshrew
10	Mistress	Molly	Underwood
11	Mournful	Priscilla	Whalebones
12	Thunderous	Theodora	Windrider

A CAREY HAG'S LAIR

Carey hags prefer their homes to be mobile, favoring dilapidated sea faring vessels or rude huts cobbled together on solidified clouds. However, they may occasionally find it beneficial to settle down for a time to work on a delicate project, favoring barren islands and rocky coasts.

LAIR ACTIONS

A carey hag that has attained the status of grandmother or auntie may have a handful of lair actions available to it. Consult *Volo's Guide to Monsters* pg. 59 for more detail on hag lair actions.

- The hag electrifies the air within a 15 foot cube that she can see inside her lair. Any creature within that cube must succeed on a DC 13 Constitution saving throw or be stunned until initiative count 20 of the following round.

REGIONAL EFFECTS

The region within 1 mile of a powerful carey hag's lair is warped by her magic, which creates one or more of the following effects:

- The skies around a carey hag's lair are always overcast or rainy, and the wind and rain are likely to pick up at a moment's notice. This makes navigating seafaring and skyfaring vessels dangerous, imposing disadvantage on all navigation checks.
- Ghost ships may be glimpsed roaming the waters near a carey hag's lair. Ghost ships may take a variety of appearances. Some may appear as dilapidated ships, masts snapped, sails torn, and hull breached, accompanied by will o' wisps or spectral fish. Others may appear to be in perfect repair but burst into flame when approached and continue to sail unabated. Ghost ships may also be manned by skeletons, specters, fiends, or stranger creatures.

CAREY HAG

Medium fey, lawful evil

Armor Class. 18 (natural armor)

Hit Points. 68 (8d8 + 32)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	14 (+2)	13 (+1)	15 (+2)

Saving Throws: Dex +6

Skills. Intimidation +5, Perception +4

Damage Resistances. cold

Damage Immunities. lightning, thunder

Condition Immunities. deafened, frightened

Senses. darkvision 60 ft., blindsight 30 ft., passive Perception 14

Languages. Common, Giant, Infernal, Primordial

Challenge. 5 (1,800 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *fog cloud, gust of wind, shatter*

1/day each: *call lightning*

Kingsbroom. The hag carries a kingsbroom, which functions as a *broom of flying*. While holding the broom, she can cast *mass suggestion* at will, targeting only air and water based elementals (including creatures such as invisible stalkers, smoke mephits, and water weirds). If the broom is lost or destroyed, the hag must craft another, which takes a year and a day. Only a carey hag can use a kingsbroom.

Storm Rider. The hag ignores difficult terrain created by wind and automatically succeeds on saving throws to resist wind based effects and spells.

Actions

Multiattack. The hag can use her Thunderous Cackle. She then makes two attacks with her claws.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 11 (2d6 + 4) slashing damage plus 3 (1d6) lightning damage.

Thunderous Cackle. Each creature of the hag's choice that is within 120 feet of the hag and can hear her must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. While frightened in this way, a creature has disadvantage on all Strength ability checks and saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the hag's Thunderous Cackle for the next 24 hours.

CURAN HAG

Though just as gnarled and ugly as their sister kin, curan hags are among the kindest creatures native to Ravenloft. Long ago, a handful of hags were pulled into Ravenloft by the Mists and cursed with the knowledge of exactly how and when they would die. Though they descended into despair for a time, those that remained learned sympathy for the mortals that they had once tormented. Seeking to assuage the woes of those entrapped in the Domains of Dread, they began to work towards undoing wickedness in their own way.

Strong and Kind. Curan hags are tough and adaptive, stubborn to a fault and able to survive in almost any environment. No matter how cold the climate, curan hags always wear simple sandals on their gnarled feet. These sandals double as surprisingly powerful weapons, able to be wielded and thrown with profound effect. Like other hags, their frail looking bodies possess astounding strength, and their innate magic allows them to banish wicked creatures and unleash fierce bursts of sunlight.

Gruff but Good. Though kind at their core, curan hags are still hags. They see little need for manners when dealing with others, and are liable to fly off the handle at slight provocations. They have crude senses of humor and are not shy about sharing their opinions with whoever is nearby.

Being as hideous as they are, curan hags are rarely trusted readily by the superstitious inhabitants of Ravenloft. To counteract this, they can disguise themselves as unassuming old biddies so that they can see to the needs of the unfortunate. Though they are usually forgiving of the frightened villagers who lash out at them, they are liable to take offense at even minor slights from those they believe ought to know better, such as kings and adventurers.

The Sight. Along with the Vistani, the curan hags are the only creatures in all of Ravenloft capable of accurately predicting the future. Intimately acquainted with the strange currents of time, curan hags can use a combination of observation, intimate questioning, prodding, and other fortune telling tricks such as reading tea leaves. They never use tarokka, however, finding it to be a rather crude means of seeing the future.

They hate being pestered for predictions, however, and will become angry at those who ask them more than a few such questions at any given time, since knowing the future rarely brings peace of mind. They feel that their knowledge on other subjects such as magic, nature, children, relationships, and medicine is far more useful, and will happily expound at length on any questions asked of them on those subjects. The Vistani know this very well and are all taught never to ask a curan hag questions about the future.

Covens. A curan hag that is part of a coven (see the “Hag Covens” sidebar in the *Monster Manual*) has a challenge rating of 7 (2,900 XP).

CURANDERIA

The curan hags know many secrets of infusing food and drink with powerful enchantments, and they are often inclined to share these foods and drinks with heroes.

- **Mole.** The rich, hearty mole of the curan hags takes a full day to prepare enough to serve 20 people. A single serving of this mole provides the benefit of a *heroes feast*.
- **Aguasol.** Curan hags can capture sunlight in bottles of water. A bottle of aguasol produces a sphere of warm, bright light with a radius of 30 feet and dim light out to an additional radius of 30 feet. A bottle of aguasol can be thrown up to 30 feet, replicating the *daylight* spell for 10 minutes upon breaking. Aguasol can also be drunk as a potion. For 1 minute after drinking aguasol, if an undead creature attempts to drain the target of its vital essence, such as through a wight’s Life Drain ability or a vampire’s Bite, the undead does not gain hit points or temporary hit points and instead takes radiant damage equal to the amount of damage dealt.
- **Calaveras.** A calavera is a candy skull, made of sugar and decorated by your friends and loved ones. So long as you have this skull on your person, you have advantage on death saving throws. Additionally, if you die while this skull is on your person, your soul cannot be captured, consumed, or otherwise redirected from its rightful afterlife destination.
- **Tamales.** Curan hags can cook tamales infused with vitality and warmth. So long as these tamales remain in the corn husk or banana leaf they were steamed in, they will never spoil and will always remain the perfect temperature for eating. The tamale provides enough nourishment to sustain a creature for one day, and when consumed will end one curse, disease, or condition the eater is suffering from.

CURAN HAG NAMES

d12	Title	First Name	Last Name
1	Abu	Belinda	Blanca
2	Bruja	Caridad	Bocanegra
3	Doña	Celeste	Caldocaliente
4	Lita	Clotilde	Caratorcida
5	Madrastra	Dolores	Galletacara
6	Madrina	Gertrudis	Lecheagria
7	Mamá	Griselda	Madrugadita
8	Nona	Isabel	Pantasflojas
9	Señorita	Margarita	Pantostada
10	Tata	Milagros	Purpura
11	Tia	Nuncia	Romerodulce
12	La Vieja	Ramona	Tiempocera

CURAN HAG

Medium fey, chaotic good

Armor Class. 15 (natural armor)

Hit Points. 114 (12d8 + 60)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	20 (+5)	15 (+2)	18 (+4)	14 (+2)

Saving Throws: Str +6, Wis +6

Skills. Animal Handling +6, Arcana +4, History +4, Insight +6, Intimidation +4, Investigation +4, Medicine +6, Nature +4, Perception +6

Senses. darkvision 60 ft., passive Perception 16

Languages. Common, Elvish, Dwarvish, Giant, Goblin, Halfling, Orcish, Sylvan

Challenge. 5 (1,800 XP)

Empowered Strikes. The hag's weapon attacks count as magical for the purpose of overcoming damage reduction.

Fortune Teller. If a creature asks the hag about the result of a specific action that it plans to take within the next month, the hag can tell them whether the outcome will be good, bad, or mixed after studying the creature for 1 minute. If the creature refuses to answer any questions asked of it during this time, the hag cannot answer it.

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *alter self, detect evil and good, invisibility (self only), speak with animals*

3/day each: *bless, pass without trace*

1/day each: *dispel evil and good, protection from good and evil, remove curse, sunbeam*

Magic Resistance. The hag has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The hag makes two claw attacks or one claw and one sandal attack.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 + 4) slashing damage

Sandal. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. range 10/30 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage and the target must succeed on a DC 12 Constitution saving throw or become stunned for 1d4 rounds.

Reactions

Glimpse the Moment. The hag gains advantage on one saving throw or attack roll she makes.

DUNE HAG

Perverse and cruel, dune hags are gaunt, towering crones with insatiable cravings. They desire all the comforts that the desert lacks: food, drink, and company. A dune hag can devour an entire horse in a matter of minutes and drink a well dry in the span of a day and still crave more. However, their souls are bound to the deserts and they cannot bear to be away from them for long, and so the only company that they keep is with the ghosts who wander the wastes.

Beware of Beauty. In the cruel heat of the desert, it's easy to see what isn't there. The soul yearns for home, for green places and fair company, for water and shade. A dune hag takes advantage of this yearning, creating illusory oases and gardens in the heat of the sun to lure in the weary. They are especially fond of disguising themselves as beautiful women, dominating their victims with their entralling kiss, only to devour them at the first opportunity. If discovered, a dune hag will typically attempt to inflict its entralling kiss on at least one creature before fleeing, returning in the night to lure them away.

Death in Servitude. A dune hag craves companionship, a craving she will never be able to fulfill. Her enthralled victims are made to provide her with all the comforts of a home, repairing and expanding her hut with crude imitations of luxuries such as fine furniture, fanning her with withered palm fronds, and preparing elaborate meals for her with the limited supplies available. These victims inevitably perish from exposure or starvation, as dune hags have no concept of allowing their "little dearies" to rest, their spirits returning as specters or their bodies rising as wights doomed to continue to serve their mistress even in death.

Most horrible is when a dune hag discovers a desert caravan. She will insinuate herself among the caravan, slowly entralling all the members of it until they all sycophantically serve her. The caravan might linger, its members slowly dehydrating as the disguised hag's demands become more unreasonable while their numbers dwindle from her insatiable appetite. The more cunning dune hags will enlist the caravan to go on raids for her, stealing fine foods, pungent wines, exquisite silks, and pleasurable company to satisfy her. Eventually, though, a dune hag's insatiable cravings will deplete the vitality from the very soil she stands on, leaving only ruin.

Covens. A dune hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 6 (2,300 XP).

A DUNE HAG'S LAIR

Dune hags make their homes in rude huts constructed of animal hides amid old ruins, scraggly arid plants, or at the feet of shifting sand dunes. Illusions abound near a dune hag's hut, luring unsuspecting folk to their doom.

LAIR ACTIONS

A dune hag that has attained the status of grandmother or auntie may have a handful of lair actions available to it. Consult *Volo's Guide to Monsters* pg. 59 for more detail on hag lair actions.

- The hag summons the spirits of those who have perished in the waste, creating a 30 foot radius sphere of shifting spirits centered on a point on the ground within 10 feet of her. The area is lightly obscured and counts as difficult terrain for all creatures except the hag herself. The effect lasts until initiative count 20 on the next round.

REGIONAL EFFECTS

The region within 1 mile of a powerful dune hag's lair is warped by her magic, which creates one or more of the following effects:

- A creature needs twice the amount of water to satisfy its water requirements.
- Dunes and areas of loose sand are treacherous and difficult to travel, and creatures that are not allied to the hag easily lose their footing. A creature that loses its footing slides to the base of the dune and is buried to the waist, requiring 10 feet of movement to extricate itself.
- Familiar music and alluring voices often drift across the dunes, eliciting yearning in those that hear it.
- Undead creatures such as zombies or wights may be encountered disguised as friendly travelers, as if with the *seeming* spell.

DUNE HAG

Large fey (*animus*), chaotic evil

Armor Class. 11

Hit Points. 76 (9d10 + 27)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	16 (+3)	12 (+1)	13 (+1)	15 (+2)

Saving Throws: Con +5, Wis +3

Skills. Deception +4, Perception +3, Survival +3

Damage Resistances. fire; bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 60 ft., passive Perception 13

Languages. Abyssal, Common, Giant, Jannti, Midani

Challenge. 4 (1,100 XP)

Hunger. If the hag starts her turn grappling a creature, she can make one bite attack against it as a bonus action

Innate Spellcasting. The dune hag's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:

3/day each: *disguise self* (including the form of a Medium humanoid)

1/day each: *hallucinatory terrain*

Actions

Multiattack. The dune hag makes two claw attacks.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 5) slashing damage. If the dune hag hits a target with two claw attacks in the same turn, the target is grappled (escape DC 15)

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 5) piercing damage, or 15 (3d6 + 5) piercing damage if the target is being grappled by the hag. The hag recovers hit points equal to half the piercing damage dealt.

Enthralling Kiss. The dune hag kisses a grappled or willing creature. The creature must make a DC 12 Wisdom saving throw or become charmed by the dune hag. While charmed in this way, the creature perceives the hag as someone deserving of their protection and adoration. The creature can repeat the saving throw the first time it sees the hag's true form or if it sees the hag attack its allies. The effect automatically ends if the hag attacks the creature. Otherwise, the effect lasts for 24 hours. The hag can only have one creature charmed in this way at a time.

HANNYA HAG

In her natural form, a hannya hag resembles a wretchedly ugly old woman with a long forked tongue, bony arms, sharp claws, and a sickly green serpent's tail in place of her legs. However, a hannya hag is almost never encountered in its natural form, as it prefers to spend its time disguised in its humanoid form, which always resembles a less hideous version of its natural form. Unlike other hags, hannya hags almost never construct their lairs in out of the way locales. Rather, they prefer to set themselves up in the middle of villages, households, and cities, posing as harmless old women so that they can sow the seeds of malcontent.

Snakes in the Grass. Hannya hags hate humanoids for their happiness, and will do everything in their power to undo that happiness by spreading suspicion and fear in the communities they insinuate themselves into, always while diverting attention away from themselves. A hannya hag will set herself up as a kind, insightful old biddy to whom anyone can come with their problems, using her *detect thoughts* ability to understand exactly how best to comfort a person. More insidious yet, however, is the hannya hag's ability to psionically convince a creature to act on whatever instructions it is hearing, even when the instructions are not being spoken by the hag herself. This makes identifying a hannya hag especially difficult.

Flowers and Obsession. Hannya hags are always obsessed with something. It's in their nature to become fixated upon a goal, such as acquiring a particular treasure, ruining a particular noble family, or defeating a rival hag. In these obsessions are the hag's greatest weakness, as they can be exploited by those who know their weaknesses and are able to cleverly play on them. However, for those who do not know a hannya hag's obsession, they possess another weakness: violets. For reasons completely unknown, hannya hags cannot bear to approach violets. Even a single violet is enough to protect a creature from the hag's psionic influence, and the hannya hag will not voluntarily enter a building surrounded by a bed of violets.

Covens. A hannya hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 6 (2,300 XP).

A HANNYA HAG'S LAIR

A hannya hag's lair is unassuming in appearance, looking just like any other home, typically nestled among a pleasant seeming village. However, her psionic influence permeates the structure and extends throughout the village, causing strife to foment.

LAIR ACTIONS

A hannya hag that has attained the status of grandmother or auntie may have a handful of lair actions available to it. Consult *Volo's Guide to Monsters* pg. 59 for more detail on hag lair actions. If a creature is carrying at least one violet on its person, it is immune to the hannya hag's lair actions.

- The hag targets one object that she can see within her lair. All humanoids within 30 feet of that object that can see it must succeed on a DC 15 Wisdom saving throw or be forced to attempt to take the object as its action on its next turn. The object targeted can be currently in the possession of a creature.
- The hag pinpoints every creature with an Intelligence higher than 3 (-4) within her lair. Creatures holding at least one violet, as well as those under the effects of *mindblank* and *nondetection* cannot be detected.

REGIONAL EFFECTS

The region within 1 mile of a powerful hannya hag's lair is warped by her magic, which creates one or more of the following effects:

- Emotions run high near a hannya's home, especially suspicion and jealousy. Humanoids in the area may experience unexpected emotional outbursts when under stress.
- Violets grow readily and hardily when planted, resisting disease and mold and enduring drought and frost exceedingly well. The hag will do everything in her power to eradicate the plants, but at least one seedling usually survives whatever purge she enacts.
- Small objects will go missing, only to be found in the possession of a friend or party member.

When the hag dies, these effect fades after 1d6 days.

HANNYA HAG

Medium fey (*shapechanger, snake*), neutral evil

Armor Class. 17 (natural armor)

Hit Points. 91 (14d8 + 28)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	15 (+2)	18 (+4)	13 (+1)

Skills. Deception +3, Insight +6, Perception +6

Senses. darkvision 60 ft., passive Perception 16

Languages. Abyssal, Common, Draconic

Challenge. 4 (1,100 XP)

Aversion to Violets. The hag has disadvantage on attack rolls made against a creature carrying at least one violet, and that creature is immune to the hag's *detect thoughts* and Suggestion abilities.

Mind Reader (Psionics). The hag's innate spellcasting ability is Wisdom (spell save DC 15). She can innately cast *detect thoughts* requiring no components.

Actions

Multiattack. The hag makes two claw attacks and one bite attack

Claws (Hag form only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) slashing damage

Bite (Hag form only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) poison damage

Constrict (Hag form only). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one Medium or smaller creature. *Hit:* 11 (2d8 + 2) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the creature is restrained, and the hag can't constrict another target.

Shapechange. The hag transforms into a unique humanoid shape. The hag's statistics are the same in both forms. It can return to hag form as a bonus action.

Reactions

Suggestion. The hag targets one creature within 30 feet of it that is currently listening to another creature suggest a course of action (the creature the target is listening to need not be the hag). The target must make a DC 14 Wisdom saving throw. On a failure, the target must pursue the course of suggested by the other creature, so long as the course of action seems reasonable to the target. This effect remains for up to 8 hours or until the creature completes the course of action, at which point the effect ends. If either the hag or the creature that suggested the course of action attacks the target, the effect ends early.

SILAT HAG

The silat are the hags of overbearing motherhood. A silat is a towering figure that brooks no insult from any creature, standing between 18 and 20 feet in height, with pale blue skin and twisting ram horns. As ugly as any hag, they can freely transform into the shape of any humanoid or giant, doing so to avoid the prying eyes of unwelcome visitors. Silat hags always live a good distance from civilization, as a silat lack the innate perversity of other hags and as such have little interest in corrupting goodness. They are content to simply have privacy and complete control of their territory.

Mother Dearest. Silat are not evil, like most hags. They are not good, however, nor are they usually kind. They consider themselves to be everyone's mothers and expect to be shown the utmost respect by visitors, and should they perceive any insult against them or their adopted children they will react violently. However, if a silat hag is addressed with the courtesy she feels is due she can be a very magnanimous host to her guests. Unfortunately, every silat hag has her own particular set of rules of politeness that she feels are proper. They can also, quite literally, smell a lie and will sternly chastise any creature foolish enough to lie to her with a curse or two.

Ogre Matrons. Silat set themselves up as matriarchs of tribes of ogres, commanding the ogres to provide them with food and clothing in exchange for the occasional bit of magic she performs for them, and oni will seek them out to learn magic from them, though always with the utmost respect. An ogre or oni who particularly pleases a silat hag gets to be her habibi, a position of great respect and esteem. The ogres will always set up their camps and herds a respectful distance from their matron silat, as she is not above scolding her children with a few choice transformations, though not too far, as she will take offense to the idea that her little habayeb might not want her guidance. An ogre tribe with a silat matriarch is lucky, as she will defend her charges with a mother's fury.

Silat Child. In Zakhara, there's a saying: "When a child does not resemble its parents, that child is a silat's child." This saying is often used to scold misbehaving children, but it is rooted in truth. Unlike other hags, which reproduce by devouring other creatures, a silat hag has a daughter by magically polymorphing a humanoid child into a young silat hag over the course of many years. As such, there are many superstitions against harming young girls that behave strangely or look odd, as they may call down the vengeance of that child's silat mother down upon themselves. A fully transformed young silat hag has the statistics of an ogre, except that its Intelligence, Wisdom, and Charisma scores are all 10 (+0) and it can cast *alter self* at will. The young silat will gain the full abilities of a silat hag after her first century.

Covens. A silat hag that is part of a coven (see the "Hag Covens" sidebar in the *Monster Manual*) has a challenge rating of 10 (5,900 XP).

SILAT HAG NAMES

d12	Descriptor	Name	Title
1	Badsoorat (ugly)	Dakshi	Bade-ji
2	Ghussay (angry)	Jaikirti	Begum
3	Hari (green)	Kahali	Boodhi-wali
4	Hoshyar (wise)	Laaj	Choti-ji
5	Kala (black)	Nabhi	Dadi-ji
6	Lal (red)	Nagaina	Khaanum
7	Mazbooti (strong)	Padimni	Khala-ji
8	Moti (fat)	Pavani	Phupi-ji
9	Peelee (yellow)	Taaqul	Nani-ji
10	Sangdil (merciless)	Ucchal	Nazar-wali
11	Shafiq (kind)	Udayati	Saahiba
12	Zaalam (cruel)	Zamani	Wali-ji

A SILAT HAG'S LAIR

A silat hag typically lives in a cave outfitted with a door, though she may also live in a large tent that she carries with her, as silat hags like to be able to stay mobile.

LAIR ACTIONS

A silat hag that has attained the status of grandmother or auntie may have a handful of lair actions available to it. Consult *Volo's Guide to Monsters* pg. 59 for more detail on hag lair actions.

- The silat targets one humanoid that it can see within her lair. The target must succeed on a DC 14 Constitution saving throw or have its race changed to another humanoid race. The target's racial traits are changed to reflect this, but its ability scores, hit points, languages, personality, and alignment are unchanged. Its size changes to reflect its new race, and its equipment is adjusted to fit. The target cannot benefit from any racially specific feats until it recovers its original race. If the target has levels in a racially specific class or class archetype, such as bladesinger, it can still gain the benefits of features from that class or archetype so long as those features do not specifically hinge upon specific racial traits that the new race does not possess. This transformation can only be reversed by the silat or with a *dispel evil and good* spell or similar magic.

REGIONAL EFFECTS

The region within 1 mile of a powerful silat hag's lair is warped by her magic, which creates one or more of the following effects:

- The rock formations in the area around a silat hag's are shaped into bizarre shapes reflecting the hag's particular idiosyncrasies.
- The plants grow in bizarre arrangements according to the silat hag's perceptions of neat and tidy. Some feel that all the trees should be sculpted into topiary like shapes, while others feel that it is improper for certain plants to grow beside one another.

When the hag dies, these effects remain.

SILAT HAG

Huge fey (*shapechanger*), chaotic neutral

Armor Class. 16 (natural armor)

Hit Points. 126 (12d12 + 48)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	18 (+4)	14 (+2)	15 (+2)	16 (+3)

Saving Throws: Str +8

Skills. Athletics +8, Intimidation +6, Perception +5

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 60 ft., passive Perception 15

Languages. Common, Giant, Goblin, Midani, Orc

Challenge. 8 (3,900 XP)

Innate Spellcasting. The hag's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *alter self, call lightning, invisibility (self only), polymorph, stone shape, thaumaturgy*

1/day each: *animal shapes, earthquake, true polymorph, wind walk*

Smell Lie. By sense of smell, the hag can determine when a creature within 30 feet of her is lying to her unless the creature is a construct or undead.

Actions

Multattack. The hag makes three attacks: two with her claws and one with her bite

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 19 (4d6 + 5) slashing damage. If the hag hits a single target with two claw attacks in the same turn, the target is grappled (escape DC 16).

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 15 (4d4 + 5) piercing damage.

Shapechange. The hag magically polymorphs into a form resembling a humanoid or giant of Huge size or smaller. Her statistics, except for her size, are the same in all forms. She can return to her true form as a bonus action. The hag chooses whether any clothing or equipment she is wearing or carrying is absorbed by her new form or not.

Silat Curse (Recharge 5-6). The hag targets one creature that she can see within 60 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be afflicted with one random physical transformation (consult the "Silat Curses" table below for ideas). This transformation lasts until lifted by another hag or cured with *remove curse* or similar magic. Shapechangers are not immune to this effect, and this transformation persists when the target shapechanges.

SILAT CURSES

d10 Descriptor

- 1 The target's teeth are transformed in a noticeable way, such as gaining a noticeable gap or buck teeth
- 2 The target sprouts an animal tail, such as a cow's or a fox's.
- 3 The target's feet change to hooves. This does not effect their movement speed, but it does prevent the target from wearing shoes.
- 4 The target's ears become comically large or small.
- 5 A body part of the target becomes covered in fur or feathers
- 6 The target's eyes become strange, such as unusually colored iris or sclera or oddly shaped pupils.
- 7 The target grows a set of horns. If they already have horns, their horns are changed into a humorous shape.
- 8 The target's hands or feet become comically large or small. This does not effect their speed or ability to wield weapons or perform other tasks.
- 9 The target's ears are transformed into an animal's ears.
- 10 The target's skin or fur color is changed. The hag can apply a single color or a pattern.

HOB

Hobs are tiny, ugly fey, possessing very little power or courage. They find no welcome in the Summer or Gloaming Courts, being neither beautiful nor mighty enough to inspire the fickle adoration of the lords and ladies. However, they found a place in the society of mortals as household spirits, tending to the needs of humanoids and cleaning their homes while remaining out of sight. They are intensely private and secretive, though, and will abandon a home that attempts to capture them.

HOB BY CR

Monster	CR	Source
Brownie	1/8	
Killmoulis	1/8	
Jermlaine	1/2	
Domovoi	1	
Nat (Einsaung)	1	
Buckawn	3	
Nat (Hkun Yeng)	3	
Nat (Lu)	4	
Brag	5	

BROWNIE

Looking like tiny men dressed in rags and pointed hats, brownies are the most common of the hobs. They prefer to remain invisible whenever possible, performing minor household tasks in exchange for small offerings of food and rags for clothes. They can become mischievous if not treated well, but may willingly leave a home that they're tormenting if gifted with clothing.

BUCKAWN

The buckawn are one of the only variety of hob that has returned to the wilds. Disgusted with the rapacious nature of humanoids, but still somewhat fond of their ingenuity, buckawn live in forests near humanoid settlements. Acting as self appointed stewards of the forest, a buckawn ensures that the humanoids that live nearby do not cause any undue damage to the environment, halting excessive logging operations and sabotaging hunters who hunt more than their need. Though they distrust most humanoids, they are fond of children and will guide lost children home if they are polite.

BROWNIE

Tiny fey, neutral good

Armor Class. 13
Hit Points. 2 (1d4)
Speed. 40 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	12 (+1)	13 (+1)	8 (-1)

Saving Throws: Dex +5
Skills. Insight +6, Perception +3, Stealth +5
Senses. passive Perception 13
Languages. Sylvan plus the language or whatever household they occupy, usually Common
Challenge. 1/8 (25 XP)

Innate Spellcasting. The brownie's innate spellcasting ability is Constitution (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *confusion, dancing lights, dimension door, mage hand, minor illusion, mirror image*

Magic Resistance. The brownie has advantage on saving throws against spells and other magical effects.

Actions

Greater Invisibility. The brownie magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment that the brownie is wearing is invisible with it.

BUCKAWN

Small fey, neutral

Armor Class. 13 (leather armor)

Hit Points. 33 (6d6 + 12)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	12 (+1)	16 (+3)	10 (+0)

Saving Throws: Wis +5

Skills. Animal Handling +5, Insight +5, Medicine +5, Nature +3, Perception +7, Sleight of Hand +4, Stealth +4, Survival +5

Senses. passive Perception 17

Languages. Sylvan

Challenge. 3 (700 XP)

Innate Spellcasting. The buckawn's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, minor illusion, invisibility (self only)*

1/day each: *entangle, pass without trace*

Keen Hearing and Smell. The buckawn has advantage on Wisdom (Perception) checks that rely on hearing or smell

Magic Resistance. The buckawn has advantage on saving throws against spells and other magical effects.

See Invisibility. The buckawn can see invisible creatures and objects as if they were visible, and can see into the Ethereal Plane.

Woodland Stealth. While at least partially concealed by foliage, the buckawn can take the Hide action as a bonus action. Its stealth bonus is also improved to +6.

Actions

Multiattack. The buckawn makes three attacks with its dagger or two with its darts.

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

Dart. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 3 (1d6) poison damage and become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

DOMOVOI

Found only in the most bitterly cold climates, a domovoi resembles nothing so much as a small, incredibly furry man covered in soot. So long as its family provides it with regular small offerings of food and liquor and respects its privacy, the domovoi maintains the hearth fire in which it resides and protects the home. A home with a happy domovoi is guaranteed to be warm and safe. However, if it is ignored or mistreated, the domovoi will torment the household with minor misfortunes, though it will never harm or abandon its hearth. Domovois prefer to remain unseen by the family, only venturing from the privacy of its hearth during the night, revealing themselves in only the most dire of situations, though they will sometimes reveal themselves to children that they are especially fond of, often to warn of an impending disaster.

DOMOVOI

Tiny fey, neutral good

Armor Class. 12

Hit Points. 42 (12d4 + 12)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	7 (-2)

Skills. Stealth +4, Survival +3

Damage Immunities. fire

Senses. darkvision 60 ft., passive Perception 11

Languages. Ignan, Sylvan and the language of their household, usually Common

Challenge. 1 (200 XP)

Innate Spellcasting. The domovoi's innate spellcasting ability is Constitution (spell save DC 11 +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *control flames, invisibility (self only), pyrotechnics*

1/day each: *bane*

One With the Flame. If a domovoi is within a Small or larger area of fire, it is invisible and immune to all nonmagical damage.

Sooty Body. The domovoi's soot covered fur gives it advantage on rolls to escape the grappled condition

Actions

Multiattack. The domovoi makes two claw attacks

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) slashing damage

Hurl Flame. Ranged Spell Attack: +3 to hit, reach 30 ft., one creature. **Hit:** 7 (2d6) fire damage

JERMLAINE

Jermlaine are the lost hobs, those whose families forgot them and whose villages were swallowed by the bustle and stink of the city. Consigned to ugliness and befriended only by rats, jermlaine satisfy their resentment by enacting acts of petty vengeance and mischief against unsuspecting mortals. Cowards to a fault, these mean spirited fey only target the most helpless, being especially fond of tormenting children who wander away from their parents. They are often found in the company of rats and giant rats, due to their ability to communicate with the pests, and particularly vengeful jermlaine might be found allied with cranium rats, xvarts, and wererats.

JERMLAINE

Tiny fey, neutral evil

Armor Class. 13

Hit Points. 3 (2d4 - 2)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	16 (+3)	8 (-1)	6 (-2)	10 (+0)	5 (-3)

Senses. darkvision 60 ft. passive Perception 10

Languages. Sylvan

Challenge. ½ (100 XP)

Speak with Rats. The jermlaine can communicate with rats, giant rats, and any other rat related creatures (such as wererats and xvarts) as if they shared a common language. A creature that has cast *speak with animals* on itself can speak with a jermlaine as if they shared a common language.

Actions

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 2 (1d4) bludgeoning damage

KILMOULIS

These mischievous hobs love machinery, living in grain mills and factories. They adore the intricacy of mechanisms, and spend all their free time studying their ins and outs and making minor repairs. A factory or mill where the workers treat their machines with respect will have good luck. However, should the killmoulis observe a worker mistreating its machines, it will ensure that the unlucky fool has an unfortunate accident. Workers soon learn to be respectful of their machines, never cussing at them in frustration or thwacking them when they break.

A killmoulis has no mouth, eating instead by inhaling food through its prodigious nose. As a result, it tends to favor small morsels of food such as crumbs, grains, and leftover scraps. Luckily for it, it requires very little food to survive, so it can easily subsist on what little food it can gather. It's especially fond of workers who leave little treats for it in out of the way places.

KILMOULIS

Tiny fey, neutral

Armor Class. 13

Hit Points. 2 (1d4)

Speed. 40 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	10 (+0)	12 (+1)	13 (+1)	8 (-1)

Saving Throws: Str +2

Skills. Perception +3, Stealth +5, Tinker's tools +6

Senses. passive Perception 13

Languages. Common, Gnomish, Sylvan

Challenge. 1/8 (25 XP)

Innate Spellcasting. The killmoulis's innate spellcasting ability is Constitution (spell save DC 10). It can innately cast the following spells, requiring no material components:

1/day each: *mage hand, mending, thaumaturgy*

Magic Resistance. The killmoulis has advantage on saving throws against spells and other magical effects.

Actions

Greater Invisibility. The killmoulis magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment that the brownie is wearing is invisible with it.

HURIAT

The huriat are among the loveliest creatures that live in the ocean. They luxuriate in shallows and tide pools, attended to by nymphs and sprites and surrounded by adoring merfolk. They also happen to be among the cruellest of all the oceanic fey. They love nothing more than to entrap mortals with their entralling songs and their enchanted kisses, draining them of their will to resist and ensnaring them with their magic only to abandon them when they grow bored or devour them when they grow hungry.

Reborn from Love. Huriat are often inclined to allow their charmed victims to escape, often times abandoning those they've enchanted to return to their lives plagued by an eternal yearning, unable to truly love another for the rest of its life. Those so cursed may spend the rest of their lives returning to the seas over and over again in a vain attempt to glimpse their cruel loves again. Should the huriat ever be slain, it will immediately reform from the ocean near a creature hopelessly in love with it, usually draining them of mental vitality and devouring their flesh shortly afterward.

HURIAT

Medium fey (merfolk), chaotic evil

Armor Class. 18

Hit Points. 119 (14d8 + 56)

Speed. 5 ft., swim 60 ft.

STR DEX CON INT WIS CHA

18 (+4) 16 (+3) 18 (+4) 16 (+3) 19 (+4) 21 (+5)

Saving Throws: Str +8, Wis +9, Cha +10

Skills. Athletics +9, Deception +10, Persuasion +10

Damage Resistances. acid, cold, fire

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 14

Languages. Aquan, Common, Sylvan

Challenge. 14 (11,500 XP)

Amphibious. The huriat can breathe both air and water.

Blood Frenzy. The huriat has advantage on melee attack rolls against any creature that doesn't have all its hit points

Seafoam Rebirth. If the huriat is reduced to 0 hit points, its body dissolves into seafoam but it is not killed if there is at least one creature charmed by it on the same plane of existence as it within 60 feet of the ocean. Instead, it reforms with 1 hit point from the seafoam near one creature charmed by it.

Magic Resistance. The huriat has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The huriat makes three melee attacks.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) piercing damage plus 9 (2d8) acid damage

Claws. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 8 (1d8 + 4) slashing damage. Instead of dealing damage, the huriat can grapple the target (escape DC 17).

Ensnaring Kiss (Recharge 5-6). Melee Spell Attack: +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the huriat, incapacitated, or restrained. **Hit:** The target takes 45 (10d8) psychic damage and the huriat recovers hit points equal to half the psychic damage dealt. A creature reduced to 0 hit points by this attack is stable but unconscious. Additionally, if the target is not a merfolk it must succeed on a DC 18 Charisma check or become permanently charmed by the huriat until cured with *greater restoration*, *dispel evil and good*, or similar magic. A creature charmed in this way regards the huriat as its one true love and will defend it in any way it can.

HYBSIL

Hybsil are a race of nomadic fey, resembling 3-4 foot tall centaurs with the bodies of deer or antelopes instead of horses.

Three Tenets. Hybsil society abides by three tenets of behavior: obligation, vengeance, and daring. Obligation is the domain of elders, who keep track of favors and debts owed both within and without the tribe. Vengeance is the domain of female elders, whose long memories keep record of all slights against their tribes. And finally, daring is the domain of the young warriors, who delight in darting in and out of the thick of battle.

Valuable Antlers. Hybsils typically maintain a cool relationship with humanoid races, rarely staying in one place long enough to form relationships or grudges. However, unscrupulous groups such as the Zhentarim find hybsil antlers to be very valuable trade due to their magical properties, causing numerous tribes to view humanoids as enemies.

HYBSIL

Small fey, neutral

Armor Class. 12

Hit Points. 36 (8d6 + 8)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	13 (+1)	13 (+1)	12 (+1)	10 (+0)

Skills. Nature +3, Perception +2

Damage Immunities. poison

Condition Immunities. poisoned

Senses. passive Perception 12

Languages. Elvish, Sylvan

Challenge. 2 (450 XP)

Daring. The hybsil can take the Disengage action as a bonus action on each of its turns.

Innate Spellcasting. The hybsil's innate spellcasting ability is Wisdom (spell save DC 11). It can innately cast the following spells, requiring no material components:

1/day each: *dancing lights, jump, mirror image, pass without trace*

See Invisibility. The hybsil can see invisible creatures.

Actions

Multiattack. The hybsil makes two dagger or shortbow attacks

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 3) piercing damage

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage

HYBSIL HART

The hybsil are among the favorites of Oberon, the green lord, and he will sometime show his favor by granting one male in a tribe the status of Hart. The male increases in both size and strength and is blessed with innate magical skills. These harts often times use their newfound power to enact even greater deeds of daring, striking out in vengeance against those who have wronged their tribe.

HYBSIL HART

Medium fey, neutral

Armor Class. 13 (16 with *mage armor*)

Hit Points. 97 (15d8 + 30)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	15 (+2)	13 (+1)	15 (+2)	10 (+0)

Skills. Nature +4, Perception +5

Damage Immunities. poison

Condition Immunities. poisoned

Senses. passive Perception 15

Languages. Elvish, Sylvan

Challenge. 7 (2,900 XP)

Daring. The hybsil hart can take the Disengage action as a bonus action on each of its turns.

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

At will : *druidcraft, hunter's mark, mage armor*

1/day each: *conjure volley, dancing lights, jump, mirror image, pass without trace*

See Invisibility. The hybsil hart can see invisible creatures.

Actions

Multiattack. The hybsil hart makes two shortsword or longbow attacks

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) piercing damage

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage

Reactions

Misty Escape (Recharge 5-6). In response to taking damage, the hybsil hart teleports up to 60 feet to an unoccupied space that it can see.

JACKS

Jacks are an especially mischievous variety of fey born from mortals. In its natural form, a jack is a formless spirit, roaming without a body through the Feywild and those realms touched by it. A jack comes into its own when it finds a suitable mortal vessel, which it possesses and molds to its own ends. Some jacks merely borrow a vessel's body for a night, others possess an unborn infant and twist its flesh to its own sinister ends. Humanoids that carry the spirit of a jack are evident by their strange powers and uncanny behavior.

JACKS BY CR

Monster	CR	Source
Jack o' Lantern	1	
Jack-of-the-Green	4	
Jack Frost	7	
Springheel Jack	8	
Jack-in-Irons	12	
Jacky Longlegs	12	

JACK-IN-IRONS

The spirit of the jack-in-irons is a dangerous, rapacious spirit. It possesses unborn orcs and bugbears, causing them to grow to enormous heights as they age, reaching 20 to 25 feet in height and several thousand pounds by the time they reach adulthood. They enjoy decorating themselves with heavy iron chains, draping them like necklaces around their shoulders and wrapping them like belts around their waist. These chains become decorated with the skulls and rotting heads of their victims, grim trophies of the jack's power.

Children of the Blood. Legend says that when the orc god Baghtru and the bugbear god Hruggek first fought, it was a cataclysmic battle involving thousands of their ferocious worshipers. All fought fiercely, but none fought more ferociously than Hruggek and Bahgtru themselves. Orcs and bugbears say that the spirits that create a jack-in-irons are the ghosts of the warriors drowned by the blood shed by the two ferocious gods in that battle.

Destined Sons. The birth of a jack-in-irons is a significant occasion, though not one that is readily celebrated by every member of its tribe. Some view these beings as blessings from their gods of war, while others view them as dangerous liabilities. The mother of a jack-in-irons never survives giving birth, and even fresh out of the womb the child's skin is as tough as iron. A jack-in-irons' massive size and unnatural aggression quickly advance it to a position of power, and its unquenchable thirst for blood and monstrous appetite cause it to lead raid after raid to keep it satisfied. This aggression eventually leads the jack's tribe to ruin if not restrained. As such, many tribal leaders will attempt to slay a jack-in-irons while it is still young, though more ambitious and reckless leaders may seek to harness this capricious ally.

YOUNG JACK-IN-IRONS

A jack-in-irons grows rapidly, reaching giant size by adulthood. An adolescent jack-in-irons will have the statistics of a typical bugbear or orc, but with resistance to non-magical damage and an AC of 18 (natural armor)

JACK-IN-IRONS

Huge fey (either bugbear or orc), chaotic evil

Armor Class. 18 (natural armor)
Hit Points. 195 (17d12 + 85)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	11 (+0)	14 (+2)	13 (+1)

Saving Throws: Str +10, Cha +5

Skills. Athletics +10, Perception +6, Survival +6

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 120 ft., passive Perception 16

Languages. Common, Giant, Goblin, Orcish, Sylvan
Challenge. 12 (8,400 XP)

Frightful Chains. Whenever the jack makes a melee attack, its chains rattle violently. All creatures that are not orcs or bugbears, are within 120 feet of the jack-in-irons, and can hear it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jack-in-irons's Frightful Chains for the next 24 hours.

Keen Hearing and Smell. The jack-in-irons has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Magic Resistance. The jack-in-irons has advantage on saving throws against spells and other magical effects.

Misty Moors (2/Day). The jack-in-irons creates a bank of fog with a radius of 120 feet centered on a point within 60 feet of it that it can see, which lasts for 1 minutes. The area is heavily obscured and all Dexterity (Stealth) checks made within it have advantage.

Noisy Chains. The chains that the jack-in-irons wears at all times give it disadvantage on all Dexterity (Stealth) checks.

Race Specific Traits. Depending on the jack's race, it will have one of the two following traits.

- Aggressive (Orc).** As a bonus action, the jack can move up to its speed toward a hostile creature that it can see.
- Brute (Bugbear).** A melee weapon deals one extra die of its damage when the jack hits with it.

Actions

Multiattack. The jack-in-irons makes two attacks with its spiked greatclub

Spiked Greatclub. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 19 (3d8 + 6) piercing damage.

JACK-OF-THE-GREEN

The jack-of-the-green is one of the few varieties of jack that isn't outright malevolent. Its only driving force is the seek out and create merriment. It is a possessing spirit that inhabits a willing, humanoid host, transforming them into capering knaves decked in an immense costume of leaves and branches ripe with plump, juicy berries. These berries, in fact, contain a highly potent mind-altering substance which creates immediate inebriation, making a jack-of-the-green a highly disruptive force, albeit an enjoyable one.

