

Lords And Ladies



by NED TURNER
art by NIKKIE STINCHCOMBE



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LORDS AND LADIES



The Feywild is as beautiful and treacherous as the beings that make it their home. It is nature untamed and imagination without restraint. In this realm of fancy and passion, where dreams grow fat and juicy on the vine and fear is as common as delight, there are those who rule.

These are the Lords and Ladies of the fair folk, and their will cannot be denied.

Right To Rule. The Lords and Ladies of the fey garner the fickle loyalty of their fey servants by virtue of their unearthly beauty, natural charisma, passion and fury, or whatever other trait attracts the mercurial fair folk. A fey lord rules because it is in their nature to be loved, feared, and adored.

The Archfey. Dangerous, enigmatic rulers of the Feywild, they are ancient and powerful beyond mortal ken, governing over realms of natural beauty and sylvan dreams as they see fit, brooking no insult and satisfying their whims as they please. As unique and multivared as the realms they rule over, the Archfey range from embodiments of beauty and tranquility to expressions of despair and heartbreak to glorious exultations in the joy of living.

Realms. The fey do not have kingdoms in the same way that mortals do. They do not delineate territories and borders and squabble over trade rights. Fey of different loyalties mix and mingle freely, and fey may change loyalties depending on the situation. A pixie may profess her undying loyalty to Titania one minute only to swear eternal fealty to Oberon the next, and never once would she be considered inconstant. The lords and ladies rule based on disposition, not geographic location. A dryad living on the other side of the mortal realm from the Queen of Air and Darkness's realm of Eynhallow may still consider herself a subject to the Lady of the Gloaming Court, while her sister may declare her loyalty to a local verdani.

Champions and Vassals. Many archfey have especially powerful or favored subjects who are loyal to them out of genuine devotion. Beings of this nature include Titania's daughter, Verenestra; the Queen of Air and Darkness's champion, the Maiden of the Moon; and the Sisters of Lament, bound by despair to the Prince of Frost. These fey are typically still powerful enough to act as warlock patrons.

MONSTERS BY CHALLENGE RATING

Monster	CR
Abeil Vassal	2
Coure	3
Noviere	5
Abeil Soldier	6
Bralani	7
Chirtelma	8
Lunathil	9
Firre	10
Viktor Mazan	10
Shiere	11
Abeil Queen	12
Poludnica	12
Solar Knight	12
Verdani	13
Virage	14
Abeil Queen (in lair)	15
Lord Kannot	15
Sister of Lament	15
Verenestra	15
Baba Yaga's Dancing Hut	16
Ghaele	16
Maiden of the Moon	16
Hyrsam	18
Tulani	18
Elder Treant	20
Prince of Frost	20
Sovereign Elk	20
Relkath	21
Prince of Frost (in lair)	22
Razcoreth	23
Baba Yaga	23
Oberon	23
Oberon (while within Feywild)	24
Titania	24
Baba Yaga (in lair)	25
Queen of Air and Darkness	25
Titania (in lair)	26

ABEIL

In the meadows of the Feywild, one might find a magnificent sight. Magnificent, geometric towers constructed of warm, silky wax, as strong as stone, with windows of golden honey crystal rise from the flowery fields. The sonorous drone of a hundred legions of bees creates a soothing lullaby that carries on the gentle winds, and the steady hum of industry thrums from within the warm walls. These are the hives of the abeil.

Bee Folk. The abeil resemble large bees with humanoid torsos and elven features, decorated with black and yellow stripes and bearing large gossamer wings. They construct their palace hives out of enchanted wax that the workers produce, working alongside mundane bees, all laboring for the queen. Their palace hives are always teeming with activity, whether it be the rude labor of the normal insects or the higher endeavors of the vassals.

Lovers of Labor. Abeil love to work and be productive. The labor of each individual serves the interests of the hive as a whole, and they perform their labors with enthusiasm and delight. However, they are not mindless slaves. Each abeil is an individual, with their own interests and personalities, and they each serve the hive out of genuine love for their mother, the queen.

ABEIL VASSAL

The backbone of the palace hive, the vassals provide all of the labor that keeps their world running smoothly, from the tending of the gardens, to the preparation of food, to the repairs to the walls. These loyal members of the hive work tirelessly to ensure the survival of their mother and fellow sisters.

Bee Helpers. The foundation of the palace hive is the hundreds of beehives for both mundane and giant bees. These loyal insects produce honey and wax and perform the majority of the foraging, while the giant bees are ridden by the vassals like a human might ride a horse. These bees possess an innate understanding of the needs of the hive, and as such it is the honor of the vassals to see to their needs.

Vassal Court. Not all of the vassals perform manual labor. Some of them break off from the lives of physical labor lead by their sisters to pursue lives of mental labor; becoming poets, philosophers, artists, and so on. The most skilled of these vassals are especially beloved by their queen and serve as her advisers in the vassal court. The word of the queen is law and her will is unassailable, but she rarely makes a decision without first consulting her vassal court. It is these advisers who exert the most influence over the queen's fancies.

ABEIL VASSAL

Small fey, lawful neutral

Armor Class. 13 (natural armor)
Hit Points. 45 (10d6 + 10)
Speed. 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	13 (+1)	10 (+0)	14 (+2)	9 (-1)

Skills. Nature +2, Perception +4

Condition Immunities. charmed, exhausted, unconscious

Senses. passive Perception 14

Languages. Abeil, Sylvan

Challenge. 2 (450 XP)

Drone. As a bonus action, the abeil vassal begins producing a hypnotic droning sound, which it can continue making for up to one minute as if concentrating on a spell. Any creature that isn't an abeil that starts its turn within 30 feet of the abeil must succeed on a DC 11 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect ends on the creature if it takes damage or if another creature takes an action to wake it up. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone off all abeil for the next 24 hours.

Actions

Multiattack. The abeil vassal makes three attacks, one with its stinger and two with its claws or javelin

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4 + 2) slashing damage

Javelin. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. range 30/120 ft., one creature. *Hit:* 5 (1d6 + 2) piercing damage

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 6 (1d8 + 2) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one. Additionally, on a failed save the target becomes poisoned for 1 minute. While poisoned in this way, the target has disadvantage on all Strength and Constitution saving throws.

ABEIL SOLDIER

Large fey, lawful neutral

Armor Class. 14 (natural armor)

Hit Points. 127 (15d10 + 45)

Speed. 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	16 (+3)	9 (-1)	12 (+1)	13 (+1)

Saving Throws: Str +9

Skills. Athletics +9, Perception +4

Condition Immunities. charmed, exhausted, unconscious

Senses. passive Perception 14

Languages. Abeil, Sylvan

Challenge. 6 (2,300 XP)

Drone. As a bonus action, the abeil soldier begins producing a hypnotic droning sound, which it can continue making for up to one minute as if concentrating on a spell. Any creature that isn't an abeil that starts its turn within 30 feet of the abeil soldier must succeed on a DC 14 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect ends on the creature if it takes damage or if another creature takes an action to wake it up. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone off all abeil for the next 24 hours.

Actions

Multattack. The abeil soldier makes three weapon attacks, only one of which may be its Sting attack.

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

Longbow. Ranged Weapon Attack: +9 to hit, range 120/600 ft., one creature. **Hit:** 10 (1d8 + 6) piercing damage

Sting. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 10 (1d8 + 6) piercing damage, and the target must make a DC 14 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one. Additionally, on a failed save the target becomes poisoned for 1 minute. While poisoned in this way, the target has disadvantage on all Strength and Constitution saving throws.

Stormwing (Recharge 5-6). The abeil soldier rapidly beats its wings. All creatures within 20 feet of the abeil soldier must make a DC 14 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save or half as much on a success. Additionally, on a failure, the target is deafened for 1 minute.

ABEIL SOLDIER

The soldiers are the first and last line of defense for the palace hives, massive hulking brutes with unswerving loyalty to the hive. As such, they maintain constant, unsleeping vigilance, alert for any threat to their home and family. They regard all strangers with suspicion; for an outsider to gain the full trust of a soldier is virtually impossible. Any who show themselves to be a danger to the hive will find themselves at the mercy of the soldier's enfeebling stings and thunderous wings.

ABEIL QUEEN

The heart and soul of the palace hive, the queen maintains the cohesion of the hive and guide it in whatever direction she sees fit. This often leads to hives that are dedicated to the pursuit of a particular artistic endeavor, such as cooking or architecture, while other hives may pursue textiles or agriculture. The direction of the hives considerable manual and artistic labours are ultimately directed by their Queen.

Princes and Princesses. The queen is the mother of all the members of her hive, and they are all her daughters. She gives birth to them as helpless larvae, which are tended to by their sisters until they mature into fully fledged vassals and soldiers, save for the few whom she personally rears, tutoring them in the ways of ruling, grooming them as princesses. However, when a hive begins to grow particularly large and the queen decides that it is time, she begins to give birth to princes. Princes are unlike their sisters. They are lazy and rakish, seeing little appeal in the labors that their kin take such joy in. They prefer to spend their days either relaxing in the hive or exploring the surrounding countryside, playing pranks on those that they encounter. These layabouts will eventually be forced out of the hive by their sisters, and will search far and wide for hives with other princesses, whom they will wholeheartedly court in the interest of gaining a new home to mooch from. Once a princess chooses a husband, or husbands, she will drink the royal honey that transforms her into a queen.