The Spirit of Spring. Sons of spring, they can't tolerate the cruel bite of winter. A jack-of-the-green spends the winter months as a bodiless spirit, sleeping in the deep in the roots of the trees. When spring comes around it emerges and roams the farmlands, searching for a suitable host to turn into that year's spirit of spring. Their powers are known throughout the underclass, and festivals are held wherein a man will be decked out in an elaborate costume in the hopes of attracting a jack-of-the-green. The vessel for the jack-of-the-green gains its inexhaustible spirit, dancing tirelessly as it pursues all the goals it yearns for during its everyday life.

Rebellion. Jack-of-the-green is also a spirit of disobedience and misbehavior, and loves to inspire drunken riots and disorderly brawls. Because of their fondness for fomenting rebellion, the upper class typically strives to suppress the festivals that inspire the jack-of-the-green, though this does little good. The spirit of spring lives in all people, and it's only a matter of time before rebellion begins to grow through the cracks of obedience.

JACK-OF-THE-GREEN

Large fey (any humanoid race), chaotic neutral

Armor Class. 16 (*barkskin*)

Hit Points. 68 (8d10 + 24)

Speed. 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	7 (-2)	16 (+3)	9 (-1)	12 (+1)	16 (+3)

Skills. Performance +5, Persuasion +5

Damage Resistances. bludgeoning, piercing

Damage Vulnerabilities cold, fire

Condition Immunities. exhaustion

Senses. passive Perception 11

Languages. Sylvan and whatever languages the possessed humanoid speaks, usually Common

Challenge. 4 (1,100 XP)

Ale Berries. The jack's leafy, bush-like body continually sprouts juicy, appetizing berries. A creature can use an action to eat one of the berries. Eating a berry restores 1 hit point, and the creature is inebriated and immune to exhaustion for the next 24 hours. While inebriated the creature is considered poisoned. These berries lose their magical properties 24 hours after being picked

Aura of Merriment. The jack can activate or deactivate this feature as a bonus action. While active, any humanoid that ends its turn within 30 feet of the jack has disadvantage on all Intelligence, Wisdom, and Charisma saving throws

Barkskin. The jack's AC cannot be lower than 16.

Disobedient. The jack has advantage on saving throws to resist being charmed as well as being compelled to take actions, such as through *command*, *suggestion*, and *compulsion*.

Innate Spellcasting. The jack's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

1/day each: *confusion*, *shillelagh*

Magic Resistance. The jack has advantage on saving throws against spells and other magical effects.

Regeneration. The jack recovers 10 hit points at the start of its turn as long as it has at least 1 hit point.

Actions

Multiattack. The jack makes two attacks with its club.

Club. Melee Weapon Attack: +3 to hit (+5 with *shillelagh*), reach 5 ft., one target. Hit: 2 (1d4) bludgeoning damage, or 7 (1d8 + 3) bludgeoning damage with *shillelagh*.

JACK FROST

A jack frost is born from the womb of a pregnant woman who froze to death. These sons of winter carry the cold cruelty of winter in their fingers and teeth, and they yearn to spread the suffering and sorrow of winter to all. They live almost entirely in the moment, rarely thinking beyond how they can best win whatever cruel game they are currently playing.

Deadly Flurries. A jack frost has the ability to transform into a whirling cloud of snow. These clouds possess the insidious ability to hypnotize any creatures unfortunate enough to be trapped within them, rendering them helpless as the jack frost feeds on their warmth until they are frozen solid. The jack frost has the ability to inflict frostbite on fleeing creatures with its nipping teeth, rendering even those victims that resist its hypnotic cloud unable to escape it.

Winter Friends. Evil creatures with the power of winter frequently ally with jack frosts. Many bheur hags know the secrets for attracting the unattached spirit of a jack frost to a viable host, and they will raise a jack frost as a son, encouraging the cruelty and mischief of their “little scamp” with a twinkle in their eye. The virage sidhe are also fond of handsome jack frosts, and will keep one or two around as lovers. The Prince of Frost has many jack frost servants that he sends out into the world to cause misery.

FROSTBITE

If you wish to add an extra layer of horror to an encounter with a jack frost, you can apply the dangers of frostbite to their nip attacks. Frostbite cripples those afflicted with it, and if not treated within 24 hours with *lesser restoration* or by the application of gentle warmth the tissue becomes necrotic and falls away, making the damage permanent and irreversible save by anything less than the *regenerate* spell.

FROSTBITE TARGET

d4 Frostbite

- 1 **Lose Nose.** You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on smell. You have advantage on Charisma (Intimidation) checks.
- 2 **Lose a Finger.** You have disadvantage on Dexterity (Sleight of Hand) checks and Dexterity checks to use fine tools (such as thieves' tools) using the hand with which you lost the finger. If you lose all the fingers from one hand, then it functions as if you had lost a hand (*Dungeon Master's Guide* pg 272).
- 3 **Lose Toes** Your walking speed is reduced by 5 feet. You must make a DC 10 Dexterity saving throw after using the Dash action. If you fail the save, you fall prone. If you lose all the toes from one foot, then it functions as if you had lost a foot (*Dungeon Master's Guide* pg 272).
- 4 **Lose an Ear.** You have disadvantage on Charisma (Persuasion) checks and Wisdom (Perception) checks that rely on hearing. You have advantage on Charisma (Intimidation) checks.

JACK FROST

Medium fey (any humanoid race), chaotic evil

Armor Class. 15

Hit Points. 75 (10d8 + 30)

Speed. 30 ft., fly 60 ft. (hover)

STR DEX CON INT WIS CHA

15 (+2) 20 (+5) 16 (+3) 11 (+0) 14 (+2) 16 (+3)

Saving Throws: Dex +8, Cha +6

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Vulnerabilities fire

Damage Immunities. cold

Senses. blindsight 30 ft., passive Perception 12

Languages. Auran, Sylvan

Challenge. 7 (2,900 XP)

Hypnotic Snow. A creature that starts its turn within the jack frost's snow form and can see the snowflakes must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes charmed for 1 minute. While charmed in this way, the creature is incapacitated and has a speed of 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the jack frost's Hypnotic Snow for the next 24 hours.

Magic Resistance. The jack frost has advantage on saving throws against spells and other magical effects.

Snow Form. As a bonus action, the jack frost switches into its snow form or back into its humanoid form. The jack frost's snow form is a sphere of swirling snowflakes with a radius of 20 feet. The snow form can move into a creature's space and stop there. While in snow form, the jack frost is immune to the grappled, paralyzed, and restrained conditions.

Actions

Multiattack The jack frost makes three attacks: one with its nip and two with its touch.

Nip. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 7 (1d4 + 5) cold damage plus 7 (2d6) necrotic damage

Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 12 (2d8 + 3) cold damage

Frigid Cloud (Snow form Only) (Recharge 5-6). Each creature within the same space as the jack frost must make a DC 14 Constitution saving throw. On a failure, the target takes 31 (7d8) cold damage and

JACK O' LANTERN

A jack o' lantern is an incorporeal spirit that lives on the border between the world of the living and the land of the dead. On nights where the land of the dead is closest to the land of the living, such All Hallows Eve or the Ghost Festival, these spirits drift into the world, settling on a child of exceptional acuity. This child becomes the living vessel for the jack o' lantern, and the intermediary between the living and the dead.

Tricks. The jack o' lantern will always cover its face in some way. They are especially fond of carving gourds such as pumpkins into gruesome helmets, but they will also wear masks bearing the images of skulls or frightening demons. No matter what kind of mask it wears, though, the jack o' lantern produces a bright light from its face which is capable of revealing the unseen. The jack o' lantern is very fond of pranks, too, and will eagerly play tricks on anyone it meets, though it is rarely if ever malevolent or violent.

Treats. As intermediary between the living and the dead, the jack o' lantern performs a very important role. The living seek out the jack in order to beg them to allow them to speak to their loved ones one last time. In a community where the jack o' lantern is shown respect and kindness, the night becomes filled with tearful reunions and joyful revelries as the jack brings back mothers to see how big their sons have grown, fathers to meet their daughter's husbands, and grandmothers to dole out one last piece of wisdom. However, if the jack o' lantern is rejected, it plays pranks on those who've wronged it, bringing back malicious spirits to plague the town until dawn.

Undead Friends. The jack can speak to any spirit, dead or undead, and those creatures in turn recognize the jack o' lantern as a conduit between the world of the living and the land of the dead. Even irreconcilably evil undead such as wights are not inclined to attack the jack. However, should the jack o' lantern cause them mischief, there's nothing stopping them from doing away with it.

JACK O' LANTERN

Small fey (any humanoid race), chaotic neutral

Armor Class. 12

Hit Points. 55 (10d6 + 20)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	15 (+2)	14 (+2)	11 (+0)	12 (+1)	15 (+2)
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Skills. Sleight of Hand +4, Stealth +4

Damage Immunities. necrotic

Condition Immunities. frightened

Senses. darkvision 120 ft. passive Perception 11

Languages. Sylvan and whatever languages the possessed humanoid speaks, usually Common
Challenge. 1 (200 XP)

Trick. The jack can cast *cause fear* at will (DC 12). Charisma is its spellcasting ability.

Treat (2/Day). If the jack fails a saving throw, it can choose to succeed instead

Magic Resistance. The jack has advantage on saving throws against spells and other magical effects.

Magic Sickle. Any sickle wielded by the jack becomes magical for as long as the jack wields it.

Revealing Illumination. The jack can begin or stop producing light as a free action. The jack produces bright light in a 60-foot cone and dim light for an additional 60 feet, originating from its face. Invisible creatures and objects are visible as long as they are in the bright light.

Speak with the Dead. The jack can communicate with any dead or undead creature or spirit as if they shared a language.

Actions

Multiattack. The jack makes two sickle attacks.

Sickle. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) slashing damage. If the jack scores a critical hit with this weapon, there is a 5% chance that it severs a randomly determined limb from the target.

Knock Knock! Provided that the sun is down, the jack knocks on the headstone, urn, or remains of a dead humanoid. The humanoid's spirit returns to the Material Plane as a specter, retaining its memories and alignment from before its death. This specter cannot attack the jack that summoned it and will obey any orders the jack gives it that do not conflict with its alignment. It has advantage on saving throws against being turned. The specter returns to the afterlife at dawn or iff the jack is killed.

JACKY LONGLEGS

The forests are dark and deep, and the secrets that live within it are beyond that of mortal ken. Those that enter, if they return at all, remember little of the twisting, bramble choked paths that wind through the gnarled heart of the woods. Those that do remember, those that ventured past the warnings in search of the missing children, speak of horrors. Little bodies, flayed alive and strung in the branches with thorns. Wriggling sacks of living flesh, desperate voices shrieking from within.

And an impossibly tall man with impossibly long claws. A faceless man in dark formal attire. A man that follows and watches. A man that they call Jacky Longlegs.

Psionic Horrors. A jacky longlegs is inscrutable, pursuing incomprehensible goals and butchering humanoids without clear purpose. Faceless, it speaks no languages and communicates nothing, though it can touch the minds of others with the slimy tendrils of its thoughts. The very presence of a jacky longlegs causes nausea and uncontrollable coughing, muddling the mind and foiling divination. To even look at the jacky longlegs causes mental damage, and it always knows when it is being looked at.

Those that survive the horror of a jacky longlegs may even find themselves unable to remember the terrible events. Those are the lucky ones. The most unfortunate of the jacky longleg's victims suffer a terrible disease where their lungs and brains are filled with a poisonous sap, slowly rotting them from within until they're mere shells of themselves, enslaved to the jack's bizarre will.

Bastard Child of Oak. The first jacky longlegs was born from the womb of a dryad impregnated by dark dreams from beyond the stars. Her belly swelled with madness and horror and her flesh was ripped asunder by the abomination that gestated within her. Now the dream has taken root in the world, and other dryads find the same corruption planted in their wombs, clawing at their minds and devouring their flesh.

These wretched perversions of the natural order still bear traits of their tree mothers. They can step through trees, just like their dryad mothers, and they bear many of the same strengths and weaknesses of wood. Though weak to the burning of flame and the chopping of axes, the tough flesh of a jacky longlegs is immune to clubs and fists. Their motivations, however, are entirely alien. These abominable children of corrupt nature find little love among the fey courts, though the scheming hags, the psionic meenlocks, and the bloodthirsty redcaps all find these terrible creatures appealing.

THE JACK'S COUGH

If a creature fails its initial saving throw against a jacky longlegs' Nausea by 5 or more, it becomes infected with a psionic disease called the Jack's Cough. While infected with the Jack's Cough, a creature must make a DC 10 Constitution saving throw before taking the Dash action or casting a spell with verbal components. On a failure, the creature becomes overwhelmed by coughing up thick black phlegm and sap and cannot attempt to take the Dash action or cast spells with verbal components until the beginning of its next turn. At midnight each night, an infected creature makes a DC 16 Wisdom saving throw. If it fails, its Charisma score is reduced by 1d4. If it succeeds by 5 or more, it is cured of the Jack's Cough. If the creature's Charisma score is reduced to 1 (-5), the creature becomes charmed by the jacky longlegs that infected it. Once its Charisma score is reduced to 1 a creature no longer must make a Constitution saving throw before taking the Dash action.

A creature infected with the Jack's Cough is psionically linked to the jacky longlegs that infected it. The jack that infected it is always aware of the distance to and the direction of the infected creature. As an action, the jacky longlegs can begin or stop perceiving through the senses of any creature infected by it. The jacky longlegs can cast any of its at-will psionic spells on a creature infected by it regardless of distance so long as the creature and the jack are on the same plane of existence.

JACKY LONGLEGS

Large fey, chaotic evil

Armor Class. 16 (barkskin-like)

Hit Points. 123 (13d10 + 52)

Speed. 50 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	18 (+4)	19 (+4)	16 (+3)	18 (+4)

Skills. Perception +7, Stealth +7

Damage Resistances. cold, lightning; piercing damage from non-magical weapons

Damage Vulnerabilities. fire; slashing damage from magical weapons

Damage Immunities. bludgeoning damage

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, petrified

Senses. blindsight 60 ft., passive Perception 17

Languages. telepathy 120 ft.

Challenge. 12 (8,400 XP)

Don't Look. Any humanoid that starts its turn able to see the jack takes 5 (1d10) psychic damage. This includes through divination magic. Unless the target is surprised, the target can avert its eyes. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the jack.

The jack automatically becomes aware when a humanoid is looking at it or a representation of it and knows the general direction of and distance to the humanoid. This includes through divination spells.

Empowered Strikes. The jack's weapon attacks count as magical for the purpose of overcoming damage reduction.

Innate Spellcasting. The jack's innate spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *compulsion*, *confusion*, *detect thoughts*, *dominate person*, *fear*, *locate creature*, *modify memory*

1/day each: *dimension door*

Woodland Stealth. While in a forested area, the jack can take the Hide action as a bonus action. Its stealth bonus is also improved to +11.

Psionic Aura. The jack constantly emits an aura of psionic energy with a 60-foot radius. This aura creates a number of effects, as detailed below.

- **Coughing.** When a creature starts its turn within the aura, it must make a DC 10 Constitution saving throw or be overcome with a fit of coughing until the end of its next turn. While coughing a creature cannot take the Dash action or provide verbal components for spells.
- **Nausea.** Any creature that starts its turn within the aura must make a DC 16 Intelligence saving throw. On a failure, the creature becomes poisoned for the duration of the time it spends in the aura. While poisoned in this way, a creature has disadvantage on Wisdom saving throws. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to the jack's Nausea for the next 24 hours.
- **Interference.** A creature other than the jack itself that attempts to cast or maintain concentration on a divination spell or psionics while within the aura must succeed on a DC 16 saving throw using their spellcasting attack modifier or the spell fails. This applies to the sensors of spells such as *clairvoyance* that are placed within the aura.
- **Forgetting.** When a creature leaves the aura, it must succeed on a DC 16 Intelligence saving throw or forget everything that occurred while the aura. All events for the 10 minutes preceding entering the aura and occurring 10 minutes after leaving the aura will be muddled and confused.

Tree Stride. Once on its turn, the jack can use 10 ft. of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large or bigger.

Actions

Multiaction. The jack makes six attacks: two with its claws and four with its tentacles.

Claws. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 9 (1d8 + 5) slashing damage.

Tentacles. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one creature. *Hit:* 9 (1d6 + 5) bludgeoning damage and the target is grappled (escape DC 17). The jack can only grapple up to four Medium or smaller creatures at a time.

SPRINGHEEL JACK

High society is glamorous, filled with all the comforts of wealth. Those that sit at the very top, who control the monopolies and own the slums, make their money off the backs of the poor. They take and take and take without concern for the lives they ruin. From this nest of indolence and greed is born the spirit of the springheel jack, a living impulse of sociopathy that possesses the callous members of high society to compel them to kill the lower class for sport.

The First Kill. Possession takes time. It starts with the spirit simply whispering hatred into the back of the noble's mind. It isn't until the noble finally succumbs that the spirit can finally possess its target. Once possessed, the spirit transforms its host, making their appearance fiendish and cruel, causing their foreheads to sprout curved horns and their eyes to gleam with a cruel light. Those possessed by the spirit of the springheel jack will typically use magical spells and amulets to disguise their fiendish appearance. Interestingly, tieflings cannot be possessed by the spirit of the springheel jack, perhaps somehow due to their fiendish ancestry.

Violence for Violence Sake. The spirit of the springheel jack does not overtake the mind of its host. The possessed noble still has full agency of their actions. However, the power granted to them by the spirit residing in them reveals their true nature, drawing out the cruelty and bloodthirstiness already innate in their souls. The springheel jack is a killer without consequence. It can leap effortlessly out of melee and land without a scratch from any height. It can dodge fire and lightning as easily as it spits fire at the poor, allowing it to evade any attempt to stop its fun. Only silver can frighten a springheel jack, as it burns their skin at even just a touch. Observant visitors to the springheel's home will notice that no silver can be found anywhere in its house.

SPRINGHEEL JACK

Medium fey (*any humanoid race except tiefling*), chaotic evil

Armor Class. 19

Hit Points. 97 (13d8 + 39)

Speed. 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	13 (+1)	14 (+2)	18 (+4)

Saving Throws: Str +7, Dex +8, Cha +7

Skills. Acrobatics +8, Perception +5, Stealth +8

Damage Vulnerabilities bludgeoning, piercing, and slashing damage from silvered weapons

Senses. darkvision 120 ft., passive Perception 15

Languages. any two languages

Challenge. 8 (3,900 XP)

Avoidance. If the springheel Jack is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds and only half if it fails.

Feather Fall. So long as the springheel Jack is not restrained, incapacitated, or unconscious, it takes no damage from falling any distance.

Pounce. If the springheel Jack moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 15 Strength saving throw or be knocked prone.

Springheel Leap. The springheel Jack's long jump is up to 60 ft. and its high jump is up to 50 ft., with or without a running start, and creatures have disadvantage on opportunity attacks made on it when it jumps.

Unearthly Grace. The springheel Jack's AC includes its Charisma modifier.

Actions

Multiattack. The springheel Jack can use its Frightful Presence. It then makes two claw attacks.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage

Fiery Spittle (Recharge 5-6). *Ranged Weapon Attack:* +8 to hit, reach 30/60 ft., one creature. *Hit:* 21 (6d6) fire damage.

Frightful Presence. Each creature of the springheel Jack's choice that is within 60 feet of the springheel Jack and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the springheel Jack's Frightful Presence for the next 24 hours.

JAEBRIN

The jaebin are conniving schemers and tricksters that masquerade as fools. Appearing human in almost every way, their defining feature is a large mouth filled with needle-like teeth that deliver a mind altering venom. These fey like to create mischief, often going to great lengths to do so. Some work for powerful fey that wish to place a destabilizing element in a city or royal court, while others simply cause mischief for the pleasure of it.

Playing the Fool The jaebin are not strong, so their greatest defense is misdirection. They play harmless, pathetic fools at every opportunity, affecting lisps and bizarre vocal tics to make themselves appear idiotic and engaging in pratfalls and buffoonery to appear clumsy. They use clothing or magic to disguise their rather distinctive mouths to avoid alarming people. Most cunning of all, a jaebin is naturally immune to enchantment magic, and can pretend to fall victim to it in order to further its own goals.

JAEBRIN

Medium fey, chaotic neutral

Armor Class. 12

Hit Points. 22 (4d8 + 4)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	14 (+2)	13 (+1)	15 (+2)	8 (-1)	12 (+1)
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Saving Throws: Dex +4

Skills. Acrobatics +4, Deception +3, Perception +1,

Performance +3, Sleight of Hand +4, Stealth +4

Condition Immunities. charmed

Senses. passive Perception 11

Languages. Common, Halfling, Sylvan

Challenge. 1 (200 XP)

Feign Enchantment. If a jaebin is targeted by a spell from the enchantment school, it absorbs the magic, suffering no effects of the spell, learning the nature of the spell, and gaining a number of temporary hit points equal to twice the spell's level. However, all magical means of detection indicate that the jaebin is under the effects of the spell. Spells to detect the magic the target is affected by, such as *identify*, indicate that the jaebin is under the effects of the spell. The caster of *zone of truth* will detect the jaebin failing its saving throw. If targeted by *dominate person* or *dominate monster*, the jaebin can choose to allow a telepathic link to be forged, which it can sever as a free action at any time. The jaebin may choose to behave as if it is under the influence of the spell, which can only be detected by a successful Wisdom (Insight) check contested by the jaebin's Charisma (Deception) check.

Innate Spellcasting. The jaebin's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *detect magic*, *minor illusion*

3/day each: *charm person*, *disguise self*, *expeditious retreat*

Actions

Multiattack. The jaebin makes two weapon attacks

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 11 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target has disadvantage on Wisdom saving throws.

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage

JOYSTEALER

Once there was a child born without a heart. Her mother was distraught, for she could feel no heartbeat inside her daughter's chest. Though the baby moved and nursed just like a regular infant, it would neither laugh nor cry. Desperate, the mother begged Baba Yaga to help her. The hag told her to feed the infant milk from her right breast and blood from her left breast. The mother did this, and soon her daughter was crying when hungry and laughing when delighted. However, the mother did not realize the price of this, for she was in fact feeding her child her own heart. Soon, the mother was drained of all emotion, feeling neither love for her child nor sorrow for herself. The mother stopped feeding both her child and herself, dying not long after. The child, however, wasted away into an invisible specter, hungry for more emotion. This was the first joystealer.

Eaters of Happiness. Joystealers are invisible, incorporeal spirits, unable to feel emotions. To fill this emptiness in themselves, they consume the emotions of others, draining their souls of joy, sorrow, rage, and fear. In this process, they gain flesh of their own, revealing themselves to resemble children. They experience these consumed emotions for as long as possible, slowly fading back into nothing over time. Those who fall victim to the predations of a joystealer may find themselves permanently drained of emotions, unable to feel even fear for their own lives.

APATHY LEVEL

The feeding of a joystealer drains its targets of their emotions, rendering them impassionate husks of their former selves. Depending on how much a target's Charisma is reduced, the following effects apply:

Charisma 6-8. The target feels emotions distantly. Disadvantage on Charisma skill checks. The Charisma reduction lasts until the target completes a long rest.

Charisma 3-5. Disadvantage on Charisma and death saving throws as well as Charisma skill checks. The Charisma reduction can be cured with *remove curse*, *lesser restoration* or similar magic.

Charisma 2. The target's emotions are completely consumed, rendering them incapable of feeling any emotion. The creature gains the following flaw, which can only be cured with *greater restoration*, *dispel evil and good* or similar magic:

Dead Heart. "I feel nothing." You have disadvantage on Dexterity, Charisma, and death saving throws as well as Charisma skill checks. Additionally, you cannot feel any emotions. You cannot rage or gain inspiration and are immune to the frightened condition and spells that produce emotions, such as *tasha's hideous laughter*.

JOYSTEALER

Small fey, neutral evil

Armor Class. 13

Hit Points. 82 (15d6 + 30)

Speed. 35 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	15 (+2)	6 (-2)	14 (+2)	1 (-5)

Damage Resistances. cold, fire, lightning, thunder

Damage Vulnerabilities psychic

Senses. special (see Empathic Sight below), passive Perception 12

Languages. telepathy 30 ft

Challenge. 5 (1,800 XP)

Empathic Sight. The joystealer can see any creature within 60 feet of it on both the Ethereal Plane or Material Plane as if with truesight as long as that creature has emotions, regardless of which plane it currently occupies. The joystealer cannot perceive or even conceive of entities without emotions, such as creatures under the effects of the *mindblank* spell as well as mindless constructs and undead. Creatures under the effects of *calm emotions* are perceived by the joystealer as if they were under the effects of *blur*, imposing disadvantage on all attacks the joystealer makes on them. A joystealer has advantage on attack rolls against a creature that is experiencing extremely intense emotions, such as while raging, suffering from the frightened condition, or under the effects of *tasha's hideous laughter*.

Ethereal Curse. The joystealer exists on the Border Ethereal so long as its Charisma is lower than 2. If its Charisma is 3 or higher, it immediately shifts to the Material Plane, and it shifts back to the Border Ethereal if its Charisma is lowered to 2. While it is on the Border Ethereal, the joystealer can target creatures on the Material Plane with its Touch attack, but only if they are experiencing a powerful emotion.

Actions

Multiattack. The joystealer makes two Touch attacks

Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 16 (3d8) psychic damage. The target must succeed on a DC 13 Wisdom saving throw or have its Charisma score reduced by 1d4 (the results of this Charisma reduction are detailed in the Apathy Level sidebar). When the joystealer reduces a creature's Charisma with this effect, the joystealer's own Charisma is increased by the same amount. The joystealer loses 1d4 points of Charisma every hour after it has last fed.

KAPPA

Kappas are bad mannered river fey. They resemble nothing so much as humanoid turtles with slightly duck like features a bowl-like divet in their skulls in which they balance a small amount of water when not swimming. While these bowl remains full, a kappa is all but invincible, but should this water be spilled the kappa will begin to suffocate and loses many of its powers, lending them to adopt a strangely rigid posture when walking on dry land.

Clever Bullies. Kappas are totally oblivious to the struggles of others, even their own kin, and will never come to the aid of another creature unless it benefits them. They love the discomfort of others, finding it hilarious when they offend the delicate sensibilities of landwalkers. They like to spy on bathing humanoids, and often take up residence near onsen. However, if a creature impresses them enough through deference, skill, or raw intimidation they may offer to teach them some of their skills. Such a humanoid may be taught the secrets of grappling known only to kappas.

KAPPA

Small fey, chaotic neutral

Armor Class. 18 (natural armor)

Hit Points. 27 (6d8)

Speed. 30 ft.,

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	17 (+3)	10 (+0)	7 (-2)	14 (+2)	11 (+0)
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Saving Throws: Str +5, Dex +5

Skills. Acrobatics +5, Athletics +5, Perception +4

Senses. passive Perception

Languages. Common, Sylvan

Challenge. 2 (450 XP)

Conditional Airbreather. The kappa can breathe water. Additionally, so long as the bowl in its skull remains filled with water

Grappler. The kappa has advantage on grapple checks and saving throws, ignoring penalties imposed on grappling a Medium target, as well as on saving throws to resist being knocked prone.

Head Bowl. The indentation on the top of the kappa's head is filled with water when not underwater. If this water is spilled from its head, the kappa loses its Grappler and Regeneration trait and has disadvantage on all attack rolls and Strength checks until it is refilled. Normal movement and actions, including combat, do not cause the water to spill. The water can be spilled if an opponent succeeds on an opposing grapple check against the kappa or if the kappa is knocked prone.

Regeneration. The kappa recovers 5 hit points at the start of its turn as long as it has water in its head bowl. The kappa only dies if it starts its turn with 0 hit points and does not regenerate.

Actions

Multiattack. The kappa makes two claw attacks.

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 6 (1d6 + 3) slashing damage.

Grab. One creature within 5 feet of the kappa must succeed on a DC 15 Strength or Dexterity saving throw or become grappled by the kappa. On a successful grapple, the kappa can pull the creature up to 15 feet in any direction. The grappled creature or a creature within 5 feet of the grappled creature can use its action to make a Strength (Athletics) check against the kappa's opposing Strength (Athletics) check, freeing the grappled target on a success. The kappa makes the saving throw with advantage if its Grappler feature is active.

LEPRECHAUN

Leprechauns are the border folk. They live their lives on the edges between things; between the mortal realm and the Feywild, fortune and ruin, night and day, rain and sun. Looking like small, red haired halflings dressed up in fine clothes, leprechauns are easily identified by their fondness for green and gold.

Elusive and Mischievous. Leprechauns prefer to remain unseen by the mortal races, staying hidden by invisibility whenever they can. They can't resist pranks, though, and delight in hiding keys, pulling chairs, and spilling milk. If especially insulted, their jokes may become malicious, even deadly.

Spreaders of Luck. A leprechaun has the ability to bless someone with good luck or to curse them with bad luck. They may use this to reward a particularly clever mortal for their quick wit, or to punish a dull human for being boring.

Treasure Lovers. Leprechauns love beautiful things, and especially value gold and emeralds. An adventurer who offers them these treasures will find a leprechaun far more receptive to their requests. A leprechaun never willingly parts with their treasure, creating illusory coins and gems if pressed into doing so by greedy mortals. However, if a mortal does successfully steal a leprechaun's treasure, they'll find the leprechaun to be willing to do almost anything to recover it.

Children of Oberon. The legend goes that once while he was out roaming in the form of a stag, Oberon stumbled across a halfling village and met Yondalla, their patron goddess. Not knowing that the stag was in fact a fey lord, Yondalla kindly fed Oberon a carrot from their bountiful garden. The Green Lord was baffled. Never before had he known such a simple kindness. Soon Oberon was visiting the village every day in a different shape, hoping to experience the simple, wholesome kindness of Yondalla again.

Eventually, Oberon's fascination turned to infatuation, which he professed to Yondalla, telling her of how he had visited her over and over to experience her kindness. To his surprise, though, the goddess gently turned him down, stating that though she was flattered by his adoration, she could not give him what he needed. Instead, she gave him a seed from her garden and told him to give it to the one he truly loved. Oberon, somewhat embarrassed, went to the palace he had built for his wife Titania and planted the seed at its base. Quickly, that seed grew into a four leafed clover, from which sprang Squelaiche, the first leprechaun, who became Titania's most beloved jester.

To this day, Oberon still harbors a great fondness for the people of Yondalla, a fondness shared by the leprechauns who were born from his infatuation. They will often live along the borders of halfling villages, where they lend their aid in protecting the villages from harm and spreading Yondalla's blessing of luck to her people.

LEPRECHAUN

Tiny fey, chaotic neutral

Armor Class. 13

Hit Points. 55 (10d6 +20)

Speed. 40 ft

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	17 (+3)	15 (+2)	18 (+4)	19 (+4)	17 (+3)
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Saving Throws: Dex +5

Skills. Insight +6, Performance +5, Stealth +5

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons, cold

Senses. passive Perception 14

Languages. Common, Gnomish, Halfling, Sylvan

Challenge. 4 (1,100 XP)

Innate Spellcasting. The leprechaun's innate spellcasting ability is Charisma (spell save DC 13 +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *bane, bless, dancing lights, mage hand, minor illusion, misty step, prestidigitation, shillelagh*

3/day each: *chromatic orb, color spray, creation (gold or emeralds only), major image*

Lucky (1/Round). If the leprechaun fails an attack roll, skill check, or saving throw, it can choose to reroll, using the higher roll.

Magic Resistance. The leprechaun has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The leprechaun makes two attacks with its shillelagh

Shillelagh. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage

Fortune's Touch. The leprechaun targets one creature that it can see within 60 feet of it. That creature must succeed on a DC 13 Charisma saving throw or become affected by Fortune's Touch (the creature can choose to fail the saving throw). For the next 24 hours, or until the leprechaun uses this action again or dies, the creature either has advantage or disadvantage on all attack rolls, skill checks, and saving throws (the leprechaun's choice). The leprechaun can only affect one creature with this at a time. Once a creature has been affected by this skill, it cannot be effected by it again for 24 hours.

Superior Invisibility. The leprechaun magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment that the leprechaun is wearing is invisible with it.

LILLEND

A lillend looks like a lithe, muscular elf with a long, serpentine tail for legs and a pair of magnificent wings on its back. Its scales and wings shimmer like jewels and its eyes are sharp and alert, taking in every detail around it. Its movements are graceful and powerful. These are the guardians of art and glory, who sing the stories of glorious battle across their homeplane of Ysgard and throughout the Material Plane and the Feywild.

Beloved by the Divine. The lillends are the tellers of the great tales. They know the lays of all the greatest heroes of the planes, those who have fought impossible battles in the defense of love, family, and honor, seekers of glory and justice. They sing their stories across the Upper Planes, keeping the stories of long dead heroes alive.

Beloved by the Fey. With their iridescent scales, effortless grace, and beautiful voices, the lillend are naturally adored by the fey. A lillend may occasionally take up residence in an unspoiled wilderness in the Feywild or the Material Plane, taking inspiration from the raw, authentic beauty of the physical world and defending it from those that would despoil it. These lillend naturally ally with the local fey, though they usually maintain a strained relationship with the evil fey.

BARDS OF GLORY

Some lillend take a more active role in the stories of heroes, acting as allies to warriors for justice such as angels and paladins in their battles against the forces of evil. These lillend have the following action.

Song of Heroes. The lillend begins singing a song that fills its friends with courage and its enemies with fear. It can continue playing this song on subsequent turns as if concentrating on a spell, but it cannot make a shortsword attack while playing this song.

Any ally of the lillend within 120 feet of it that can hear its song has advantage on saving throws to resist becoming frightened or charmed and adds 1d4 to all of its weapon attack rolls.

Each creature hostile to the lillend choice that is within 120 feet of the lillend and can hear it must succeed on a DC 15 Wisdom saving throw or become frightened for as long as it can hear the lillend's song. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lillend's Song of Heroes for the next 24 hours.

LILLEND

Large celestial (snake), chaotic good

Armor Class. 15 (natural armor)

Hit Points. 82 (11d10 + 22)

Speed. 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	17 (+3)	15 (+2)	14 (+2)	16 (+3)	18 (+4)
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Saving Throws: Dex +6, Wis +6, Cha +7

Skills. Nature +5, Perception +6, Performance +7, Persuasion +7

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 60 ft., passive Perception 16

Languages. Celestial, Draconic, Elven, Giant, Sylvan
Challenge. 6 (2,300 XP)

Innate Spellcasting. The lillend's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *darkness, hallucinatory terrain, knock*

1/day each: *charm person, speak with animals, speak with plants*

Magic Resistance. The lillend has advantage on saving throws against spells and other magical effects.

Magic Weapons. The lillend's weapon attacks are magical.

Spellcasting. The lillend is a 6th level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The lillend has the following bard spells prepared:

cantrips: *dancing lights, mage hand, vicious mockery*

1st level (4 slots): *animal friendship, comprehend languages, cure wounds, faerie fire*

2nd level (3 slots): *animal messenger, calm emotions, enthrall*

3rd level (3 slots): *dispel magic, major image, tongues*

Actions

Multiattack. The lillend makes three attacks: two with its shortsword and one with its constrict.

Shortsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 5) piercing damage

Constrict. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. **Hit:** 14 (2d8 + 5) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, and the lillend can't constrict another target.

MERCANE

The multiverse is filled with spectacular marketplaces: the sweltering souks of the City of Brass, the claustrophobic markets of Sigil, the treacherous bazaars of Azzagrat, the cramped Goblin Market of Nachtur; all are home to magnificent treasures and terrible dangers. In these places of commerce, one might see a tall, blue skinned figure bartering for a particularly handsome magic item, flanked by swarthy guardians. Its robes are of the finest silk and its three-jointed fingers are decked with magnificent jewels. This is a mercane, a fey from another world.

Outsiders. The mercane are mysterious immigrants to this multiverse from a dying reality. In their home they were kings and queens, but in this world they had nothing. They quickly learned to utilize their skills in negotiation to give them an edge in commerce, and now they ply their trade throughout the planes. Having no homeplane of their own, the mercane make their homes in their specially designed caravans, which allow them to travel the multiverse with all their merchandise in tow.

As they are not part of the natural world, the mercane have little interest in the realms of the Feywild. Some may become favored diplomats and negotiators for a fey lord, but the untamed wilderness of the dream of the natural world holds little appeal for the fussy mercane. They are far more likely to settle down in a planar metropolis such as Sigil, Azzagrat, or the City of Brass.

Bodyguards. Though they are all trained in arcane magic, the majority of that skill is dedicated to their commercial ventures. Therefore, the mercane prefer to rely on hired muscle for their protection. If combat becomes unavoidable, a mercane will make itself scarce, preferring to teleport away and become invisible to allow its bodyguards to handle the situation. Should they be pressed into combat, a mercane will rely on its magical training to protect it.

Gifts. There is a piece of wisdom among the merchants of the planes: "Never accept a fairy gift." Wise advice under any situation, but especially wise when dealing with the mercane. When receiving a gift from a mercane, it is imperative that a gift of equal or greater value be given in return. Otherwise, the creature's soul belongs in part to the mercane.

GIFTGIVER

Should a creature receive a gift from a mercane without giving it a treasure of equal or greater value, the creature becomes beholden to the mercane's whims. Until the creature gives the mercane a treasure of equal or greater value, they have the following flaw. If the creature gives the item to another creature, then both the original creature and the new creature become cursed.

Gifted. "I am beholden to the will of the mercane who gave me a great gift." You are charmed by the mercane you are bound to. Once per day, this mercane can issue a command to you as if casting *geas* at 9th level, which you automatically fail the saving throw for. You cannot be under more than one command of this nature at a time.

MERCANE

Large fey, lawful neutral

Armor Class. 13 (16 with mage armor)

Hit Points. 93 (11d10 + 33)

Speed. 35 ft

STR DEX CON INT WIS CHA

14 (+2) 16 (+3) 16 (+3) 20 (+5) 17 (+3) 15 (+2)

Saving Throws: Wis +6

Skills. Arcana +8, Deception +5, Insight +6, Investigation +8, Perception +6, Persuasion +5

Senses. passive Perception 16

Languages. Abyssal, Celestial, Common, Draconic, Infernal, Primordial, Sylvan

Challenge. 5 (18,000 XP)

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

3/day each: *dimension door, invisibility*

1/day each: *plane shift* (may be used to transport its caravan and all its contents and passengers)

Magic Resistance. The mercane has advantage on saving throws against spells and other magical effects.

Spellcasting. The mercane is a 9th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The mercane has the following wizard spells prepared:

cantrips: *mage hand, mending, message, shocking grasp*

1st level (4 slots): *comprehend languages, detect magic, identify, mage armor*

2nd level (3 slots): *arcane lock, detect thoughts, see invisibility*

3rd level (3 slots): *counterspell, dispel magic, tongues*

4th level (3 slots): *Leomund's secret chest, Mordenkainen's faithful hound, phantasmal killer*

5th level (1 slots): *legend lore*

Actions

Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage

MOVANIC DEVA

Movanic devas are among the most beautiful of the angels. Their milky white hair and complexions bear a distinctly elven quality, with slender yet muscular bodies that move with an effortless grace. Movanic devas are charged by their deities with the defense of the natural world and with maintaining the delicate balance of life and death. As such, movanic devas are most commonly found within the tangled forests of the Feywild, the grim fields of the Shadowfell, and the wild places of the Material Plane, though their duties may take them to into the unfathomable reaches of the Positive and Negative Energy Planes, where all life and unlife originate.

Quiet Strength. Movanic devas are the gentlest and most soft-spoken of the angels, though that should not be mistaken for weakness. Though they do not pursue the more glorious goals of their cousins the astral devas, movanic devas are not to be trifled with. They spend years at a time disguised as animals or humanoids, quietly observing the natural world, always prepared to act in its defense. Not as mighty as many celestials, movanic devas are most likely to seek out heroes and act as their guides, though it will gladly give up its life in defense of the natural world. Movanic devas are most concerned with rooting out and slaying the undead as the greatest perversions of natural life, though they will gladly fight against incursions of fiends or abominations from the Far Realm.

Fey Courtiers. Being as bright and as beautiful as they are, movanic devas are always welcome among the Summer Court of Titania, who finds their stoic thoughtfulness and unshakable nobility to be a delightful counterpoint to the feckless behavior of her court. Titania often has a movanic deva or two visiting her court as an ambassador from a god, though they rarely linger for long. The cut throat intrigue and thoughtless cruelty of fey politics hold little appeal for angels.

MOVANIC DEVA

Medium celestial, lawful good

Armor Class. 17 (natural armor)

Hit Points. 42 (5d8 + 20)

Speed. 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
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17 (+3)	18 (+4)	19 (+4)	16 (+3)	22 (+8)	18 (+6)
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Saving Throws: Wis + 8, Cha + 6

Skills. Medicine +8, Nature +5, Perception +8

Damage Resistances. radiant; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. necrotic

Condition Immunities. charmed, exhaustion, frightened

Senses. darkvision 120 ft., passive Perception 18

Languages. Celestial, Sylvan, telepathy 120 ft.

Challenge. 4 (1,100 XP)

Angelic Weapons. The deva's weapon attacks are magical. When the deva hits with any weapon, the weapon deals an extra 1d8 radiant damage (included in the attack).

Innate Spellcasting. The deva's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*

1/day each: *commune, commune with nature*

Magic Resistance. The deva has advantage on saving throws against spells and other magical effects.

Soothing Natural Presence. Unless magically compelled, beasts and plants will never voluntarily attack the deva.

Actions

Multiattack. The deva makes longsword attacks.

Longsword. **Melee Weapon Attack:** +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) slashing damage or 8 (1d10 + 3) slashing damage if used with two hands to make a melee attack, plus 7 (2d6) radiant damage.

Change Shape. The deva magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any Equipment it is wearing or carrying is absorbed or borne by the new form (the deva's choice).

In a new form, the deva retains its game Statistics and ability to speak, but its AC, Movement modes, Strength, Dexterity, and Special senses are replaced by those of the new form, and it gains any Statistics and capabilities (except Class Features, legendary actions, and lair actions) that the new form has but that it lacks.

NAT

The nat are distant cousins of the hobs. They are divinely assigned guardians of specific locations of importance, existing entirely outside the petty politics of the fey courts and possessing great reverence for the gods. All three varieties are humanoid in appearance, with brightly colored skin, tangled black hair, and sharp claws and fangs.

Unseen Guardians. They prefer to remain in the Ethereal Plane whenever they can, avoiding notice as they observe events on the material plane. They follow their duties to the best of their abilities, but will become troublesome if not given gifts of food.

EINSAUNG NAT

Small household spirits with bright red skin, the einsaung nat are assigned to safeguard and bless especially important or devout families. A home with an einsaung nat in it will always have good luck, and will never be troubled by restless ghosts or wicked fiends. An einsaung nat cannot leave the property of its home, living there for generations, so it will defend it to the bitter end.

Shy But Fiery. Though they are exceedingly shy and hate combat, they take their duties as guardians very seriously. Intruders into their homes will find themselves stymied at every turn by bad luck. However, they don't like being seen by anyone, so they rarely show their faces. If their assigned family chooses to move to a new home, the einsaung nat can be carried to the new home in a basket if one is left open and the family politely asks them to come with them. They will only go along with them if the basket is left unobserved, though will forgive a child for peaking.