Telling the Bees. Abeil queens are always curious for information, and as such will seek to gain it through whatever channels she can find. One such method is the construction of a Melissae Token, which she will give to a swarm of bees before sending them on their way. A hive built around this Melissae Token becomes a queen's eyes and ears in both the Feywild and the Material Plane. Mortals who live near an abeil palace hive tend to have numerous superstitions about bees and beekeeping, such as that if you do not tell your bees about important family events that they will leave your household or that if you swear at your bees that you will have poor fortune. Such superstitions likely derive from the consequences of having a hive that serves an abeil queen.

Oracle Queens. Very rarely, rather than compete with each other, a trio of abeil queens will unite into a group known as a thriæ. These thriæ abandon their palace hives in favor of remote mountaintops or islands, eschewing their hundreds of vassal daughters to instead maintain a small retinue to see to their needs. These trios work together to unlock the secrets of divination, learning the technique of brewing honey which, when consumed, grants sight beyond sight. They may be willing to grant those that seek them a taste, for a price.

THE PALACE HIVES

An abeil palace hive is a remarkable place. The walls and floors, though hard as stone, feel soft and slightly warm, and the sunlight that filters in through the honey crystal windows bathes everything that is seen in an unearthly golden glow. The very walls serve as homes for hives of mundane bees, and spaces for gardens are everywhere.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the abeil queen takes a lair action to cause one of the following effects. An abeil queen encountered in her lair has a Challenge Rating of 15 (13,000 XP)

- A swarming cloud of bees fills a 20-foot radius sphere centered on a point the abeil queen chooses within 120 feet of her. The cloud spreads around corners and remains until the abeil queen dismisses it as a bonus action, uses this lair action again, or dies. The area in the cloud is lightly obscured. Any creature in the cloud when it appears must make a DC 12 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save or half as much on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- The abeil queen causes four giant bees or swarms of bees (use the stats for giant wasps and swarms of wasps in the *Monster Manual*) to appear in unoccupied spaces that she chooses within the lair.
- Up to three abeil vassals, abeil soldiers, giant bees, or swarms of bees that are loyal to the abeil queen can use their reactions to move up to their speed and make one weapon attack.

REGIONAL EFFECTS

The area surrounding an abeil palace hive is warped by the hive queen's magic, which creates one or more of the following effects:

- All abeils within 1 miles of the palace hive maintain a low level telepathic connection with all other abeil loyal to their queen within 10 miles of the palace hive. This does not allow for the intentional transmission of information. Rather, it grants all affected members approximate knowledge of the location of other members of the hive, alerts all other members of the hive to danger, and provides up to date understanding of the terrain.
- Bees within 1 miles of the palace hive are typically loyal to the queen and serve as her eyes and ears. These bees may be more or less aggressive than normal depending on the queen's disposition toward the party.
- Flowering plants grow in especially great profusion within 10 miles of the palace hive.

If the queen dies and there is no princess to replace her, the flowering plant quantity stays the same, but the other effects fade over 1d10 days as the hive loses cohesion.

ABEIL ITEMS

Abeil are highly industrious and craft many marvelous art objects. However, they also craft magic items specific to themselves.

ABEIL BREAD

Wondrous item, uncommon

Baked largely out of honey and pollen, abeil bread is the ideal trail food. Each package is wrapped in large leaves and contains ten pieces of bread. When you eat a piece, your food requirements are satisfied for the next 24 hours and you are immune to the exhausted condition. Additionally, if you are charmed, frightened, or suffering from a short or long term madness when you consume the bread, the effects end immediately.

MELISSAE TOKEN

Wondrous item, rare (requires attunement)

This tiny token resembles a hexagonal amber crystal with gilded edge, hardly larger than a coin. If a beehive is constructed around this token, then all the bees in the hive will be loyal to the abeil queen who crafted it. These bees will gather and remember simple information, such as things told to them by humanoids, and relay it to the queen. Additionally, the queen can use an action to perceive through the senses of any of the members of the hive as if she was there. If the abeil queen that crafted the token dies, the token crumbles and is destroyed.

If wielded by a humanoid, the token still retains its connection to its queen, and if the token is being used without her permission it may attract the retribution of bees and abeil loyal to that queen. The melissae token has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge and are using the token without the permission of the abeil queen that crafted it, roll a d20. On a 1, a swarm of bees is summoned and consumes the token before attacking you.

Spells. While holding the token you can use an action to expend one of its charges to cast one of the following spells (spell save DC 17). *animal friendship* (1 charge, targeting bees and swarms of bees only), *clairvoyance* (3 charges, the sensor must be within 5 feet of a bee or beehive), *giant insect* (4 charges, targeting bees only) *insect plague* (5 charges, summoning bees instead of locusts), *locate animals or plants* (1 charge, targeting bees and currently flowering plants only).

THRIAEE HONEY

Potion, legendary

This small vial of golden honey brewed by a trio of Oracle Queens is imbued with their powerful divination magic, though it only contains enough for a single draught. When you drink it, you gain the benefits of the *foresight* spell for 1 hour. Additionally, during that time, you may cast any 5th level or lower divination spell at will, though you may not cast the same spell twice with this effect.

ABEIL QUEEN

Medium fey, lawful neutral

Armor Class. 12

Hit Points. 150 (20d8 + 60)

Speed. 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	15 (+2)	21 (+5)	18 (+4)

Saving Throws: Str +8, Dex +6, Int +6, Wis +9

Skills. History +6, Insight +9, Nature +6, Perception +9, Persuasion +8

Condition Immunities. charmed, exhausted, unconscious

Senses. passive Perception 19

Languages. Abeil, Common, Elvish, Sylvan

Challenge. 12 (8,400 XP)

Drone. As a bonus action, the abeil queen begins producing a hypnotic droning sound, which it can continue making for up to one minute as if concentrating on a spell. Any creature that isn't an abeil that starts its turn within 30 feet of the abeil queen must succeed on a DC 11 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect ends on the creature if it takes damage or if another creature takes an action to wake it up. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone off all abeil for the next 24 hours.

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

At will: *animal friendship (bees only), dispel magic, grasping vine, mending, thunderwave*

3/day each: *dominate beast, enhance ability, freedom of movement, plant growth*

1/day each: *geas, wall of thorns, wind wall*

Legendary Resistance (3/Day). If the abeil queen fails a saving throw, it can choose to succeed instead

Magic Weapons. The abeil queen's weapon attacks are magical.

Actions

Multiaction. The abeil queen makes three weapon attacks, only one of which can be her sting attack

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 7 (1d6 + 4) slashing damage

Longbow. *Melee Weapon Attack:* +8 to hit, range 150/600 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage

Sting. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much on a successful one. Additionally, on a failed save the target becomes poisoned for 1 minute. While poisoned in this way, the target has disadvantage on all Strength and Constitution saving throws.

Legendary Actions

The abeil queen 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 abeil queen regains spent legendary actions at the start of her turn.

Attack. The abeil queen makes one Sting attack

Command Hive. One abeil vassal, abeil soldier, giant bee, or swarm of bees loyal to the abeil queen that she can see must use its reaction to move up to its speed as she directs or make a weapon attack against a target that she designates.

ELDER TREANT

In the ancient forests of the world, deeper than all but the most knowledgeable of druids dare to travel, reside the elder treants. Old beyond reckoning, these arboreal titans are so ancient as to recall the time before the first elven empires, when the drow had yet to break from their kin and the other races were but children. Ponderous and thoughtful, elder treants are slow to anger, but when their ire is raised the ground trembles with their fury for miles.

Soul of the Forest. An elder treant is a part of its forest as much as the forest is a part of it. It's made of bones of the branches and boughs. Its soul is the deep green twilight and the brow beating sun above the canopy. Its fingers extend to the leaves and hold the daylight. The forest lives inside its spirit. Druids will seek out an elder treant with the same reverence that a pilgrim might seek out a holy sight.

Heroes of the Fey. Even in the Feywild, elder treants are incredibly rare. The few who do live in the world are regarded as heroes and royalty by the lesser fey. Even Archfey grant them a significant degree of respect, making elder treants akin to fey lords themselves. However, elder treants have no interest at all in the petty politics of the fey courts, nor in the mad cap jokes or joyous hunts of the wild fey. They are content to contemplate their arboreal realms, tending to its needs and protecting it from harm.

ELDER TREANT

Gargantuan plant, chaotic good

Armor Class. 18 (natural armor)

Hit Points. 297 (18d20 + 108)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (-1)	22 (+6)	12 (+1)	20 (+5)	16 (+3)

Saving Throws: Str +12, Con +12

Damage Resistances. slashing damage from non-magical weapons

Damage Vulnerabilities. fire

Damage Immunities. bludgeoning and piercing damage

Condition Immunities. charmed, frightened, petrified

Senses. passive Perception 15

Languages. Druidic, Elvish, Sylvan

Challenge. 20 (25,000 XP)

False Appearance. While the elder treant remains motionless, it is indistinguishable from a massive tree.

Innate Spellcasting. The elder treant's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *animal messenger, dancing lights, entangle, locate animals and plants*

3/day each: *daylight, plant growth*

1/day each: *earthquake, sunburst*

Magic Weapons. The elder treant's weapon attacks are magical.