THE HOME OF THE EINSAUNG NAT

The home that an einsaung nat lives in is suffused by its positive influence, which creates one or more of the following effects:

- Fiends and undead can't enter the home, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the home.
- All creatures of the nat's choice within the home add 1d4 to all ability checks, attack rolls, and saving throws. As an action, the nat can end, begin, or reverse this effect for any number of creatures within the home, causing them to subtract 1d4 from all ability checks, attack rolls, and saving throws.
- Divination magic cannot view what happens within the home. Spells such as *clairvoyance* and *scrying* will fail to enter the home.

EINSAUNG NAT

Small fey, chaotic good

Armor Class. 12

Hit Points. 10 (3d6)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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7 (-2)	15 (+2)	10 (+0)	11 (+0)	12 (+1)	13 (+1)
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Saving Throws: Dex +4

Skills. Insight +3, Perception +3, Stealth +4

Damage Resistances. fire, lightning

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 13

Languages. Celestial, Sylvan, and the language of the home to which it is assigned, typically Common

Challenge. 1 (200 XP)

Empowered Strikes. The nat's weapon attacks count as magical for the purpose of overcoming damage reduction.

Ethereal Jaunt. As a bonus action, the nat can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Ethereal Sense. The nat's sense extend 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *detect poison and disease*, *purify food and drink*

1/day each: *dream*, *lesser restoration*, *dispel evil and good*

Magic Resistance. The nat has advantage on saving throws against spells and other magical effects.

Actions

Bite. **Melee Weapon Attack:** +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage

HKUM YENG NAT

The hkum yeng nat is a stout, orange skinned fey about the size of a dwarf. They are divinely assigned to guard the well-being of an entire town or village, typically a town of virtuous people located far away from easy access to military protection.

Impassive Guardians. A hkum yeng's one and only duty is the preservation of the village to which it is assigned. It has no interest in the day to day behavior of its inhabitants. So long as they dutifully provide it with offerings of food and drink it is content to allow them to do as they will, protecting them from outside threats.

THE VILLAGE OF THE HKUM YENG NAT

The village that a hkum yeng nat protects is imbued with its awareness, which creates one or more of the following effects:

- Dangerous wild animals such as wolves and boars never willingly approach within 1 mile of the borders of a hkum yeng nat's town. If forced to approach, they will become aggressive and attempt to leave the proximity as soon as they are able.
- As a bonus action, the nat can target any number of creatures within its town that it can see, which must succeed on a DC 11 Wisdom saving throw or become frightened for 1 minute or until it crosses the border of the town. A creature frightened in this way must use its full movement to take the safest, most direct route out of the town. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, the creature is immune to the nat's Aura of Fear for the next 24 hours

HKUM YENG NAT

Medium fey, neutral

Armor Class. 14 (natural armor)

Hit Points. 31 (7d8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	13 (+1)	10 (+0)	9 (-1)	10 (+0)	13 (+1)

Saving Throws: Str +2

Skills. Perception +2, Stealth +3

Damage Resistances. fire, lightning

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 12

Languages. Celestial, Sylvan, and the language of the village to which it is assigned, typically Common

Challenge. 3 (700 XP)

Empowered Strikes. The nat's weapon attacks count as magical for the purpose of overcoming damage reduction.

Ethereal Jaunt. As a bonus action, the nat can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Ethereal Sense. The nat's sense extend 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *bane, dispel magic, remove curse*

1/day each: *burning hands, dream*

Magic Resistance. The nat has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The nat makes two claw attacks.

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 4 (1d6 + 1) slashing damage

LU NAT

Lu nat are tall, gangly nat with bright blue skin. These cruel and foul tempered fey are sent to torment towns of the impious for their transgressions. They reside in graveyards, but the entire town is their domain, and when night falls and they enter the Material Plane to spread disease to the unrighteous.

Divine Punishment. A town will be cursed with a lu nat if its influential inhabitants show great disdain for the edicts set down by the gods. Over time its residents will notice that they are becoming sick more easily and that animals and plants grow thin and sickly. Important public figures will take ill without warning, and machinery breaks down. This continued stress and anxiety can lead to a riot against the perceived unbelievers in the community, an event the lu nat finds endlessly amusing.

A town can correct its behavior to stop the lu nat's torment. Should the people of the community gather together to identify the issue and rectify it, the lu nat will stop tormenting them. However, a lu nat also is tasked to ensure that its lesson has taken, so it will remain in the town's graveyard for many years to come to catch them if they relapse.

THE VILLAGE OF THE LU NAT

The village that a lu nat torments is heavy with its presence, which creates one or more of the following effects:

- Mutilated animal carcasses will be found on the doorsteps of those who have recently transgressed against their god.
- Beasts and humanoids have disadvantage on Constitution saving throws while inside the town.
- As a bonus action, the nat can target one creature within its town. The target must succeed on a DC 11 Constitution saving throw or become infected with Sight Rot.

LU NAT

Medium fey, lawful evil

Armor Class. xxx (natural armor)

Hit Points.

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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14 (+2)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	11 (+0)
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Skills. Intimidation +2, Perception +2, Stealth +3

Damage Resistances. fire, lightning

Damage Immunities. poison

Condition Immunities. poisoned

Senses. darkvision 60 ft., passive Perception 12

Languages. Celestial, Sylvan, and the language of the village to which it is assigned, typically Common

Challenge. 4 (1,100 XP)

Empowered Strikes. The nat's weapon attacks count as magical for the purpose of overcoming damage reduction.

Ethereal Jaunt. As a bonus action, the nat can magically shift from the Material Plane to the Ethereal Plane, or vice versa.

Ethereal Sense. The nat's sense extend 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The nat's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *stinking cloud*

1/day each: *dream*

Magic Resistance. The nat has advantage on saving throws against spells and other magical effects.

Smell Sin. The nat can detect by scent whether a humanoid is faithful to a god. In addition, it can identify by scent if the target has knowingly committed a sin against the god they believe in within the last month. This sense extends to both the Material Plane and the Ethereal Plane, regardless of which plane the nat currently occupies.

Actions

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

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) slashing damage

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage

NYMPHS

Nymphs are physical embodiments of the beauty of nature whose lives are bound either to a location such as a tree or a mountain, an object such as a mantle or a veil, or a natural phenomenon such as a flame or a cloud. Whether male or female, a nymph is always heartbreakingly lovely and incredibly perilous.

NYMPHS BY CR

Monster	CR	Source
Ashira	0	
Dryad	1	<i>Monster Manual</i>
Forlarren	1	
Muse	1	
Mycodryad	1	
Vestal	1	
Glaistig	2	
Nephelle	2	
Nereid	2	<i>Yawning Portal</i>
Boreal	3	
Fand	3	
Gruvrået	3	
Maenad	3	
Bisan	4	
Naiad	4	
Yuki-on-na	4	
Lampad	5	
Deadwood revenant	6	
Gulthias dryad	6	
Verenestra	14	<i>Lords and Ladies</i>

ASHIRA

The ashira are the secret nymphs of the grove. They reside in small groups of male and female ashira, residing primarily on the Feywild side of orchards of cultivated fruit or nut trees, such as figs or almonds. Able to travel between the Feywild and the mortal world by stepping through trees, they keep secret watch over the humanoids that tend to their groves. Ashira discourage wild animals from damaging their groves, and the trees in an ashira inhabited groves are blessedly free of ravenous insects. They are peaceful, but as their lives are inexorably bound to their orchards they will defend their orchard in whatever way they can if endangered.

ASHIRA

Medium fey (*animus*), neutral good

Armor Class. 11

Hit Points. 27 (5d8 + 5)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	13 (+1)	13 (+0)	15 (+2)	16 (+3)

Skills. Perception +4, Stealth +3

Senses. passive Perception 14

Languages. Common, Midani, Sylvan

Challenge. 0 (10 XP)

Goodberry (3/Day). The ashira's innate spellcasting ability is Charisma. It can innately cast *goodberry*, requiring no material components:

Magic Resistance. The ashira has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The ashira can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on its turn, the ashira can use 10 ft. of its movement to step magically into one living tree within its reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large or bigger. The ashira can travel between the Material Plane and the Feywild while traveling in this way so long as there is a suitable tree on the destination plane.

Actions

Fist. Melee Weapon Attack: +2 to hit, reach 5 ft., one creature. **Hit:** 1 bludgeoning damage.

Fey Charm. The ashira targets one humanoid or beast that it can see within 30 feet of it. If the target can see the ashira, it must succeed on a DC 13 Wisdom saving throw or be magically charmed. The charmed creature regards the ashira as a trusted friend to be heeded and protected. Although the target isn't under the ashira's control, it takes the ashira's requests or actions in the most favorable way it can.

Each time the ashira or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the ashira dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the ashira's fey charm for the next 24 hours.

The ashira can have no more than one humanoid and up to three beasts charmed at a time.

BISAN

Bisan are nymphs who are specifically tasked with the protection of trees that are highly valued for their sap, gum, bark, or wood; such as teak, camphor, cinnamon, and sandalwood. They are highly devoted to their task, and will defend their trees ferociously, transforming into furiously buzzing swarms of wasps at the first sign of trouble.

BISAN

Medium fey (*animus, shapechanger*), lawful neutral

Armor Class. 12

Hit Points. 60 (11d8 + 11)

Speed. 30 ft. (5 ft., fly 30 ft. in swarm form)

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	18 (+4)
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Saving Throws: Wis +4

Skills. Nature +3, Perception +4, Stealth +4

Damage Resistances. bludgeoning, piercing, and slashing damage (in swarm form only)

Condition Immunities. grappled, prone, restrained (in swarm form only)

Senses. passive Perception 14

Languages. Elvish, Sylvan

Challenge. 4 (1,100 XP)

Innate Spellcasting. The bisan's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft, invisibility (self only), thorn whip*

3/day each: *bane, charm person, plant growth*

1/day each: *hold monster, insect plague*

Magic Resistance. The bisan has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The bisan can communicate with beasts and plants as if they shared a language.

Shapechange. As a bonus action, the bisan magically turns into swarm of wasps or back into its true form. The bisan has the same statistics in both form, except it can occupy another creature's space and can move through any opening large enough for a Tiny insect while in swarm form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the bisan's choice).

Actions

Stings (Swarm Form Only). *Melee Weapon Attack:* +4 to hit, reach 0 ft., one target in the swarm's space. Hit: 10 (4d4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

BOREAL

The boreal are the children of the northern lights, spirits of fleeting radiance. Naive and passionate, they tumble through the night skies searching for partners to dance with. They carry with them a fragment of the aurora that birthed them in the form of a veil that they wear at all times, and their lives are brief, intrinsically tied to the auroras from which they emerge.

Short Lived. The tragedy of a boreal is that it is doomed to perish once the aurora that birthed it ceases. As such, they rarely live beyond a single night, living their brief lives in a fugue of passion and glory before winking out of existence. The boreals are content with this, viewing their brief existences as one magnificent adventure.

BOREAL

Medium fey (*animus*), chaotic good

Armor Class. 15

Hit Points. 71 (13d8 + 13)

Speed. 0 ft. fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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11 (+0)	20 (+5)	13 (+1)	14 (+2)	15 (+2)	18 (+4)
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Saving Throws: Dex +7, Wis +4, Cha +6

Damage Vulnerabilities fire

Damage Immunities cold, radiant, necrotic

Senses. passive Perception 12

Languages. Auran, Celestial, Sylvan

Challenge. 3 (700 XP)

Aurora Veil. The boreal wears a veil that sheds bright light in a 30-foot radius and dim light an additional 30 feet. Any humanoid that starts its turn within the bright illumination of this veil and can see it must make a DC 14 Wisdom saving throw. On a failed save, the creature is charmed so long as it remains illuminated by the veil. A creature can repeat the saving throw if the boreal or its allies attack the target. If a creature's saving throw is successful the creature is immune to the boreal's Aurora Veil for the next 24 hours.

The target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on Attack rolls against the boreal.

The boreal's veil is a piece of the aurora that birthed it, and it contains the boreal's spirit. The veil has an AC and hit points equal to that of the boreal, but the garment can't be directly harmed while the boreal wears it. The veil will go out when the aurora it was taken from ends. If the veil is destroyed or goes out, the boreal dies immediately, dissolving away into snow.

Light of the Sky. The boreal can innately cast *faerie fire* at will, requiring no material components. Its innate spellcasting ability is Charisma (save DC 14).

Magic Resistance. The boreal has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The boreal can communicate with beasts and plants as if they shared a language.

Actions

Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) radiant damage plus 4 (1d8) cold damage.

GLAISTIG

Glaistigs are far more dangerous than other nymphs due to their vampiric nature. They delight in luring young men and women into their ponds and streams and then draining them of all their blood. They can be easily distinguished from other nymphs by their goat legs, which they will try to conceal from strangers, and they will fly into a rage if any human points out their goat legs. Despite their fondness of humanoid blood, they do not harm cattle or other farm animals, and will in fact often guard herds of cattle from predators. They may even gain a fondness for the families that herd those cattle for a living and take to watching over their children.

GLAISTIG

Medium fey (*animus*), neutral evil

Armor Class. 13

Hit Points. 52 (8d8 + 16)

Speed. 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	16 (+3)	14 (+2)	15 (+2)	16 (+3)	17 (+3)
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Skills. Perception +5, Stealth +5

Senses. passive Perception 15

Languages. Common, Halfling, Sylvan

Challenge. 2 (450 XP)

Amphibious. The glaistig can breathe both air and water.

Innate Spellcasting. The glaistig's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights, fog cloud*

3/day each: *charm person*

1/day each: *suggestion, water breathing*

Magic Resistance. The glaistig has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Plants. The glaistig can communicate with beasts and plants as if they shared a language.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 4 (1d8) necrotic damage, and the glaistig recovers hit points equal to the necrotic damage dealt.

GRUVRÅET

Gruvrået are unusual among the fey. Rather than despising the humanoid races for their forays into the natural world, the gruvrået adore them for their ingenuity. They delight in seeing the myriad tunnels that men and dwarves dig in their quest for ore and gems, and are pleased whenever a new device or technique makes a mine safer or more efficient. Though rarely seen, they always look like attractive dwarves with well-kept beards.

Protectors. A gruvrået is extremely protective of both its mine and the people who work in it. A gruvrået's mine is far safer than any other mine; cave-ins are less frequent, gas leaks are detected earlier, and aggressive subterranean life is extremely uncommon. Should a gruvrået's mine be threatened by invaders such as orcs, it will assume a frightening shape and drive the invaders away. As such, highly successful mines are often said to be "courting a gruvrået," and are highly sought after. However, should a gruvrået be disrespected, its wrath can be terrible.

Abandonment. No mine lasts forever. Eventually its resources run out. When that happens, the miners pack up their things and move on to the next promising vein. However, a gruvrået cannot leave so easily, bound as it is to the earth itself. A gruvrået of an abandoned mine may descend into madness, consumed by bitter loneliness until its sorrow and anger permeate the very stones. Such mines are considered haunted and are avoided at all costs.

GRUVRÅET

Medium fey (*animus, shapeshifter*), neutral

Armor Class. 16 (natural armor)

Hit Points. 34 (4d8 + 16)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	12 (+1)	18 (+4)	14 (+2)	15 (+2)	18 (+4)
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Skills. Intimidation +6, Perception +4, Stealth +3

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 120 ft., tremorsense 120 ft., passive Perception 14

Languages. Dwarvish, Sylvan, Terran, Undercommon

Challenge. 3 (700 XP)

Earth Glide. The gruvrået can burrow through nonmagical, unworked stone and earth. While doing so, the gruvrået doesn't disturb the material it is moving through.

Innate Spellcasting. The gruvrået's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *charm person, speak with animals, stone shape*

1/day each: *heat metal, wall of stone*

Magic Resistance. The gruvrået has advantage on saving throws against spells and other magical effects.

Magic Weapons. The gruvrået's weapon attacks are magical.

Shapechange. The gruvrået can use a bonus action to transform into one of the following forms or back into its true form: dire wolf, giant badger, giant bat, giant lizard, giant spider. While in these forms, it retains its statistics and gains access to the traits and actions of the new form. If the gruvrået dies, it returns to its true form.

Actions

Multiattack. The gruvrået can use Frightful Presence, if available. It uses two slam attacks

Slam. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) bludgeoning damage

Frightful Presence (1/Day). Each creature of the gruvrået's choice that is within 120 ft. of the gruvrået and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the gruvrået's Frightful Presence for the next 24 hours.

GULTHIAS DRYAD

A gulthias tree is a force of death and corruption, a tree with a vampiric thirst for blood. Any dryad bound to a gulthias tree, or whose tree becomes corrupted by the influence of a vampire, hag, evil druid, or another gulthias tree, gains that same thirst for blood. These dryads become twisted and deformed, resembling women formed of a hideous tangle of sticks.

Abominable Life. A gulthias dryad is a wretched creature. Unable to lure in victims with its beauty, it must use illusion magic to hide its true form. Able to remember its former glory as a sylvan spirit and cast out by the fey who once loved it, a gulthias dryad's only friends are the wretched blights that plague its forest. Consumed by bitterness and unable to reclaim their beauty, gulthias dryads willingly drain the blood of the living to slake their fury.

GULTHIAS DRYAD

Medium fey (*animus*), neutral evil

Armor Class. 16 (barkskin-like)

Hit Points. 71 (11d8 + 22)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	16 (+3)	14 (+2)	11 (+0)	15 (+2)	17 (+3)
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Saving Throws: Str +6, Dex +6, Con +5

Skills. Deception +6, Perception +5, Stealth +6

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. blinded, deafened

Senses. blindsight 60 ft., passive Perception 15

Languages. Common, Sylvan

Challenge. 6 (2,300 XP)

Blood Frenzy. The dryad has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *charm person*, *disguise self*, *ensnaring strike*, *pass without trace*

Magic Resistance. The dryad has advantage on saving throws against spells and other magical effects.

Tree Stride. Once on her turn, the dryad can use 10 ft. of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree. Both trees must be Large or bigger.

Actions

Multiattack. The dryad makes two attacks, only one of which can be a bite attack.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one willing creature, or a creature that is incapacitated or restrained. *Hit:* 5 (1d4 + 3) piercing damage plus 12 (3d8) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dryad regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LAMPAD

A lampad is a nymph of caves and the underworld. They can be found throughout the Underdark, tending to caverns filled with glittering crystal growths or spectacular fungal forests, guiding the growth of stalactites and stalagmites over the course of centuries. They frequently befriend cave bears, korreds, and galeb duhr, and may even befriend a particularly wise svirfneblin or a circle of myconids that take residence in their caverns. They are no less dangerous than other nymphs, though, and will delight in leading travelers astray with *dancing lights*.

Strange Beauty. The deep places of the world are filled with strangeness, and the lampad is the strangest and loveliest of all the things in the deep realms. Those that see their startling loveliness are stricken by madness, left gibbering wildly and yearning to glimpse that beauty one more time.

Handmaidens of the Lords of Death. Lampads have a certain amount of influence over death and the passage of spirits, and may serve chthonic entities such as Kelemvor, the Raven Queen, or Hecate. These lampads may be assigned to guard crypts, mausoleums, crossroads, and portals to the underworld. Many lampads reside on the Shadowfell or upon the Grey Wastes of Hades, and their strange dances are among the only beautiful sights in those grim realms.

Rarely, a lampad may be assigned to preserve the remains of an important hero for all time, keeping their bodies free of corruption and decay until they are able to return to the world of the living.

MADNESS LEVELS

If you are running the *Out of the Abyss* adventure or any other adventure that utilizes the Madness Level mechanic, you may want to give the lampad's Maddening Beauty a more permanent effect. Rather than the target being afflicted with a long term form of madness while it is charmed by the lampad, you may want to increase the target's Madness Level by 1 on a failed saving throw.

LAMPAD

Medium fey (*animus*), chaotic neutral

Armor Class. 13

Hit Points. 85 (10d8 + 40)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	18 (+4)	14 (+2)	17 (+3)	20 (+5)

Saving Throws: Dex +6, Wis +6, Cha +8

Skills. Perception +6, Religion +5, Stealth +6

Senses. darkvision 120 ft., tremorsense 60 ft., passive Perception 16

Languages. Sylvan, Terran, Undercommon

Challenge. 5 (1,800 XP)

Earth Glide. The lampad can burrow through nonmagical, unworked stone and earth. While doing so, the lampad doesn't disturb the material it is moving through.

Innate Spellcasting. The lampad's innate spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *darkness*, *speak with dead*

3/day each: *gentle repose*.

Maddening Beauty. If a humanoid views the lampad under bright light, it must make a DC 16 Charisma saving throw. On a failure, the creature becomes charmed by the lampad for 24 hours. While charmed by the lampad, the creature possesses a form of Long Term Madness, or Short Term Madness if the creature failed its saving throw by 8 or more (*Dungeon Master's Guide* pg. 259-260).

Each time the lampad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the lampad dies, is on a different plane of existence from the target, or ends the effect on a bonus action. If a target's saving throw is successful, the target is immune to the lampad's Maddening Beauty for the next 24 hours.

Magic Resistance. The lampad has advantage on saving throws against spells and other magical effects.

Speak with Beasts and Stones. The lampad can communicate with beasts and stones as if they shared a language. Stones can relate to it who or what has touched the stones as well as revealing what is covered or concealed behind or under them.

Actions

Stone. Ranged Spell Attack: +8 to hit, reach 5 ft., one creature. Hit: 7 (2d6 + 5) bludgeoning damage

MAENAD

Merriment has a spirit of its own, and in the mad bacchanalia of the Feywild that spirit lives. The bacchanalia are groups of humanoids and beasts participating in the mad revelries led by the maenad, nymphs whose very spirit is bound to the bacchanal over which they preside in the same way a dryad is bound to its tree.

Sisters of the Frenzy. Maenads are the most beloved of the gods of wine and pleasure, the wild nymphs who nurse lion cubs and conduct the revels of their bacchanalia with a pinecone tipped wand called a thyrsus. Hyrsam, the prince of fools, is a dear friend of all maenads, and eagerly joins in their bacchanalia.

The Debauched. The spirit of bacchanalia reaches out to all hearts, and few are safe from its call. The revels pull in nobles and common folk alike, who engage in debasing acts of pleasure and madness, until the spell of the bacchanals ends and they regain their senses and return to their lives. Some, however, chose to remain with the bacchanalia, and are transformed into bacchae, the children of the frenzy.

THE BACCHANALIA

The bacchanalia is any group of creatures participating the merriment presided over by a maenad. Any creature participating in the bacchanalia is immune to the exhausted condition. However, non-fey creatures gain any exhaustion levels it would have accrued upon leaving the bacchanalia.

On initiative count 20 (losing initiative ties), the maenad takes a bacchanal action to cause one of the following effects; the maenad can't use the same effect two turns in a row

- The maenad beckons for others to join in the frenzy. All humanoids within 30 feet of it that can hear it must succeed on a DC15 Wisdom saving throw or become charmed by the maenad. While charmed in this way, the creature enthusiastically joins in the revelry of the the bacchanalia and is considered a part of the bacchanalia. Each time the maenad or a member of the bacchanalia does anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the maenad dies, is on a different plane of existence from the target, or ends the effect on a bonus action. If a target's saving throw is successful, the target is immune to this effect for the next 24 hours. If a creature chooses to remain in the bacchanal after the charmed condition ends on it, it may gain the Bacchae Template, seen on the next page
- The maenad utters words of wild encouragement. Until initiative count 20 of the next turn, all creatures within the bacchanalia add 1d4 to all of their attack rolls and saving throws.

MAENAD

Medium fey (*animus*), chaotic neutral

Armor Class. 18 (natural armor)

Hit Points. 49 (9d8 + 9)

Speed. 30 ft.

STR DEX CON INT WIS CHA

12 (+1) 14 (+2) 13 (+1) 12 (+1) 16 (+3) 20 (+5)

Condition Immunities. charmed, exhausted, frightened, poisoned

Senses. darkvision 60 ft., passive Perception 13

Languages. Elvish, Sylvan

Challenge. 3 (700 XP)

Immune to Polymorph. The maenad is immune to any spell or effect that would alter its form.

Innate Spellcasting. The maenad's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *tasha's hideous laughter*

3/day each: *create/destroy water* (creates wine instead of water), *faerie fire*, *goodberry*

1/day each: *confusion*, *crown of madness* (creates a flower crown instead of an iron crown)

Magic Resistance. The maenad has advantage on saving throws against spells and other magical effects.

Reckless. At the start of its turn, the maenad can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Speak with Beasts and Plants. The maenad can communicate with beasts and plants as if they shared a language

Actions

Multiattack The maenad makes three attacks: one with its thyrsus, one with its claw, and one with its bite.

Thrysus. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 9 (1d8 + 5) bludgeoning damage

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

Claw. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. **Hit:** 4 (1d6 + 1) slashing damage

BACCHAE TEMPLATE

A bacchae can be created by applying the Bacchae Template to any humanoid creature. The Bacchae Template can be removed from a creature with a *remove curse* spell.

Type. The bacchae's type is fey, and it retains its racial tags.

Alignment. A bacchae's alignment becomes chaotic if it was not already.

Armor. At the first opportunity, a bacchae will cast off any armor, favoring light clothes and bare skin.

Languages. The bacchae speaks Sylvan in addition to whatever languages it already knew

Bacchanalia. The bacchae has advantage on saving throws against being charmed or frightened.

Immune to Polymorph. The bacchae is immune to any spell or effect that would alter its form.

Inexhaustible. The bacchae is immune to the exhausted condition.

Reckless. At the start of its turn, the bacchae can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Inebriation. The bacchae cannot cast any non-innate spells or make ranged weapon attacks more complex than throwing objects.

SAMPLE BACCHAE

The baccha presented here uses a **commoner** as the base creature.

COMMONER BACCHAE

Medium fey (any race), any chaotic alignment

Armor Class. 10

Hit Points. 4 (1d8)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Condition Immunities. exhausted

Senses. passive Perception 10

Languages. Sylvan and any one language (usually Common)

Challenge. 0 (10 XP)

Bacchanalia. The bacchae has advantage on saving throws against being charmed or frightened.

Immune to Polymorph. The bacchae is immune to any spell or effect that would alter its form.

Reckless. At the start of its turn, the bacchae can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) bludgeoning damage

SAMPLE BACCHAE

The following baccha presented here uses a **champion** (*Volo's Guide to Monsters* Appendix B) as the base creature.

CHAMPION BACCHAE

Medium fey (any humanoid race), any chaotic alignment

Armor Class. 12

Hit Points. 143 (22d8 + 44)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	12 (+1)

Saving Throws: Str +9, Con +6

Skills. Athletics +9, Intimidation +5, Perception +6

Condition Immunities. exhausted

Senses. passive Perception 16

Languages. Sylvan and any one language (usually Common)

Challenge. 8 (3,900 XP)

Bacchanalia. The bacchae has advantage on saving throws against being charmed or frightened.

Immune to Polymorph. The bacchae is immune to any spell or effect that would alter its form.

Indomitable (2/Day). The bacchae champion rerolls a failed saving throw.

Reckless. At the start of its turn, the bacchae can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

Second Wind (Recharges after a Short or Long Rest).

As a bonus action, the bacchae champion can regain 20 hit points

Actions

Multiattack. The bacchae champion makes three attacks with its greatsword

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage, plus 7 (2d6) slashing damage if the champion has more than half its total hit points remaining

MUSE

Muses are spirits of creativity and inspiration. They love all forms of artistry, from painting to music to stoneworking and more. Though born in beautiful mountain springs, they crave the vivacity of creative endeavors, and as such can often be found disguised as lovers of poets, painters, and craftsmen.

The Mysteries. Many bards and other artists seek out inspiration in the wild places of the world. Those that seek in places touched by the Feywild may stumble upon a spring in which a muse of stunning beauty bathes. Those that are lucky enough to intrigue the muse may form an agreement with the spirit to accompany them back to their homes where the muse will open the channels of their true creative potential in exchange for the adoration which sustains a muse when away from the Feywild. When a muse loses interest in its artist, it will move onto a new artist.

Kidnapped. Some muses have the unfortunate luck to be kidnapped from their homes by way of the theft of their mantle. A muse whose mantle is stolen will do everything in its power to ensure its safety. This has lead to muses being used to inspire troops going to war, the crafters of perverse weapons of destruction, and necromancers of foul workings. Rumor has it that the Red Wizards of Thay actually possess a number of muses saved for their most high ranking members as both founts of inspiration and concubines. Muses used for such base endeavors are invariably disgusted with the abuse of their power and eager to seek vengeance. Some waste away out of despair, while others may shrivel up, losing their loveliness though retaining their power of inspiration, though all that they inspire inevitably becomes grim.

MUSE

Medium fey, chaotic good

Armor Class. 13

Hit Points. 27 (5d8 + 5)

Speed. 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	12 (+1)	17 (+3)	18 (+4)	16 (+3)
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Skills. Insight +6, Perception +6, Performance +7, Persuasion +5

Senses. passive Perception 16

Languages. Common, Elvish, Sylvan

Challenge. 1 (200 XP)

Amphibious. The muse can breathe both air and water.

Innate Spellcasting. The muse's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *calm emotions, comprehend languages, vicious mockery* (5th level)

1/day each: *bane, charm person, enhance ability, tongues*

Magic Resistance. The muse has advantage on saving throws against spells and other magical effects.

Mantle Dependent. The muse wears a mantle of pure white, silky cloth, which holds the creature's spirit. The mantle has an AC and hit points equal to that of the muse, but the garment can't be directly harmed while the muse wears it. If the mantle is destroyed, the muse becomes poisoned and dies within 1 hour. A muse is willing to do anything in its power to recover the mantle if it is stolen, including serving the thief.

Actions

Slap. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one muse. *Hit:* 2 (1d4) bludgeoning damage

Inspiring Ballad. The muse begins singing. All creatures of the muse's choice within 120 feet of it that can hear the song add 1d6 to all of their attack rolls, ability checks, and saving throws for the duration of the song. The muse can continue singing the song by using its action each turn.

MYCODRYAD

Deep beneath the earth, in magnificent caverns that drip with water, there are forests unlike anything on the surface world. Fungi the size of trees sprout from the sweet rot of the cavern floor, given an unearthly illumination by the dimly glowing toadstools growing beneath them. Whorls of luminescent lichen decorate the ceiling like a painted night sky. Insects flit lazily from puffball to shelf fungi, some gleaming with their own internal light, some glittering like jewels with the reflected light of the forest itself, some scuttling quietly through the rot below. In these unearthly realms, you might hear a laugh or catch a glimpse of a female form darting behind a zurkhwood trunk. These are the mycodryads, the fey spirits of the fungal forests.

Ladies in the Dark. The mycodryads are different from their above ground cousins. Rather than using eyes, which can fail in the dark, mycodryad's sense vibrations in the air with the delicate bloom of fungi that is their face.

ZURKHENT

The guardians of fungal groves, a zurkhent uses the same statistics as a **treant** with the following modifications:

- The zurkhent has darkvision out to a range of 120 feet.
- The zurkhent's False Appearance feature allows it to be mistaken for a normal zurkhwood mushroom (instead of a tree).

VARIANT: GOWNS OF MOLD

Some mycodryads weave gowns for themselves out of mycellia and mold. A mycodryad with a gown of mold is considered covered in a 5 foot square patch of one type of mold: brown mold, yellow mold (*Dungeon Master's Guide*, pg 105), russet mold (*Volo's Guide to Monsters* pg 196), or chromatic mold. The mycodryad is immune to the mold's effects. A mycodryad wearing a gown of mold has a CR of 2 (450 XP).

MYCODRYAD

Medium fey (*animus*), neutral

Armor Class. 11
Hit Points. 22 (5d8)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills. Perception +4, Stealth +5
Senses. blindsight 60 ft. (blind beyond this), passive Perception 14
Languages. Sylvan
Challenge. 1 (200 XP)

Fungal Stride. Once on her turn, the mycodryad can use 10 feet of her movement to step magically into one living fungus within her reach and emerge from a second living fungus within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both fungi must be Large or bigger.

Innate Spellcasting. The mycodryad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *druidcraft, phantasmal force*

3/day each: *calm emotions, dream, entangle*

Magic Resistance. The mycodryad has advantage on saving throws against spells and magical effects.

Rapport Spores. The mycodryad is surrounded at all times by a 30-foot radius sphere of spores. These spores can go around corners and affect only humanoids, beasts, plants, and fey. Affected creatures can communicate as if they shared a language, regardless of intelligence. The effect lasts for 1 hour.

Actions

Caustic Spores. The mycodryad releases spores at a creature within 5 feet of her that she can see. The target must make a DC 14 Constitution saving throw, taking 7 (2d6) acid damage on a failure or half as much on a successful one.

Narcotic Spores (Recharge 5-6). The mycodryad releases a 30-foot radius sphere of spores from her body which remains for 1 minute. All creatures that enter the cloud of spores or start their turn within the cloud of spores must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. While poisoned in this way, the target is charmed by the mycodryad. As a bonus action on her turn, the mycodryad can force one creature poisoned in this way to make a DC 14 Wisdom saving throw. On a failure, the target is incapacitated by hallucinations until the end of its next turn.

NAIAD

A naiad is a fey spirit bound to a particular body of freshwater, such as a river, a spring, a pond, or a waterfall. They are known to kidnap particularly beautiful young men and women, pulling them under the waters of their ponds or lakes to who knows what fate.

True Beauty. A naiad possesses a beauty so profound that it can blind those who gaze upon it, rendering them unable to see anything but the naiad itself. These people will happily spend the rest of their lives in adoration of the naiad. The more merciful naiads will use magic to conceal their true form to spare mortals that fate and themselves the hassle of dealing with new admirers, while the crueler naiads will use it as a way to pass the time.

NAIAD

Medium fey (*animus*), neutral

Armor Class. 17

Hit Points. 49 (9d8 + 9)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	15 (+2)	17 (+3)	19 (+4)

Skills. Perception +5, Persuasion +8, Stealth +4

Senses. darkvision 60 ft., passive Perception 15

Languages. Aquan, Elvish, Sylvan

Challenge. 4 (1,100 XP)

Blinding Beauty. Any humanoid within 30 feet of the naiad that can see its true form must make a DC 13 Charisma saving throw. On a failed save, the creature is blinded until cured with *lesser restoration* or similar magic. While blinded in this way, the creature is charmed by the naiad and can still see the naiad, though it is blind to everything else. If a creature fails its saving throw by 7 or more it is also reduced down to 0 hit points. If a creature succeeds on its saving throw it is immune to the naiad's Blinding Beauty for 24 hours.

Unless the target is surprised or the revelation of the naiad's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the naiad.

Amphibious. The naiad can breathe air and water.

Innate Spellcasting. The naiad's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *disguise self, druidcraft*

3/day each: *cure wounds, phantasmal killer*

1/day each: *water breathing*

Magic Resistance. The naiad has advantage on saving throws against spells and magical effects.

Speak with Beasts and Plants. The naiad can communicate with beasts and plants as if they shared a language

Unearthly Grace. While wearing no armor, the naiad's AC includes its Charisma modifier.

Actions

Slap. Melee Weapon Attack: +4 to hit, range 5 ft., one target. *Hit 4 (1d4 + 2) bludgeoning damage.*

Embrace (Recharge 3-4). The naiad embraces one willing creature and uses any remaining movement that it possesses to attempt to pull the creature in a direction of its choice. The creature must make a DC 14 Wisdom saving throw, making the throw with disadvantage if it is charmed by the naiad. On a failure, the creature is willingly lead by the naiad, attempting to breath normally even if lead underwater.

NEPHELE

The nephele are the nymphs of the clouds, bringers of rain and snow to those bound to the base earth. They spend their time languishing amid the clouds, shepherding them when necessary.

Fickle Mercy. The nephele often take pity on the poor, ugly creatures that are bound to the earth beneath them, and will occasionally bring rain to ailing crops or shepherd storms away from humanoids that they think are deserving of their mercy. However, their kindness is inconstant and may be revoked over an incredibly minor slight.

Nephele have even been known to take pity on divine prisoners bound to mountaintops such as primordials or wicked empyreans, bringing them rain or snow to soothe their fury and listening to their tragic stories. Such nephele may even garner the support of humanoids to whom it tells the sad story of its new friend, inadvertently sowing the seeds of a new cult.

NEPHELE

Medium fey, chaotic neutral

Armor Class. 15

Hit Points. 33 (6d8 + 6)

Speed. 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	13 (+1)	14 (+2)	16 (+3)	17 (+3)

Saving Throws: Dex +7

Skills. Perception +5

Damage Resistances. cold, lightning, thunder

Senses. passive Perception 15

Languages. Celestial, Draconic, Primordial, Sylvan

Challenge. 2 (450 XP)

Cloudwalker. The nephele can treat any visible vapor as if it is solid, allowing it to walk on clouds or mist. This requires no concentration and can be done while the nephele sleeps.

Innate Spellcasting. The nephele's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *control wind*

1/day each: *create or destroy water*, *fog cloud*, *gust of wind*

Magic Resistance. The nephele has advantage on saving throws against spells and other magical effects.

Speak with Clouds and Birds. The nephele can communicate with beasts with a natural flying speed, clouds, and winds as if they shared a language. Winds can describe what they have traveled past, and clouds can describe the area from which their waters evaporated and how soon they will precipitate.

Actions

Touch. *Melee Spell Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) cold damage

VESTAL

The vestal embodies the simple beauty and contentment of a well tended home and a welcoming hearth. They reside on the Ethereal Plane, watching over the residents of their home. Theirs is a kind, gentle beauty, the beauty of a mother's smile and a warm embrace, of a moment shared with treasured family. A vestal guards its home against burglary, ghosts, and the mischief of other fey, while protecting those that live within it from disease and sorrow. Theirs is a secret beauty, too, for they will abandon a family that tells the secret of their existence.

VESTAL

Medium fey (*animus*), neutral good

Armor Class. 13

Hit Points. 45 (7d8 + 14)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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10 (+0)	16 (+3)	15 (+2)	14 (+2)	13 (+1)	19 (+4)
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Skills. Medicine +3, Perception +3, Religion +4

Damage Immunities. fire

Senses. darkvision 60 ft., passive Perception 13

Languages. Ignan, Sylvan, and the language of the home its hearth is in

Challenge. 1 (200 XP)

Aura of Calm. The vestal is surrounded at all times by an aura of contentment. This aura effects creatures on both the Material Plane and the Border Ethereal Plane, regardless of which plane the vestal currently occupies.

While a creature friendly to the vestal is within the aura, it has advantage on saving throws to resist becoming frightened or charmed and on all Constitution saving throws to maintain concentration on a spell.

Ethereal Jaunt. While within its hearth and the hearth is lit, the vestal can magically shift from the Material Plane to the Ethereal Plane, or vice versa, as a bonus action.

Ethereal Sight. The vestal can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The vestal's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *calm emotions*, *detect evil and good*, *detect poison and disease*

3/day each: *circle of power*, *crusader's mantle*, *lesser restoration*

1/day each: *aura of life*, *aura of vitality*

Magic Resistance. The vestal has advantage on saving throws against spells and other magical effects.

Actions

Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) fire damage. If the target is a creature or a flammable object, it ignites. Until a creature takes an action to douse the fire, the target takes 5 (1d10) fire damage at the start of each of its turns.

YUKI-ON-NA

Never travel during a blizzard. That's the wisdom in the village. Never travel during the snowstorms that threaten to bury the entire mountain in white. The paths are easy to lose, and should you become astray the cold is bitter and unforgiving. However, most sinister of all, there's a woman. She wanders the mountains during the thickest blizzards. Some say she carries her dead child in her arms, some that she dances in the snow fall. However, all agree that if you see her, you will not be found again until your frozen corpse is revealed in spring.

Spirits of the Lost. A yuki-on-na is beautiful beyond words, but it is a cold, distant beauty, the beauty of fresh fallen snow on a far off mountain. The yuki-on-na is bound to these mountainsides, embodying the treacherous beauty of nature and the sorrow of becoming lost in the uncaring world. Some sink into bitterness, using their powers to lead travelers astray to enjoy their suffering, while others chose to spare others from that same fate, leading lost travelers to safety during the fiercest of blizzards.

Strange Brides. Very rarely, a yuki-on-na may fall in love with a mortal. If a mortal loves them in return, the yuki-on-na becomes mortal for a time, losing its supernatural powers and becoming bound to their partner's home rather than their mountainside. This yuki-on-na may live with their beloved for years. However, if their loved one betrays their trust, such as by revealing their lover's true identity, the yuki-on-na will abandon them forever, returning to their cold, distant mountainsides.

YUKI-ON-NA

Medium fey, any chaotic alignment

Armor Class. 12

Hit Points. 54 (12d8)

Speed. 30 ft.

STR DEX CON INT WIS CHA

10 (+0) 14 (+2) 10 (+0) 13 (+1) 14 (+2) 19 (+4)

Skills. Deception +6, Perception +4, Persuasion +6, Stealth +3

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Vulnerabilities. fire

Damage Immunities. cold

Senses. blindsight 60 ft., passive Perception 14

Languages. Auran, Common, Sylvan

Challenge. 4 (1,100 XP)

Innate Spellcasting. The yuki-on-na's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

3/day each: *charm person*, *comprehend languages*, *disguise self*, *detect thoughts*

Snow Camouflage. The yuki-on-na can use a bonus action to take the Hide command while in mist, snowfall, or an area covered in snow. It has advantage on any Dexterity (Stealth) checks made while surrounded by mist or snow.

Actions

Multiattack. The yuki-on-na makes two melee attacks

Touch. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 9 (2d8) cold damage

Lose the Way. Melee Spell Attack: +6 to hit, reach 5 ft., one creature. **Hit:** The yuki-on-na touches one creature, which must make a DC 14 Intelligence saving throw (which it can choose to fail). On a failure, the creature becomes completely incapable of navigating anywhere unless the yuki-on-na wishes it for the next 3d6 hours. All Wisdom (Survival) checks to prevent becoming lost fail, and all spells to navigate, such as *find the path* automatically fail when cast. As an action, the yuki-on-na can cause all attempts at navigating to lead to a destination of its choice. If a creature succeeds on its saving throw versus this effect, it is immune to the effect for 24 hours.

Paralyzing Glance. The yuki-on-na targets one creature that it can see within 60 feet. The target must succeed on a DC 14 Constitution saving throw or become paralyzed for 1 minute. Creatures immune to cold damage are immune to this effect. Creatures charmed by the yuki-on-na have disadvantage on the saving throw.

PECH

Pech are small fey of elemental earth. They possess yellowish grey skin and eyes with no pupils, though few people ever know this as pech are peaceful and shy, and the most an ordinary adventurer will ever see of one is the eerie glint of their eyes reflecting torchlight. They can mold stone like clay and they create extensive winding tunnels in which they live and mine, their hammers and pickaxes ringing throughout the dark.

The Miners. Pech adore mining, and they devote their time to crafting intricate, strangely shaped mines. Because of their ability to speak with stones, they can navigate unerringly to find precious gems, and the Queen of Air and Darkness has many pech subjects who mine jewels and precious metals for her. They are naturally shy and insular, even from other fey, and they do not get along with korreds, who hate the sound of their hammers.

Quiet. Pech prefer to remain secret from humanoids, and many do not even know of the existence of these quiet folk of the deep places. Pech avoid drow, but they hate dwarves and will often go out of their way to sabotage dwarven mines, especially duergar. Strangely, though, pech like gnomes, and may even befriend gnomes that show especial skill and appreciation for mining.

PETRIFICATION

Eight or more pech within 30 feet of each other can cast *flesh to stone*. Each of the pech in the group must use its action and movement on three consecutive turns to perform a ritual dance around the target and must maintain concentration while doing so (as if concentrating on a spell). When all eight have finished their third turn of the dance the spell is cast normally. Concentration on the spell can be maintained by as few as one pech from the group. Once a pech has cast *flesh to stone* in this way, it cannot do so again until after it has completed a long rest.

PECH

Small fey, neutral good

Armor Class. 16 (natural armor)

Hit Points. 44 (8d6 + 16)

Speed. 30 ft., burrow 30 ft

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	12 (+1)	15 (+2)	13 (+1)	14 (+2)	11 (+0)
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Skills. Perception +4, Stealth +3, Survival +4

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. petrified

Senses. darkvision 120 ft., passive Perception

Languages. Gnomish, Sylvan, Terran

Challenge. 2 (450 XP)

Innate Spellcasting. The pech's innate spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

3/day each: *stone shape*

1/day each: *wall of stone*

Speak with Stones. The pech can communicate with stones as if they shared a language. Stones can relate to it who or what has touched the stones as well as revealing what is covered or concealed behind or under them.

Sunlight Sensitivity. While in sunlight, the pech has disadvantage on Attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The pech makes two war pick attacks.

War Pick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

RAGEWALKER

War is a horror as old as the universe, when the cosmos were shaped by the tumultuous clash between the primordials and the gods. Conflict has always been a part of life, and it always will. It is a part of nature. However, as the humanoid races grow, the toll of war becomes greater. Larger armies and more powerful magics create devastation on a scale once unimaginable in the natural world. Spells so powerful that they scar the Weave itself, mass graves so large that they create hills that loom above the landscape, machines that slaughter without pause or remorse, these things stain the natural world with anguish and suffering, leaving a blight on the earth that cannot be healed. Nature itself cries out at this, and in answer to these cries are born the ragewalkers from the blood and ash.

Fire and Fury. Bastard children of the Morrigan, the ragewalkers live lives of pain, sorrow, and fury. They stalk through battlefields and ruined cities, its slender limbs stepping gracefully between bodies, anger etched in its every movement. Towering at 10 feet tall and clad in armor that seems grafted to its very flesh, a ragewalker is eternally surrounded by a whirling cloud of weapons. Only its elven face is exposed, lines drawn through the soot and ash on its scarred skin by tears that flow unending from its hateful eyes.

Song of Vengeance. The desolate planes that were once the stage for massive, magical battles are scarred beyond healing, blighted with magical fallout and unspeakable anguish. These bleak wastelands are littered with the detritus of warfare: festering corpses, broken war machines, scattered weapons. To these the ragewalker sings its terrible song, its mournful battle cry, and in response the blighted rise up, taking on a hateful half life and seeking their wretched vengeance. The undead are kindred spirits to the ragewalkers and will instinctively follow them.

Some ragewalkers lead hoards of undead, constructs, and elementals on campaigns of vengeance, venturing forth from their battlefields to lay waste to nearby villages and cities in search of those who wronged them. These ragewalkers eventually return to their battlefields once their hoards dwindle and their yearning for their terrible birthplace grows too great.

Outcasts. A ragewalker is born of blighted earth, and as such has no place among the fair folk. Other fey avoid ragewalkers, finding the wretched creatures to be revolting and sad. However, fiendish beings such as demons and devils may find a use in them, taking advantage of their kinship with undead and elementals and their mastery of weaponry.

Wretched Hunger. A ragewalker derives bitter sustenance by consuming the flesh and bones of the festering corpses that litter its battlefield. In the absence of the dead, a ragewalker consumes ash and scorched earth.

BLIGHTED BATTLEFIELDS

A ragewalker's battlefield is a terrible place, littered with bodies and broken weapons. Plant life struggles to grow here, and a palpable sadness and anger saturates the air. These areas frequently have exotic effects such as wild magic zones and desecrated ground to reflect the magical devastation that once occurred here.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the ragewalker takes a lair action to cause one of the following effects; the ragewalker can't use the same effect two turns in a row

- The ragewalker begins singing, forcing all constructs, elementals, and undead with an Intelligence score of 6 or less within 120 feet to make a DC 18 Wisdom saving throw (if the creature is being controlled by a spellcaster, the spellcaster performs the saving throw for the creature, using their own spell attack modifier). On a failure, that creature becomes charmed by the ragewalker until initiative count 20 of the following round. If the creature was summoned by a spellcaster, then the spell's duration ends.
- The ragewalker shrieks in fury, and all creatures that can hear it must make a DC 18 Charisma saving throw or be overwhelmed with memories of pain, sorrow, and rage of those who died on this battlefield, becoming incapacitated until initiative count 20 of the following round.

REGIONAL EFFECTS

The battlefield in which a ragewalker was born is warped by the fey's magic, which creates one or more of the following effects:

- Beasts instinctively avoid a ragewalker's battlefield, sensing the wrongness of it, and will become nervous if made to enter. The only exception to this is crows, ravens, and flies. Natural plant life here grows twisted and wrong.
- Constructs such as animated armor and flying swords, elementals such as mephits and magmins, and undead such as specters and skeletons are common and will be loyal to the ragewalker.
- The dreams of any humanoids who complete a long rest within 1 mile of the battlefield are plagued by visions of the last moments of life of those who died there and must make a DC 18 Charisma saving throw. On a failure, the creature gains no benefit from the long rest.
- Whenever an elemental, undead, or construct with an Intelligence score of 6 or less that enters the battlefield, or is created there, it must make a DC 18 Wisdom saving throw (if it is being summoned or created by a spellcaster, that spellcaster performs the saving throw for the creature, using their own spell attack modifier). On a failure, the creature becomes loyal to the resident ragewalker, and will be hostile to any living humanoids. These creatures obey the ragewalker's orders and will protect it at all costs. Traits that dictate a creature's behavior, such as a modron's *Axiomatic Mind* or a clay golem's *Berserk* may be removed or activated accordingly. The saving throw must be repeated every 24 hours until a failure.

RAGEWALKER

Large fey, chaotic evil

Armor Class. 18 (plate)

Hit Points. 180 (19d10 + 76)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	23 (+6)	19 (+4)	10 (+0)	14 (+2)	20 (+5)

Saving Throws: Str +9, Dex +11, Wis +7

Skills. Athletics +9, Perception +7

Damage Resistances. cold, fire; bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. poison

Condition Immunities. charmed, exhaustion, frightened, poisoned

Senses. darkvision 60 ft., passive Perception 17

Languages. The languages of those who died on its battlefield; it also understands Abyssal, Infernal, Primordial, and Sylvan but cannot speak them

Challenge. 14 (11,500 XP)

Blood Frenzy. The ragewalker has advantage on attack rolls against any creature that doesn't have all its hit points.

Blighted Soul. Detect evil and good, commune with nature, and other similar spells and effects identify the ragewalker as undead. The ragewalker also benefits from desecrated ground and is treated by *antilife shell* as if it was an undead creature.

Combat Master. A ragewalker is proficient in all weapons, and can fully utilize any non-holy weapon without attunement or meeting other conditions such as race, alignment, or class.

Innate Spellcasting. The ragewalker's innate spellcasting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components.

At will: *crown of madness*

3/day each: *blade barrier*, *cloudkill*, *contagion*, *fireball*

Magic Resistance. The ragewalker has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ragewalker's weapon attacks are magical.

Weapon Cloud. The ragewalker is surrounded at all times by a cloud of flying, whirling weapons. A creature must make a DC 18 Dexterity saving throw whenever it first comes within 30 feet of the ragewalker or starts its turn within 30 feet of it. On a failure, the creature takes 9 (2d8) bludgeoning, piercing, or slashing damage (chosen at random).

Actions

Multiaction. The ragewalker makes two claw attacks and three flying weapon attacks.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 15 (2d8 + 6) slashing damage.

Flying Weapon. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 9 (1d8 + 5) bludgeoning, piercing, or slashing damage (the ragewalker's choice).

Reactions

Bloodlust. When a creature within 60 feet of the ragewalker is damaged, the ragewalker can cast *crown of madness* on it.

Redirect Missiles. If a ranged weapon attack targeting the ragewalker misses, it can redirect the attack at a target of its choice, making a new attack roll with a +10 attack modifier.

RUIN CHANTER

In Gauntlgrym there is a dwarven woman who no one really knows. She has resided in an out of the way residence in the Vault of Kings since the city was reclaimed by Bruenor, and she has no immediate next of kin. She makes frequent trips to the Iron Tabernacle, bringing food to the dwarves renovating its innumerable temples and making private visits to the crypts below it. She talks very little, but she sings often, recalling old songs that most dwarves thought forgotten.

Cities have dreams, just like all living things. They rise, they revel, and eventually they die. The ruin chanters are the ones who sing the dirges of the dead and dying empires. They live in the ruins of cities and they sing their stories. They sing of triumphs and tragedies of days past, of the struggles both great and small. They sing of the festivals and the plagues and the coronations and the battles and all the other events that defined the city they live in. They sing of the impermanence of all things, of the good night that we must all eventually walk into. They are the twilight folk, and in their songs you hear your own footsteps walking inexorably down the path of your own life.

Urban Decay. A ruin chanter looks like a wizened example of the people who once inhabited its ruins, old and mournful with sad eyes. They inhabit the ruins of long dead cities, as well as the ruined or ancient sections of cities that are declining. They learn the stories and songs of the city through its stones, and they sing them in defiance of the inescapable end. They eat dust and ash and drink the water that collects in puddles, understanding the sorrow of loss.

Guardians. A ruin chanter does not only mourn the city it inhabits. It also protects what remains from unwarranted destruction and looting. They speak the secret language of ghosts, and understand the efforts of the rats and razorglory that find sanctuary in the cracks and crevasses. They summon spirits of earth, creating elementals out of the bones of their city. Those who would seek to despoil the city, whether through looting or wanton destruction, will find their efforts thwarted by traps, feral animals, hazards, and perhaps even moving portions of the ruins themselves.

Urban Renewal. Some legends say that if the city of a ruin chanter is once again occupied and brought back from death, that the ruin chanter will find new life, becoming young and joyful. Some even say that such a ruin chanter becomes mortal, leaving behind its sorrowful life to live out the remainder of its days in the city for which it once mourned.

RUIN CHANTER

Medium fey (*animus*), neutral

Armor Class. 16 (natural armor)
Hit Points. 152 (16d8 + 80)
Speed. 30 ft

STR DEX CON INT WIS CHA

16 (+3) 19 (+4) 20 (+5) 15 (+2) 16 (+3) 20 (+5)

Saving Throws: Dex +7, Wis +6

Skills. Acrobatics +7, Perception +6

Senses. darkvision 60 ft., passive Perception 16

Languages. Sylvan, Terran, and whatever the primary language is or was of the ruins they occupy

Challenge. 8 (3,900 XP)

Lightfoot. The ruin chanter is supernaturally light on its feet. It does not trigger weight based traps, such as pits or pressure plates, unless it wants to. It does not destabilize precarious structures. By using 10 feet of movement it can leap up to 30 feet vertically.

Magic Resistance. The ruin chanter has advantage on saving throws against spells and other magical effects.

Magic Weapons. The ruin chanter's weapon attacks are magical.

Song of Senility. As a bonus action, the ruin chanter begins singing. All creatures of the ruin chanter's choice within 60 feet of the ruin chanter that can hear it must succeed on a DC 16 Intelligence saving throw at the beginning of its turn or age 1d4 years and be affected as if with the *confusion* spell until the beginning of its next turn. The aging can be reversed with a *lesser restoration* spell.

Actions

Multiattack. The ruin chanter makes three Mace attacks

Mace. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 8 (1d6 + 5) bludgeoning damage. The target must succeed on a DC 16 Constitution saving throw or take 2 (1d4) necrotic damage and have disadvantage on all Strength and Dexterity attacks, checks, and saving throws for 1 minute.

RUIN ELEMENTAL

Most elementals are devoid of any sort of emotion beyond the most basic desire to be a part of its native element and rage when denied that. The ruin elementals are different, however. When a ruin chanter desires a guardian, it will summon a spirit of earth, binding it to the flesh and bones of its dying city with songs of sorrow and loss. This elemental is born imbued with sadness and regret. These elementals will wander the decaying streets, recalling memories not quite its own. However, should their home be threatened, the sorrow and regret turn to rage.

RUIN ELEMENTAL

Large elemental (animus), neutral

Armor Class. 16 (natural armor)

Hit Points. 189 (18d10 + 90)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	5 (-3)	10 (+0)	8 (-1)

Saving Throws: Str +10, Con +9

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. necrotic, poison

Condition Immunities. blinded, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, unconscious

Senses. tremorsense 120 ft., passive Perception 10

Languages. understands Sylvan and Terran and the languages of its summoner but cannot speak

Challenge. 12 (8,400 XP)

False Appearance. While the ruin remains motionless, it is indistinguishable from a pile of rubble

Magic Resistance. The ruin elemental has advantage on saving throws against spells and other magical effects.

Ruin Walker. The ruin elemental moves across difficult terrain made of earth or stone without expending extra movement.

Actions

Multiattack. The ruin elemental makes two Slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 15 (2d8 + 6) bludgeoning damage

Rubble. Ranged Weapon Attack: +10 to hit, range 30/90 ft., one creature. **Hit:** 24 (4d8 + 6) bludgeoning damage

Shockwave (Recharge 5-6). The ruin elemental releases a wave of force. All creatures within 60 feet of the ruin elemental must make a DC 18 Constitution saving throw, taking 66 (12d10) thunder damage on a failure or half as much on a success. Additionally, on a failure, a creature is pushed up to 10 feet directly away from the ruin elemental and knocked prone. This attack only affects creatures not native to the ruins, having no effect on the terrain or native creatures.

SAGUARO SENTINELS

Cousins to the treants of the forest, the saguaro sentinels are lonesome guardians of the ecology of the desert, protecting fey crossings and slaying those who would damage the precious few resources under the baking sun.

Tough and Prickly. Saguaro sentinels are more durable than their treant cousins. Their moisture saturated flesh makes them less vulnerable to fire, and their tough outer hides protect them from the effects of dehydration, both mundane and magical. They are covered in countless long, sharp spines, which viciously pierce the flesh of anyone foolish enough to try and attack them.

SAGUARO SENTINEL

Huge plant, neutral

Armor Class. 16 (natural armor)
Hit Points. 115 (10d12 + 50)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Damage Resistances. bludgeoning, piercing

Senses. passive Perception 13

Languages. Druidic, Elvish, Sylvan

Challenge. 9 (5,000 XP)

False Appearance. While the saguaro sentinel remains motionless, it is indistinguishable from a normal cactus

Siege Monster. The saguaro sentinel deals double damage to objects and structures.

Thorns. A creature that touches the saguaro sentinel or hits it with a melee attack while within 5 feet of it takes 3 (1d6) piercing damage.

Tough Flesh. The saguaro sentinel has advantage on saving throws to resist spells and effects that drain it of moisture, such as *blight* and *Abi-Dalzim's horrid wilting*.

Actions

Multiattack. The saguaro sentinel makes two Slam attacks.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 16 (3d6 + 6) bludgeoning damage plus 3 (1d6) piercing damage

Rock. Ranged Weapon Attack: +10 to hit, range 60/180 ft., one creature. **Hit:** 28 (4d10 + 6) bludgeoning damage

Animate Cacti (1/Day). The saguaro sentinel magically animates one or two Huge cacti it can see within 60 feet of it. These trees have the same statistics as a saguaro sentinel, except they have Intelligence and Charisma scores of 1, they can't speak, and they only have the Slam action option. An animated cactus acts as an ally of the saguaro sentinel. The cactus remains active for 1 day or until it dies; until the saguaro sentinel dies or is more than 120 feet away from the cactus; or until the saguaro sentinel takes a bonus action to turn it back into an inanimate cactus. The cactus then takes root if possible.

SHADAR-KAI CENOBITE

Most of the shadar-kai have resigned themselves to the misery and despair of the Shadowfell. However, some strive against the despair that tugs on their souls. They embrace the lingering glory of the Feywild in their souls and combine it with the yearning of the Shadowfell, becoming terrifying heirophants of pain and pleasure. These grotesquely beautiful and wildly deranged beings have taken their masochistic pleasures to a religious extreme. They devote themselves to searching out new realms of sensation, exploring the borders where pain and pleasure blur together. Those who enter their dungeons do not leave without experiencing equal doses of both agony and ecstasy, and their kin eagerly seek them out in search of enlightenment. Though they inflict terrible torments on their congregations, a shadar-kai cenobite will always seek to protect them from true harm.

Such Sights to Show You. The cenobites have created their own cult of flesh. They worship the goddesses Lliira and Loviatar as one and the same, conflating the Lady of Joy and the Maiden of Pain into one single being wedded to Ilmater. Considered wildly heretical, these teachings are unique to the shadar-kai, and their cenobites construct their own beautifully perverse dogma. These mad prophets wield enchanted chains blessed by their blasphemous purity, capable of entangling their targets, and often enslave chain devils to their wills.

Devils to Some, Angels to Others. A shadar-kai cenobite, in spite of appearances, is not inherently evil. They believe in enlightenment through suffering, both their own and others. They practice exquisite tortures with only love in their hearts, strange and twisted as that love may be. Though their ministrations may be brutal, they always have rules that they abide by. The wicked among them are simply distinguished by their willingness to impart their wisdom by force to any they find.

CENOBITE'S LAIR

A cenobite's lair is nestled within the gloom of the Shadowfell and is alive with ecstatic screams and the smell of sweet blood. A network of tunnels and rooms, all interconnected by winding hallways, creates a mindbending labyrinth of terror and pain, extending supernaturally further than the space they're contained within should allow for.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the cenobite takes a lair action to cause one of the following effects; A cenobite encountered in its lair has a Challenge Rating of 10 (5,900 XP)

- The cenobite delves into the mind of one target that it can see. The target must make a DC 16 Charisma saving throw. On a failure, the cenobite learns the target's innermost shames and desires.

- The cenobite opens the doors to the realms of ecstasy. Until initiative count 20 of the next round, a creature must make a Wisdom saving throw when the cenobite first deals damage to it that round. The DC of the Wisdom saving throw is equal to 15 or the damage dealt to it, whichever is higher. On a failure, the creature is charmed by the cenobite for 1 minute. The creature can repeat its saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this lair action for the next 24 hours.

REGIONAL EFFECTS

The region containing the cenobite's lair is warped by its magic, which creates one or more of the following effects:

- Stone and metal structures within 1 mile of the lair may bleed if damaged. Others may be warm to the touch, or throb from within like flesh.
- Unless the cenobite wishes otherwise, all damage dealt within 1 mile of the lair is non-fatal and any creature reduced to 0 hit points immediately becomes stable. Spells and effects that kill immediately like *power word kill* simply reduce the target to 0 hit points.
- Creatures encountered within 1 mile of the cenobite's lair may be bound or restrained in some way, giving them one or more of the following conditions: blinded, deafened, prone, restrained.
- Once per day while within 1 mile of its lair, a cenobite can perform a 1 hour ritual to summon a fiend with a CR of 8 or less into its lair (common choices include chain devils, succubi, shadow demons, and babau). This fiend is charmed by the cenobite and cannot go further than 1 mile away from its lair. As an action, the cenobite can banish any fiend that it summoned into its lair back to its plane of origin.

GLOOMOIL

Wondrous object, uncommon

Gloomoil is a slow burning oil that contains a trace of the essence of the Shadowfell in it. One pint of gloom oil can be used just like regular lantern oil, burning for the same duration of time and having the same weight and volume. However, rather than producing bright illumination, a lantern burning gloomoil will produce shadow (as noted by lantern type). An area of bright light illuminated by the lantern becomes dim, an area of dim illumination becomes darkness, and an area of natural darkness becomes magical *darkness*. If a lit gloomoil lantern enters an area illuminated by the *daylight* spell, the oil is extinguished.

GLOOM OIL LIGHT PRODUCTION

Lantern Type	Dim Light Produced
Lamp	45 foot radius
Bullseye	120 foot cone
Hooded	60 foot radius

If the shadar-kai cenobite dies, any fiends summoned by the cenobite return to their home plane in 1d4 days. All other effects fade within 1 day.

SHADAR-KAI CENOBITE

Medium fey (elf), lawful neutral

Armor Class. 13 (leather armor)

Hit Points. 97 (15d8 + 30)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	15 (+2)	18 (+4)	16 (+3)

Saving Throws: Con +6, Wis +8, Cha +7

Skills. Deception +7, Insight +8, Intimidation +7,
Medicine +6, Perception +8, Persuasion +7

Damage Resistances. psychic; bludgeoning, piercing,
and slashing damage from non-magical weapons

Senses. darkvision 120 ft., blindsight 10 ft., passive
Perception 18

Languages. Abyssal, Celestial, Common, Infernal, Sylvan
Challenge. 9 (5,000 XP)

Fey Ancestry. The shadar-kai has advantage on saving
throws against being charmed, and magic can't put the
shadar-kai to sleep.

Magic Resistance. The cenobite has advantage on
saving throws against spells and other magical effects.

Magic Weapons. The cenobite's weapon attacks are
magical.

Spellcasting. The cenobite is an 11th level spellcaster.
Its spellcasting ability is Wisdom (spell save DC 16, +8
to hit with spell attacks). The cenobite has the
following Cleric spells prepared:

cantrips: *guidance, mending, sacred flame, spare the
dying, thaumaturgy*

1st level (4 slots): *command, inflict wounds, sanctuary,
wrathful smite*

2nd level (3 slots): *calm emotions, hold person, zone
of truth*

3rd level (3 slots): *fear, haste, mass healing*

4th level (3 slots): *death ward, phantasmal killer,
staggering smite*

5th level (2 slots): *destructive wave, dominate person*

6th level (1 slot): *heal*

Actions

Multiattack. The shadar kai can make three Chains of
Torment attacks.

Dagger. Melee or Ranged Weapon Attack: +6 to hit,
reach 5 ft., range 20/60 ft., one creature. **Hit:** 4 (2d4 +
2) piercing damage. The first time this weapon
damages a creature, the target must succeed on a DC
13 Constitution saving throw or become paralyzed for
1 minute. The dagger loses its poison after poisoning
its first target.

Chains of Torment. A barbed chain magically appears
and attempts to restrain a target within 60 feet of the
shadar-kai. The target must make a DC 16 Dexterity
saving throw, becoming restrained and taking 7 (2d6)
slashing damage on a failure. A creature has
disadvantage on the initial saving throw if already
restrained, but can only be restrained by one chain at a
time. While restrained, a target takes 7 (2d6) piercing
damage at the start of each of its turns. The target can
repeat its saving throw at the end of each of its turns,
ending the restrained condition but taking 3 (1d6)
slashing damage on a success. The chain is an object
with AC 20, 20 hit points, resistance to piercing
damage, and immunity to psychic and thunder damage.
If the chain has 10 hit points or less, the saving throw
to escape it is made with advantage.

Reactions

Pain is Life. When the cenobite takes damage, all allies
of its choice within 30 feet of it regain hit points equal
to the damage received.

RED OIL

Wondrous item, rare

Red oil is lamp oil suffused with the blood of a shadar-kai in
the throes of ecstatic agony, and its light fills those within it
with passion. A pint of red oil behaves just like regular
lantern oil, burning for the same duration of time and having
the same weight and volume. Any creature in the area
illuminated by burning red oil has disadvantage on Wisdom
and Charisma saving throws.

SHAEDLING

During Lolth's war with the Seldarine, a number of pixies allied themselves with her. However, when the drow were forced into the Underdark, the capricious pixies refused to follow them, preferring their sun dappled forests and fragrant meadows. In vengeance, Lolth cursed the pixies, giving them spider features and an aversion to light while cruelly refusing to gift them with darkvision, transforming them into shaedlings. Many fled to the fungal fields of the Underdark, though some remained in the deepest forests of the surface world, feasting on the insects and birds they capture in their webs. Lolth's curse has robbed them of much of the connection to nature that their surface dwelling cousins possess, so they are much less fun loving and carefree.

These fey bear no intrinsic loyalty to Lolth, and while some do serve her or the drow, others remain neutral to the drow or even actively oppose her will, trapping drow hunting parties in webs and stealing their equipment. They often befriend giant spiders and ettincaps. As such, they frequently do not get along with other fey, especially glouras.

VARIANT: SERVANT OF LOLTH

The shaedlings who repented their disloyalty to Lolth are gifted with special abilities for as long as they serve the Spider Queen

They possess darkvision out to 120 ft and can see in magical darkness.

They can cast *darkness* at will

SHAEDLING

Tiny fey (spider), neutral or neutral evil

Armor Class. 15

Hit Points. 1 (1d4-1)

Speed. 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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2 (-4)	20 (+5)	8 (-1)	10 (+0)	14 (+2)	15 (+2)
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Skills. Perception +4, Stealth +7

Senses. passive Perception 14

Languages. Sylvan, Undercommon

Challenge. 1/4 (50 XP)

Innate Spellcasting. The shaedling's innate spellcasting ability is Charisma (spell save DC 12 +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *confusion*, *detect evil and good*, *detect thoughts*, *dispel magic*, *phantasmal force*, *polymorph*, *sleep*, *web*

Spider Climb. The shaedling can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the shaedling has disadvantage on attack rolls, as well as Wisdom (Perception) checks that rely on sight.

Web Sense. While in contact with a web, the shaedling knows the exact location of any other creature in contact with the same web.

Web Walker. The shaedling ignores movement restrictions caused by webbing.

Actions

Superior Invisibility. The shaedling magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the shaedling wears or carries is invisible with it.

SHIMMERLING

Shimmerlings are beautiful, minuscule fey that feed on pollen and are no more intelligent than sparrows. Measuring just a few inches and glowing in a single, flawless hue, a shimmerling looks like a tiny fragment of a rainbow. They would be utterly harmless, in fact, were it not for their ability to swarm.

Kaleidoscopic Swarms. When threatened or under stress, shimmerlings gather together into psychedelic swarms, the dizzying play of colors and lights is enough to stun all but the most serious minded beings. The light of shimmerling swarms makes those that see it more vulnerable to being charmed by fey, making these prismatic fey popular pets for dryads, tulani, and other powerful fey.

SHIMMERLING

Tiny fey, unaligned

Armor Class. 12

Hit Points. 1 (1d4-1)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	14 (+2)	8 (-1)	4 (-3)	10 (+0)	4 (-3)

Senses. passive Perception 10

Languages. understands Sylvan, but can't speak it

Challenge. 0 (10 XP)

Illumination. The shimmerling produces bright light out to 5 feet and dim light out to an additional 5 feet.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 1 piercing damage

SHIMMERLING SWARM

Medium swarm of Tiny fey, chaotic neutral

Armor Class. 16 (natural armor)

Hit Points. 71 (11d8 + 22)

Speed. 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	15 (+2)	7 (-2)	10 (+0)	5 (-3)

Damage Resistances. bludgeoning, piercing, slashing

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, grappled, paralyzed, petrified, prone, restrained, stunned

Senses. passive Perception 10

Languages. understands Sylvan, but can't speak it

Challenge. 8 (3,900 XP)

Dazzling Illumination. The shimmerling swarm produces bright light out to 30 feet and dim light out to an additional 30 feet. While the swarm is flying, any non-fey creature that moves into or starts its turn in this area that can see the swarm must succeed on a DC 18 Intelligence saving throw or be dazzled for 1 minute. While dazzled, the creature is incapacitated and has a speed of 0. Creatures immune to the charmed condition are immune to this effect. A creature can repeat their saving throw whenever they take damage.

Kaleidoscopic Distraction. Any creature that is within 30 feet of a shimmerling swarm while it is producing light has disadvantage on saving throws to resist being charmed by fey creatures

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny shimmerling. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. Melee Weapon Attack: +6 to hit, reach 0 ft., one creature in the swarm's space. **Hit:** 49 (14d6) piercing damage, or 24 (7d6) piercing damage if the swarm has half its hit points or fewer

SIDHE

In the primeval beauty of the Feywild, the sidhe are the gentry and nobility of the fey, creatures of magic and passion and beauty. They are the knights errant and the wandering minstrels. They are the jesters and the soldiers. The sidhe are powerful, mysterious, and outside of mortal ken. They range far and wide throughout the Feywild, and while rare, they are nevertheless highly influential among the fey courts.

True Forms. Every sidhe is a force of wildness and beauty bound into a physical form, and every sidhe retains the ability to return to its raw, untamed form. However, unlike other shapechangers, both the sidhe's wild shape and its humanoid form are its true forms. Any creature viewing a sidhe with true sight will see its humanoid form and its wild shape superimposed in perfect harmony. As a result, a sidhe cannot be forced from one form into another by *moonbeam*, though the sidhe tag still counts as the shapechanger tag for the purposes of spells such as *polymorph*.

Treasures of the Fair Folk. All sidhe possess the ability to summon magnificent weapons or instruments from the core of their being as proof of their right to rule. These tools are extensions of their wild spirits, and are physical embodiments of their very existence. Many of these weapons or instruments gain the power of magical items as the sidhe grows over the course of their long lives, further proving their right to rule over their lesser.

Celestial Sidhe. Drifting through the celestial planes is Tír Naofa, the realm of the Court of Stars. Here reside those sidhe who have ascended beyond the base world to become celestials, ruled over by Morwel, the Queen of Stars. These celestial sidhe are always good aligned, and when not relaxing in the paradise of Tír Naofa they range across the planes in pursuit of their own individual quests for good. Many return to the Feywild, where they daily in the fey courts, turning the cruel intrigues to kinder ends. Others may offer their services to the elven gods in Arvandor or the residents of Evermeet. Some even choose to descend to the Lower Planes to interfere in the Blood War, as all celestial sidhe harbor no love for devils and great hatred for demons. The mightiest of the celestial sidhe even wage war on the Abyss itself, warring to protect the souls of dreaming children on the strange layer of Androlynne.

SIDHE BY CR

Monster	CR Source
Coure	2 <i>Lords and Ladies</i>
Noviere	4 <i>Lords and Ladies</i>
Bralani	5 <i>Lords and Ladies</i>
Fossergrim	5
Shay	7
Firre	8 <i>Lords and Ladies</i>
Sith	9
Verdani	11 <i>Lords and Ladies</i>
Ghaele	12 <i>Lords and Ladies</i>
Huriat	14
Shiradi	15
Loht	16
Siabrie	16
Virage	16 <i>Lords and Ladies</i>
Bolcaith	17
Tulani	18 <i>Lords and Ladies</i>
Lelfin	20
Loht & Maeve	20
Prince of Frost	20 <i>Lords and Ladies</i>
Siobhan	21
Prince of Frost (in Lair)	22 <i>Lords and Ladies</i>
Morwel	22
Siobhan (in Lair)	23
Titania	24 <i>Lords and Ladies</i>
Queen of Air and Darkness	25 <i>Lords and Ladies</i>
Titania (in Lair)	26 <i>Lords and Ladies</i>

BOLCAITH

The bolcaith are rare and magnificent fey bound to the life force of a single volcano, with gleaming skin of smooth, black obsidian and eyes that glow like pools of molten gold. Quiet, reserved, and highly intelligent, a bolcaith is always in control of a situation. However, when a bolcaith's ire is raised, destruction rains down. Their glossy black skin ignites with a furious orange glow, wrapping them in a vicious heat that scorches all it touches. An enraged bolcaith is a force to be reckoned with, as it will destroy indiscriminately until its fury is sated, feeling little remorse for any deaths it causes. Unlike many creatures of flame, they fear neither water nor ice. Their mighty flaming bodies are inured against the cold of their brutal mountaintops.

Bound to the Earth. A bolcaith is inexorably bound to its volcano. It cannot stray far beyond the reaches of its slopes, and its lifecycle mirrors its own. While the volcano is dormant, the bolcaith sleeps, dreaming of the realms beyond the veil. When volcano finally dies, the bolcaith turns to stone.

The Otherworld. A bolcaith's volcano is a conduit to an Outer Plane, and the bolcaith is the gatekeeper. Some guard paths to the blessed realms of Elysium, Celestia, or Arborea. Others guard gaping wounds that lead to the dread realms of Hades, the Nine Hells, or the Abyss. Some stand watch over even stranger doors, ones that lead to the horrific geometries of the Far Realm. Cultists have been known to travel thousands of miles to beseech a bolcaith to open its gate to allow their foul lord through. However, a bolcaith is not easily swayed. Every bolcaith abides by a strict set of rules dictated by immeasurably ancient lore, and they will not violate those rules under any circumstances. It's not just cultists. Representatives from all across the planes will meet with bolcaiths, working out treaties and agreements to prevent or allow the passage of certain individuals through their mountains. Bolcaiths have deals and treaties with beings all across creation.

A BOLCAITH'S LAIR

A bolcaith makes its lair in a magnificent palace at the top of its volcano. Carved from volcanic stone and glass, these imposing structures are inevitably surrounded by a riot of plant-life thriving on the rich volcanic soil, save for when the bolcaith's rage prompts the volcano to erupt, razing the land with flame and ash.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), bolcaith takes a lair action to cause one of the following effects; bolcaith can't use the same effect two turns in a row.

- The bolcaith casts *stinking cloud* on a point in its lair that it can see. The spell does not require concentration and persists until initiative count 20 of the next round.
- The bolcaith briefly increases the heat within 30 feet of it enormously. All creatures that are not resistant or immune to fire damage must succeed on a DC 10 saving throw or gain one level of exhaustion.
- The bolcaith summons a creature with a CR of 3 or less from the Outer Plane to which its volcano is connected. The creature obeys the bolcaith's commands, acts on the bolcaith's initiative, and disappears on initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing bolcaith's lair is bound to a single Outer Plane, such as Ysgard or Hades, which creates one or more of the following effects:

- While on the mountain, the DC to resist insanity for *contact other plane* is reduced to 10 when attempting to contact a creature on the Outer Plane to which the volcano is bound.
- While within its lair, the bolcaith can cast *gate* once per hour, creating portals only to the Outer Plane to which its volcano is bound.
- The plants and animals native to the bolcaith's volcano are touched by the influence of the Outer Plane to which it is bound. Those of a volcano bound to a good aligned plane may be peaceful, and the plants may grow many rich and healthy fruits. Conversely, a volcano bound to an evil aligned plane may have vicious animals and scraggly plant-life rife with thorns and poisonous fruit. Creatures native to the volcano's Outer Plane may even be found occasionally.

EMPOWERED SIDHE WEAPON

An empowered bolcaith's maul has the properties of an attuned **hammer of thunderbolts**.

ERUPTING BOLCAITH

If sufficiently enraged, a bolcaith may cause its volcano to erupt. This creates the following conditions in the surrounding area:

- A dark cloud of smoke and ash extends for a radius of 10 miles from the volcano and persists for 2d10 days.
- The region of the volcano is subjected to extreme heat.
- The bolcaith can utilize its lair actions anywhere on its volcano, rather than just in its palace.
- The bolcaith gains Legendary Actions, as described below.

An erupting bolcaith has the following additional properties, giving it a challenge rating of 23 (50,000 XP):

LEGENDARY ACTIONS

The bolcaith can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bolcaith regains spent legendary actions at the start of its turn.

Attack. The bolcaith makes one maul attack.

Trembling Strike (Costs 2 Actions). The bolcaith strikes the ground with its maul, triggering an earth tremor. All other creatures on the ground within 60 feet of the bolcaith must succeed on a DC 20 Strength saving throw or be knocked prone.

Eruption (Costs 3 Actions). The bolcaith casts *meteor swarm*.

BOLCAITH

Huge fey (*animus, sidhe*), lawful neutral

Armor Class. 18 (natural armor)

Hit Points. 195 (17d12 + 85)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	20 (+5)	18 (+4)	19 (+4)	22 (+6)

Saving Throws: Str +12, Con +11, Int +10, Cha +12

Skills. Arcana +10, Athletics +12, Deception +12, History +10, Insight +10, Intimidation +12, Perception +10, Persuasion +12, Religion +10

Damage Resistances. cold

Damage Immunities. fire, lightning, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified, poisoned

Senses. darkvision 120 ft., passive Perception 20

Languages. Abyssal, Celestial, Deep Speech, Draconic, Giant, Infernal, Primordial, Sylvan

Challenge. 17 (18,000 XP)

Fire Aura. The bolcaith can activate or deactivate this feature as a bonus action. At the start of each of the bolcaith's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the bolcaith or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage. While this aura is active, the bolcaith sheds bright light in a 30-foot radius and dim light an additional 30 feet.

Innate Spellcasting. The bolcaith's innate spellcasting ability is Charisma (spell save DC , + to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *call lightning, detect evil and good, fireball, speak with dead*

3/day each: *cloudkill, contact other plane, firestorm*

1/day each: *incendiary cloud, zone of truth*

Legendary Resistance (1/Day). If the bolcaith fails a saving throw, it can choose to succeed instead

Magic Resistance. The bolcaith has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Ash Cloud. As a bonus action, the bolcaith transforms into a 15-foot radius cloud of swirling ash or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In ash cloud form, the bolcaith's statistics remain the same except for the following changes: it has a flying speed of 60 feet, it can fit through a space as narrow as 1 inch without squeezing, it can enter a creature's space and stop there, and it is immune to being grappled, knocked prone, and restrained. The area that it occupies is heavily obscured.

Sidhe Weapon: Maul. As a free action on its turn, the bolcaith can create a maul in an unoccupied hand. The maul is a magical weapon and uses the bolcaith's spellcasting modifier for attack and damage rolls. The bolcaith can only have one such weapon at any given time, and can dismiss it as a free action.

Actions

Multiaction. The bolcaith can use its Frightful Presence. It then makes two maul attacks.

Maul (Humanoid Form Only). *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 27 (6d6 + 6) bludgeoning damage plus 22 (4d10) lightning damage.

Frightful Presence. Each creature of the bolcaith's choice that is within 120 feet of the bolcaith and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the bolcaith's Frightful Presence for the next 24 hours.

LELFIN

It is said that during the great war with the fomorians, the lelfins were dreamt up by the lords of the fey as warriors of true and implacable beauty to lay waste to their dread enemies. Only a few lelfins were born into the world, but it was enough to turn the tide of the war. Impossible to imprison, impossible to disobey, impossible to ignore, the lelfins lay low the fomorian strongholds, leading armies of sidhe and eladrin warriors to cast down the would-be rulers of the Feywild.

Pyrrhic Victory. Though the fomorians were defeated, it was at a great cost. The fair city of Cendriane, the most beautiful of all the cities of the eladrin, was decimated by the terrible, unknowable magics that the fomorians unleashed on it in a desperate, last ditch effort to reclaim the war. The fey still triumphed, but none among them could undo the terrible damage that was done. The lelfins swore to find the arcane knowledge of how to return Cendriane to its splendor, and while some have long since abandoned their quest, many still wander the planes, searching.

Heroes of the Feywild. Though the war against the fomorians is over, the threats against the beauty of the Feywild remain. All lelfins across the realms continue to fight against those who would corrupt and poison the beauty of their home. While some remain within the Feywild, defending its borders and ruling small realms of their own, others take to the planes to bring the battle to the enemy. Demon lords such as Orcus, Yeenoghu, and Zuggtmoy have found their plans confounded by the efforts of a lelfin warrior,

LELFIN WIZARDS

In their quest to understand the magic that blighted their beloved home, many lelfins have devoted countless centuries to the study of arcane magic. These lelfins have the following spellcasting feature:

Spellcasting. The lelfin is a 17th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). The lelfin has the following wizard spells prepared:

cantrips: *booming blade, firebolt, green-flame blade, lightning lure, message, sword burst, true strike*

1st level (4 slots): *comprehend languages, detect magic, identify, magic missile*

2nd level (3 slots): *detect thoughts, hold person, levitate*

3rd level (3 slots): *magic circle, tongues, water breathing*

4th level (3 slots): *arcane eye, Leomund's secret chest, locate creature*

5th level (2 slots): *scrying, telekinesis*

6th level (1 slots): *arcane gate*

7th level (1 slots): *plane shift*

8th level (1 slots): *mind blank*

9th level (1 slots): *time stop*

LELFIN

Medium fey (*sidhe*), any alignment

Armor Class. 22 (breastplate, 24 with Dual Wielding)

Hit Points. 204 (24d8 + 96)

Speed. 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	21 (+5)	19 (+4)	22 (+6)

Saving Throws: Dex +10, Wis +10, Cha +12

Skills. Acrobatics +10, Arcana +11, Athletics +9,
History +11, Insight +10, Perception +10,
Persuasion +12, Stealth +10, Survival +10

Damage Resistances. cold, fire

Damage Immunities. lightning; bludgeoning, piercing,
and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. truesight 120 ft., passive Perception 20

Languages. Elvish, Giant, Sylvan, telepathy 60 ft.

Challenge. 20 (25,000 XP)

Dual Wielding. The lelfin gains a +2 bonus to its AC if it is wielding one weapon in each hand.

Gaze. If a creature starts its turn within 60 feet of the lelfin and can see the lelfin's eyes, the lelfin can force it to make a DC 19 Wisdom saving throw if the lelfin isn't incapacitated and can see the creature. On a failed save, the creature is charmed by the lelfin for as long as it can see the lelfin. While charmed in this way, a creature cannot avert its eyes from the lelfin and has disadvantage on attack rolls and Wisdom (Perception) checks to perceive anything other than the lelfin. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the lelfin is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the lelfin's Gaze for the next 24 hours.

Unless the target is surprised or the revelation of the lelfin's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the lelfin.

Innate Spellcasting. The lelfin's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *alter self, command, detect thoughts, dispel magic, invisibility (self only), searing smite, staggering smite, thunderous smite, witch bolt, wrathful smite*

3/day each: *freedom of movement, knock, pass without trace, suggestion*

1/day each: *fly, speak with plants, teleport*

Legendary Resistance (3/Day). If the lelfin fails a saving throw, it can choose to succeed instead

Magic Resistance. The lelfin has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Beasts. As a bonus action, the lelfin magically polymorphs into a beast that has a challenge rating equal to or less than its own, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. In a new form, the lelfin retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks.

Sidhe Weapon: Longswords. As a free action on its turn, the lelfin can create a longsword in a unoccupied hand. The longsword is a magical weapon and uses the lelfin's spellcasting modifier for attack and damage rolls. The lelfin can only have up to two such weapons at any given time, and can dismiss one or both weapons as a free action.

Unearthly Grace. The AC of the lelfin includes its Charisma bonus.

Actions

Multiaction. The lelfin makes two longsword attacks, or four longsword attacks if it is wielding two longswords.

Longsword (Humanoid Form Only). Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands to make a melee attack, plus 11 (2d10) lightning damage.

Legendary Actions

The lelfin can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The lelfin regains spent legendary actions at the start of its turn.

Attack. The lelfin makes one longsword attack.

Teleport (Costs 2 Actions). The lelfin teleports into an unoccupied space that it can see within 30 feet of it. It can make one longsword attack before or after it teleports.

Death Glare (Costs 3 Actions). The lelfin targets one creature charmed by it that it can see within 30 feet of it. If that creature can see the lelfin's eyes, it must succeed on a DC 20 Charisma saving throw or die immediately.