RELKATH OF THE INFINITE BRANCHES

Far from the Sword Coast, across the Sea of Fallen Stars, is the Yuirwood, a cloaked realm of ancient ruins and deep forests, a realm of elves and fey. Wandering these woods is Relkath of the Infinite Branches, wise and dangerous. Relkath uses the same statistics as the Elder Treant, but has the following additional trait and a Challenge Rating of 21 (33,000 XP):

Green Curse. If a creature starts its turn with 120 feet of Relkath and it can see the creature, Relkath can force the creature to make a DC 17 Constitution saving throw. On a failed save the creature magically begins to polymorph into a tree and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is polymorphed into a tree of its same size category. While a tree, the creature retains its hit points, has AC 16, vulnerability to fire damage, and resistance to bludgeoning and piercing damage. The creature remains a tree until freed by the *greater restoration* spell or similar magic. A creature becomes immune to this effect for 24 hours on a successful save.

Siege Monster. The elder treant deals double damage to objects and structures.

Speak with Beasts and Plants. The elder treant can communicate with beasts and plants as if they shared a common language.

Actions

Multiaction. The elder treant can use its Create Treant action. It then makes two slam attacks or one Rock attack.

Slam. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one creature. *Hit:* 23 (4d6 + 9) bludgeoning damage

Rock. *Ranged Weapon Attack:* +15 to hit, range 60/180 ft., one creature. *Hit:* 35 (4d12 + 9) bludgeoning damage

Create Treant. The elder treant magically animates up to two trees that it can see within 60 feet of itself and loses 30 hit points for each tree animated. The trees gain the statistics of a treant with maximum hit points. The treants revert back to normal trees if the elder treant is reduced to 0 hit points, taking root if possible. The elder treant cannot have more than two trees animated at a time.

Legendary Actions

The elder treant can take 2 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 elder treant regains spent legendary actions at the start of its turn.

Attack. The elder treant makes one melee attack

Entangle. The elder treant casts *entangle*

SIDHE

In the primeval forests of the Feywild, the sidhe are the nobility of the fey, creatures of magic and passion and beauty. They are the knights errant and the landed gentry. 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.

Elven Souls. The souls of elves are epitomized by constant changes. Yearning for the chaotic glory that they once possessed in their primeval forms, they continually reincarnate in search of new experiences, hoping to one day return to the side of Corellon himself. The sidhe are those elven souls that have achieved something different: reincarnation as a true fey. Sidhe are born fully formed from the soul of an elf that has lived in the Feywild for countless lifetimes. All eladrin dream of returning as a sidhe, though any elf can become a sidhe.

Scholars and theologians alike disagree as to whether becoming a sidhe is part of Corellon's plan. Some argue that those elves who achieve reincarnation as a sidhe have taken themselves out of the cycle of reincarnation that defines the elven soul, locking themselves into a single existence. However, others say that becoming a sidhe is just another next step in the transmutation of the elven soul, pointing to their innate shapeshifting as evidence.

SIDHE BY CR

Monster	CR
Coure	3
Noviere	5
Bralani	7
Chirtelma	8
Lunathil	9
Shiere	10
Firre	11
Verdani	13
Virage	14
Ghaele	16
Tulani	18

BRALANI

The deserts, tundra, and open seas of the Feywild are even more harsh and unforgiving than their mortal counterparts. However, these are the favored realms of the bralani, spirits of wind and freedom. Unfettered and wild, the bralani live their lives in a glorious fugue of emotion, rapidly shifting from one feeling to the next as the mood takes them. Rage can quickly blossom into joy, which may in turn wilt into sorrow, all within a single sentence.

Wind Folk. The bralani are short and stocky, like dwarves, but that is where their similarities end. Their faces, like all sidhe, possess a distinctly elven quality, and they race joyously in the wide open spaces of the sky. Equally comfortable in both arctic tundras, sweltering deserts, and stormy seas, the bralani never sleep, roaring in delight as they dance through sandstorms and raging blizzards.

BRALANI

Medium fey (sidhe), any chaotic alignment

Armor Class. 19 (natural armor)
Hit Points. 68 (8d8 + 32)
Speed. 40 ft, fly 90 ft. (hover)

STR DEX CON INT WIS CHA
18 (+3) 22 (+6) 19 (+4) 14 (+2) 16 (+3) 17 (+3)

Saving Throws: Str +7, Dex +9

Skills. Acrobatics +9, Athletics +7

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

Damage Immunities. lightning

Condition Immunities. charmed, exhaustion, frightened, petrified

Senses. darkvision 60 ft. passive Perception 13

Languages. Auran, Elvish, Sylvan

Challenge. 7 (2,900 XP)

Innate Spellcasting. The bralani'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: *blur, gust of wind, witch bolt*

3/day each: *fly, phantasmal force*

1/day each: *charm person, mirror image*

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

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

Reckless. At the start of its turn, the Bralani 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.