MALGOREN

Both beautiful and terrifying to behold, a malgoren is a tall, powerfully muscled being with glossy black skin completely unmarred by hair or flaw, as smooth as a polished gem. They have no eyes, and rarely don clothing, leaving their statuesque figures on display.

Blind Beauty. Malgoren hoard beauty. However, being blind, they value other forms of beauty than pure appearance. They love fair music, magnificent texture, and elegant curves. As such, among their treasure one will find gems of flawless smoothness, crystals that sing when stroked, and stones shaped into fanciful forms. Most treasured of all, however, are the members of the malgoren's harem.

A malgoren kidnaps humanoids that produce beautiful things. Musicians, sculptors, and lovers all populate the innermost chamber of the malgoren's sanctum. Creatures of physical excellence such as acrobats and skillful warriors find themselves prisoner here as well, as malgoren admire beings that have honed their bodies to perfection. Drow acrobats and weavers, duergar stone carvers and blacksmiths, and svirfneblin bards and gem masters are all trapped within the beautiful cage that the malgoren crafts for them. Malgoren are not cruel masters, however, and treasure each and every member of their harem, seeing to their every need. Many of their captives find that they do not wish to leave their pampered existence even without the influence of psionic manipulation.

Psionics. Malgoren possess formidable psionic powers. Able to dominate the minds of other creatures and listen to their thoughts, a malgoren is a frightening adversary. What's more, their psionic powers completely enshroud their minds, making them totally undetectable by any magical or psionic means. Even their thoughts cannot be read.

Territorial. Malgoren are ferociously territorial. Once they have laid claim to a cavern system, they suffer no trespass. Any unapproved structures, mining, or logging that occurs in these caverns will draw the immediate wrath of the malgoren, who will viciously slay all involved to a man, leaving their corpses as a warning to any future intruders. However, a malgoren can be reasoned with if one knows the way to do so, typically by placating it with offerings of fine silks, masterwork instruments, and exquisitely carved stones.

Malgoren are deadly enemies of mindflayers. Illithids create nothing of beauty and poach valuable slaves and resources from the malgoren's territory. Should a malgoren discover a mindlayer colony, it will viciously attack until every last mindlayer has fled or been slain. A malgoren is a terrifying enemy for an illithid colony: it is totally immune to their psionic attacks, it can neither be tracked nor detected, and it can infiltrate almost any stronghold with its ability to glide through stone and turn into darkness. Mindlayers are almost completely unable to defend against a malgoren, so they will often hire adventurers to deal with the malgoren, usually through a drow or svirfneblin proxy.

MALGOREN'S LAIR

A malgoren makes its lair in the middle of a labyrinth of twisting tunnels and dangerous pitfalls. Its inner sanctum is a magnificent realm of beautifully glowing crystals and aromatic fungi, its halls and rooms carved by only the most expert of hands.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), malgoren takes a lair action to cause one of the following effects; malgoren can't use the same effect two turns in a row

- The malgoren casts *darkness* on a spot that it can see. The spell does not require concentration and lasts for 1 minute or until the malgoren uses this lair action again.
- The malgoren casts *hold monster* (DC 18) on all creatures of its choice that it can see that are in direct contact with stone. The spells do not require concentration and end on initiative count 20 of the following round. If a creature successfully saves against this effect, it is immune to this lair action for 24 hours.
- The malgoren teleports to a space it can see within 60 feet of it, provided that it is currently in contact with stone.

REGIONAL EFFECTS

The region 1 mile around malgoren's lair is warped by its magic, which creates one or more of the following effects:

- The malgoren immediately becomes aware whenever a creature with an Intelligence score of 5 (-3) or higher enters the area, though it does not know the direction to the target.
- Sounds are amplified within the area. Soft footfalls echo unnervingly. Whispered voices seem to ring far too loud. Dexterity (Stealth) checks and saving throws to resist being deafened from sonic effects made within the area have disadvantage.
- Strange, glowing crystals and fungi decorate the walls, creating an eerie radiance in places. The malgoren cultivates the growth of only the sweetest smelling fungi, so the tunnels and caves are always pleasantly fragrant.

EMPOWERED SIDHE WEAPONS

Some malgoren so thoroughly infuse their gauntlets with psionic energy that they provide extra defense. These gauntlets have the properties of a set of **bracers of defense**, granting the malgoren a Challenge Rating of 14 (11,500 XP).

MALGOREN

Large fey (*sidhe*), lawful evil

Armor Class. 18 (natural armor)

Hit Points. 172 (15d10 + 90)

Speed. 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	16 (+3)	21 (+5)	16 (+3)

Saving Throws: Str +10, Con +11, Wis +10

Skills. Athletics +10, Perception +10, Stealth +6

Damage Resistances. cold, fire

Damage Immunities. lightning, psychic; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, blinded, frightened, petrified

Senses. blindsight 60 ft., tremorsense 120 ft (blind beyond this), passive Perception 20

Languages. Sylvan, Terran, Undercommon

Challenge. 13 (10,000 XP)

Earth Glide. The malgoren can burrow through nonmagical, unworked earth and stone. While doing so, the malgoren doesn't disturb the material it moves through.

Innate Spellcasting (Psionics). The malgoren's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *detect thoughts, friends*

3/day each: *confusion, dominate person*

3/day each: *dominate monster, feeblemind*

Keen Hearing. The malgoren has advantage on Wisdom (Perception) checks that rely on hearing.

Magic Resistance. The malgoren has advantage on saving throws against spells and other magical effects.

Psychic Defense. The malgoren's AC includes its Wisdom modifier.

Sidhe Shape: Darkness. As a bonus action, the malgoren transforms into a 10-foot radius orb of magical darkness or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In darkness form, the malgoren's statistics remain the same except for the following changes: it can fit through a space as small as 1 inch without squeezing, it is ephemeral and cannot carry anything, and it is immune to being grappled, knocked prone, and restrained.

Sidhe Weapon: Clawed Gauntlets. As a free action on its turn, the malgoren can create a clawed gauntlet on one or both of its hands. The gauntlets are magical weapons. The malgoren can only wear up to two such gauntlets at any given time, and can dismiss one or both gauntlets as a free action.

Undetectable. The malgoren can't be targeted by any divination magic or perceived through magical scrying sensors or psionic detection, nor can its thoughts or emotions be detected. It leaves behind no traces of its passage and cannot be tracked.

Actions

Multiattack. The malgoren can use its Weird Presence. It then makes two claw attacks.

Claws (Humanoid Form While Wearing Gauntlets Only).

Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 14 (2d8 + 5) piercing damage plus 11 (2d10) lightning damage. If the malgoren hits the same target with two claw attacks in the same turn, the malgoren rends the flesh from its target, dealing an extra 11 (2d10) slashing damage.

Weird Presence. Each creature of the malgoren's choice that is within 120 feet of the malgoren and aware of it must succeed on a DC 18 Intelligence saving throw or become frightened for 1 minute. While frightened in this way, a creature is assaulted by illusions of their deepest fears. At the end of each of the frightened creature's turns, it must succeed on a DC 18 Intelligence saving throw or take 11 (2d10) psychic damage. On a successful save, the effect ends for that creature. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the malgoren's Frightful Presence for the next 24 hours.

SHIRADI

The shiradi are the wild warriors of the sidhe. They reside on the highest mountains and in the crowns of the tallest trees, forever searching for new opportunities for heroism. They appear as powerfully muscled humanoids with glorious wings, strikingly handsome elvish faces, and long, wild hair. The shiradi are among the noblest of the sidhe and always fight against evil, especially slavers.

Companions of Birds. Shiradi, as befits their avian nature, are friends to all birds and birdfolk. Even the kenu can find mercy from the shiradi, who look unkindly on any abuse to the miserable crow people. The aarakocra possess the same dedication to freedom as the shiradi do, and they will frequently aid one another in fights against cults of serpents or the Elder Elemental Eye. However, shiradi are most likely to ally with giant eagles, and when not actively pursuing a goal a shiradi will most likely spend its time among giant eagles.

Enemies of Serpents. The shiradi are bitter enemies of wicked serpents, and they do everything in their power to slay any yuan-ti they encounter, as well as any other evil serpentine creatures such as hannya hags and spirit nagas. Cults to snake gods such as Zehir, Dendar, and Merrshaulk will also find themselves on the receiving end of an angry shiradi's wrath. A shiradi confronted with a serpent cult that it cannot overcome alone is likely to enlist the aid of noble heroes.

Allies of Heroes. Of all the sidhe, the shiradi love mortals the most, and they frequently strive to aid mortal heroes in small ways, often while disguised as a giant eagle. On rare occasions, shiradi have even been known to offer their services to an especially noble hero as a flying mount, all while secretly lending magical aid to the hero by casting spells such as *guidance* and *heroism* on their ally.

Fickle Friends. Though noble minded, the shiradi are impetuous. A shiradi is prone to abandoning allies who offend it by some perceived broach of conduct, disappearing without a trace to further its goals on its own. A shiradi would never betray an ally, but it will refuse to aid a hero who it believes does not deserve its services.

SHIRADI

Large fey (avian, sidhe), chaotic good

Armor Class. 16 (natural armor)
Hit Points. 142 (15d10 + 60)
Speed. 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	19 (+4)	14 (+2)	16 (+3)	21 (+5)

Saving Throws: Str +9, Dex +9, Cha +10

Skills. Athletics +9, Intimidation +9, Perception +8

Damage Resistances. cold, fire, thunder

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. passive Perception 18

Languages. Common, Giant Eagle, Primordial, Sylvan

Challenge. 15 (13,000 XP)

Innate Spellcasting. The shiradi's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *detect poison and disease*, *guidance*, *gust of wind*, *misty step*, *thunderous smite*

3/day each: *beast sense*, *charm person*, *heroism*, *speak with animals* (birds only)

1/day each: *crusader's mantle*, *destructive wave*

Keen Sight. The shiradi has advantage on Wisdom (Perception) checks that rely on sight.

Magic Resistance. The shiradi has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Giant Eagle. As a bonus action, the shiradi magically polymorphs into a giant eagle, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. The shiradi's statistics are the same in each form, except it gains the eagle's weapon attacks.

Sidhe Weapon: Spiked Chain. As a free action on its turn, the shiradi can create a spiked chain in a unoccupied hand. The spiked chain is a magical weapon and uses the shiradi's spellcasting modifier for attack and damage rolls. The shiradi can only have one such weapon at any given time, and can dismiss it as a free action.

Actions

Multiattack. The shiradi makes three attacks with its spiked chain.

Spiked Chain (Humanoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 10 (4d4 +4) slashing damage plus 11 (2d10) lightning damage

SIABRIE

The siabrie are among the hardiest of fey. They can survive in the harshest of environments on the planet. Even on worlds where the Feywild has been blasted and irreparably scarred, a siabrie can eke out a living in one of the few remaining pockets left drifting among the winds. These insectoid fey are extremely protective of their desert homes, and any creatures that intrude on their realms are subjected to the full force of the siabrie's innate connection to the elemental forces that comprise its desert home. When angered their skin flows like molten glass and their sharp, angular features become even more insectoid.

Thri-kreen Kin. Some believe the thri-kreen dreamed the siabrie up, while others claim the siabrie created the thri-kreen. Whatever the case may be, the siabrie share many similarities with the thri-kreen, such as their affinity for the taste of elf flesh and their natural psionic powers. Many siabrie's homes are populated with families of thri-kreen happily serving the enigmatic fey, and the siabrie is just as protective of these thri-kreen as it is its desert, watching over them with a sleepless vigil.

Twilight Trap. The oasis of a siabrie may very well be a godsend for those lost in the desert, offering a reprieve from thirst and hunger in the dark night. However, those who find succor in these miraculous realms would be wise to leave before sunrise, for those who do not risk becoming eternally bound to the oasis, enslaved to the will of the siabrie who reigns there.

SPECIAL WEAPONS

The siabrie's sidhe weapons are a special variety of weapons used by the thri-kreen of the desert. The gythka is a two-handed polearm with a blade at each end, and a chatkcha is a flat, triangular wedge with three serrated blades (a light thrown weapon).

THE MIRAGE OASIS

Every siabrie resides in an oasis, which contains their personal manor and residences for the various fey and bound mortals that serve them. These oases are on average between 3-5 miles in radius and have the peculiar nature of never appearing in the same place twice. The oasis drifts in and out of the Feywild, as well as across the desert in which it is located. Each evening as the sun sets the oasis worldfalls from the Feywild into the Prime Material Plane. Upon sunrise, the oasis returns to the Feywild, invisible to all in the mortal realm except as the occasional shimmering mirage above the horizon.

Any humanoid that is within the oasis at dawn must succeed on a DC 19 Wisdom saving throw or become bound to the oasis and the will of its siabrie. A bound humanoid cannot leave the oasis without the permission of its siabrie and must obey their commands. Only a *wish* spell, divine intervention, or the permission of the siabrie breaks this bond.

A siabrie can take lair actions whenever it is within its desert.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the siabrie takes a lair action to cause one of the following effects; the siabrie can't use the same effect two turns in a row. A siabrie fought inside its desert has a Challenge Rating of 18 (20,000 XP)

- A 20-foot cube of air that the siabrie can see heats up. Any creature in that area must succeed on a DC 18 Constitution saving throw or take 11 (2d10) fire damage. If a creature fails the save by 5 or more it gains one level of exhaustion.
- The siabrie taps into the elemental power of its desert to cast one of the following spells: *wall of fire*, *wall of sand*, *wall of stone* or *wind wall*. The spell does not require concentration and lasts until initiative count 20 of the next round.
- The siabrie summons one air elemental, earth elemental, or fire elemental in a space it can see. The elemental has an Intelligence of 1 (-5), rolls its own initiative, obeys the siabrie's commands, and is immune to being charmed and frightened. The elemental lasts for 1 hour, or until it's reduced to 0 hit points, the siabrie dies, or the siabrie uses this lair action again.

REGIONAL EFFECTS

The desert containing a siabrie's oasis is warped by its magic, which creates one or more of the following effects:

- While within its desert, the siabrie can cast *control weather* at will. The spell's point of origin is always the point outdoors closest to the center of its lair. The siabrie doesn't need to maintain a clear path to the sky or concentrate for the change in weather to persist.
- While within its desert, the siabrie can cast *scrying* without material components, targeting only an area within its desert.
- Humanoids that die from exhaustion within the siabrie's desert may rise up as dustblights loyal to the siabrie.

If the siabrie dies, these effects disappear in 1d10 days.

SIABRIE

Medium fey (*sidhe, vermin*), chaotic neutral

Armor Class. 16 (natural armor)

Hit Points. 152 (16d8 + 80)

Speed. 30 ft, fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	20 (+5)	16 (+3)	21 (+5)	19 (+0)

Saving Throws: Dex +9, Int +8, Wis +10

Skills. Insight +10, Nature +8, Perception +10

Damage Resistances. cold, fire

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. blindsight 60 ft., passive Perception 20

Languages. Primordial, Sylvan, Thri-kreen, telepathy 60 ft.

Challenge. 16 (15,000 XP)

Gaze. When a creature that can see the siabrie's eyes starts its turn within 30 feet of the siabrie, the siabrie can force it to make a DC 18 Intelligence saving throw if the siabrie isn't incapacitated and can see the creature. On a failed save, the creature is frightened until the beginning of its next turn.

Unless the target is surprised, a creature can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the siabrie.

Innate Spellcasting (Psionics). The siabrie's innate spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no components:

At will: *blur, detect thoughts, heat metal, hold person, invisibility (self only), telekinesis*

3/day each: *dispel magic, hallucinatory terrain*

1/day each: *dominate monster, feebatemind*

Magic Resistance. The siabrie has advantage on saving throws against spells and other magical effects.

Multiple Arms. The siabrie has four arms, allowing it to wield four one-handed weapons or two two-handed weapons at once.

Sidhe Shape: Dust Devil. As a bonus action, the siabrie magically polymorphs into a dust devil, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. In dust devil form, the siabrie has the statistics of an air elemental, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities.

Sidhe Weapon: Thri-kreen Weapons. As a free action on its turn, the siabrie can create either one gythka or one chatkcha in a unoccupied hand. The weapons are magical and uses the siabrie's spellcasting modifier for attack and damage rolls. The siabrie can only have up to one gythka and two chatkchas manifested at any given time, and can dismiss any number of weapons as a free action.

Actions

Multiattack. The siabrie makes two gythka attacks or two chatkcha attacks

Gythka (Humanoid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft, one creature. *Hit:* 8 (1d8 + 4) slashing damage plus 11 (2d10) lightning damage.

Chatkcha (Humanoid Form Only). *Ranged Weapon Attack:* +10 to hit, range 30/120 ft, one creature. *Hit:* 7 (1d6 + 4) slashing damage plus 11 (2d10) lightning damage.

Legendary Actions

The siabrie can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The siabrie regains spent legendary actions at the start of its turn.

Attack. The siabrie conjures one chatkcha and makes one attack with it.

Drone (Costs 2 Actions). The siabrie begins to produce a horrifying droning sound. All creatures within 120 feet of the siabrie that can hear it and are currently frightened by it must make a DC 18 Constitution saving throw. On a failure, the target takes 11 (2d10) psychic damage, or half as much on a success. If the target is reduced to 0 hp by this effect, it is turned to sand and dies.

SNOW GOLEM

A snow golem is the weakest of the common golems. Possessing very little strength and a weakness to temperatures above freezing, these golems are favored by spellcasters for their relative lack of expense to create and their regenerative properties. A snow golem can simply pack snow onto its body to repair any damage it takes, and it can reform its entire body so long as its chem is intact. The chem is a specific item on the snow golem's person, typically a pumpkin head or a top hat, that contains the elemental air spirit that animates the golem.

Frosty Golem. Some snow golems are created not by wizards or sorcerers looking for a cheap form of protection, but by far more mysterious forces, such as a child's wish or the whim of a kind fey being. These golems are known as frosty golems, and are whimsical protectors of children, possessing souls that grant them intelligence and free will.

Snow Golem Variant: Frosty Golem

A frosty golem uses the statistics of a snow golem with the following changes:

- It is chaotic good.
- It has an Intelligence of 10 (+0) and a Charisma of 12 (+1).
- It has a Performance skill of +3.
- It is not immune to psychic damage.
- It speaks Common, Sylvan, and any other local languages.

Snow Golem

Medium construct, unaligned

Armor Class. 11 (natural armor)

Hit Points. 60 (8d8 + 24)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	3 (-4)	8 (-1)	1 (-5)

Damage Vulnerabilities fire

Damage Immunities. cold, necrotic, poison, psychic

Condition Immunities. charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses. blindsight 60 ft., passive Perception 9

Languages. understands the languages of its creator but can't speak

Challenge. 3 (700 XP)

Chem. The snow golem's chem counts as a very rare magic item with an AC of 5, 75 hit points, and immunity to cold, psychic, and non-magical damage. The chem recovers all hit points each dawn. If a snow golem's chem is destroyed, it dies immediately. If the snow golem is killed but its chem has at least 1 hit point, the snow golem reforms with full hit points 1d6 days later if adequate snow is present.

Cold Absorption. Whenever the golem is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt.

Heat Weakness. For each hour that a snow golem spends in temperatures above freezing, it loses 5 hit points.

Regeneration. As long as it remains within an area of snow and the temperature is below freezing, the snow golem regains 5 hit points at the start of each of its turns. If it takes fire damage, moves out of an area of snow, or the temperature is above freezing, this trait doesn't function at the start of its next turn. The snow golem dies only if it starts its turn with 0 hit points and doesn't regenerate.

Actions

Multiattack. The snow golem makes two attacks with either its fist or its magic snowball.

Fist. Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. **Hit:** 7 (1d8 + 3) bludgeoning damage **2 (1d4)** cold damage

Magic Snowball. The snow golem reduces its hit points by up to 5 points. It then throws a snowball at a target within 60 feet of it, automatically hitting the target as long as it isn't behind three quarter cover or greater. The snowball deals bludgeoning damage equal to the reduction in hit points the snow golem inflicted on itself.

SPLINTERWAIF

Even in cities, nature finds a foothold to cling to. Rats, cockroaches, and other vermin find homes in the cracks between the walls, eating the cast off garbage of humanoids. Molds and fungi grow in cellars. Weeds and thick brambles take root between stones. Amid all this bare bones survival reside some of the most tenacious and bad tempered of the fey: the splinterwaifs, nature's last bitter fingers clinging to the city.

Cunning. Splinterwaifs are small, thorny fey, their skin like roughly splintered wood, their teeth like sharp, jagged stone. They reside in alleys, garbage dumps, and abandoned lumber yards, as well as beneath buildings and amid the paraphernalia of shipyards. These creatures largely keep to themselves, undermining the lives of humanoids in small, petty ways. However, when they become hungry or lonely, they seek out a humanoid, slay them, and transform them into a bramble bush, which they will consume at their leisure. They target only those humans who will not be missed, such as the homeless and orphans, and they prefer children over all other prey. They do not eat all the brambles they create, and those bushes that they spare are instead treated as the splinterwaifs only friends and confidants.

SPLINTERWAIF

Small fey (animus), neutral evil

Armor Class. 16 (natural barkskin)

Hit Points. 58 (13d6 + 13)

Speed. 35 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-1)	14 (+2)	12 (+1)	8 (-1)	10 (+0)	10 (+0)

Skills. Sleight of Hand +4, Stealth +4

Senses. darkvision 60 ft., passive Perception 10

Languages. Sylvan, understands Common but doesn't speak it

Challenge. 2 (450 XP)

Bramble Curse. The splinterwaif can spend 1 minute polymorphing a dead humanoid body into a bramble of the same size category. If this process is interrupted, it fails. While transformed, the creature cannot be brought back to life without first undoing the curse with a *remove curse* spell or similar magic cast on the bush, which reverts it to its humanoid form.

Bramble Stride. The splinterwaif's movement speed is not hindered by difficult terrain created by plantlife or wood debris.

Camouflage. The splinterwaif has advantage on Dexterity (Stealth) checks made to hide around plantlife and lumber debris.

Ensnaring Strike. The splinterwaif can cast *ensnaring strike* (save DC 10) once per day without components. Its spellcasting ability is Charisma.

Actions

Multiattack. The splinterwaif makes two attacks

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) slashing damage plus an extra 3 (1d6) slashing damage if the attack has advantage or the target is surprised.

Splinter Spit. Ranged Weapon Attack: +4 to hit, range 20/60 ft., one creature. **Hit:** 4 (1d4 + 2) piercing damage plus an extra 3 (1d6) piercing damage if the attack has advantage or the target is surprised.

SPRIGGAN

Spriggans are raucous, nasty fey that resemble ugly, hairy gnomes. These bad-tempered gnome-kin possess no senses of humor and the strange ability to grow to the size of an ogre at will, making them far more dangerous than their small size would otherwise suggest. Found on the outskirts of civilization, they plague rarely traveled paths and survive off of thievery and murder, allying with redcaps, quicklings, and other cruel fey.

Cursed for Boorishness. It's said that there was once a community of gnomes with no sense of humor. They were grim, mirthless, and unpleasant, and they scoffed at merriment and cleverness as a waste of time. They created no beautiful things and only laughed at the misfortune of others. One day, a traveller came to their town and went from door to door, asking them to dance with him. They spit in his face and slammed their doors on his toes.

That night, the stranger stood in the center of their town and spoke his judgment, for that stranger was none other than Hyrsam, the Prince of Fools. He decreed that for their lack of mirth, they would forever show their true colors. He removed any remaining trace of their sense of humor and cursed them to grow to enormous size whenever annoyed. Pretty soon, every citizen of that town has inadvertently destroyed their homes in fits of irritation, leaving them destitute. They could find no welcome in the homes of their kin, for no one wanted to house such miserable folk, so they retreated to the wilds and became brigands. Even today, gnome children that refuse to participate in dances are chided by their parents, warned that they may become spriggans themselves.

SPRIGGAN

Small fey (gnome), chaotic evil

Armor Class. 14 (natural armor)
Hit Points. 85 (9d10 + 36)
Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	18 (+4)	9 (-1)	10 (+0)	7 (-2)

Saving Throws: Str +4, Con +6, Wis +2

Senses. passive Perception 10

Languages. Gnomish, Sylvan

Challenge. 3 (700 XP)

Enlarge. When angered, the spriggan magically increases in size, along with anything it is wearing or carrying. While enlarged, the spriggan is Large, doubles its damage dice on Strength based weapon attacks (included in the attacks), and makes Strength checks and Strength saving throws with advantage. If the spriggan lacks the room to become Large, it attains the maximum size possible in the space available. It cannot return to its normal size until it ceases to be angry.

Actions

Multiattack. The spriggan makes two attacks with its shortsword

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 5 (1d6 + 2) piercing damage, or 9 (2d6 + 2) piercing damage while Enlarged.

Hurl Flame. Ranged Spell Attack: +4 to hit, range 60 ft., one creature. **Hit:** 4 (1d8) fire damage

SPRITES

Sprites are tiny fey who devote their lives to the defense of the Feywild. A sprite is a staunch ally in battle, fighting to the death in defense of their homes. Any of these sprite variants are compatible as familiars for warlocks.

ATOMIE

The atomie is a more lighthearted cousin of the sprite. Though not as whimsical as a grig, they are far less serious than other sprites. They get along well with faerys, especially pixies, and will often act as swashbuckling guardians of a faery grove. Uniquely, atomies are able to shrink their opponents to fight on even ground.

- It is chaotic good
- It wields a rapier instead of a longsword
- It has the following action, which replaces the Heart Sight action:

Shrink (1/Day). One creature of the atomie's choice within 30 feet of it must succeed on a DC 10 Constitution saving throw or be shrunk down for 1 minute or until the atomie's concentration ends (as if concentrating on a spell), being reduced to the Tiny size if Medium or smaller or the Small size if Large. While shrunk in this manner, all the target's weapon dice deal 1d6 less damage per die (to a minimum of 1 damage), the target's Strength score is reduced by 5 (to a minimum value of 1), and the target has disadvantage on all Strength checks and Strength saving throws.

BRAMBLE

These vicious and cruel fey serve the wills of dark fey lords such as the Queen of Air and Darkness, verdant princes, and wicked hags. In place of wings, brambles grow razor sharp spines from their backs, which they use as swords and javelins. To compensate for their inability to fly, brambles can summon animals to ride as mounts. They are no less dedicated to defending the natural world than other sprites, though, and are far more spiteful in their punishments.

A bramble uses the same statistics as the sprite, with the following modifications:

- It is neutral evil
- It cannot fly
- Any creature that tries to grab it without its permission suffers 1d4 piercing damage, and an additional 1d4 piercing damage at the beginning of each round it continues to hold it, unless wearing thick gloves. A creature that suffers this damage will have disadvantage on all weapon attacks until the damage is healed.
- It has the following action, which replaces the Heart Sight action:

Conjure Mount. The bramble summons a mount as if with the *find familiar* spell. This mount is a fey, acts on the bramble's initiative, and disappears if more than 5 feet away from the bramble.

GRIG

The grig are the more fun loving cousins of the rather dour sprites, appearing as sprites with the lower body of a cricket. Fond of music and merriment, these sprites are often considered frivolous and lazy by other sprites. However, when roused, a grig is a staunch defender of its home.

A grig uses the same statistics as the sprite, with the following modifications:

- It is chaotic good
- It cannot fly
- It has a Performance skill of +3
- It possesses the Standing Leap feature, enabling it to jump 30 feet horizontally or 20 feet vertically, with or without a running start.
- It has the following action, which replaces the Longsword and Heart Sight actions:

Fiddle (1/Day). As an action, it can play its fiddle. One creature of the grig's choice within 60 ft that can hear it play must succeed on a DC 10 Wisdom saving throw or be forced to dance and caper merrily for 1 minute or until the target can no longer hear the music, the grig stops playing, or its concentration ends (as if concentrating on a spell). A creature has disadvantage on all attack rolls and cannot provide somatic components to spells while dancing. The grig must use its action on subsequent turns to continue playing the song. A target can repeat its saving throw at the end of each of its turns, ending the effect early on a success. Once the effect ends or a creature successfully saves, the creature is immune to this effect for 24 hours. Creatures that are immune to the charmed condition are immune to this effect.

KOROPOKKURU

Elusive but helpful, koropokkuru are much more inclined to lend aid to mortals than their warm climate cousins. They make their homes underneath butterbur plants and are fond of fishing. They will invisibly aid mortals in small but significant ways, but should the mortals try to find or capture their fey guardians, the koropokkuru will take offense and leave.

A koropokkuru uses the same statistics as the sprite, with the following modifications:

- It cannot fly, but has a movement speed of 50 ft.
- It is resistant to cold damage.
- If acting as a familiar, then while the koropokkuru is within 10 feet of its master, its master automatically succeeds on saving throws to resist cold damage and the effects of extreme cold.

SPLANXTY

The splanxty are sea sprites, dedicated to protecting the ocean from wicked creatures such as merrow and sahuagin. They render the poison for their bows from jellyfish venom.

- It cannot fly and has a swimming speed of 40 ft.
- It has the Amphibious trait.
- It speaks Aquan and Sylvan.

REGIMENT OF SPRITES

The sylvan glades of the forests and the hidden courts of the fey lords have staunch defenders: highly trained regiments of sprites, well organized and ruthless in their defense of their lords and their homes. They maintain watchful vigils on these enchanted places, driving off any invaders.

SPRITE VARIANTS

Regiments of sprites can consist of more than just the standard sprites. Any of the variants detailed earlier can form into regiments. To represent this, simply apply the variant adjustments to the Regiment of Sprites stat block.

In the case of regiments of atomies and grigs, they can target larger numbers of creatures with their Shrink and Fiddle actions. Rather than targeting a single creature, these effects will instead target all creatures in a 15-foot cube centered on a point within the effect's range, and if the regiment has more than half its hit points, the save DC is increased to DC 12.

REGIMENT OF SPRITES

Medium swarm of Tiny fey, neutral good

Armor Class. 15 (leather armor)
Hit Points. 71 (13d8 + 13)
Speed. 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	12 (+1)	14 (+2)	13 (+1)	11 (+0)

Skills. Perception +4, Stealth +10

Damage Resistances. bludgeoning, piercing, slashing
Condition Immunities. charmed, frightened, paralyzed, petrified, restrained, stunned

Senses. passive Perception 14

Languages. Common, Elvish, Sylvan

Challenge. 5 (18,000 XP)

Swarm Traits. The regiment can occupy another creature's space and vice versa, and the regiment can move through any opening large enough for a Tiny sprite. The regiment can't regain hit points or gain temporary hit points. The regiment can only be affected by charm or fear effects with an area of effect, like a red dragon's Frightful Presence, and are immune to spells that target a finite number of creatures like *mass suggestion*.

Actions

Longswords. *Melee Weapon Attack:* +7 to hit, reach 0 ft., one creature in the regiment's space. *Hit:* 26 (5d8 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if the regiment has half its hit points or fewer.

Shortbows. The regiment unleashes a barrage of arrows in a 40-foot cone. Each creature in that area must make a DC 15 saving throw, taking 18 (4d6 + 4) piercing damage on a failed save, or half as much on a successful one. If the regiment has half its hit points or fewer, the damage dealt on a failed saving throw is instead 11 (2d6 + 4) piercing damage, or half as much on a successful one. The target must also succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If the saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The sprites in the regiment touch a creature and magically know the creature's current emotional state. If the target fails a DC 13 Charisma saving throw, the sprites also know the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The regiment magically turns invisible until it attacks or casts a spell, or its concentration ends (as if concentrating on a spell). Any equipment the individual sprites in the regiment are wearing or carrying is invisible with them.

THORN KNIGHT

A thorn knight is a sprite who has earned the honor of protecting a specific, powerful fey or guarding a dangerous location or artifact. Appearing like small winged elves, a thorn is granted extra height, reaching between two to three feet. They are given enchanted longswords crafted from plant thorns and coated in a numbing poison, and retain all the powers the had as sprites.

THORN KNIGHT VARIANTS

Any of the sprite variants detailed earlier can become a thorn knight. To represent this, simply apply the variant adjustments to the Thorn Knight stat block. Any save DC values are increased to DC 12.

THORN KNIGHT

Small fey, neutral good

Armor Class. 15 (leather armor)
Hit Points. 45 (10d6 + 10)
Speed. 35 ft., fly 40 ft.

STR DEX CON INT WIS CHA

11 (+0) 16 (+3) 13 (+1) 12 (+1) 14 (+2) 13 (+2)

Skills. Perception +4, Stealth +8
Senses. darkvision 60 ft., passive Perception 14
Languages. Common, Elvish, Sylvan
Challenge. 4 (1,100 XP)

Faerie Weapon. The thorn knight's longsword is a magical weapon with the finesse property, though in the hands of a non-fey it behaves as a non-magical wooden shortsword.

Actions

Multiattack. The thorn knight makes two attacks with its longsword or its shortbow

Longsword, Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) poison damage. The target must succeed on a DC 12 Constitution saving throw or have disadvantage on Dexterity saving throws until the beginning of the thorn knight's next turn.

Shortbow, Ranged Weapon Attack: +6 to hit, range 80/320 ft., one creature. *Hit:* 6 (1d4 + 4) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

Heart Sight. The thorn knight touches a creature and magically knows the creature's current emotional state. If the target fails a DC 12 Charisma saving throw, the thorn knight also knows the creature's alignment. Celestials, fiends, and undead automatically fail the saving throw.

Invisibility. The thorn knight magically turns invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell). Any equipment the thorn knight wears or carries is invisible with it.

STONESINGER

Deep beneath the earth, where the tunnels twist and turn, there is a strange song. It is like a finger on a crystal glass and the wind through the mountains. It's haunting and beautiful. You follow the song and uncover a horror. Dozens of humanoid statues are buried up to their shoulders in the walls, floor, and ceiling, their faces carved in a rictus of horror, mouths agape.

The singing reaches a crescendo and you turn to face a horrific beast. It looks like a scorpion with a body made of stone, but instead of a stinger its tail ends with a mouth like a lamprey from which the unearthly music is echoing. You try to run, but the mouth sinks into your shoulder and you feel your flesh begin to crystallize, unable to respond to your movements. The abomination pushes your unresponsive body into the stone beneath you as easily as if the rock was mud, until only your head remains above the ground, and positions itself in the center of the cavern. It continues its song and as you feel your ears turn to stone you realize that you can still hear the singing.

A Captive Audience. Stonesingers have a natural impulsion to sing, and they do so at every opportunity. Should one encounter a potential audience, it will do everything in its power to restrain the creatures, rendering them unable to escape its performance. Most horrific of all, the venom that seeps from the mouth on their tail transforms its victims into stone forms that retain all their awareness of the world around them. Even their crystal eyes remain able to bear witness to the mad predations of its captor. Trapped within their bodies, unable to move or even die from hunger or thirst, the stonesinger's victims inevitably go mad.

Unseelie Origins. Stonesingers were bred by the Unseelie court as entertainment. The strange Gloaming fey love the unearthly tones of a stonesinger's song, and they find its ability to petrify its victims into a statue that remains aware of everything around it deliciously perverse. One or two is typically kept in the mansion of an Unseelie fey, provided with humanoids to feed it, and the Queen of Air and Darkness is said to possess an entire choir of them. Now the stonesingers have spread through the tunnels of both the Feydark and the Underdark.

STONESINGER

Large aberration, neutral evil

Armor Class. 18 (natural armor)

Hit Points. 104 (11d10 + 44)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	10 (+0)	18 (+4)	16 (+3)	10 (+0)	18 (+4)
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Skills. Performance +10

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. thunder

Senses. tremorsense 120 ft., passive Perception 10

Languages. understands Sylvan, Terran, and Undercommon but cannot speak

Challenge. 8 (3,900 XP)

Bury in Stone. While grappling a creature, the stonesinger can use a bonus action to magically bury it in stone up to its shoulders. While buried in stone, the creature is restrained and cannot make attacks or cast spells with somatic or material components. It can use an action to make a DC 15 Strength saving throw, escaping the stone on a success.

Innate Spellcasting. The stonesinger's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: *meld into stone, stone shape*

1/day each: *wall of stone*

Spider Climb. The stonesinger can climb on difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Multiattack. The stonesinger makes two attacks with its Claws and one with its bite.

Claws. Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 14 (2d8 + 5) slashing damage. If the stonesinger hits a single target with two Claw attacks in the same turn, it can forgo dealing damage to instead grapple the target (escape DC 16). While grappling a creature, the stonesinger cannot attack any other creature with its claws.

Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one creature. **Hit:** 12 (2d8 + 5) piercing damage. The target must succeed on a DC 15 Constitution saving throw or become poisoned and begin turning to stone. While poisoned, the target is restrained makes a DC 15 Constitution saving throw at the end of each of its turns. After three successful saves, the target is freed and immune to the poison for 24 hours. After three failures, the target is petrified until freed by *greater restoration*. While petrified in this way, the target remains aware of its surroundings.

ULDRA

The rare and elusive uldra are unusual folk. They embody the rare mercies of winter, and dedicate themselves to lessening the suffering of the cold and helping others survive the season in small subtle ways. They coat plants in a layer of frost to protect them from flash freezes and create snowbanks to insulate cold animals and travelers. They dislike being found by mortals, but those that leave them gifts of hats will find their homes well guarded from both beasts and the elements, as there are few things that the uldra love more than hats. An uldra facing a problem that's beyond it, though, might overcome its natural shyness to approach a humanoid for help.

Forgotten Queen. The uldra do not keep a written history, preferring to maintain all of their records through oral accounts. One of their oldest stories is of Hleid, their last queen, a primordial goddess of winter. The details differ from tribe to tribe, and even from teller to teller, but they all agree Hleid was beautiful, powerful, and kind, a lady of mercy and protection in the otherwise cruel winter of the world. However, she was slain and her spirit broken into pieces which plummeted to the earth. The uldra have taken on no gods since Hleid was slain, mourning her death in songs and stories and protecting those fragments of her that remain.

ULDRA

Small fey, neutral good

Armor Class. 12

Hit Points. 39 (6d6 + 18)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	17 (+3)	14 (+2)	15 (+2)	10 (+0)

Skills. Medicine +4, Nature +4

Damage Immunities. cold

Senses. passive Perception 12

Languages. Auran, Gnomish, Sylvan

Challenge. $\frac{1}{4}$ (50 XP)

Animal Speakers. The uldra can speak with beasts as if they shared a common language.

Actions

Touch. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) lightning damage

RIMEFIRE EIDOLON

When Hleid, the goddess of kind winter, was slain, her soul was broken into a thousand thousand pieces, which plummeted through the sky and landed on the young earth. Where these gleaming fragments of dreaming mind crashed, magnificent glaciers and icebergs accrued, cradles for the pieces of the fractured goddess's psyche. These fragments grew into the rimefire eidolons, crags of glistening ice and crackling blue flame that totter about on spindly legs, their senile kindness a pale echo of Hleid herself.

Kind but Lost. A rimefire eidolon is by nature an incomplete being, a tiny shard of a much larger entity. As a result, they are easily confused. They require the attentions of uldra or other kind-hearted beings to go about its daily routine. A rimefire eidolon's memory is fragmented, and it can easily forget what it is doing in the middle of a task. They often struggle to express themselves verbally, and they are prone to irrational bouts of sorrow or anger when confronted with a problem. A rimefire eidolon sometimes forgets that it is bound to its glacier, and that it must remain there for its own safety. They may wander off, only to discover that they begin to die if too far from their homes.

Guardians. A rimefire eidolon is the scion of a goddess who envisioned a different kind of winter, a kinder, gentler winter. The eidolons still remember this, albeit in a strange and fragmented way, and they seek to enact this beneficent vision in the world. Their glaciers and icebergs are havens for humanoids and beasts alike in need of shelter from the cold. The eidolons wander the tunnels of their homes, crafting beautiful mansions and tiny cities for beasts that have no ability to appreciate the beautiful architecture.

Elemental Nature. A rimefire eidolon doesn't require air, food, drink, or sleep.

A RIMEFIRE EIDOLON'S ICEBERG

A rimefire eidolon makes its home in either a glacier or an iceberg of its own construction, filled with myriad tunnels carved from the living ice by the eidolon itself. These frozen fortresses are havens for humanoids and beasts alike, and the outer caverns will often serve as temporary homes for injured animals. A rimefire eidolon cannot travel more than 1 mile beyond its lair, though, or it will sicken and die.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the rimefire eidolon takes a lair action to cause one of the following effects; the rimefire eidolon can't use the same effect two turns in a row. A rimefire eidolon encountered inside its lair has a challenge rating of 11 (7,200 XP).

- The rimefire eidolon casts *wall of ice*. It can maintain concentration on this effect on subsequent rounds, but it cannot use any other lair actions while it does so.
- The air in the lair becomes bitterly cold. Until initiative count 20 of the next round, non-magical flames are extinguished. Any creature currently focusing on a spell that produces a fire effect, such as *flaming sphere*, must make a DC 17 saving throw using their spell attack bonus, losing concentration on a failure. Any creature that attempts to cast a spell that creates fire must first make a DC 17 saving throw using their spell attack bonus. On a failure, the spell fails and the spell slot is wasted.

RIMEFIRE EIDOLON

Medium elemental (*animus*), chaotic good

Armor Class. 16 (natural armor)

Hit Points. 90 (12d8 + 36)

Speed. 30 ft., burrow 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	10 (+0)	17 (+3)	20 (+5)

Saving Throws: Str +6, Con +7, Wis +7

Skills. Arcana +4

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Vulnerabilities fire

Damage Immunities. cold

Condition Immunities. charmed

Senses. tremorsense 60 ft., passive Perception 13

Languages. Celestial, Primordial, Sylvan

Challenge. 9 (5,000 XP)

Ice Glide. The rimefire eidolon can burrow through nonmagical ice and snow. While doing so, the rimefire eidolon doesn't disturb the material it is moving through.

Innate Spellcasting. The rimefire eidolon's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *blur*, *calm emotions*, *detect evil and good*, *detect magic*, *see invisible*

1/day each: *cone of cold*, *heal*, *sanctuary*

Magic Resistance. The rimefire eidolon has advantage on saving throws against spells and other magical effects.

REGIONAL EFFECTS

The region containing a rimefire eidolon's lair is warped by its fey magic, which creates one or more of the following effects

- While within 1 mile of its lair, the rimefire eidolon can cast *clairvoyance* at will.
- The cold is easier for non-evil creatures to survive while within 1 mile of the rimefire eidolon's lair. Any Wisdom (Survival) check made by a non-evil aligned creature to find shelter, navigate, or otherwise survive the cold has advantage.
- Creatures within 1 miles of a rimefire eidolon's lair may experience unexplained moments of sadness, joy, or frustration. There is a general air of hopefulness, but it is a hope that is steeped in loss.

Magic Weapons. The rimefire eidolon's slam attacks are magical.

Rimefire. A creature that touches the rimefire eidolon or hits it with a melee attack while within 5 feet of it takes 5 (1d10) cold damage.

Actions

Multiattack. The rimefire eidolon makes two attacks, choosing either from its Slam or its Rimefire Bolt for each

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d8 + 2) bludgeoning damage plus 10 (3d6) cold damage

Rimefire Bolt. *Ranged Spell Attack:* +9 to hit, range 60 ft., one creature. *Hit:* 22 (4d10) cold damage

Ice Shape. The rimefire eidolon selects an ice object of Medium size or smaller or a section of ice no more than 5 feet in any dimension within 60 feet of it and forms it into any shape that suits its purpose. The object it creates can have up to two hinges and a latch, but finer mechanical detail isn't possible.