Sidhe Shape: Whirlwind. As a bonus action, the bralani magically polymorphs into whirlwind, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the bralani's choice). In whirlwind form, the bralani has the statistics of an air elemental, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities.

Actions

Multiattack The bralani makes three scimitar attacks or two longbow attacks.

Scimitar. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 9 (1d6 + 6) slashing damage plus 3 (1d6) lightning damage.

Longbow. Ranged Weapon Attack: +9 to hit, range 150/600 ft., one creature. **Hit:** 10 (1d8 + 6) piercing damage plus 3 (1d6) lightning damage.

CHIRTELMA

A chirtelma is a cruel and beautiful fey of summer that loves nothing more than tormenting and killing humanoids toiling out in the hot fields. Empowered by sunlight, this childlike fairy has no fear of retribution so long as the sun is bright in the sky.

Lurker in the Light. While in bright sunlight, a chirtelma is invisible, totally undetectable save for a wisp of dust in the hot air. They stalk through summer fields in search of unwary workers or travelers. When they find a victim they approach the target unseen as nothing more than a whisper on the wind, bringing with them a stifling heat. A chirtelma enjoys cruel games, and it will draw out the death of its victim for as long as it finds it amusing. Once bored with this game, chirtelma will chop off its victim's head with its blazing scythe, though if it's feeling generous it may leave its victims a gibbering wreck, their brains half cooked.

Fear of the Dark. A chirtelma hates shadows, because in darkness its true, childlike form is revealed and its powers over its victims are robbed. Even the shade offered by an oak tree or under a wagon may be enough to deter a chirtelma. They also shun cool water, and swimming across a running stream is said to frighten them off. During the night and rainy days, a chirtelma will shelter itself in remote, out of the way areas, often guarded by other lesser fey such as sprites and dryads.

CHIRTELMA

Medium fey (*sidhe*), chaotic evil

Armor Class. 19 (natural armor)

Hit Points. 90 (12d6 + 48)

Speed. 35 feet, fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	20 (+5)	18 (+4)	10 (+0)	13 (+1)	18 (+4)
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Damage Resistances. bludgeoning, piercing, and slashing damage from non-magical weapons

Damage Vulnerabilities cold

Damage Immunities. fire, lightning

Senses. passive Perception 11

Languages. Common, Elvish, Halfling, Sylvan

Challenge. 8 (3,900 XP)

Cruel Noon. The chirtelma has advantage on all attacks made against targets that are illuminated by bright sunlight.

Lurker in the Light. As long as it is in an area of bright sunlight, the chirtelma and any equipment worn or carried by it is invisible.

Heatstroke. Any creatures within 30 feet of the chirtelma that are illuminated by bright sunlight must perform a DC 15 Constitution saving throw at the beginning of their turn. On a failed saving throw, the creature is under the effects of the *confusion* spell until the beginning of its next turn. For every three saving throws failed, the creature gains one level of exhaustion. The failed saving throws do not need to be sequential. Fey and creatures that have an immunity or resistance to fire damage automatically succeed on this saving throw, and creatures that are adapted to hot climates or that are at least partially submerged in cool liquid have advantage on the saving throw. Creatures clad in medium or heavy armor, wearing heavy clothing, or who have vulnerability to fire damage make the saving throw with disadvantage.

Magic Resistance. The chirtelma has advantage on saving throws against spells and other magic.

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

Sidhe Shape: Heat Shimmer. As a bonus action, the chirtelma magically polymorphs into a heat shimmer, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. In heat shimmer form, the chirtelma gains the statistics of a invisible stalker, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities and does not have the Faultless Tracker feature.

Actions

Scythe (Humanoid Form Only). Melee Weapon

Attack: +7 to hit, reach 5 ft., one creature. Hit: 14 (4d4 + 4) slashing damage, plus 11 (2d10) radiant.

COURÉ

The couré are the sidhe of whimsy and fun. Appearing as beautiful children with butterfly wings, these sidhe rule over coteries of pixies, sprites, and other diminutive fey. These fey love little more than pranks, and they lead their fairy brothers and sisters in daring adventures of whimsy. However, they are also surprisingly conscientious, and they take the well-being of their subjects very seriously.

A Sad Tale. An old eladrin story says that couré are actually the spirits of eladrin who died while still children, reborn into fairies that they may experience all the fun that they were robbed. Though many scholars dispute this, as there is no evidence to support it, the facts behind a story are not as important as the sound of a story in the Feywild, and the story persists.

FIRRE

The forests of the Feywild contain many trails and if you travel down them long enough, chances are you might meet a tall elven figure with bright auburn hair and eyes that burn with an inner fire. This is a firre, a living spirit of flame whose passion for music burns within them as a literal fire.

Bards and Troubadours. A firre loves nothing so much as music, and they travel the Feywild and the mortal realms alike in search of new songs, adding to their ever-growing repertoire. They are highly sought after by archfey, but they rarely stay in one place for long, their wanderlust drawing their feet back to the paths of the world.

Music of the Soul. The music of a firre can reach into even the most hardened of hearts, inflaming them with passion, crippling them with beauty, or swaying them.

COURÉ

Tiny fey (sidhe), chaotic good

Armor Class. 19

Hit Points. 24 (7d4 + 7)

Speed. 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
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4 (-3)	22 (+6)	13 (+1)	10 (+0)	14 (+2)	17 (+3)
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Skills. Perception +4, Stealth +7

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

Damage Immunities. lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 14

Languages. Sylvan

Challenge. 3 (700 XP)

Innate Spellcasting. The couré'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: *dancing lights, druidcraft, detect evil and good, detect magic, faerie fire, mage hand*

1/day each: *color spray, levitate, magic missile, polymorph, sleep, tasha's hideous laughter*

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

Sidhe Shape: Starlight. As a bonus action, the couré can transform into a tiny ball of starlight or back into its true form. In light form, the couré has immunity to bludgeoning, piercing, and slashing damage from non-magical weapons, produces bright light out to 10 feet and dim light out to an additional 10 feet, and can pass through solid objects, taking 5 (1d10) force damage if it ends its turn within a solid object. In this form, the couré is immune to being grappled, knocked prone, and restrained.

Speak with Beasts and Plants. The couré can communicate with beasts and plants as if they and the couré shared a language.

Unearthly Grace. The AC of the couré includes its Charisma bonus while it isn't wearing armor or wielding a shield.

Actions

Magic Bolt (Humanoid Form Only). Ranged Spell Attack: automatic hit, range 60 ft., one creature.
Hit: 3 (1d4 + 1) force damage

Superior Invisibility. The couré magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the couré wears or carries is invisible with it.

FIRRE

Medium fey (sidhe), chaotic neutral

Armor Class. 21

Hit Points. 102 (12d8 + 48)

Speed. 35 ft

STR	DEX	CON	INT	WIS	CHA
17 (+3)	20 (+5)	18 (+4)	17 (+3)	16 (+3)	22 (+6)

Saving Throws: Dex +9, Wis +7, Cha +10

Skills. Perception+7, Performance+14, Persuasion+10

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

Damage Immunities. fire, lightning

Condition Immunities. charmed, exhaustion, frightened, petrified

Senses. darkvision 60 ft., passive Perception 17

Languages. Celestial, Common, Draconic, Elvish, Giant,

Infernal, Primordial, Sylvan

Challenge. 10 (5,900 XP)

Gentle Flames. Whenever the firre would deal fire damage, it can choose to exclude plantlife from being affected by the fire.

Innate Spellcasting. The firre'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: *alter self, detect thoughts, invisibility (self only), phantasmal force, produce flame (as an 11th-level spellcaster), vicious mockery (as an 11th-level spellcaster)*

3/day each: *charm person, chromatic orb, color spray, enthrall, major image*

1/day each: *confusion, fireball, tongues*

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

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

Sidhe Shape: Pillar of Flame. As a bonus action, the firre magically polymorphs into a pillar of fire, or back into its humanoid form. Any equipment it is wearing or carrying is absorbed by the new form. In fire form, the firre has the statistics of a fire elemental, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities and has a flying speed of 50 feet (hover).

Unearthly Grace. The AC of the firre includes its Charisma bonus while it isn't wearing armor or wielding a shield.

Actions

Multiattack. The firre can use its Gaze. It then makes two weapon attacks or begins to sing. The firre can cast an at will spell from its Innate Spellcasting instead of making an attack.

Shortsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 9 (2d8) lightning damage.

Javelin. *Melee or Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one creature. *Hit:* 8 (1d6 + 5) piercing damage, plus 11 (2d10) fire damage if thrown.

Gaze. The firre targets one creature it can see within 60 feet of it. The target must succeed on a DC 18 Wisdom saving throw or become blinded for 1 minute and ignite into flames. 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.

Song. The firre begins to sing and chooses one of the following magical effects: a charming melody, a glorious aria, a frightening strain, a gentle lullaby, or a persuasive ballad. Any creature within 60 feet of the firre that can hear it must succeed on a DC 18 Wisdom saving throw or be affected as described below for as long as the firre continues to sing. The firre must take a bonus action on its subsequent turns to continue singing. It can stop singing at any time. The song ends if the firre is incapacitated. Other sidhe and creatures that can't be charmed are unaffected.