Legendary Actions

The rimefire eidolon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The rimefire eidolon regains spent legendary actions at the start of its turn.

Sculpt. The rimefire eidolon uses its Ice Shape

Restrain (Costs 2 Actions). The rimefire eidolon targets one creature it can see within 60 feet of it. That creature must succeed on a DC 16 Strength saving throw or become encased in frost, becoming restrained. The creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

VERMIURGE

Across the arid grasslands crawls a terrible creature. A long, armored body like a scorpion, decked with graceful locust wings and armed with four wicked looking claws, it bears the crown of doom upon its head: a buzzing, chittering halo of vermin. Its wing beats are the droning song of famine, and behind it follows a cloud of hunger. It is the vermiurge, and it is implacable.

Vermin God. If the stinging creatures of the world have a god, it would be the vermiurge. This large, scuttling monstrosity wanders the wastes of the world, attended at all times by a swarm of its most loyal worshipers, whose cries of adulation are a hideous buzzing. Though intelligent, a vermiurge's intelligence is completely alien, being more akin to the intelligence of a swarm of locusts. It has no concept of good or evil. It may answer the prayers of an ant colony by slaying a nearby family of halflings, while a wasp nest that it encounters may be devoured by it without hesitation. Occasionally it may venture into the more populated realms of the world, bringing with it massive swarms of voracious insects, leaving only devastation in its path.

Wisdom of the Waste. The vermiurge is a spirit of nature, and as such it understands much of the hidden knowledge of the world. It knows the secret language of the scorpions and sees the private, intimate lives of the ants. It understands why the locusts swarm and it hears the silent songs of the spiders as they weave their webs. Druids may seek them out to learn the truth of famine and the cruel indifference of nature, though they do so at their own risk, as knowledge does not come without sacrifice. The vermiurge is considered a demigod by many isolated tribes of thri-kreen and aldani, who worship the vermiurge in the hopes that it will spare them.

VERMIURGE

Large fey (*animus, vermin*), unaligned

Armor Class. 17 (natural armor)

Hit Points. 275 (22d10 + 154)

Speed. 40 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	25 (+7)	20 (+5)	23 (+6)	25 (+7)

Saving Throws: Str +12, Con +13, Wis +12

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, poisoned

Senses. blindsight 60 ft., passive Perception

Languages. understands Druidic and Sylvan but cannot speak

Challenge. 20 (25,000XP)

Amphibious. The vermiurge can breathe both air and water.

Famine. For every 1 minute the vermiurge spends within 15 feet of food, 3d4 pounds of the food become infested with insects, rendering it inedible.

Halo of Pestilence. The vermiurge is surrounded at all times with a cloud of flying and crawling insects with a radius of 20 feet. The area inside the cloud is lightly obscured and counts as difficult terrain for all creatures aside from the vermiurge. The first time a creature enters the cloud or when it starts its turn in the cloud, it must make a DC 21 Constitution saving throw, taking 22 (4d10) piercing damage on a failure or half as much on a success.

Legendary Resistance (2/Day). If the vermiurge fails a saving throw, it can choose to succeed instead

Magic Resistance. The vermiurge has advantage on saving throws against spells and other magical effects.

Vermintongue. The vermiurge can communicate telepathically with any creature with the vermin tag within 60 feet of it, regardless of intelligence or lack of languages. A creature that has cast *speak with animals* on itself can speak with a vermiurge as if they shared a common language.

Actions

Multiaction. The vermiurge makes four attacks with its claws and one with its sting. If it is grappling a creature, it can also make one attack with its bite.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) bludgeoning damage and the target is grappled (escape DC 20). The vermiurge has four claws, each of which can grapple only one target.

Sting. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 11 (1d10 + 6) piercing damage, and the target must make a DC 21 Constitution saving throw, taking 22 (4d10) poison damage on a failure or half as much on a success.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 9 (1d6 + 6) slashing damage.

Frightful Presence. Each creature of the vermiurge's choice that is within 120 ft. of the vermiurge and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the vermiurge's Frightful Presence for the next 24 hours.

Legendary Actions

The vermiurge can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The vermiurge regains spent legendary actions at the start of its turn.

Swarm. One creature within 60 feet of the vermiurge is attacked by a small swarm of insects and must make a DC 21 Dexterity saving throw, taking 11 (2d10) piercing damage on a failure.

Congregation. The vermiurge summons up to 5 swarms of insects within 60 feet of it. These swarms remain for 1 minute before disappearing.

VODYANOI

Moody river fey, the vodyanoi resemble ugly green men with bright red lips and hair like tangled masses of river weeds. If shown respect and suitably placated with gifts, a vodyanoi can be a great boon to any who live near it, bringing bountiful fishing and calm waters. However, if disrespected, a vodyanoi turns vengeful, chasing away fish, flooding its banks, and capsizing boats. Those that live near a vodyanoi's river always find it wise to keep it happy.

Subjective Gender. A vodyanoi spends the majority of its time in an apparently male body. However, at some random point during its life, it will spontaneously become female. The cause of this is never known, but such an occurrence is considered a significant moment in the vodyanoi's life, prompting them to assume strange new names like Jenny Greenteeth or Old Gregory and seek out a partner, often times from the humanoids that frequent their waters.

VODYANOI

Medium fey, chaotic neutral

Armor Class. 15 (natural armor)

Hit Points. 65 (10d8 + 20)

Speed. 30 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	16 (+3)	14 (+2)	12 (+1)	14 (+2)	11 (+0)
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Saving Throws: Str +4, Dex +5, Con +4

Skills. Nature +3, Perception +4, Survival +4

Senses. passive Perception 14

Languages. Aquan, Common, Sylvan

Challenge. 3 (700 XP)

Amphibious. The vodyanoi can breathe both air and water.

Shape Water (3/Day). The vodyanoi's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast *control water*, requiring no material components:

Actions

Multiattack. The vodyanoi makes two claw attacks

Claw. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. **Hit:** 11 (2d8 + 2) slashing damage. If the vodyanoi hits the same target with two claw attacks in one turn, the target is grappled (escape DC 12). While grappling a creature, the vodyanoi cannot make claw attacks.

Crush. A creature grappled by the vodyanoi must make a DC 12 Strength saving throw, taking 24 (4d10 + 2) bludgeoning damage on a failure or half as much on a success.

Fish Cloud (Recharges after Short or Long Rest). If it is submerged in water, the vodyanoi summons a magic school of fish, which fill a sphere with a 20-foot radius centered on a point within 30 feet of the vodyanoi. The area within the fish cloud is heavily obscured. A strong current disperses the cloud in 1 round. Otherwise, it lasts for 1 minute.

WATER HORSES

A race of dangerous, horse-like fey, the water horses are all mischievous without fail. Some are benign, most are malicious, and some are downright horrific. However, they all share horse-like appearances and a fondness for aquatic environments. Though their false appearances are all but flawless, a suspicious being can notice a tell tale indicator of something strange, such as a bit of seaweed tangled in the creature's hair or a whiff of salt on its breath, with a successful DC 16 Intelligence (Investigation), Intelligence (Nature), or Wisdom (Perception) check.

CEFFYL DŴR

Found in freshwater springs and ponds, especially in mountainous areas, the ceffyl dŵr (pronounced kēfl dūr) looks like a beautiful white horse with magnificent silver wings, deceiving all but the most canny into believing it to be a pegasus. It appears tame and unafraid, and will even permit humanoids to ride it. However, when its rider least expects it, it will transform into mist, letting the poor soul plummet to its death.

Fey Steeds. These creatures spend most of their time in calm ponds and clear springs, floating on the surface of the water like swans. They often ally with naiads and other fey that love these pristine locales, and will even serve as loyal mounts to powerful fey in need of a flying steed.

CEFFYL DŴR

Large fey (equine), neutral evil

Armor Class. 14 (natural armor)

Hit Points. 133 (14d10 + 56)

Speed. 60 ft., fly 60 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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19 (+4)	15 (+2)	18 (+4)	7 (-2)	12 (+1)	10 (+0)
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Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 60 ft., passive Perception 11

Languages. Aquan, Sylvan

Challenge. 6 (2,300 XP)

Amphibious. The ceffyl dŵr can breathe both air and water.

Trampling Charge. If the ceffyl dŵr moves at least 20 feet straight toward a creature and then hits it with a hooves attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. If the target is prone, the ceffyl dŵr can make another attack with its hooves against it as a bonus action.

Actions

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 11 (2d6 +4) bludgeoning damage

Mist Form. The ceffyl dŵr transforms into a cloud of mist or reverts to its true form. Any creatures or equipment on it do not transform with it, taking 3 (1d6) bludgeoning damage for every 10 feet they fall, up to a maximum of 70 (20d6) bludgeoning damage. It also reverts to this form if it dies.

While in mist form, the ceffyl dŵr is incapacitated and cannot speak. It can pass through any space that isn't air tight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

NEUGLE

Of all of its water horse kin, the neugle, also known as a shoopiltee, is by far the least malevolent. At its very worst, a neugle is no more than mischievous, delighting in playing small pranks on unsuspecting mortals. It especially loves tricking halflings into riding it, then galloping into the nearest body of water to dunk them in, though it does not try to drown them like the tangie. In appearance it closely resembles a Shetland pony, though its tail bears a distinctive wheel-like shape.

NEUGLE

Medium fey (equine, shapeshifter), chaotic neutral

Armor Class. 13 (natural armor)

Hit Points. 45 (dd8 + 14)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Senses. darkvision 120 ft., passive Perception 10

Languages. Aquan, Common, Halfling, Sylvan

Challenge. 2 (450 XP)

Amphibious. The neugle can breathe both air and water.

Shapeshifter. The neugle can use its action to polymorph into a Medium or smaller beast with a CR of 2 or lower or back into its true form. It gains the statistics of the new form, but it retains its hit points, Intelligence, Wisdom, Charisma, alignment, and ability to speak. It reverts to its true form if it dies.

Actions

Hooves. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) bludgeoning damage

NUCKELAVEE

It is a commonly held belief that the fey are all beautiful creatures. The nuckelavee is living proof that that is not always the case. Accounts by the few who have survived encounters with a nuckelavee describe them as creatures straight out of a nightmare: appearing as a rider upon the back of a horse, except the rider has no legs, its torso connected directly to the torso of the horse itself. The humanoid torso has arms that reach all the way to the ground, and a massive, drooling head that lolls back and forth as if too heavy to be supported by its neck. The horse head has only one single eye placed hideously in the center of its face, and its mouth continually breathes clouds of poisonous

vapors. Most gruesome of all, though, is the fact that the creature seems to have no skin, leaving its pulsing red muscles, black veins, and yellow tendons exposed for the world to see.

Creatures of Famine. The nuckelavee lives in the oceans most of the year, restrained there by whatever mysterious forces it answers to. When summer fails and winter approaches, though, it comes to land, bringing with it blight and disease. Its breath is a horrific poison, wilting crops and slaying livestock. Its impossibly long arms are ideal for plucking up unlucky souls, who are then agonizingly devoured by its overlarge human head. What's more, that which is not immediately slain by the monster is subjected to a terrible plague called Mortasheen that kills slowly and painfully.

NUCKELAVEE

Large fey (equine), chaotic evil

Armor Class. 15 (natural armor)

Hit Points. 190 (20d10 + 80)

Speed. 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	10 (+0)	13 (+1)	16 (+3)

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Immunities. necrotic, poison

Condition Immunities. poisoned

Senses. darkvision 120 ft., passive Perception 10

Languages. Abyssal, Aquan, Sylvan

Challenge. 14 (11,500 XP)

Amphibious. The nuckelavee can breathe both air and water.

Stench. Any creature that starts its turn within 10 feet of the nuckelavee must succeed on a DC 17 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the nuckelavee's stench for 24 hours.

Actions

Multiattack. The nuckelavee may use its Frightful Presence. It can then make three attacks: two with its claws and one with its hooves

Hooves. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) bludgeoning damage

Claws. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage. If the nuckelavee successfully hits a single target with two claw attacks in the same turn, the target is then grappled (escape DC 18). The nuckelavee cannot make attacks with its claws while they are grappling a creature.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) piercing damage plus 14

(4d6) acid damage. If the target is Medium or smaller, then it is grappled (escape DC 18).

Frightful Presence. Each creature of the nuckelavee's choice that is within 120 feet of the nuckelavee and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the nuckelavee's Frightful Presence for the next 24 hours.

Breath of Mortasheen (Recharge 4-5). The nuckelavee exhales toxic vapors in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 28 (8d6) poison damage and 28 (8d6) necrotic damage on a failure or half as much on a successful one. Plants and plant monsters make this saving throw with disadvantage and take maximum damage on a failure. Non-magical plants automatically fail the saving throw.

Additionally, any creature that fails its saving throw becomes infected with a hideous disease called mortasheen. Symptoms manifest 1d4 hours after infection. While infected, the creature's hit point maximum reduces by 1d6 every hour and it has disadvantage on all checks, saving throws, and attack rolls that use Strength or Wisdom due to the pain. If the creature's hit point maximum is reduced to 0 by this effect, it dies.

The corpse of a creature killed by this attack or the disease it causes remains contagious for 1d4 days. Any creature that comes within 30 feet of the dead body must succeed on a DC 17 Constitution saving throw or contract the disease.

Legendary Actions

The nuckelavee can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The nuckelavee regains spent legendary actions at the start of its turn.

Claw. The nuckelavee makes one attack with its claws

Bite. The nuckelavee makes one bite attack against a creature that it is grappling with its claws or bite.

TANGIE

A sadistic trickster, the tangie loves nothing more than to gain the trust of mortals before drowning them. It can reside in any body of water, but it especially prefers freshwater ponds and fens as well as oceanic tidepools.

Deceptive Looks. A tangie can appear as a magnificent horse or a handsome humanoid, and it will use its attractive appearance to lure in unsuspecting mortals. As a horse, it will appear tame, happily approaching groups of humanoids and allowing them to mount it. As a humanoid, it will try to seduce young men and women or pose as a helpful traveler. However, when its prey lets their guard down, the tangie strikes. Cunning travelers can recognize a tangie by the mud and seaweed tangled in its hair in whichever form it takes.

Adhesive Hides. The most striking feature of the tangie is its ability to cause its hide to bind to the flesh of its victims. Those who fall victim to its hide will find that nothing save for incredibly powerful magic is capable of breaking the bonds. With its victim unable to escape, the tangie gallops for the nearest body of water, plunging in deep to let its prey slowly drown. Only once either the tangie or its victim is dead will the hide release its captive. Stories tell of a child who managed to escape an tangie by cutting off the hand bound to its hide.

Fey Steeds. Aquatic fey lords that have business to attend to on land often make use of tangie, which are quite loyal to powerful fey. These fey may also wander onto land of their own accord. Those that wander too far may even forget that they're fey, behaving as normal horses of the finest pedigree. However, should it catch even a whiff of the ocean breeze it will remember itself in an instant.

TANGIE

Large fey (equine, shapechanger), chaotic evil

Armor Class. 15 (natural armor)

Hit Points. 187 (22d10 +66)

Speed. 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	16 (+3)	8 (-1)	10 (+0)	12 (+1)

Skills. Deception +5, Persuasion +5

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Senses. darkvision 60 ft., passive Perception 10

Languages. Aquan, Common, Sylvan

Challenge. 10 (5,900 XP)

Amphibious. The tangie can breathe both air and water.

Shapechanger. The tangie can use its action to polymorph into a Large horse-humanoid hybrid, into a Medium humanoid, or back into its true form, which is horse-like. Its statistics are the same in each form. It reverts to its true form if it dies.

Trampling Charge (Horse Form only). If the tangie moves at least 20 feet straight toward a creature and then hits it with a slam attack on the same turn, the target must succeed on a DC 18 Strength saving throw or be knocked prone. If the target is prone, the tangie can make another attack with its slam against it as a bonus action.

Actions

Multiattack (Humanoid or Hybrid Form only). The tangie makes two slam attacks. It can choose to substitute one of those attacks for its bite attack.

Slam. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 13 (2d6 + 6) bludgeoning damage

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 15 (2d8 + 6) bludgeoning damage

Reactions

Adhesive Hide (1/Day). The tangie causes all creatures currently touching it to become adhered to its hide as if with *sovereign glue*. Only the portions of the creatures currently in physical contact with the tangie are adhered to it; any further contact does not cause those body parts to become adhered. Creatures with a layer of clothing, armor, or saddle between them and the tangie are still adhered as if with bare skin. The adhesion only ends if the tangie or the creature adhered to it dies or with any of the standard methods to remove *sovereign glue*.

ZEITGEIST

The zeitgeist are descendants of the animus loci. Rather than being embodiments of the natural world, though, they are expressions of the spirit of a city. They are the living heart and soul of the city, born of the stone and the smoke and neverending thrum of industry. There are very few zeitgeists in the world, but those that do exist are powerful and dangerous.

Unknown Guardians. Most citizens of a city that contains a zeitgeist will never even know that it exists. A zeitgeist remains inactive for most of its existence, drifting silently through the dreams of its city, curling gently in the streets, churning peacefully amid the hustle and bustle, and pulsing gently through the places of government. A zeitgeist becomes active when its city faces turmoil. Enemy invasions, riots, plagues, political revolutions, all these cause the resident zeitgeist to stir from its torpor, angry and frightened. An active zeitgeist is a dangerous creature, driven by mob mentality and unable to make rational choices.

Strange Streets. The presence of a zeitgeist in a city attracts other supernatural creatures. Urban varieties of fey are much more common in these cities. Hags disguise themselves as humanoids and set up shop as fortune tellers or apothecaries. Ghosts and specters are born from urban legends. Fiends find their way in through cracks in the world and angels descend from on high to bless the righteous. Many of these supernatural creatures do not even know why they are so drawn to the city.

THE ZEITGEIST'S CITY

A zeitgeist is intrinsically bound to its city and cannot leave. The streets and plazas of the city are at once its body and its home. Most zeitgeist are native to human cities, though a dwarven city may also give birth to a zeitgeist. A city in which a zeitgeist lives

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the zeitgeist takes a lair action to cause one of the following effects; the zeitgeist can't use the same effect two turns in a row

- The zeitgeist casts *animate objects*. The objects animated by this effect stay animated for 1 minute or until the zeitgeist uses this lair action again, act on initiative count 20, and use the zeitgeist's spell attack modifier for their attack rolls (+10).
- The zeitgeist selects a square of ground up to 30 feet on a side. Until initiative count 20 of the following round, that area is difficult for any creatures not native to the zeitgeist's city.
- The zeitgeist summons 2d4 swarms of rats, 1d6 swarms of insects, or 2d4 swarms of ravens in unoccupied spaces within 30 feet of it.

CITY EFFECTS

The zeitgeist's city is warped by its magic, which creates one or more of the following effects:

- Once per hour, the zeitgeist can locate one humanoid inside its city as an action. This effect succeeds without fail, even if the target is protected by spells like *nondetection*.

- Back streets, alleys, and sewers in the city may contain more twists and turns than they should reasonably be able to contain, leading non-natives to easily become lost.

MOB MANIFESTATION

A city is made up of citizens. Without people, a city is nothing. The zeitgeist is, at its core, an embodiment of the culture of the people that reside in its city. When it takes on its mob manifestation, the zeitgeist inhabits the very bodies of its citizens, imbuing them with the collective consciousness comprised of their neighbors. The zeitgeist can speak through one or all members of the mob that composes it, and they attack as one creature with many arms. The component individuals in the mob retain all memories of their actions during their time in the mob, and will perceive their behavior as being a choice that they made.

SMOKE MANIFESTATION

The air of a city is filled with the smoke of industry. Cooking, smelting, and all the other things that ensure that a city continues to turn require the burning of wood and coal. This smoke is the exhalation of the city, carrying the odors of trade, cuisine, and the press of humanity. This manifestation of the zeitgeist imbues this smoke with its consciousness, turning it into a weapon to defend the city.

STRUCTURAL MANIFESTATION

A city is made of buildings that house citizens, industry, and wealth. When a zeitgeist wishes to crush its enemies with mighty fists of stone, plaster, wood, and steel, it wrenches a body for itself from very buildings of its city. Able to glide through other worked material in the same way that an earth elemental glides through unworked earth, the structural zeitgeist is capable of surprising mobility while within its own city. However, the zeitgeist has no ability to travel through unworked earth that is not a part of its city.

MOB ZEITGEIST

Huge mob of Medium and Small fey (*animus*, any humanoid race), neutral

Armor Class. 10

Hit Points. 312 (25d12 + 150)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	22 (+6)	13 (+1)	20 (+5)	16 (+4)

Saving Throws: Str +11, Wis +12, Cha +10

Skills. Perception +12

Damage Resistances. acid, cold, fire, lightning, thunder

Damage Immunities. poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., blindsight 60 ft., passive Perception 22

Languages. the primary language of its city, typically Common

Challenge. 21 (33,000 XP)

Citybound. The zeitgeist cannot leave the city to which it is bound.

Empowered Strikes. The zeitgeist's weapon attacks count as magical for the purpose of overcoming damage reduction.

Innate Spellcasting. The zeitgeist's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *call lightning*, *calm emotions*, *confusion*, *contagion*, *fear*, *fog cloud*, *pyrotechnics*, *stinking cloud*, *stone shape*, *wall of stone*, *zone of truth*

Legendary Resistance (3/Day). If the zeitgeist fails a saving throw, it can choose to succeed instead

Mob Traits. The zeitgeist is a fey spirit inhabiting a mob of humanoids. While the zeitgeist possesses the mob, the individual members of the mob count as fey and are immune to effects that target humanoids, such as *hold person*. Mental effects such as *dominate monster* target the zeitgeist rather than a specific individual in the mob. A creature is released from the zeitgeist if it moves more than 30 feet away from it.

The zeitgeist is composed of numerous individuals, giving it a number of special qualities. The zeitgeist has advantage on saving throws against spells and other magical effects as well as against being blinded, deafened, and stunned. The zeitgeist can enter another creature's space and stop there, though whenever it moves it creates an opportunity attack. The zeitgeist can fit through any space a Medium humanoid can fit through without squeezing.

A creature prone in the zeitgeist's space takes 11 (2d4 + 4) bludgeoning damage whenever it moves. A creature attempting to move through the zeitgeist must make a DC 19 Athletics check. On a success, the creature moves through the zeitgeist as if it were difficult terrain.

Streetwise. The zeitgeist knows the exact location of any creature inside its city within 120 feet of it.

Actions

Multiattack. The zeitgeist makes one slam attack against each creature in its space.

Slam. Melee Weapon Attack: +11 to hit, reach 0 ft., one creature in the zeitgeist's space. **Hit:** 14 (3d6 + 4) bludgeoning damage and the target is grappled (escape DC 19).

Legendary Actions

The zeitgeist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zeitgeist regains spent legendary actions at the start of its turn.

Attack. The zeitgeist makes one slam attack.

Trample. One creature grappled by the zeitgeist must succeed on a DC 19 Strength saving throw or be knocked prone and take 11 (3d4 + 4) bludgeoning damage. In order to end the prone condition the creature must use its action to make a successful DC 19 Athletics check.

Manifestation (Costs 3 Actions). The zeitgeist abandons its current form and takes on either a structural or a smoke manifestation, appearing in a space within 30 feet of it provided that there is enough relevant material for it to take on its new form. Its current hit points and number of expended uses of Legendary Resistance remain the same, and it does not lose the charmed or frightened conditions if it currently is afflicted by them.

SMOKE ZEITGEIST

Huge fey (*animus*), neutral

Armor Class. 15

Hit Points. 312 (25d12 + 150)

Speed. 0 ft., fly 90 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	22 (+6)	13 (+1)	20 (+5)	16 (+4)

Saving Throws: Dex +12, Wis +12, Cha +10

Skills. Perception +12

Damage Resistances. thunder

Damage Immunities. fire, poison; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., blindsight 60 ft., passive Perception 22

Languages. the primary language of its city, typically Common

Challenge. 21 (33,000 XP)

Citybound. The zeitgeist cannot leave the city to which it is bound.

Empowered Strikes. The zeitgeist's weapon attacks count as magical for the purpose of overcoming damage reduction.

Innate Spellcasting. The zeitgeist's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *call lightning, calm emotions, confusion, contagion, fear, fog cloud, pyrotechnics, stinking cloud, stone shape, wall of stone, zone of truth*

Legendary Resistance (3/Day). If the zeitgeist fails a saving throw, it can choose to succeed instead

Smoke Form. The zeitgeist can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing. Liquids count as solid surfaces to the elemental. The space it occupies is heavily obscured.

Streetwise. The zeitgeist knows the exact location of any creature inside its city within 120 feet of it.

Actions

Multiattack. The zeitgeist makes two slam attacks.

Slam. Melee Weapon Attack: +12 to hit, reach 5 ft., one creature. **Hit:** 12 (2d6 + 5) bludgeoning damage plus 9 (2d8) fire damage

Poison Breath (Recharge 5-6). The zeitgeist exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one. Each creature that fails its Constitution saving throw also spends its action on its next turn retching and reeling.

Legendary Actions

The zeitgeist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zeitgeist regains spent legendary actions at the start of its turn.

Attack. The zeitgeist makes one slam attack.

Smog (Costs 2 Actions). The zeitgeist fills the air within a 120 foot radius of itself with thick, slightly yellowish-grey smog. The area filled with the smog is heavily obscured, and any creatures that attempt to take the Dash action within it must succeed on a DC 18 Constitution saving throw or be forced instead to spend their action choking for breath. The smog remains until the beginning of the zeitgeist's next turn or until dispersed by a strong wind.

Manifestation (Costs 3 Actions). The zeitgeist abandons its current form and takes on either a mob or a structural manifestation, appearing in a space within 30 feet of it provided that there is enough relevant material for it to take on its new form. Its current hit points and number of expended uses of Legendary Resistance remain the same, and it does not lose the charmed or frightened conditions if it currently is afflicted by them.

STRUCTURAL ZEITGEIST

Huge fey (*animus*), neutral

Armor Class. 15 (natural armor)

Hit Points. 312 (25d12 + 150)

Speed. 30 ft., burrow 30 ft. (only worked material)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	23 (+6)	13 (+1)	20 (+5)	16 (+4)

Saving Throws: Str +13, Wis +12, Cha +10

Skills. Perception +12

Damage Resistances.

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses. darkvision 120 ft., blindsight 60 ft., passive Perception 22

Languages. the primary language of its city, typically Common

Challenge. 21 (33,000 XP)

Architectural Glide. The zeitgeist can burrow through worked earth, stone, wood, and metal. While doing so, the zeitgeist doesn't disturb the material it moves through

Citybound. The zeitgeist cannot leave the city to which it is bound.

Empowered Strikes. The zeitgeist's weapon attacks count as magical for the purpose of overcoming damage reduction.

Innate Spellcasting. The zeitgeist's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *call lightning*, *calm emotions*, *confusion*, *contagion*, *fear*, *fog cloud*, *pyrotechnics*, *stinking cloud*, *stone shape*, *wall of stone*, *zone of truth*

Legendary Resistance (3/Day). If the zeitgeist fails a saving throw, it can choose to succeed instead

Streetwise. The zeitgeist knows the exact location of any creature inside its city within 120 feet of it.

Actions

Multiattack. The zeitgeist makes two slam attacks.

Slam. Melee Weapon Attack: +13 to hit, reach 5 ft., one creature. **Hit:** 16 (3d6 + 6) bludgeoning damage.

Legendary Actions

The zeitgeist can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The zeitgeist regains spent legendary actions at the start of its turn.

Attack. The zeitgeist makes one slam attack.

Walls and Alleys (Costs 2 Actions). The zeitgeist casts *wall of stone* up to three times. The walls created by this effect do not require concentration and disappear at the next time the zeitgeist uses this Legendary Action.

Manifestation (Costs 3 Actions). The zeitgeist abandons its current form and takes on either a mob or a smoke manifestation, appearing in a space within 30 feet of it provided that there is enough relevant material for it to take on its new form. Its current hit points and number of expended uses of Legendary Resistance remain the same, and it does not lose the charmed or frightened conditions if it currently is afflicted by them.

ARCHFEY



The archfey are beings of peerless power in the Feywild. Powerful, perilous, and amazing, the archfey are not to be trifled with. Some were once worshiped as gods by humanoids, while others have little interest in the brief lives of those who walk in the mortal lands.

ARCHFEY BY CR

Monster	Challenge Source
Maeve	13
Loht	16
Selephra	16
Sovereign Elk	20
Siobhan	21
Morwel	22
Thrumbolg	22
Hyrsam	23
Siobhan (in Lair)	23
Baba Yaga	24
Prince of Frost	24
Prince of Frost (in Lair)	25
Oberon	25
Queen of Air and Darkness	26
Titania	26

LOHT & MAEVE, THE HEIRS OF THE ERLKING

Loht and Maeve are twins, the first true shadow fey born while the people of the Erlking suffered under the yoke of Gwydion, the shadow-fiend. Through cleverness and great sacrifice, the Erlking was able to lead his people through the Obsidian Gate and out of the enslavement of Gwydion, though he perished in the process. The rulership of his people was taken up by his son and daughter and his people took his name for their race to honor him, becoming the Arak.

The Terrible Trick. Years later Gwydion, still trapped within the Obsidian Gate, reached out to Loht in his dreams, fooling him into believing that he was his father, trapped within the Obsidian Gate after defeating the shadow-fiend. The lord of the Arak opened the gate, nearly releasing Gwydion. Had it not been for the intervention of his sister's agents Gwydion would have roamed free, enslaving all the Arak under his cruel yoke again.

The Crippled Prince. Loht did not escape his encounter with the shadow-fiend unharmed. The lord of the Arak was gravely wounded by Gwydion, rendering him unable to assume human form without experiencing unbearable agony. For many years, he lurked in shadow, his failure and maiming festering in his mind, oblivious of the efforts of his people.

Maeve, however, discovered a way to heal him. The brother and sister bound their souls together, linking their life forces and restoring much of Loht's former glory. Where once they ruled separately, now they rule their people together under the banner of the Erl Court.

The Imprisoned Tyrant. The Heirs of the Erlking know that Gwydion, the darklord of the Shadow Rift, remains imprisoned within the Obsidian Gate. Though the gate was sealed by the destruction of the Crown of Arak, the siblings fear that the shadow-fiend may one day discover a means to free himself from his imprisonment. Thus they remain ever vigilant while seeking ways to destroy their ancient enemy for good.

LOHT, THE ONCE-CRIPPLED KING

Loht is ambitious, cunning, and utterly devoted to his people. Once Loht was rake, traveling through the countries of Ravenloft, taking lovers and slaying mortals as he saw fit. However, his maiming has taught him humility the hard way. He no longer wanders the realms, instead remaining at his sister's side, dedicating himself to her and his people.

Maimed But Proud. Loht will never truly be healed of his wounds. He still experiences pain from his injuries and is no longer able to assume his shadow form, but with his sister helping to bear the burden of his pain he is no longer defeated by the agony. However, the knowledge of the pain his sister willingly bears for his sake brings him incredible shame, and he secretly yearns for a way to sever their bond without harming her.

To the arak, Loht is proud and fair, a warrior king standing side by side with their wise queen. He wears armor forged of dark mythril and continues to wield his father's sword. If ever his people are threatened, Loht will not hesitate to defend them. However, now that his life is directly bound to his sister's, Loht cannot bear to place himself in much danger for fear of endangering his beloved sister.

MAEVE, THE QUEEN IN THE SHADOWS

Maeve is the fairest of all the Arak, and is also the wisest. Beautiful and perilous, Maeve spends much of her time in the Malachite Palace, conversing with her spies and learning of the mortal realm beyond. She often takes mortal lovers, toying with them for a time before eventually discarding them. Maeve cares only for her brother and her people.

Wisest and Strongest. When their people were making their exodus from the control of Gwydion, it was Maeve who kept her wits about her and sealed the fiend away. When her brother strove foolishly to release their ancient enemy, it was Maeve who orchestrated the events that prevented her brother's folly. When Loht lay crippled in the shadows of the deep world, it was Maeve who bound her soul to his to heal his wounds.

THE MALACHITE PALACE

The Malachite Palace is a beautiful construction of dark green stone, at once both sinister and lovely. It is nestled within the dark forests of the Shadow Rift, dimly lit by the ghost lights of will o' wisps and phantom flames. It is shadowy and peaceful within, and its halls are walked by reverent Arak and wandering spirits.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), either Loht or Maeve takes a lair action to cause one of the following effects; only one of the two can use a lair action each round and the same effect can't be used two turns in a row:

- Loht or Maeve teleports to a location within 60 feet of themselves, provided that both their current location and their target location is in dim light or darkness. They do not need to be able to see the target location.
- Loht or Maeve casts *dispel magic* on one magical effect producing light within their lair, including fire, using their own spell attack modifier. Alternatively, they can extinguish all non-magical light sources within a room.

THE ERL COURT

The Erl Court is the fey court of Ravenloft. Ruled over by the twin Heirs of the Erlking, this court is the most insular of the fey courts, owing largely to its isolation within the near inescapable Demiplane of Dread.

The Erl Tuatha. The agents of Loht and Maeve are wily, powerful, and perilous. They roam the domains of dread, searching for the perfect humanoids to transform into their undying servants and pursuing the inscrutable whims of Loht and Maeve.

AAMOR THE JOYOUS

This **alven** roams the domains of dread with her retinue of fellow alven in search of new flowers and trees to add to the Shadow Rift. When she finds one, she grafts a sample of the plant to her **treant**, a kindly soul named Ubhal who loyally serves Aamor, bearing each foreign branch as a badge of honor.

Aamor is mischievous and playful. She and her retinue roam across Ravenloft during the evening, playing small pranks on the dull and leaving esoteric gifts for the clever. However, if they witness a humanoid unjustly injuring plantlife, they become vengeful and will enact a fitting punishment. Aamor and her retinue form an **alvenbloom garden** that has the additional 1/day each spells in its Innate Spellcasting: *flesh to stone*.

COWAN THE RAKE

This **shay** is a scoundrel. He effortlessly seduces men and women all across Ravenloft, entrapping their hearts with songs of passion, leading them through a whirlwind evening romance. However, when morning comes, he is gone, leaving his lovers empty and alone. These poor, unfortunate souls are doomed to waste away, their hearts still belonging to Cowan. Eventually their love turns to bitterness and they transform into **harpies**, doomed to plague their homes and roam the skies, ever searching for their wayward love.

DUANA THE WISE

Duana is among the wisest of the **sith**. She travels the dark paths of Ravenloft with her retinue searching for a means by which she can heal her lord Loht's grievous wounds. She possesses an understanding of the dark paths of necromancy to rival that of the greatest wizards of Thay, and her sithkin servants enable her to craft many strange and sinister magical wonders and devices. Her greatest obsession, however, is Count Strahd himself. Duana craves to understand the curse that binds him so fitfully to his existence.

Duana has gathered her retinue of advisers from all across the Domains of Dread. They accompany her through her wanderings in Ravenlost, riding astride **warhorse skeletons** and advising her on the ways of undeath. When they travel, they travel at night, a sinister party winding slowly through the mists of Ravenloft, illuminated by the pale ghost lights of **will o' wisps**.

Marya was once a kind woman who worked as a healer for the people of Barovia. However, there was only so much she could do, and the grief of so many lives lost weighed heavily on her soul. When she died, her soul was bound to the earth as a **ghost**, doomed to linger in Barovia until she found a way to save more lives. Duana found her and bound her to her services with the promise of helping save the king of the Arak, and now Marya is Duana's most trusted adviser.

Aja is a **nothic**. Though he was once a wizard who pursued lichdom, he is now but a shell of his former self. Duana finds his fragmented ramblings fascinating, and hopes to understand the secrets of madness and the wisdom of despair by listening to his words.

Ephraim is a **bodak** that Duana took an interest in, binding him with a mask to restrain his horrific gaze and aura of annihilation. He does not serve Duana willingly, being loyal only to Orcus, but Duana values the counsel of his hateful whispers, learning more from his blasphemous tongue than Ephraim intends to divulge.

LOHT

Medium fey (sidhe), lawful evil

Armor Class. 15 (black mythril chain shirt)

Hit Points. 112 (15d8 + 45)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	22 (+6)	23 (+6)	20 (+5)

Saving Throws: Int +11, Wis +11, Cha +10

Skills. Arcana +11, Deception +10, Investigation +11,

Perception +11, Persuasion +10, Stealth +8

Damage Immunities. cold, necrotic

Damage Immunities. fire, lightning; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't silvered

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 120 ft., passive Perception 21

Languages. Arak

Challenge. 16 (15,000 XP)

Eyes of Shadow. When a creature that can see Loht's eyes starts its turn within 60 feet of him, Loht can force it to make a DC 18 Charisma saving throw if Loht's is neither incapacitated nor in bright sunlight and can see the creature. The creature has advantage on the saving throw if it is in bright sunlight. If the saving throw fails, the target is subjected to one of the following effects:

- **Rounded with Sleep (Recharge 3-4).** The target is rendered unconscious for 1 minute or until it takes damage. While unconscious it has strange dreams.
- **Evil Eye (Recharge 5-6).** The target is under the effects of *bestow curse* for 1 minute, requiring no concentration from Loht.
- **All Things Die.** The target is beset by awareness of its own mortality and is incapacitated until the start of its next turn.
- **Terror of the Grave.** The target is frightened until the start of its next turn. While frightened in this way, the target cannot recover hit points.
- **Creeping Death.** The target is poisoned until the start of its next turn. While poisoned in this way, the target has vulnerability to psychic damage.
- **Constant Companion.** Loht has advantage on all Charisma skill checks against the target until the start of the target's next turn.

Unless the target is surprised, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on Attack rolls against the sith.

Legendary Resistance (3/Day). If Loht fails a saving throw, he can choose to succeed instead

Magic Resistance. Loht has advantage on saving throws against spells and other magical effects.

Shared Soul. Loht and Maeve's souls are inexorably bound. When either one gains or loses hit points, the other gains or loses the same amount of hit points. When a spell is cast on one of them, it effects them both. If one of them has a status condition, then they both have it, and if one loses the status condition, the other does too. They act on the same initiative. If encountered together, Loht and Maeve have a combined CR of 20 (25,000 XP)

Sunlight Hypersensitivity. Loht takes 5 radiant damage when he starts his turn in bright sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

Sidhe Weapon: The Sword of Arak. The Sword of Arak is a magical +3 longsword made of black mythril (bonuses are already included in the attack). Loht makes attacks with it with his spellcasting attack modifier and can use an action to cast the following spells once per day each without components while wielding it (spell save DC 18, +10 to hit with spell attacks): *conjure animals* (5th level), *dominate person*, *globe of invulnerability*, *heal*, *otto's irresistible dance*, *phantasmal killer*, *raise dead*, *transport via plants*, *true seeing*. The sword deals 3d6 extra slashing damage against fiends.

Actions

Multiaction. Loht makes two Sword of Arak attacks

Sword of Arak (Longsword). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one creature. *Hit:* 12 (1d8 + 8) slashing damage or 13 (1d10 + 8) slashing damage if used with two hands to make a melee attack, plus 7 (2d6) lightning damage. On a critical hit, the sword deals an additional 14 necrotic damage and inflicts a random Lingering Injury.

Legendary Actions

Loht and Maeve can take 3 legendary actions, choosing from the options below and drawing from the same pool of available actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Loht and Maeve regain spent legendary actions at the start of their turn.

Attack. Loht makes one attack with the Sword of Arak.

Stunning Glare (Costs 2 Actions). Loht targets one creature he can see within 30 ft. of him. If the target can see Loht, it must succeed on a DC 18 Wisdom saving throw against this magic or be stunned until the end of its next turn.

Agony of Living (Costs 3 Actions). Loht imposes his pain onto the mind of a creature that he can see within 30 feet of him. If the target can see Loht, it must make a DC 18 Wisdom saving throw, taking 13 (3d8) psychic damage on a failure or half as much on a success. On a failure the target is also stunned until the end of its next turn.

MAEVE

Medium fey (*sidhe*), neutral

Armor Class. 19

Hit Points. 112 (15d8 + 45)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	17 (+3)	23 (+6)	22 (+6)	23 (+6)

Saving Throws: Int +11, Wis +11, Cha +11

Skills. Arcana +11, Deception +11, History +11, Insight +11, Investigation +11, Perception +11, Performance +16, Persuasion +11

Damage Immunities. fire; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. frightened

Senses. darkvision 120 ft., passive Perception 21

Languages. Arak

Challenge. 13 (10,000 XP)

Innate Spellcasting. Maeve's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *charm person*, *comprehend languages*, *detect magic*, *detect thoughts*, *enthall*, *dissonant whispers*, *misty step*, *suggestion*, *tongues* (self only), *true strike*
3/day each: *darkness*, *dispel magic*, *dream*, *geas*

1/day each: *greater restoration*, *legend lore*, *scrying*

Legendary Resistance (3/Day). If Maeve fails a saving throw, she can choose to succeed instead

Magic Resistance. Maeve has advantage on saving throws against spells and other magical effects.

Royal Arak Weapons. Maeve's weapons are +2 magical weapons made of black mythril (bonuses are already included in the attack).

Shared Soul. Loht and Maeve's souls are inexorably bound. When either one gains or loses hit points, the other gains or loses the same amount of hit points. When a spell is cast on one of them, it effects them both. If one of them has a status condition, then they both have it, and if one loses the status condition, the other does too. They act on the same initiative.

Sunlight Hypersensitivity. Maeve takes 5 radiant damage when she starts her turn in bright sunlight. While in sunlight, she has disadvantage on attack rolls and ability checks.

Sidhe Shape: Nightingale. As a bonus action, Maeve magically polymorphs into a nightingale, or back into her humanoid form. Any equipment she is wearing or carrying is absorbed by the new form. In nightingale form, Maeve gains the statistics of a raven, but retains her hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities.

Sidhe Weapon: Harp. As a free action on its turn, Maeve can create a harp in an unoccupied hand. While playing the harp, any creature within 120 feet of Maeve that can hear her has disadvantage on saving throws against spells and magical effects created by Maeve or Loht, and Maeve can cast spells without needing somatic components. Maeve can only have one such instrument at any given time, and can dismiss it as a free action.

Unearthly Grace. Maeve adds her Charisma modifier to her AC.

Actions

Multiattack. Maeve makes two rapier attacks. She can cast *true strike* in place of one rapier attack.

Rapier. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage

Arrows of Keening (Longbow). *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage. When fired, each humanoid or beast that is within 120 feet of the target and can hear the shriek of the arrows must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the Arrows of Keening for the next 24 hours.

Legendary Actions

Loht and Maeve can take 3 legendary actions, choosing from the options below and drawing from the same pool of available actions. Only one legendary action option can be used at a time and only at the end of another creature's turn. Loht and Maeve regain spent legendary actions at the start of their turn.

Voice in the Shadows. Maeve casts *dissonant whispers*.

Fey Step. Maeve casts *misty step*.

Heal Self (Costs 2 Actions). Maeve magically regains 19 (3d8 + 6) hit points

MORWEL, THE QUEEN OF STARS

Morwel is among the fairest beings in all creation. Her hair is fiery auburn and her skin is honeyed gold. Her beauty is so pure, so absolute, that mortals that gaze on her unfiltered are blinded. As such, she keeps herself wrapped in a mantle of stars to spare unsuspecting mortals that fate. She regards all with aloof interest, and is intrigued by many. Though flighty and pretentious, she is never cruel and strives to ensure that all who visit her realm of Tír Naofa find the experience to be of perfect enjoyment. Every chamber and hall in her crystal palace is filled with earthly delights: magnificent feasts, dances, pleasure rooms, art galleries, baths, and more can be found in her palace.

Lovers of the Queen. Though Morwel takes many lovers as the mood strikes her, the greatest share of her affection is always reserved for her consorts. Currently, the roles of consort are filled by Faerinaal, the Dancing Mage and Gwynharwyf, the Whirling Fury. Faerinaal is a tulani in possession of incredible magical skill, aloofly polite though profoundly kind, and he acts as ambassador for his mistress in the fey courts of the earthly realms, the celestial courts of the Upper Planes, and beyond. Gwynharwyf, on the other hand, is a boisterous bralani warrior, quick to make friends and always looking for the next adventure, who leads frequent conquests against evil across the planes, though always returning to the arms of her mistress. She frequently ventures from Tír Naofa on missions to strike down demons, wicked dragons, and slavetakers. She shows no mercy to those who would enslave others, but is kind to the helpless.

Friends in High Places. Lady Morwel has never left Tír Naofa in all the time she has ruled there, and many believe that if she were to do so the realm would collapse. However, this has not stopped her from forging alliances with beings all across the multiverse. Faerinaal travels all across the planes on her behalf, and he has forged alliances with Titania, Bahamut, the Storm Kings of Arcadia, the Beast Lords, the Wind Dukes of Aaqa, and more. Morwel often entertains guests as varied as angels, djinni, metallic dragons, and archfey in her palace.

These alliances have served her well, as Morwel is a staunch foe of all demons, having participated in the war against the Queen of Chaos long ago. She remains a fervent enemy of the fiends, holding a particular hatred for Baphomet, as he still retains the souls of an entire generation of eladrin children in his realm. Morwel often sends hunting parties of good fey and celestial sidhe to root out demonic infestations on the Material Plane and Feywild, and even sends her warriors into the Abyss itself.

AISHA

Aisha is a **djinni** who frequents the Court of Stars. As Morwel's most favored lover from the Plane of Air, Aisha acts as the ambassador between the Queen of the Stars and the Great Caliph of the djinn, spending much of her time in the Citadel of Ice and Steel attended to by **bralani**, **sylph**, **boreal**, **nephila**, and **shiradi**. She also acts as ambassador to the Wind Dukes of Aaqa on the rare occasions when it becomes necessary.

VAEROS

A proud and vigorous celestial **ghaele** warrior, Vaeros has dedicated himself to protecting the eladrin children that remain imprisoned within Baphomet's Infinite Labyrinth, fighting with a ferocity unmatched by any other creature within that wretched place. Though he was once a consort of Morwel, he has since abandoned that pleasure to defend the innocents trapped in the Abyss, bringing whatever light and joy he can to their poor souls. His sidhe broadsword has been empowered to possess the powers of a *holy avenger* (*Dungeon Master's Guide* pg. 174)

NIEZZAE, THE GENTLE

Niezzae is an **adult gold dragon**. They reside on an island in the center of a beautiful lake, and often takes the form of a beautiful elven man or woman. Niezzae does not favor one gender over another, seemingly able to transition fluidly between the two. Their hoard contains a vast number of weapons, which they may lend to the good of heart. They are especially fond of promoting just kings and queens to thrones.

KRUNE

Krune is an **androsphinx** that adores Lady Morwel and visits her whenever he can. He is assigned guardianship of a secret portal to Tír Naofa and he takes his duty very seriously. He accrues treasure as a diversion, to trick adventurers into believing that the only thing of value in his realm is the valuables he guards. In his spare time, Krune tends to injured creatures, and he has a number of favorite mice and birds that he cares for dotingly.

CRIOSTAL LÙCHAIRT

Morwel's palace is an elegant, towering confection of moonstone, opal, mother of pearl, and other precious stones and gems. It stands at the peak of a large but gentle hill, its gardens spilling out from its walls and down the slopes. From her palace Morwel can look out across the entirety of her realm, cherishing every flickering bonfire and faerie lantern like stars in a night sky.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Morwel takes a lair action to cause one of the following effects; the same effect can't be used two turns in a row.

- All creatures of Morwel's choice that she can see are subjected to the *calm emotions* spell.
- Feelings of goodwill suffuse the very air. Until initiative count 20 of the following round, all attack rolls made within sight of Morwel have disadvantage.
- Healing energy radiates from the stones of the palace. Until initiative count 20 of the following round, a creature that starts its turn within the palace can choose whether or not to accept the healing energy. Should the creature accept the magic, it regains $2d6 + 7$ hit points. Should a creature that accepts the energy make an attack roll or cast a harmful spell before initiative count 20 of the following turn, it must first succeed on a DC 22 Charisma saving throw or magically fall unconscious for 1 minute or until it takes damage.

MORWEL

Medium celestial (sidhe), chaotic good

Armor Class. 20

Hit Points. 142 (19d8 + 57)

Speed. 35 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	17 (+3)	22 (+6)	23 (+7)	24 (+7)

Saving Throws: Dex +10, Wis +14, Cha +14

Skills. Insight +14, Medicine +14, Perception +14, Performance +14

Damage Resistances. cold, fire, radiant

Damage Immunities. lightning, necrotic; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened

Senses. truesight 120 ft., passive Perception 24

Languages. all, telepathy 60 ft.

Challenge. 22 (41,000 XP)

Innate Spellcasting. Morwel's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *detect evil and good, detect magic, dispel evil and good, greater restoration, water breathing, water walk (self only)*

3/day each: *dispel magic, mass healing word* (as a 5th-level spell), *power word heal, tongues*

1/day each: *beacon of hope, mass heal, prismatic ray*

Legendary Resistance (5/Day). If Morwel fails a saving throw, she can choose to succeed instead. If Morwel is removed from Tír Naofa, she can only use this feature 3 times per day, reducing her CR to 20 (25,000 XP).

Magic Resistance. Morwel has advantage on saving throws against spells and other magical effects.

Sidhe Shape: Rainbow Light. As a bonus action, Morwel transforms into a Medium orb of scintillating colors or back into her humanoid form. All equipment that she is wearing or carrying merges into this form. In light form, Morwel's statistics remain the same except for the following changes: she has a flying speed of 60 feet, she is ephemeral and cannot carry anything, and she is immune to being grappled, knocked prone, and restrained.

Sidhe Weapon: Aréalta. As a free action on her turn, Morwel can create a radiant rapier in a unoccupied hand. The sword uses Morwel's spellcasting modifier for attack and damage rolls and produces bright light in a 15-foot radius and dim light for an additional 15 feet. Morwel can only have one such weapon at any given time, and can dismiss it as a free action.

True Glory. While wearing her mantle of stars, Morwel's True Glory is concealed. She can remove this mantle as a free action on her turn. Any humanoid or fiend that starts its turn within 60 feet of Morwel and can see Morwel while her mantle of stars is off must make a DC 24 Constitution saving throw. If a creature fails the saving throw, it becomes blinded until cured with *greater restoration*. Additionally, if a creature fails its saving throw when it has 100 hit points or less, the creature immediately drops to 0 hit points. If a creature's saving throw is successful, the creature is immune to Morwel's True Glory for the next 24 hours.

Unless the target is surprised or the revelation of Morwel's true glory is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against Morwel.

Unearthly Grace. The AC of Morwel includes her Charisma bonus.

Actions

Multiattack Morwel makes three attacks with either her Rapier or Chromatic Ray.

Aréalta (Rapier, Humanoid Form Only). *Melee Spell*
Attack: +14 to hit, reach 5 ft., one creature. **Hit:** 13 (1d8 + 9) radiant damage plus 9 (2d8) acid, cold, fire, lightning, or thunder damage (Morwel's choice).

Chromatic Ray. *Ranged Spell Attack:* +14 to hit, range 60 ft., one creature. **Hit:** 18 (4d8) acid, cold, fire, lightning, radiant, or thunder damage (Morwel's choice).

Teleport. Morwel teleports to an unoccupied space that she can see within 60 feet.

Reactions

Arcane Parry. If Morwel succeeds on a saving throw versus a spell, the spell targeting her fails and the spell slot used to cast it is wasted. If she is targeted by a spell with an attack roll, she can add 5 to her AC after seeing the attack result. Morwel can only utilize this ability if she is wielding her sidhe weapon.

Legendary Actions

Morwel can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Morwel regains spent legendary actions at the start of her turn.

Attack. Morwel makes one attack with Aréalta

Astral Shield. Morwel creates a shimmering, opalescent field of magical light around herself or another creature that she can see within 60 feet of her. The target gains a +2 bonus to AC until the end of Morwel's next turn.

Magic (Costs 2 Actions). Morwel casts a spell from her Innate Spellcasting feature, choosing from only her at will and 3/day options.

FAERINAAL

Medium celestial (sidhe), neutral good

Armor Class. 19

Hit Points. 153 (18d8 + 72)

Speed. 40 ft, swim 30 ft

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	18 (+4)	24 (+7)	18 (+4)	21 (+5)

Saving Throws: Dex +10, Int +11, Wis +10, Cha +11
Skills. Arcana +13, Deception +11, Intimidation +11, Perception +10, Performance +11, Persuasion +11

Damage Resistances. cold, fire

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. truesight 120 ft, passive Perception 20

Languages. all, telepathy 120 ft.

Challenge. 21 (33,000 XP)

Glamour. Any humanoid that its turn within 30 feet of Faerinaal and can see Faerinaal's true form must make a DC 20 Wisdom saving throw. On a failed save, the creature is charmed by Faerinaal for as long as it can see Faerinaal. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if Faerinaal is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Faerinaal's Glamour for the next 24 hours.

Unless the target is surprised or the revelation of Faerinaal's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on Attack rolls against Faerinaal.

Magic Resistance. Faerinaal has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Faerinaal's innate spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *calm emotions, detect magic, detect thoughts, disguise self, greater invisibility (self only), guiding bolt*

3/day each: *darkness, dispel magic, faerie fire, moonbeam*

1/day each: *chain lightning, teleport*

Legendary Resistance (3/Day). If Faerinaal fails a saving throw, he can choose to succeed instead

Sidhe Shape: Faerie-light. As a bonus action, Faerinaal transforms into a Medium orb of faerie-light or back into his humanoid form. All equipment that he is wearing or carrying merge into this form. In light form, Faerinaal's statistics remain the same except for the following changes: he has a flying speed of 60 feet, he is ephemeral and cannot carry anything, he produces bright illumination out to 30 feet and dim illumination out to an additional 30 feet, and he is immune to being grappled, knocked prone, and restrained.

Sidhe Weapon: Aheagna. As a free action on his turn, Faerinaal can create a radiant rapier in an unoccupied hand. The sword uses Faerinaal's spellcasting modifier for attack and damage rolls and produces bright light in a 15-foot radius and dim light for an additional 15 feet. Faerinaal can only have one such weapon at any given time, and can dismiss the weapon as a free action.

Spellcasting. Faerinaal is a 20th level spellcaster. His spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). Faerinaal has the following wizard spells prepared, and can cast them without material components so long as he is wielding Aheagna:

cantrips: *mage hand, mending, message, ray of frost, shocking grasp*

1st level (4 slots): *magic missile, shield, sleep, witch bolt*

2nd level (3 slots): *knock, locate object, shatter*

3rd level (3 slots): *fireball, remove curse, slow*

4th level (3 slots): *confusion, dimension door, locate creature*

5th level (3 slots): *cone of cold, passwall, telekinesis*

6th level (2 slots): *flesh to stone, sunbeam*

7th level (2 slots): *plane shift, prismatic spray*

8th level (1 slot): *sunburst/telepathy*

9th level (1 slot): *prismatic wall*

Unearthly Grace. The AC of Faerinaal includes his Charisma bonus.

Actions

Multiattack. Faerinaal makes two attacks with Aheagna.

Aheagna (Rapier). *Melee Weapon Attack:* +13 to hit, reach 5 ft, one creature. *Hit:* 11 (1d8 + 7) radiant plus 9 (2d8) lightning damage.

Dancing Sword. Faerinaal releases Aheagna to hover magically in an unoccupied space within 5 ft. of him. If Faerinaal can see the sword, Faerinaal can mentally command it as a bonus action to fly up to 50 ft. and either make one attack against a target or return to his hands. If the hovering sword is targeted by any effect, Faerinaal is considered to be holding it.

Legendary Actions

Faerinaal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Faerinaal regains spent legendary actions at the start of his turn.

Faerie Blade. Faerinaal uses his Dancing Sword action.

Gaze (Recharge 6). Faerinaal targets one creature charmed by it within 60 feet of it. If the target can see Faerinaal, it must succeed on a DC 20 Charisma saving throw against this magic or drop to 0 hit points.

Moonlight (Costs 2 Actions). Faerinaal casts *guiding bolt* or *moonbeam*.

GWYNHARWF

Medium celestial (sidhe), chaotic good

Armor Class. 20

Hit Points. 161 (17d8 + 85)

Speed. 40 ft, fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	10 (+0)	16 (+3)	20 (+5)

Saving Throws: Str +10, Dex +11, Cha +11

Skills. Acrobatics +11, Athletics +10

Damage Resistances. cold, fire, thunder

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft. passive Perception 13

Languages. Celestial, Elvish, Primordial, Sylvan

Challenge. 20 (25,000 XP)

Innate Spellcasting. Gwynharwyf's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *beacon of hope, blur, crusader's mantle, gust of wind, lightning bolt, witch bolt*

3/day each: *destructive wave, fly, phantasmal force*

1/day each: *charm person, control weather, major image, mirror image*

Legendary Resistance (3/Day). If Gwynharwyf fails a saving throw, she can choose to succeed instead

Magic Resistance. Gwynharwyf has advantage on saving throws against spells and other magical effects.

Reckless. At the start of her turn, Gwynharwyf can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against her have advantage until the start of her next turn.

Sidhe Shape: Glittering Whirlwind. As a bonus action, Gwynharwyf magically polymorphs into 20-foot tall, 5-foot radius whirlwind of glittering snow or back into her humanoid form. Any equipment she is wearing or carrying is absorbed or borne by the new form (Gwynharwyf's choice). In whirlwind form, Gwynharwyf's statistics remain the same except for the following changes: she has a flying speed of 120 feet and she is immune to being grappled, knocked prone, and restrained.

Sidhe Weapon: Afraoch. As a free action on her turn, Gwynharwyf can create a scimitar in each unoccupied hand. The scimitars are magical weapons and use Gwynharwyf's spellcasting modifier for attack and damage rolls. Gwynharwyf can only have up to two scimitars conjured at any given time, and can dismiss one or both as a free action.

Unearthly Grace. The AC of Gwynharwyf includes his Charisma bonus.

Actions

Multiattack. Gwynharwyf makes two scimitar attacks.

Afraoch (Scimitar, Humanoid Form only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 11 (1d6 + 8) slashing damage plus 3 (1d6) lightning damage. If the target has at least one head and Gwynharwyf rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without the head. A target is immune to this effect if it takes none of the damage, has legendary actions, or is Huge or larger. Such a creature takes an extra 6d8 slashing damage from the hit.

Whirlwind (Sidhe Form only, Recharge 4-6). Each creature in Gwynharwyf's space must make a DC 18 Strength saving throw. On a failure, a target is either restrained or thrown by Gwynharwyf.

A creature can use its action to free a creature restrained by Gwynharwyf, including itself, by succeeding on a DC 18 Strength check. If the check succeeds, the creature is no longer restrained and moves to the nearest space outside the whirlwind.

A creature thrown by Gwynharwyf takes 17 (3d8 + 4) bludgeoning damage and is flung up 50 feet away from her in a direction of her choice and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 18 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Reactions

Answering Strike. When Gwynharwyf takes damage from an attack or spell, she makes one Afraoch attack with advantage against any creature within reach. If she is wielding two Swords of the Fury, she can take this reaction twice in one round.

Legendary Actions

Gwynharwyf can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Gwynharwyf regains spent legendary actions at the start of her turn.

Whirling Fury. Gwynharwyf uses her Multiattack action.

Swift Wind (Costs 2 Actions). Gwynharwyf assumes her sidhe shape and then moves up to 60 feet.

SELEPHRA, THE BRAMBLE QUEEN

Once Selephra was beautiful and kind, the princess of a powerful eladrin nation who would dance among the fields of flowers that she so loved. Joyous and merry, she was beloved by her people and her fiancé, a handsome and vigorous elven prince of unsurpassed skill as a warrior. However, her happiness was marred when he was called off to war with a neighboring kingdom.

He never returned.

In her sorrow, she had a cottage built on the border of her kingdom and the kingdom that had claimed her love, so that she could watch the road for her love. She waited there for years, her joy and flesh withering, her dreams tangling amid the briars of her grief, until she could not bear it any longer. She walked down the road, and none dared stop her as she stormed the castle at the end of the path, so great was her fury and desire to rescue her love. However, when she reached his chamber, she discovered him in the bed of another.

In her rage, she called down a terrible curse upon herself and both kingdoms. The castle was strangled by thorny vines, and all within were torn apart slowly, though none suffered more than the man who broke her heart. Some even say that he and his lover are still alive today, trapped within the depths of their castle as their flesh is slowly pulled from their bones, and that Selephra visits them from time to time to exact new tortures on them.

The Grieving Palace. Her heart broken and her limbs coated in blood, Selephra returned to the cottage that she spent so many years waiting in, and her bitter vengeance followed her. Neither kingdom now stands, only tangled forests of thorns fraught with vengeful wraiths, weeping ghosts, and cruel fey. She resides in that cottage still, calling it her Grieving Palace, and she is served by fawning sprites and doting hags. Guests in this morose place are served muddy tea from cracked glasses and moldy food on filthy plates. Those who comment on the squalor are tortured in horrible ways.

Queen of Fury. Though Selephra is still beautiful, it is a sickly and terrible beauty. The curse that she called down upon herself transformed her flesh, piercing it with thorny vines that trail sensuously from her arms. Her arms are pallid and frail looking, though they are as strong as tree limbs. She watches her guests with dark, cruel eyes, disguising her mutilated appearance with shrouds of illusion to lure her victims into a false sense of security.

Selephra hates all the world, including herself, but she especially despises falsehood and betrayal. Anyone who she deems guilty of deceit, faithlessness, or disloyalty will immediately draw her ire, and she and her servants will hound the unlucky wretch till their death. Ultimately though, she wreaks her vengeance on any mortals foolish or unlucky enough to cross her path, regardless of their virtues.

THE GRIEVING PALACE

Though it appears as nothing more than a decrepit cottage, this is the Grieving Palace, home of Selephra, the Bramble Queen. The Grieving Palace is not a real place in the most literal sense of the word. Rather, it is a state of mind built of brick and mortar. When a humanoid experiences betrayal and heartbreak, a Grieving Palace begins to form on the corresponding spot on the Feywild of that humanoid's home. Should that person's heartbreak continue to grow into bitterness, the Grieving Palace will grow as well, until it engulfs the true home of the mourner, occupying the same spot on both planes. Green hags, wicked dryads, and cruel sprites flock to a Grieving Palace, called by the bitterness of Selephra. Eventually, the mourner is transformed into a fey and their home fades away, leaving only an empty husk of a home forever touched by the Bramble Queen's caress.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Selephra takes a lair action to cause one of the following effects; Selephra can't use the same effect two turns in a row

- Up to three creatures of Selephra's choice that she can see within her lair must each succeed on a DC 19 Charisma saving throw or be assaulted by visions of loss and bitterness. Whenever a target that fails this saving throw makes an attack roll or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. This effect lasts until initiative count 20 of the following round.
- Selephra creates a 10-foot high, 10-foot wide, 5-foot thick wall of razorgive in an unoccupied space that she can see within her lair. The wall has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage. When a creature comes into direct contact with the wall or attempts to make a melee attack against the wall, it must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage.
- Selephra switch places with one creature of Medium or Small size loyal to her. Any conditions that Selephra is suffering from are transferred over to the creature whose place she switched with.

REGIONAL EFFECTS

The region within 5 miles of a grieving palace is warped by Selephra's magic, which creates one or more of the following effects:

- Roses, brambles, burs, razorgive, and other thorny plants grow in thick clumps near a Grieving Palace. These plants create areas of difficult terrain that damage creatures that attempt to move through it.
- If it is summer, the area surrounding a Grieving Palace is subject to extreme heat, requiring twice the normal intake of water to stave off overheating.
- Few natural sources of water are found near a Grieving Palace. Native plant-life craves blood and attacks living creatures, and twig blights may spontaneously generate from bushes.

SELEPHRA

Medium fey (elf), chaotic evil

Armor Class. 16 (*barkskin*)

Hit Points. 179 (20d8 + 80)

Speed. 60 ft., climb 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	19 (+4)	18 (+4)	20 (+5)	22 (+6)

Saving Throws: Dex +9, Con +9, Cha +11

Skills. Acrobatics +9, Deception +11, Insight +10, Intimidation +11, Perception +10, Persuasion +11

Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Vulnerabilities fire

Senses. darkvision 120 ft., passive Perception 20

Languages. Common, Elvish, Sylvan

Challenge. 16 (15,000 XP)

Barkskin. Selephra's AC cannot be lower than 16.

Bramble Limbs. Selephra possesses vines which extend 5 feet out from her in all directions. This area is considered difficult terrain. These vines also give Selephra her incredible speed and allow her to extend up to 5 feet away from any surface on which she is walking or climbing. A player can attempt to destroy a 5 foot cube of vines by dealing at least 15 slashing or fire damage to the vines rather than Selephra in a single turn (AC 16). Selephra regrows her vines in 1d4 turns. Without her vines, Selephra loses her ability to extend 5 feet away from a surface, her walking and climbing speed is reduced to 30 feet, and the reach of her vines attack is decreased to 5 feet.

Legendary Resistance (2/Day). If Selephra fails a saving throw, she can choose to succeed instead

Magic Resistance. Selephra has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. Selephra's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *disguise self, hex*

3/day each: *hallucinatory terrain, pass without trace, wall of thorns*

1/day each: *dominate person, seeming*

Actions

Multiattack. Selephra makes three attacks with her vines

Vines. Melee Weapon Attack: + to hit, reach 10 ft., one creature. **Hit:** 11 (2d6 + 4) piercing damage plus 4 (1d8) poison damage and the target is grappled (escape DC 17).

Blood Drain. One creature grappled by Selephra must make a DC 19 Constitution saving throw, taking 33 (6d10) necrotic damage on a failed save as its blood is drained by the thorny vines, or half as much on a success. Selephra recovers hit points equal to half the amount of necrotic damage dealt.

Legendary Actions

Selephra can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Selephra regains spent legendary actions at the start of her turn.

Attack. Selephra makes one attack with her vines.

Crush (Costs 2 Actions). Selephra crushes one creature being grappled by her vines. The target must make on DC 16 Strength saving throw, taking 21 (4d8 + 3) bludgeoning damage on a failure or half as much on a success.

Regrow (Costs 2 Actions). Selephra regrows all of her vines.

SIOBHAN OF THE HIDDEN DEPTHS

All the races who travel the oceans have their legends about the dark lady beneath the waters. To humans she is a temptress who lures sailors to their doom. To the aquatic elves she is dangerous and wonderful, to be loved and respected from a distance. To the merfolk she is a whispered legend. To the storm giants she is an aloof figure in their prophecies. To the sahuagin she is a terror deep beneath their hunting grounds. To the tritons she is a beautiful and perilous hero. For her part, Siobhan keeps her own council, in her strange castle at the bottom of the sea where no sun ever goes.

Mysterious. Though calm and melancholy, slow to anger and quiet in the face of a challenge, she is constantly contemplating, turning over new ideas behind her dark eyes. There are stories of entire cities washed away for a slight against the deep lady, and those who doubt her power always do so as far from the ocean as possible.

Quiet. The flamboyant politics of the Summer Court and the sinister intrigue of the Gloaming Court hold little appeal for Siobhan, who prefers to let others do as they will so long as they permit her her privacy. As such, she involves herself little in the petty squabbles between Titania and the Queen of Air and Darkness. Siobhan prefers to spend her time in quiet thought, meandering through her gardens of steam or the eerily glowing clouds of jellyfish that fill her realm.

Stories tell that Siobhan was not always like this. Once she was a fey lord to rival Titania and the Queen of Air and Darkness, deftly maneuvering through the intricate politics of fey courts as elegantly as a darting fish, ruling the streams and lakes of Faerun alongside her brother Delimbyr, the Lord Shining. However, while her brother became more and more involved in the clever machinations of his fellow lords, Siobhan became disaffected with all the flippant pageantry, yearning for something more. She left the rivers and journeyed through the seas.

SIOBHAN'S LAIR

Siobhan makes her lair deep at the bottom of the sea, where the only light comes from bio-luminescent creatures drifting serenely through the dark currents. Her palace is carved from volcanic rock and strange, shadow loving coral, illuminated only by the strange glow of the creatures that inhabit the deepest ocean depths.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Siobhan takes a lair action to cause one of the following effects; Siobhan can't use the same effect two turns in a row. If Siobhan is encountered in her lair, she has a Challenge Rating of 23 (50,000 XP)

- Siobhan casts *tsunami* without components. This effect requires no concentration, but while it is in effect Siobhan cannot use any other lair actions.
- Siobhan draws upon the unseen terrors of the depths, darkening the water around her. All creatures within 60 feet of Siobhan that are not in an area of bright illumination must succeed on a DC 22 Wisdom saving throw and become frightened until they enter an area of bright illumination or initiative count 20 of the next round. A creature that is effectively blinded, such as not possessing darkvision or being in an area of magical darkness, has disadvantage on the saving throw.
- Siobhan casts *darkness* three times at its lowest level, targeting different areas with the spell, one of which must be centered on her. Siobhan doesn't need to concentrate on the spells, which end on initiative count 20 of the next round. As part of this legendary action, she can teleport to any area of magical darkness within 120 feet of her.

REGIONAL EFFECTS

The region containing Siobhan's lair is warped by her magic, which creates one or more of the following effects:

- The ocean depths surrounding Siobhan's lair are eerily serene, lulling visitors into a false sense of security. Non-native creatures have disadvantage on Perception and Survival checks to prevent being surprised within 5 miles of Siobhan's lair.
- Areas of darkness within 5 miles of Siobhan's lair may naturally become magical *darkness*.
- The strange beauty of Siobhan's realm is seductive, calling out to those within it. At the end of each long rest that a creature takes while within 5 miles of Siobhan's lair, it must make a DC 10 Wisdom saving throw. On a failure, the target is unwilling to leave until it completes another long rest. After three failed saving throws, the creature begins to yearn to feel the embrace of the ocean without spells to alter its experience. A creature so affected must make a DC 13 Intelligence saving throw each time it needs to take a step to ensure its survival beyond normal tasks, such as spells to enable it to breathe underwater or wear extra clothing to handle to incredible cold. On a failure the creature neglects to do so.

If Siobhan dies, these effects fade away over 1d10 days.

SIOBHAN

Medium fey (sidhe), neutral

Armor Class. 18 (natural armor)

Hit Points. 237 (25d8 + 125)

Speed. 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	20 (+5)	24 (+7)	23 (+6)	25 (+7)

Saving Throws: Str +11, Dex +12, Wis +13, Cha +14

Skills. Insight +13, Intimidation +14, Perception +13, Persuasion +14

Damage Immunities. acid, cold; bludgeoning, piercing, and slashing damage from non-magical weapons

Condition Immunities. charmed, frightened

Senses. truesight 120 ft., passive Perception 23

Languages. Draconic, Elven, Primordial, Sylvan

Challenge. 21 (33,000 XP)

Amphibious. Siobhan can breathe both air and water.

Innate Spellcasting. Siobhan's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *calm emotions, charm person, control water, dancing lights, darkness, detect magic, invisibility*

3/day each: *hypnotic pattern, sleet storm*

1/day each: *etherealness, eyebite*

Legendary Resistance (3/Day). If Siobhan fails a saving throw, she can choose to succeed instead

Magic Resistance. Siobhan has advantage on saving throws against spells and other magical effects.

Seductive Luminescence. While in dim light or darkness, Siobhan produces dim light out to 30 feet. While a creature is within this light, it has disadvantage on all Wisdom saving throws against effects created by Siobhan, and Siobhan has advantage on all Charisma checks made towards the creature.

Sidhe Shape: Ghostlight. As a bonus action, Siobhan transforms into a Medium orb of pale light or back into her humanoid form. All equipment that she is wearing or carrying merge into this form. In light form, Siobhan's statistics remain the same except that she is ephemeral and cannot carry anything and she is immune to being grappled, knocked prone, and restrained.

Speak with Ocean Creatures. Siobhan can communicate with marine beasts, plants and monstrosities as if they shared a language.

Actions

Multiattack. Siobhan makes two attacks, choosing between Touch and Water Lash for each

Touch. *Melee Spell Attack:* +14 to hit, reach 5 ft., one creature. *Hit:* XXX (XXX) cold damage

Water Lash. Siobhan causes a 10-foot cube of water within 60 feet of her to take a shape of her choice and strike one target she can see within 5 feet of that water. The target must make a DC 22 Strength saving throw. On a failed save, it takes 22 (4d10) bludgeoning damage, and if the target is a Large or smaller creature it is either pushed up to 15 feet in a straight line or knocked prone (Siobhan's choice). On a successful save, the target takes half as much damage and isn't pushed or knocked prone.

Drowning Sphere. Siobhan used her Water Lash action. If the target fails its saving throw, it is restrained in a sphere of water instead of being pushed or knocked prone. While restrained by water in this way, the target takes 27 (5d10) bludgeoning damage and loses its breath, even if it can breathe water, and immediately starts suffocating. Siobhan can maintain one drowning sphere at a time, as if concentrating on a spell. The sphere can levitate up to 30 feet above any surface, and a bonus action on each of her turns Siobhan can move the sphere up to 30 feet in a direction of her choice, including up. The target can repeat its saving throw at the end of each of its turns, ending the effect on a success

Legendary Actions

Siobhan can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Siobhan regains spent legendary actions at the start of her turn.

Attack. Siobhan makes one Touch attack.

Magic. Siobhan casts one at will spell from her Innate Spellcasting feature

Melancholy. One creature within 60 feet of Siobhan that can hear her must make a DC 22 Charisma saving throw, taking 14 (4d6) acid damage on a failure or half as much on a success. Additionally, on a failure, the target loses one inspiration or the benefits of one protective or enhancing spell that is affecting it, such as *enhance ability*, and cannot receive or benefit from bardic inspiration until the end of Siobhan's next turn.

THRUMBOLG, FIRST LORD OF MAG TUREAH

Thrumbolg is a name feared throughout the Feydark. As the mightiest of all fomorians, Thrumbolg is renowned for his cruelty and fanaticism. Like his kin, Thrumbolg is monstrously ugly, his eyes mismatched and lopsided, his swarthy arms awkwardly shaped and malformed, his gait strange and uneven. Unlike his disorderly kin, however, Thrumbolg rules his own realm: the mighty fortress-city of Mag Tureah, where he lords his power over his subjects. Fomorians, cyclops, trolls, ogres, and orcs crack their whips on the backs of wretched humanoid slaves, worked until they can no longer work, whereupon they are devoured and replaced. Mag Tureah is a city of misery.

Legacy of Domination. Once the fomorians were the fairest and most magically skilled of the giant race, and they crafted many a wonder. However, as cruelty grew in their hearts, they began to craft more dark and sinister creations, the crowning achievement of which they nestled deep beneath the earth in the Feydark: Mag Tureah, the Iron Tower. A work of magic unsurpassed by giant hands, the winding tunnels and halls of Mag Tureah boast a myriad of portals that stretch across the multiverse. However, when the fomorians were defeated the fortress was abandoned.

For centuries Mag Tureah lay masterless beneath the earth, its halls and tunnels breeding grounds for the strange aberrations that fester in the dark places. Many fomorians would try to reclaim their ancestral home, but it would not be until the mighty Thrumbolg lead a mighty siege that Mag Tureah would again have a lord; the First Lord. However, the secrets of Mag Tureah were long forgotten, lost to the fomorians when first they were struck down. Undeterred, Thrumbolg has dedicated millenia to deciphering the inner workings of Mag Tureah, his life extended unnaturally long by unknown means, his efforts continually confounded by the inscrutability of the portals.

Legacy of Cruelty. Once, Mag Tureah received a distinguished guest in the form of Baba Yaga. While Baba Yaga stayed as his guest, Thrumbolg demanded that she reveal the future to him. At once outraged and delighted by this young upstart's gall, Baba Yaga cursed him with a prophecy, stating that his death would be by the will of his son. Reasoning that if he killed all his sons that he would become immortal, Thrumbolg decreed the deaths of Goibniu the Smith, Conand the Cruel, and Tethra the Mighty.

When word reached Goibniu of the deaths of his two brothers, he realized his peril. With the aid of an unknown patron, Goibniu used his formidable skill in crafting to forge a spear out of his raw fury and will to live. He named this sword Brionac, the Bright One, and with it in hand he went off to confront his father. The battle was long and arduous, and before Goibniu could land the final blow against his father, an assassin struck him down. Before Thrumbolg could claim the spear, though, Brionac was spirited away from Mag Tureah, thus ensuring that his will to slay his father lived on after his death. Now only Brionac can slay Thrumbolg.

BRIONAC, THE BRIGHT ONE

Weapon (spear), artifact (requires attunement)

Brionac is a magic, semi-sentient mythril spear crafted by Goibniu, son of Thrumbolg that grants a +3 bonus to attack and damage rolls made with it. Its very material is imbued with all the anger, vengeance, and perverse righteous fury of the son of the First Lord. It magically changes size to adjust to the size of whatever creature is attuned to it.

Random Properties. Brionac has the following randomly determined properties:

- 1 minor beneficial property
- 1 major beneficial property
- 2 minor detrimental properties

Spirit of Goibniu. Brionac is infused with the will of a fomorian lord, and while attuned to it you are influenced by the capricious madness that lives within it. At the end of each long rest, you must roll from the Flaws of Goibniu table, taking on the flaw rolled until you roll a new flaw or end your attunement with the weapon.

FLAWS OF GOIBNIU

d8 Flaw

- 1- "I am quick to make wild judgments, and I will not be dissuaded of my conclusions."
- 3- "I forgive no betrayal, even if it is proven that no betrayal occurred."
- 5- "If I discover someone told me a lie, I become unreasonably angry."
- 7- "It is not enough to simply win. My enemies must suffer."

Light of Vengeance. Brionac produces bright light out to 20 feet and dim light out to an additional 20 feet while it is within 120 feet of Thrumbolg or a creature that has sworn fealty to Thrumbolg. While Thrumbolg or a creature that has sworn fealty to him is within the area of bright light, they are affected as if by the *faerie fire* spell.

Retribution. On initiative count 1, losing initiative ties, you can choose to make one attack with *Brionac* against each creature that dealt damage to you this round. These attacks automatically hit and ignore any damage immunity or resistance the target has.

Return to Me. As a bonus action on your turn, you can speak a command word to cause *Brionac* to teleport into your hand if you can see it.

Do Not Lie To Me. If you hold *Brionac* to a creature's throat, that creature must succeed on a DC 21 Wisdom saving throw or become stunned for as long as you hold *Brionac* to its throat. Additionally, while stunned in this way, the creature cannot knowingly tell a lie.

You Will Remember My Wrath. Upon scoring a critical hit on a creature with an attack made with *Brionac*, the creature gains a Lingering Injury which can only be cured with a *greater restoration* or similar magic.

Destroying Brionac. *Brionac* can only be destroyed by being shattered by Thrumbolg himself.

THRUMBOLG

Huge giant, chaotic evil

Armor Class. 18 (plate armor)

Hit Points. 275 (22d12 + 132)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	22 (+6)	18 (+4)	16 (+3)	8 (-1)

Saving Throws: Str +14, Con +13, Wis +10

Skills. Athletics +14, Deception +6, Insight +10, Intimidation +6, Perception +17

Damage Immunities. bludgeoning, piercing, and slashing damage from non-magical weapons (only if wearing magic armor)

Condition Immunities. charmed, frightened

Senses. truesight 120 ft., passive Perception 27

Languages. Common, Giant, Sylvan

Challenge. 22 (41,000 XP)

Cheat Fate. Thrumbolg automatically becomes stable when reduced to 0 hit points and cannot die unless damaged with Brionac when at 0 hit points.

Legendary Resistance (3/Day). If Thrumbolg fails a saving throw, he can choose to succeed instead

Actions

Multattack. Thrumbolg uses his Evil Eye, then makes two attacks with Areadbhar and one attack with Gae Bulg.

Areadbhar (Spear). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one creature. *Hit:* 12 (3d6 +7) piercing damage, or 20 (3d8 +7) piercing damage if used with two hands. The target has disadvantage on any Constitution saving throws it makes to maintain concentration on a spell as a result of this attack.

Gae Bulg (Javelin). *Melee Weapon Attack:* +14 to hit, reach 10 ft. range 90/360 ft., one creature. *Hit:* 17 (3d6 +7) piercing damage.

Flying Javelin. Thrumbolg releases Gae Bulg to hover magically in an unoccupied space within 5 feet of him. If Thrumbolg can see Gae Bulg, he can mentally command it to move up to 90 feet and make one attack against a target, after which it magically teleports to an unoccupied space within 5 feet of him. If Gae Bulg is targeted by any effect, Thrumbolg is considered to be wielding it. Gae Bulg falls if Thrumbolg is reduced to 0 hit points or dies.

Evil Eye. One creature that Thrumbolg can see within 60 feet of him must make a DC 18 Charisma saving throw, taking 45 (10d8) psychic damage on a failed save or half as much on a successful one. Additionally, if the target fails the saving throw, it suffers a random effect rolled from the following options:

1. *Eye of Command.* The target is affected as if with the *command* spell, which requires no verbal components from Thrumbolg.

2. *Eye of Death.* The target takes an additional 7 (2d6) necrotic damage.

3. *Eye of Obeisance.* The target falls prone and cannot stand up until the end of Thrumbolg's next turn.

4. *Eye of Pain.* The target is stunned until the end of its next turn.

5. *Eye of Retribution.* If Thrumbolg had been damaged by the target since the end of his last turn, then he has advantage on all attacks made on that target until the beginning of his next turn.

6. *Eye of Terror.* The target is frightened until the end of Thrumbolg's next turn.

Legendary Actions

Thrumbolg can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Thrumbolg regains spent legendary actions at the start of his turn.

Javelin. Thrumbolg makes one attack with Flying Javelin.

Hateful Glance (Costs 2 Actions). Thrumbolg makes one Evil Eye attack against a target that he can see.

APPENDIX A: FEY CATEGORIZED BY CR

FEY BY BIOME

There are more fey than just those found in the sun dappled bowers of the forest. Fey can be found anywhere where the beauty and wonder of nature prevails, and where dreams and strangeness can grow. Fey live in the depths of the ocean, the icy stretches of the tundra, the harsh expanses of the desert, the twisting alleys of cities, the mysterious caves of the Underdark, the wide open expanses of the sky, and more.

For ease of reference, I have included this array of tables listing fey and fey related creatures by environment and CR. In addition to the original monsters I've included in this supplement, I'm also listing fey that I've created in other supplements as well as fey from officially published 5e source material. For more fey, please check out my product "Lords and Ladies: Titania, Baba Yaga, and the other Archfey."

AERIAL FEY

The sky is what all mortals aspire to. It is the pinnacle of success. What those who walk on the soil look up to, whether in adoration of gentle sunlight or fear of terrible storms. The fey of the sky are born into this magnificent realm. They reside on distant mountaintops and magnificent cloud castles, shunning the rude earth and laughing at the dull creatures bound to the base clay. They care little for the goings on of the earth below them, favoring the exciting winds of their endless realm.

AERIAL FEY BY CR

Monster	CR	Source
Sylph	1/4	
Boreal	1	
Harpy	1	<i>Monster Manual</i>
Pegasus	2	<i>Monster Manual</i>
Bralani	5	<i>Lords and Ladies</i>
Carey Hag	5	
Carey Hag (in coven)	7	
Lunar Ravagers	7	<i>Lords and Ladies</i>
Shiradi	15	
Animus Loci (Air)	27	

AQUATIC FEY

The ocean is full of secrets; deep waters teeming with the strange and the beautiful and the sinister. There are sunken kingdoms and the corpses of ships crowned with coral and seaweed. There are beautiful folk who will drown you with a kiss and hideous witches who will kill you with a look. The dreams of the deeps are magnificent and strange, and woe betide those who underestimate its treachery.

Part of Their World. Aquatic fey are as multi-varied as their terrestrial kin, often times even stranger. They fey of freshwater frequently interact with sylvan fey, and many nixies and naiads count themselves among the courts of Titania and the Queen of Air and Darkness. The fey of the ocean, however, are another story. Wild and willful, only the most powerful and beautiful beings of the seas such as Siobhan of the Darkened Depths can command their respect.

COASTAL FEY BY CR

Monster	CR	Source
Merfolk	1/8	<i>Monster Manual</i>
Nixie	1/4	
Splanxty	1/4	
Asrai	1/2	
Seal	1/2	
Selkie	1	
Nereid	2	<i>Yawning Portal</i>
Sea Hag	2	<i>Monster Manual</i>
Darfellan Warrior	3	
Siren	3	<i>Yawning Portal</i>
Thorn Knight (Splanxty)	3	
Kelpie	4	<i>Yawning Portal</i>
Noviere	4	<i>Lords and Ladies</i>
Sea Hag (in coven)	4	<i>Monster Manual</i>
Swarm of Asrai	4	
Merfolk Siren	5	
Regiment of Splanxty	5	
Tangie	10	
Nuckelavee	14	
Ocean Strider	18	
Tulani	18	<i>Lords and Ladies</i>
Animus Loci (Mud)	27	
Animus Loci (Water)	27	

MARINE FEY BY CR

Monster	CR	Source
Merfolk	1/8	<i>Monster Manual</i>
Splanxty	1/4	
Asrai	1/2	
Seal	1/2	
Selkie	1	
Nereid	2	<i>Yawning Portal</i>
Sea Hag	2	<i>Monster Manual</i>
Darfellan Warrior	3	
Siren	3	<i>Yawning Portal</i>
Thorn Knight (Splanxty)	3	
Kelpie	4	<i>Yawning Portal</i>
Noviere	4	<i>Lords and Ladies</i>
Sea Hag (in coven)	4	<i>Monster Manual</i>
Swarm of Asrai	4	
Merfolk Siren	5	
Regiment of Splanxty	5	
Whalewraith	7	
Tangie	10	
Charybdid	13	
Scyllan	13	
Huriat	14	
Nuckelavee	14	
Ocean Strider	18	
Siobhan	21	
Siobhan (in lair)	23	
Animus Loci (Mud)	27	
Animus Loci (Water)	27	

FRESHWATER FEY BY CR

Monster	CR	Source
Nixie	1/4	
Asrai	1/2	
Muse	1	
Glaistig	2	
Kappa	2	
Neugle	2	
Vodyanoi	3	
Naiad	4	
Swarm of Asrai	4	
Fossergrim	5	
Ceffyl Dŵr	6	
Animus Loci (Mud)	27	
Animus Loci (Water)	27	

SWAMP FEY BY CR

Monster	CR	Source
Darkling	1/2	<i>Volo's Guide to Monsters</i>
Darkling Elder	2	<i>Volo's Guide to Monsters</i>
Green Hag	2	<i>Monster Manual</i>
Kappa	2	
Meenlock	2	<i>Volo's Guide to Monsters</i>
Redcap	3	<i>Volo's Guide to Monsters</i>
Green Hag (in coven)	4	<i>Monster Manual</i>
Hannya Hag	4	
Warlock of the Archfey	4	<i>Volo's Guide to Monsters</i>
Banderhobb	5	<i>Volo's Guide to Monsters</i>
Boglin	5	
Shambling Mound	5	<i>Monster Manual</i>
Hannya Hag (in coven)	6	
Jorogumo	8	
Baba Yaga	23	
Baba Yaga (in Lair)	25	
Animus Loci (Mud)	27	

ARCTIC FEY

The realms of snow and ice are beautiful and treacherous. Few beasts are hardy enough to live in this harsh realm. However, the fey are the embodiments of nature itself. They do not balk at the long nights, and they dance and sing in the blizzards. The fair folk of the north have nothing to fear from the cold, though mortals have much to fear from them.

Strange Beauty. The fey of the deep winter have just as much love for beauty and strangeness as those of the fair summer or the mysterious shade. Fey demesnes in the frozen realms are decked with fanciful decorations of ice and snow; ribbons and flowers of ice as delicate as bubbles, fractal patterns of frost so intricate that they entrap the senses, towers of bulging snow to rival the majesty of ancient trees. However, the winter fey are often far crueler than their other kin. They have no compunctions about using the blood of a traveler in their beautiful sculptures.

Free as the Bitter Wind. The Prince of Frost is well known as the greatest of the winter fey. However, he is not their ruler. The fey of winter are all willful and independent, and the Pale Prince has little interest in commanding their whims. The winter fey act according to their own will, bowing only to those who earn their utmost respect.

ARCTIC FEY BY CR

Monster	Challenge Source
Frost Faery	1/4
Koropokkuru	1/4
Uldra	1/4
Domovoi	1
Boreal	3
Snow Golem	3
Thorn Knight (Koropokkuru)	3
Warlock of the Archfey	4
Yuki-on-na	4
Bralani	5
Regiment of Koropokkuru	5
Tireganierk	6
Bheur Hag	7
Jack Frost	7
Wendigo	7
Bheur Hag (in coven)	9
Rimefire Eidolon	9
Rimefire Eidolon (in lair)	11
The Sisters of Lament	15
Frostwind Virago	16
Sovereign Elk	20
The Prince of Frost	20
The Prince of Frost (in lair)	22
Animus Loci (Ice)	27

CIVILIZED FEY

The fey are spirits of dreams, embodiments of wants and desires, of anxieties and fears, of passions and despairs. Even inside towns and cities, where nature is tamed by steady, uncaring hands, the fey folk find their places to inspire and infiltrate the minds of men. These fey are wily and clever, living in the odd pockets of wildness that can be found even in civilization.

Agrarian Spirits. Rural areas such as small villages still live in balance with the wilderness. As such, the fey who have adapted to rural homes typically live in harmony with humanoids.

Bitter Intruders. The urban fey are estranged from their fellows in the sylvan realms. In the wilds of the world, the fey are the undisputed kings and queens, ruling over the birds and the beasts with ease. In the cities of men, however, the fey are outcasts, struggling to survive in a world not meant for them. These fey are cunning, clever, and bitter.

Glamour and Posh. Some fey of mortal civilization find niches in the fanciful worlds humans create within their own world. Glamour thrives in the upper echelons of society, and the fey thrive on glamour.

URBAN FEY BY CR

Monster	CR Source
Killmoulis	1/8
Boggle	1/8 <i>Volo's Guide to Monsters</i>
Darkling	½ <i>Volo's Guide to Monsters</i>
Jermlaine	½
Jaerbrin	1
Muse	1
Nat (Einsaung)	1
Darkling Elder	2 <i>Volo's Guide to Monsters</i>
Meenlock	2 <i>Volo's Guide to Monsters</i>
Splinterwaif	2
Swarm of ratraiths	2
Hannya Hag	4
Warlock of the Archfey	4 <i>Volo's Guide to Monsters</i>
Joystealer	5
Mercane	5
Hannya Hag (in coven)	6
Ruin Chanter	8
Springheel Jack	8
Shadar-kai Cenobite	9
Shadar-kai Cenobite (in lair)	10
Ghaele	12 <i>Lords and Ladies</i>
Ruin Elemental	12
Mob Zeitgeist	21
Smoke Zeitgeist	21
Structural Zeitgeist	21

RURAL FEY BY CR

Monster	CR	Source
Ashira	0	
Commoner Bacchae	0	
Killmoulis	1/8	
Boggle	1/8	<i>Volo's Guide to Monsters</i>
Brownie	1/8	
Jack o' Lantern	1	
Nat (Einsaung)	1	
Swarm of ratwraiths	2	
Bard of Glamour	3	
Feywild Archer	3	
Leprechaun	3	
Maenad	3	
Nat (Hkun Yeng)	3	
Redcap	3	<i>Volo's Guide to Monsters</i>
Dream Druid	4	
Hannya Hag	4	
Jack-of-the-Green	4	
Lu Nat	4	
Shepherd Druid	4	
Warlock of the Archfey	4	<i>Volo's Guide to Monsters</i>
Curan Hag	5	
Spider Grandmother	5	
Verbeeg	5	
Hannya Hag (in coven)	6	
Curan Hag (in coven)	7	
Bacchae Champion	8	
Firre	8	<i>Lords and Ladies</i>
Jorogumo	8	
Jacky Longlegs	9	
Ghæle	12	<i>Lords and Ladies</i>
Jack-in-Irons	12	
Kumiho	14	
Selephra	16	
Baba Yaga	23	
Baba Yaga (in lair)	25	

DESERT FEY

The wastes of the world are harsh places. However, even here can be found the fey spirits of nature, living beneath the stones or just beyond the mirage. The fair folk of the waste are enigmatic and strange, prone to fancies such as moving stones a tiny bit every day or creating circles of grass inside of which nothing else grows. These fey are just as dangerous and uncaring as the lands upon which they live.

Harsh and Unforgiving. The fey of the desert are unkind, having no concern for the creatures that attempt to eke out an existence amid the scraggly grasses and dry sands of their homes. They embody the hazards of the waste such as thirst, hunger, exposure, and delirium. They do not care for mortals, and those that dare venture into their realms would do best to remember that.

DESERT FEY BY CR

Monster	Challenge	Source
Asherati	1/4	
Camelopardel	3	
Dustblight	3	
Gelun	3	
Dune Hag	4	
Bralani	5	<i>Lords and Ladies</i>
Spider Grandmother	5	
Dune Hag (in coven)	6	
Silat Hag	8	
Saguaro Sentinel	9	
Silat Hag (in coven)	10	
Siabrie	16	
Vermiurge	20	
Animus Loci (Dust)	27	

PLANAR FEY

Fey and fey related creatures are not limited exclusively to the Feywild. Many can be found roaming the elemental planes or exulting in the Outer Planes.

INNER PLANE FEY BY CR

Monster	CR	Source	Plane
Sylph	1/4		Plane of Air
Nereid	2	<i>Yawning Portal</i>	Plane of Water
Pech	2		Plane of Earth
Sea Hag	2	<i>Monster Manual</i>	Plane of Water
Bralani	5	<i>Lords and Ladies</i>	Plane of Air
Joystealer	5		Ethereal Plane
Lampad	5		Plane of Earth
Mercane	5		any
Night Hag	5	<i>Monster Manual</i>	Ethereal Plane
Korred	7	<i>Volo's Guide to Monsters</i>	Plane of Earth
Night Hag (in coven)	7	<i>Monster Manual</i>	Ethereal Plane
Baba Yaga's Dancing Hut	16	<i>Lords and Ladies</i>	any
Lelfin	20		any
Baba Yaga	23	<i>Lords and Ladies</i>	any
Baba Yaga (in lair)	25	<i>Lords and Ladies</i>	any

OUTER PLANAR FEY BY CR

Monster	CR	Source	Plane
Asrai	1/2		Ysgard
Forlarren	1		any Lower Plane
Pegasus	2	<i>Monster Manual</i>	Arborea
Movanic Deva	4		Celestia
Swarm of Asrai	4		Ysgard
Mercane	5		any
Night Hag	5	<i>Monster Manual</i>	any Lower Plane
Unicorn	5	<i>Monster Manual</i>	Arborea
Lillend	6		Ysgard
Night Hag (in coven)	7	<i>Monster Manual</i>	any Lower Plane
Baku	12		Arcadia
Otsheetou	12		Abyss
Baba Yaga's Dancing Hut	16	<i>Lords and Ladies</i>	
Lelfin	20		any
Morwel	22		any Upper Plane
Baba Yaga	23	<i>Lords and Ladies</i>	any
Baba Yaga (in lair)	25	<i>Lords and Ladies</i>	any

STONE FEY

The deep places of the world hide many secrets, and among those secrets are the fey. Whether it be a beautiful fungal forest, a cave of glimmering crystals, a tunnel echoing with haunting music, or a mine filled with the dripping of stalactites, the fey find strange niches in the dark below the earth.

The Queens and Kings. Foremost among the fey with influence in the deep places of the world is the Queen of Air and Darkness, who commands the respect and loyalty of numerous glouras, mycodryads, korreds, lampads, and darklings throughout both the Feydark and the Underdark. However, her interests are not exclusive to the underground realms, spending as much if not more of her time focused on the plots and intrigues of the world below the moon. Additionally, she is not the only power beneath the earth. Thrumbolg, the First Lord of Mag Tureah, is a fomorian king who has risen above the pettiness of his race to achieve great power.

SUBTERRANEAN FEY BY CR

Monster	CR Source
Glouras	1/4
Shaedling	1/4
Darkling	1/2 <i>Volo's Guide to Monsters</i>
Mycodryad	1
Darkling Elder	2 <i>Volo's Guide to Monsters</i>
Meenlock	2 <i>Volo's Guide to Monsters</i>
Mycodryad (Gown of Mold)	2
Pech	2
Swarm of ratwraiths	2
Gruvrået	3
Aranea	4
Lampad	5
Spider Grandmother	5
Cyclops Soldier	7
Korred	7 <i>Volo's Guide to Monsters</i>
Fomorian	8 <i>Monster Manual</i>
Jorogumo	8
Stonesinger	8
Zurkhent	9
Knight of Mag Tureah (Fomorian)	10
Eye of Agony (Fomorian)	12
Thrumbolg	22
Queen of Air and Darkness	25 <i>Lords and Ladies</i>
Animus Loci (Earth)	27
Animus Loci (Magma)	27

MOUNTAIN FEY FEY BY CR

Monster	CR Source
Sylph	1/4
Boreal	1
Harpy	1 <i>Monster Manual</i>
Giant Elk	2 <i>Monster Manual</i>
Pegasus	2 <i>Monster Manual</i>
Peryton	2 <i>Monster Manual</i>
Spriggan	3
Warlock of the Archfey	4 <i>Volo's Guide to Monsters</i>
Yuki-on-na	4
Bralani	5 <i>Lords and Ladies</i>
Carey Hag	5
Annis Hag	6 <i>Volo's Guide to Monsters</i>
Carey Hag (in coven)	7
Cyclops Soldier	7
Lunar Ravager	7 <i>Lords and Ladies</i>
Annis Hag (in coven)	8 <i>Volo's Guide to Monsters</i>
Jorogumo	8
Silat Hag	8
Silat Hag (in coven)	10
Jack-in-Irons	12
Baba Yaga's Dancing Hut	16 <i>Lords and Ladies</i>
Bolcaith	17
Bolcaith (Erupting)	23
Baba Yaga	23
Baba Yaga (in lair)	25
Animus Loci (Air)	27
Animus Loci (Earth)	27

SYLVAN FEY

The fey of the forests are the most well known. The largest and strongest fey kingdoms are located in the deep forests of the Feywild and the mortal world, and in those enchanted woods intruders should step with caution.

SYLVAN FEY BY CR

Monster	CR Source
Chwinga	0 <i>Tomb of Annihilation</i>
Commoner Bacchae	0
Shimmerling	0
Boggle	1/8 <i>Volo's Guide to Monsters</i>
Brownie	1/8
Atomie	1/4
Blink Dog	1/4 <i>Monster Manual</i>
Bramble	1/4
Firbolg	1/4
Giant Owl	1/4 <i>Monster Manual</i>
Grig	1/4
Pixie	1/4 <i>Monster Manual</i>
Sprite	1/4 <i>Monster Manual</i>
Darkling	1/2 <i>Volo's Guide to Monsters</i>
Satyr	1/2 <i>Monster Manual</i>
Deerwraith	1
Dryad	1 <i>Monster Manual</i>
Faerie Dragon (red, orange, yellow)	1 <i>Monster Manual</i>
Harpy	1 <i>Monster Manual</i>
Jack o' Lantern	1
Quickling	1 <i>Volo's Guide to Monsters</i>
Abeil Vassal	2 <i>Lords and Ladies</i>
Coure	2 <i>Lords and Ladies</i>
Darkling Elder	2 <i>Volo's Guide to Monsters</i>
Ettercap	2 <i>Monster Manual</i>
Faerie Dragon (green, blue, indigo, or violet)	2 <i>Monster Manual</i>
Giant Elk	2 <i>Monster Manual</i>
Hybsil	2
Meenlock	2 <i>Volo's Guide to Monsters</i>
Pegasus	2 <i>Monster Manual</i>

Monster	CR Source
Wolfwraith	2
Bard of Glamour	3
Displacer Beast	3 <i>Monster Manual</i>
Faerybloom Bouquet	3
Firbolg Druid	3
Green Hag	3 <i>Monster Manual</i>
Maenad	3
Redcap	3 <i>Volo's Guide to Monsters</i>
Feywild Archer	3
Shepherd Druid	4
Shiere Knight	3
Spriggan	3
Leprechaun	3
Thorn Knight	3
Aranea	4
Banshee	4 <i>Monster Manual</i>
Bisan	4
Dream Druid	4
Green Hag (in coven)	4 <i>Monster Manual</i>
Movanic Deva	4
Shepherd Druid	4
Voadkyn	4
Warlock of the Archfey	4 <i>Volo's Guide to Monsters</i>
Bloodlance	5
Faerybloom Garden	5
Regiment of Sprites	5
Shambling Mound	5 <i>Monster Manual</i>
Spider Grandmother	5
Unicorn	5 <i>Monster Manual</i>
Verbeeg	5
Abeil Soldier	6 <i>Lords and Ladies</i>
Annis Hag	6 <i>Volo's Guide to Monsters</i>
Banshrae	6
Deadwood Revenant	6
Gulthias Dryad	6
Lillend	6
Hybsil Hart	7
Korred	7 <i>Volo's Guide to Monsters</i>
Lunar Ravager	7 <i>Lords and Ladies</i>
Bacchae Champion	8
Firre	8 <i>Lords and Ladies</i>
Green Knight	8

Monster	CR Source
Jorogumo	8
Poludnica	8 <i>Lords and Ladies</i>
Shimmerling Swarm	8
Corruption	9
Treant	9 <i>Monster Manual</i>
Eladrin Arquen	10
Jackie Longlegs	11
Verdani	11 <i>Lords and Ladies</i>
Abeil Queen	12 <i>Lords and Ladies</i>
Baku	12
Ghaele	12 <i>Lords and Ladies</i>
Otsheetou	12
Solar Knight	12 <i>Lords and Ladies</i>
Kumiho	14
Maiden of the Moon	14 <i>Lords and Ladies</i>
Verenestra	14 <i>Lords and Ladies</i>
Viktor Mazan	14 <i>Lords and Ladies</i>
Abeil Queen (in lair)	15 <i>Lords and Ladies</i>
Baba Yaga's Dancing Hut	16 <i>Lords and Ladies</i>
Selephra	16
Hyrsam	18 <i>Lords and Ladies</i>
Tulan	18 <i>Lords and Ladies</i>
Elder Treant	20 <i>Lords and Ladies</i>
Lelfin	20
Sovereign Elk	20 <i>Lords and Ladies</i>
Relkath	21 <i>Lords and Ladies</i>
Baba Yaga	23 <i>Lords and Ladies</i>
Oberon	23 <i>Lords and Ladies</i>
Razcoreth	23 <i>Lords and Ladies</i>
Animus Loci (any manifestation)	23
Oberon (in lair)	24 <i>Lords and Ladies</i>
Titania	24 <i>Lords and Ladies</i>
Baba Yaga (in lair)	25 <i>Lords and Ladies</i>
Queen of Air and Darkness	25 <i>Lords and Ladies</i>
Titania (in lair)	26 <i>Lords and Ladies</i>
Animus Loci (any)	27

VOLCANIC FEY

The fey of the volcanic realms of the world revel in unquenchable flame. They dance across lava floes and sing among the smoke and ash.

VOLCANIC FEY BY CR

Monster	CR	Source
Spark	½	
Gelun	3	
Bolcaith	17	
Bolcaith (Erupting)	23	
Animus Loci (Earth)	27	
Animus Loci (Fire)	27	
Animus Loci (Magma)	27	

REGIONAL SPECIFIC FEY

Some fey are known for originating in a specific region, though many have spread across the world to other regions. The local folk have their own myths about these wily creatures.

FEY OF CHULT

Chult is a realm of dense jungles and strange beasts. The chwinga are the most immediate connection to the forces of nature, but the jungles hold innumerable fey kingdoms hidden within.

Eztli, the Tower of Flame. There are legends of an animus loci rumored to Ubtao's child residing deep within the jungle. It favors to take the form of a massive Brontosaurus of flame when challenged and brooks no insult to its father.

The Pyramid of Xitllali. Legend tells of a strange pyramid that appears on nights of the full moon, never in the same place twice. It calls out to those that see it glimmering under the starlight, compelling them to join the eternal revelry within, where the living and the dead dance hand in hand under the rule of Xitllali, the Silver Priestess, on her throne of glass.

CHULTAN FEY BY CR

Monster	CR	Source
Chwinga	0	<i>Tomb of Annihilation</i>
Boglin	5	
Eztli, (Animus Loci, Fire)	27	

FEY OF KARA-TUR

Kara-Tur lies far from the sword coast, and its native fey are multivared and strange. Some such as the nat, the bisan, and the baku are agents of the celestial bureaucracy, dedicated to the divine laws set down by the rulers of the world. Others such as the hannya hag and the kumiho are free agents, unbound by any loyalty and eager to cause mischief and woe.

ORIENTAL FEY BY CR

Monster	CR	Source
Einsaung Nat	1	
Kappa	2	
Hkum Leng Nat	3	
Bisan	4	
Hannya Hag	4	
Lu Nat	4	
Yuki-on-na	4	
Hannya Hag (in coven)	6	
Jorogumo	8	
Baku	12	
Kumiho	14	

FEY OF RASHEMEN

Rashemen is one of the countries closest to the Feywild. Its borders are protected from the Red Wizards of Thay by a variety of elemental and fey guardians that repel any outside invasion and punish any misbehavior by its citizens. Almost all variety of fey can be found here, though a few originated in its protected borders.

RASHEMENI FEY BY CR

Monster	CR	Source
Annis Hag	6	<i>Volo's Guide to Monsters</i>
Bheur Hag	7	<i>Volo's Guide to Monsters</i>
Annis Hag (in coven)	8	<i>Volo's Guide to Monsters</i>
Bheur Hag (in coven)	9	<i>Volo's Guide to Monsters</i>

FEY OF RAVENLOFT

The fey of Ravenloft are, like its other inhabitants, twisted by the mists of that dark realm. Foremost among these fey are the Arak, the children of the Erlking. Many fey native to Ravenloft have since found their way out of that realm of sinister tragedy to propagate across the Feywild and the Material Plane.

RAVENLOFT FEY BY CR

Monster	CR	Source
Alven	1	
Jack o' Lantern	1	
Portune	2	
Fand	3	
Powrie	4	
Brag	5	
Cura Hag	5	
Teg	6	
Jack Frost	7	
Shay	7	
Muryan	8	
Sith	9	
Maeve	13	
Loht	16	

FEY BY TYPE

Many fey can be categorized not by biome but by qualities that they share in common, such as similar powers or origins.

DEFILED FEY

Sins come in many forms. Some are against family or friends, some against strangers, some against kingdoms, and some against gods. However, there are also those sins against nature itself, wherein the natural world balks at the unspeakable deeds done to it, buckling and crying out in agony. The creatures of the fey born from the blighted lands are as wretched as the withered lands that spawned them.

Blighted Misery. The defiled fey are unlovely and unkind. They are born from the scars of nature, given life by sorrow and rage. Joy does not live in their hearts, and music is but a bittersweet memory to them. The other fey find them distasteful at best, and animals react with fear in their presence. The wretched children of blighted nature find no welcome in the sylvan realms of the world, so they must live their lives in the mournful lands.

DEFILED FEY BY CR

Monster	CR Source
Deerwraith	1
Forlarren	1
Harpy	1 <i>Monster Manual</i>
Ettercap	2 <i>Monster Manual</i>
Wolfwraith	2
Swarm of ratwraiths	2
Redcap	3 <i>Volo's Guide to Monsters</i>
Banshee	4 <i>Monster Manual</i>
Bloodlance	5
Night Hag	5 <i>Monster Manual</i>
Deadwood Revenant	6
Gulthias Dryad	6
Night Hag (in coven)	7 <i>Monster Manual</i>
Wendigo	7
Whalewraith	7
Corrupture	9
Jacky Longlegs	11
Otsheentou	12
Charybdid	13
Scyllan	13
Ragewalker	14

DIVINE FEY

The fey are beings of beauty and joy, and as such they have many connections to the Upper Planes. Unicorns and pegasi are just the start of the marvelous holy beings that bless sylvan groves with their presence, and they fey love them for their glory and grace.

DIVINE FEY BY CR

Monster	CR	Source
Pegasus	2	<i>Monster Manual</i>
Movanic Deva	4	
Spider Grandmother	5	
Unicorn	5	<i>Monster Manual</i>
Lillend	6	
Baku	12	
Solar Knight	12	
Morwel	22	

IGNEOUS FEY

These are fey with fire in their souls, fey that live in flame and wield it as a natural part of their lives. Some are of the quiet calm flame of the hearth, some are the wild destructive flame of the volcano, but all are passionate and powerful.

IGNEOUS FEY BY CR

Monster	CR	Source
Spark	½	
Domovoi	1	
Vestal	1	
Firre	8	<i>Lords and Ladies</i>
Bolcaith	17	
Bolcaith (Erupting)	23	
Animus Loci (Fire)	27	
Animus Loci (Magma)	27	

PSIONIC FEY

Many fey possess powers of the mind. These fey display even stranger powers than other psionic creatures, blending together psionics and the arcane power that all fey intrinsically possess, blurring the line between the mind and the soul.

Lady of the Underground. Though the Queen of Air and Darkness is not psionic herself, she has many psionic servants, particularly malgoren and spider grandmothers, and the psionic mindflayers and aboleths of the deep realms are among her greatest enemies.

PSIONIC FEY BY CR

Monster	CR Source
Meenlock	2 <i>Volo's Guide to Everything</i>
Hannya Hag	4
Joystealer	5
Spider Grandmother	5
Hannya Hag (in coven)	6
Jacky Longlegs	11
Malgoren	13
Huriat	14
Siabrie	16

Queen of Air and Darkness 25 *Lords and Ladies*

SHADOW FEY

These are fey of true darkness. The fey of the Shadowfell and the deep black. They're creatures of mystery and secrets, whose powers stem from the unknowable nature of the dark.

SHADOW FEY BY CR

Monster	CR Source
Glouras	1/4
Shaedling	1/4
Darkling	1/2 <i>Volo's Guide to Monsters</i>
Alven	1
Jack o' Lantern	1
Darkling Elder	2 <i>Volo's Guide to Monsters</i>
Meenlock	2 <i>Volo's Guide to Monsters</i>
Portune	2
Fand	3
Powrie	4
Banderhobb	5 <i>Volo's Guide to Monsters</i>
Brag	5
Cura Hag	5
Lampad	5
Night Hag	5 <i>Monster Manual</i>
Teg	6
Jack Frost	7
Night Hag (in lair)	7 <i>Monster Manual</i>
Shay	7
Muryan	8
Shadar-kai Cenobite	9
Sith	9
Jacky Longlegs	12
Maeve	13
Malgoren	13
Loht	16

APPENDIX B: NEW CREATURE TAGS

Jn the interest of categorization, I have created several new creature tags. The snake and spider tags of 4th edition did a lot to unify otherwise disparate creatures, and while I appreciate categorizing insects as beasts, I miss the specificity of classifying them as vermin from 3.5. Therefore, I offer these creature tags, which I have been utilizing throughout this supplement.

AMPHIBIAN

Any humanoid with amphibian traits, such as a bullywug, a firenewt, or a grung, is treated as if it possesses the amphibian tag.

AMPHIBIAN BY CR

Monster	CR Source
Frog	0 <i>Monster Manual</i>
Toad	0 <i>Monster Manual</i>
Swarm of slaad tadpoles	1/8 <i>Monster Manual</i>
Giant frog	1/4 <i>Monster Manual</i>
Giant toad	1 <i>Monster Manual</i>
Ice Toad	1 <i>Rise of Tiamat</i>
Giant ice toad	3 <i>Yawning Portal</i>
Banderhobb	5 <i>Volo's Guide to Monsters</i>
Red slaad	5 <i>Monster Manual</i>
Blue slaad	7 <i>Monster Manual</i>
Green slaad	8 <i>Monster Manual</i>
Hezrou	8 <i>Monster Manual</i>
Gray slaad	9 <i>Monster Manual</i>
Death slaad	10 <i>Monster Manual</i>
Froghemoth	10 <i>Volo's Guide to Monsters</i>

AMPHIBIAN HUMANOIDS BY CR

Monster	CR Source
Bullywug	1/4 <i>Monster Manual</i>
Grung	1/4 <i>Volo's Guide to Monsters</i>
Firenewt warrior	1/2 <i>Volo's Guide to Monsters</i>
Firenewt warlock of Imix	1 <i>Volo's Guide to Monsters</i>
Grung wildling	1 <i>Volo's Guide to Monsters</i>
Grung elite warrior	2 <i>Volo's Guide to Monsters</i>
Pharblex Spattergoo	3 <i>Hoard of the Dragon Queen</i>

AVIAN

Any humanoid with avian traits, such as an aarakocra or a kenku, is treated as if it possesses the avian tag.

AVIAN CREATURES BY CR

Monster	CR	Source
Eagle	0	<i>Monster Manual</i>
Owl	0	<i>Monster Manual</i>
Vulture	0	<i>Monster Manual</i>
Hawk	0	<i>Monster Manual</i>
Raven	0	<i>Monster Manual</i>
Blood hawk	1/8	<i>Monster Manual</i>
Axebeak	1/4	<i>Monster Manual</i>
Giant owl	1/4	<i>Monster Manual</i>
Swarm of ravens	1/4	<i>Monster Manual</i>
Cockatrice	1/2	<i>Monster Manual</i>
Giant strider	1	<i>Volo's Guide to Monsters</i>
Giant vulture	1	<i>Monster Manual</i>
Eblis	1	<i>Tomb of Annihilation</i>
Giant eagle	1	<i>Monster Manual</i>
Harpy	1	<i>Monster Manual</i>
Hippogriff	1	<i>Monster Manual</i>
Griffon	2	<i>Monster Manual</i>
Peryton	2	<i>Monster Manual</i>
Owlbear	3	<i>Monster Manual</i>
Vrock	6	<i>Monster Manual</i>
Roc	11	<i>Monster Manual</i>
Shiradi	15	

AVIAN HUMANOIDS BY CR

Monster	CR	Source
Aarakocra	1/4	<i>Monster Manual</i>
Kenku	1/4	<i>Monster Manual</i>
Wereraven	2	<i>Curse of Strahd</i>

BOVINE

BOVINE CREATURES BY CR

Monster	CR	Source
Cow	1/4	<i>Volo's Guide to Monsters</i>
Auroch	2	<i>Volo's Guide to Monsters</i>
Minotaur	3	<i>Monster Manual</i>
Yak-folk warrior	3	<i>Storm King's Thunder</i>
Yak-folk priest	4	<i>Storm King's Thunder</i>
Gorgon	5	<i>Monster Manual</i>
Goristo	17	<i>Monster Manual</i>
Baphomet	23	<i>Out of the Abyss</i>

CANINE

Any creature with the canine tag is treated as if it possesses the mammal tag.

CANINE CREATURES BY CR

Monster	CR	Source
Jackal	0	<i>Monster Manual</i>
Mastiff	1/8	<i>Monster Manual</i>
Blink dog	1/4	<i>Monster Manual</i>
Wolf	1/4	<i>Monster Manual</i>
Worg	1/2	<i>Monster Manual</i>
Death dog	1	<i>Monster Manual</i>
Dire wolf	1	<i>Monster Manual</i>
Shadow mastiff	2	<i>Volo's Guide to Monsters</i>
Wolfwraith	2	
Hell hound	3	<i>Monster Manual</i>
Winter wolf	3	<i>Monster Manual</i>
Barghest	4	<i>Volo's Guide to Monsters</i>
Yeth hound	4	<i>Volo's Guide to Monsters</i>

CANINE HUMANOIDS BY CR

Monster	CR	Source
Jackalwere	1/2	<i>Monster Manual</i>
Werewolf	3	<i>Monster Manual</i>

EQUINE

Any creature with the equine tag is treated as if it possesses the mammal tag.

EQUINE CREATURES BY CR

Monster	CR	Source
Pony	1/8	<i>Monster Manual</i>
Mule	1/8	<i>Monster Manual</i>
Draft horse	1/4	<i>Monster Manual</i>
Riding horse	1/4	<i>Monster Manual</i>
Warhorse	1/2	<i>Monster Manual</i>
Hippogriff	1	<i>Monster Manual</i>
Centaur	2	<i>Monster Manual</i>
Neugle	2	
Pegasus	2	<i>Monster Manual</i>
Nightmare	3	<i>Monster Manual</i>
Kelpie	4	<i>Yawning Portal</i>
Unicorn	5	<i>Monster Manual</i>
Ceffyl Dŵr	6	
Tangie	10	
Ki-rin	12	<i>Volo's Guide to Monsters</i>
Nuckelavee	14	

FELINE

Any humanoid with feline traits, such as a tabaxi, is treated as if it possesses the feline tag.

FELINE CREATURES BY CR

Monster	CR	Source
Cat	0	<i>Monster Manual</i>
Tressym	0	<i>Storm King's Thunder</i>
Panther	1/4	<i>Monster Manual</i>
Crag cat	1	<i>Storm King's Thunder</i>
Lion	1	<i>Monster Manual</i>
Tiger	1	<i>Monster Manual</i>
Griffon	2	<i>Monster Manual</i>
Sabertooth tiger	2	<i>Monster Manual</i>
Displacer beast	3	<i>Monster Manual</i>
Manticore	3	<i>Monster Manual</i>
Kamadan	4	<i>Tomb of Annihilation</i>
Lamia	4	<i>Monster Manual</i>
Sea lion	5	<i>Yawning Portal</i>
Chimera	6	<i>Monster Manual</i>
Gynosphinx	11	<i>Monster Manual</i>
Rakshasa	13	<i>Monster Manual</i>
Androsphinx	17	<i>Monster Manual</i>

FELINE HUMANOIDS BY CR

Monster	CR	Source
Tabaxi Minstrel	1/4	<i>Tomb of Annihilation</i>
Tabaxi Hunter	1	<i>Tomb of Annihilation</i>
Weretiger	4	<i>Monster Manual</i>

FISH

Any humanoid with fish traits, such as a merfolk or a kuo-toan, is treated as if it possesses the fish tag.

FISH CREATURES BY CR

Monster	CR	Source
Quipper	0	<i>Monster Manual</i>
Seahorse	0	<i>Monster Manual</i>
Ixitcachitl	1/4	<i>Out of the Abyss</i>
Giant seahorse	1/2	<i>Monster Manual</i>
Reef shark	1/2	<i>Monster Manual</i>
Swarm of quippers	1	<i>Monster Manual</i>
Hunter shark	2	<i>Monster Manual</i>
Merrow	2	<i>Monster Manual</i>
Vampiric ixitcachitl	2	<i>Out of the Abyss</i>
Giant lightning eel	3	<i>Yawning Portal</i>
Giant shark	5	<i>Monster Manual</i>
Sea lion	5	<i>Yawning Portal</i>
Huriat	14	

FISH HUMANOIDS BY CR

Monster	CR	Source
Merfolk	1/8	<i>Monster Manual</i>
Kuo-toa	1/4	<i>Monster Manual</i>
Sahuagin	1/2	<i>Monster Manual</i>
Kuo-toa whip	1	<i>Monster Manual</i>
Sea spawn	1	<i>Volo's Guide to Monsters</i>
Sahuagin priestess	2	<i>Monster Manual</i>
Kuo-toa monitor	3	<i>Monster Manual</i>
Deep scion	3	<i>Volo's Guide to Monsters</i>
Kraken priest	5	<i>Volo's Guide to Monsters</i>
Merfolk Siren	5	
Sahuagin baron	5	<i>Monster Manual</i>
Kuo-toa archpriest	6	<i>Monster Manual</i>
Ghald	7	<i>Princes of the Apocalypse</i>

RATS

Any humanoid with rat traits, such as a xvart, is treated as if it possesses the rat tag.

RAT CREATURES BY CR

Monster	CR	Source
Cranium rat	0	<i>Volo's Guide to Monsters</i>
Rat	0	<i>Monster Manual</i>
Giant rat	1/8	<i>Monster Manual</i>
Jermlaine	1/2	
Swarm of rats	1/4	<i>Monster Manual</i>
Swarm of ratwraiths	2	
Swarm of cranium rats	5	<i>Volo's Guide to Monsters</i>

RAT HUMANOIDS BY CR

Monster	CR	Source
Xvart	1/8	<i>Volo's Guide to Monsters</i>
Xvart warlock of Raxivort	1	<i>Volo's Guide to Monsters</i>
Wererat	2	<i>Monster Manual</i>

REPTILE

Any humanoid with reptilian traits, such as a lizardfolk or troglodyte, is treated as if it possesses the reptile tag.

REPTILE BY CR

Monster	CR	Source
Basilisk	3	<i>Monster Manual</i>
Behir	11	<i>Monster Manual</i>
Cockatrice	1/2	<i>Monster Manual</i>
Hydra	8	<i>Monster Manual</i>
Crocodile	1/2	<i>Monster Manual</i>
Giant crocodile	5	<i>Monster Manual</i>
Giant lizard	1/4	<i>Monster Manual</i>
Lizard	0	<i>Monster Manual</i>
Giant strider	1	<i>Volo's Guide to Monsters</i>
Giant subterranean lizard	4	<i>Yawning Portal</i>
Giant snapping turtle	3	<i>Tomb of Annihilation</i>
Tarrasque	30	<i>Monster Manual</i>

REPTILE HUMANOIDS BY CR

Monster	CR	Source
Lizardfolk	1/2	<i>Monster Manual</i>
Lizardfolk shaman	2	<i>Monster Manual</i>
Lizardfolk king	4	<i>Monster Manual</i>
Troglodyte	1/4	<i>Monster Manual</i>
Troglodyte champion of Laogzed	3	<i>Out of the Abyss</i>

SNAKES

Any creature with the snake tag is treated as if it possesses the reptile tag. Additionally, any humanoid with snake traits, such as a yuan-ti, is treated as if it possesses the snake tag.

SNAKE CREATURES BY CR

Monster	CR Source
Flying snake	1/8 <i>Monster Manual</i>
Poisonous snake	1/8 <i>Monster Manual</i>
Constrictor snake	1/4 <i>Monster Manual</i>
Giant poisonous snake	1/4 <i>Monster Manual</i>
Jaculi	1/2 <i>Tomb of Annihilation</i>
Fire snake	1 <i>Monster Manual</i>
Giant constrictor snake	2 <i>Monster Manual</i>
Swarm of poisonous snakes	2 <i>Monster Manual</i>
Couatl	4 <i>Monster Manual</i>
Hannya hag	4
Salamander	5 <i>Monster Manual</i>
Hannya hag (in coven)	6
Medusa	6 <i>Monster Manual</i>
Spirit naga	8 <i>Monster Manual</i>
Guardian naga	10 <i>Monster Manual</i>
Kamadan	4 <i>Tomb of Annihilation</i>
Marilith	16 <i>Monster Manual</i>

YUAN-TI BY CR

Monster	CR Source
Yuan-ti pureblood	1 <i>Monster Manual</i>
Yuan-ti broodguard	2 <i>Volo's Guide to Monsters</i>
Yuan-ti Malison	3 <i>Monster Manual</i>
Yuan-ti mind whisperer	4 <i>Volo's Guide to Monsters</i>
Yuan-ti nightmare speakers	4 <i>Volo's Guide to Monsters</i>
Yuan-ti pit master	5 <i>Volo's Guide to Monsters</i>
Ras Nsi	7 <i>Tomb of Annihilation</i>
Yuan-ti abomination	7 <i>Monster Manual</i>
Yuan-ti anathema	12 <i>Volo's Guide to Monsters</i>

SAURIANS

Any creature with the saurian tag is treated as if it possesses the reptile tag. Additionally, any humanoid with saurian traits, such as a saurial or a pterafolk, is treated as if it possesses the saurian tag.

SAURIAN CREATURES BY CR

Monster	CR Source
Dimetrdon	1/4 <i>Monster Manual</i>
Hadrosaurs	1/4 <i>Monster Manual</i>
Pteradon	1/4 <i>Volo's Guide to Monsters</i>
Velociraptor	1/4 <i>Monster Manual</i>
Deinonychus	1 <i>Monster Manual</i>
Allosaurus	2 <i>Volo's Guide to Monsters</i>
Plesiosaurus	2 <i>Volo's Guide to Monsters</i>
Quetzalcoatlus	2 <i>Monster Manual</i>
Ankylosaurus	3 <i>Volo's Guide to Monsters</i>
Stegosaurus	4 <i>Monster Manual</i>
Brontosaurus	5 <i>Monster Manual</i>
Triceratops	5 <i>Volo's Guide to Monsters</i>
Tyrannosaurus Rex	8 <i>Volo's Guide to Monsters</i>
Demogorgon	26 <i>Out of the Abyss</i>

SAURIAN HUMANOIDS BY CR

Monster	CR Source
Pterfolk	1 <i>Tomb of Annihilation</i>
Dragonbait	5 <i>Tomb of Annihilation</i>

SIMIANS

SIMIAN BY CR

Monster	CR Source
Baboon	0 <i>Monster Manual</i>
Flying monkey	0 <i>Tomb of Annihilation</i>
Ape	1/2 <i>Monster Manual</i>
Su-monster	1 <i>Tomb of Annihilation</i>
Yeti	3 <i>Monster Manual</i>
Girallon	4 <i>Volo's Guide to Monsters</i>
Barlgura	5 <i>Monster Manual</i>
Giant ape	7 <i>Monster Manual</i>
Abominable yeti	9 <i>Monster Manual</i>
Demogorgon	26 <i>Out of the Abyss</i>

VERMIN

Any humanoid with vermin traits, such as a thri-kreen or an aldani, is treated as if it possesses the vermin tag.

VERMIN BY CR

Monster	CR	Source
Crab	0	<i>Monster Manual</i>
Giant fire beetle	0	<i>Monster Manual</i>
Scorpion	0	<i>Monster Manual</i>
Giant crab	1/8	<i>Monster Manual</i>
Stirge	1/8	<i>Monster Manual</i>
Young neogi	1/8	<i>Volo's Guide to Monsters</i>
Giant centipede	1/4	<i>Monster Manual</i>
Giant wasp	1/2	<i>Monster Manual</i>
Rust monster	1/2	<i>Monster Manual</i>
Swarm of insects	1/2	<i>Monster Manual</i>
Ankhег	2	<i>Monster Manual</i>
Carriон crawler	2	<i>Monster Manual</i>
Giant crayfish	2	<i>Yawning Portal</i>
Meenlock	2	<i>Volo's Guide to Monsters</i>
Cave fisher	3	<i>Volo's Guide to Monsters</i>
Flail snail	3	<i>Volo's Guide to Monsters</i>
Kalka-kylla	3	<i>Yawning Portal</i>
Giant scorpion	3	<i>Monster Manual</i>
Neogi	3	<i>Volo's Guide to Monsters</i>
Chuul	4	<i>Monster Manual</i>
Neogi master	4	<i>Volo's Guide to Monsters</i>
Teuziztecatl	4	<i>Yawning Portal</i>
Hulking Crab	5	<i>Storm King's Thunder</i>
Mezzoloth	5	<i>Monster Manual</i>
Tlincalli	5	<i>Volo's Guide to Monsters</i>
Umber hulk	5	<i>Monster Manual</i>
Young remorhaz	5	<i>Monster Manual</i>
Banshrae	6	
Chasme	6	<i>Monster Manual</i>
Remorhaz	11	<i>Monster Manual</i>
Ice devil (gelugon)	14	<i>Monster Manual</i>
Siabrie	16	
Vermiurge	20	

VERMIN HUMANOIDS BY CR

Monster	CR	Source
Aldani	1	<i>Tomb of Annihilation</i>
Thri-kreen	1	<i>Monster Manual</i>

SPIDERS

Any creature with the spider tag is treated as if it possesses the vermin tag as well.

SPIDERS BY CR

Monster	CR	Source
Spider	0	<i>Monster Manual</i>
Giant wolf spider	1/4	<i>Monster Manual</i>
Male steeder	1/4	<i>Out of the Abyss</i>
Shaedling	1/4	
Chitine	1/2	<i>Volo's Guide to Monsters</i>
Swarm of spiders	1/2	<i>Monster Manual</i>
Female steeder	1	<i>Out of the Abyss</i>
Giant spider	1	<i>Monster Manual</i>
Ettercap	2	<i>Monster Manual</i>
Choldrith	3	<i>Volo's Guide to Monsters</i>
Phase spider	3	<i>Monster Manual</i>
Spider grandmother	5	
Drider	6	<i>Monster Manual</i>
Jorogumo	8	
Yochlol	10	<i>Monster Manual</i>

VERMIN HUMANOIDS BY CR

Monster	CR	Source
Aranea	4	

WORMS

Any creature with the worm tag is treated as if it possesses the vermin tag as well.

WORMS BY CR

Monster	CR	Source
Swarm of rot grubs	1/2	<i>Volo's Guide to Monsters</i>
Grick	2	<i>Monster Manual</i>
Purple wormling	2	<i>Storm King's Thunder</i>
Spawn of kyuss	5	<i>Volo's Guide to Monsters</i>
Grick alpha	7	<i>Monster Manual</i>
Neothelid	13	<i>Volo's Guide to Monsters</i>
Purple worm	15	<i>Monster Manual</i>