An affected 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 that effect for the next 24 hours.

- **Charming Melody.** The creature is charmed by the firre for 1 minute. If the firre or any of its companions harms the creature, the effect on it ends immediately.
- **Glorious Aria.** The creature is paralyzed for 1 minute. If the firre or any of its companions harms the creature, the effect on it ends immediately.
- **Gentle Lullaby.** The creature falls asleep and is unconscious for 1 minute. The effect ends if the creature takes damage or if someone takes an action to shake the creature awake.
- **Persuasive Ballad.** The creature is affected as if by the *suggestion* spell for 1 minute. If the firre or any of its companions harms the creature, the effect on it ends immediately.

Reactions

Inspiration. The firre adds 1d6 to an attack roll, saving throw, or skill check made by a creature within 60 feet of it that can hear the firre.

GHAELE

The ghæle are the knights errant of the fey court. A ghæle looks like a tall, muscular elf in arrayed for battle, everything from their posture to their appearance utterly perfect. Many legends state that they are the dreams that first inspired mortals to pursue the path of the paladin. Certainly they must have played a pivotal role in the origin of the Oath of the Ancients, though none know just how much.

A Taste for Adventure. A ghæle craves adventure and excitement. They wander the Feywild and the mortal realm in search of excitement and glory. They may take on the task of slaying a dragon, recovering an ancient artifact, or defending a countryside from an orc horde.

Chivalry of the Fey. No matter what task a ghæle undertakes, it always do so with a strict adherence to the rules of the fey. These rules are always bewildering and strange, and very from court to court. Some fey are forbidden from entering a residence until invited in. Others may not be permitted to consume any manner of flower or fruit. Some ghæle must repay a favor or gift with an service or gift of equal value, while others will take offense at such a implication of their own weakness and challenge the offender to a duel.

Subtle and Strong. While all ghæle are skilled in the arts of martial combat, they can be subtle in the pursuit of their goals. Some work behind the scenes, utilizing their natural shapeshifting abilities to infiltrate royal courts or strange cults. Others may use their shapeshifting powers to disguise themselves as attractive humanoids for the purpose of wooing naive mortals.

GHAELE

Medium fey (sidhe), neutral

Armor Class. 21 (natural armor)

Hit Points. 195 (23d8 + 92)

Speed. 35 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	18 (+4)	17 (+3)	16 (+3)	22 (+6)

Saving Throws: Dex +10, Wis +8, Cha +11

Skills. Deception +11, Insight +8, Intimidation +11, Perception +8, Persuasion +11, Stealth +10

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

Damage Immunities. lightning

Condition Immunities. charmed, frightened, petrified

Senses. truesight 60 ft., passive Perception

Languages. Common, Draconic, Elvish, Giant, Primordial, Sylvan

Challenge. 16 (15,000 XP)

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

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

Innate Spellcasting. The ghæle'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, dancing lights, detect magic, detect thoughts, enthrall, invisibility (self only)*

3/day each: *counterspell, darkness, dispel magic, faerie fire*

1/day each: *chain lightning, compelled duel, hold person*

Sidhe Shape: Moonlight. As a bonus action, the ghæle transforms into a Medium orb of moonlight or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In light form, the ghæle's statistics remain the same except for the following changes: it has a flying speed of 60 feet, it is ephemeral and cannot carry anything, it produces bright illumination out to 30 feet and dim illumination out to an additional 30 feet, and it is immune to being grappled, knocked prone, and restrained.

Actions

Multiattack. The ghæle can use its Gaze action. It then makes two greatsword attacks

Greatsword (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 20 (4d6 + 6) slashing damage plus 22 (4d10) lightning damage

Gaze. The ghæle targets one creature within 60 feet of it that it can see and that can see it. The creature must succeed on a DC 19 Charisma saving throw or become charmed by the ghæle. While charmed in this way, the creature cannot knowingly tell a lie to the ghæle. The ghæle can only have one creature charmed in this way at a time, and the creature remains charmed in this way for as long as the ghæle is able to see it. If the ghæle or one of its allies attacks a creature charmed by it, the creature may repeat the saving throw. Once a creature succeeds on its saving throw versus this effect, it is immune to that ghæle's Gaze for the next 24 hours.

Change Shape. The ghæle magically polymorphs into a Small or Medium humanoid. Its statistics are the same in each form. Any equipment it is wearing or carrying is absorbed or borne by the new form (the ghæle's choice). It reverts to its true form if it dies or uses a bonus action to end the effect.

LUNATHIL

The lunathil are tall, powerfully built sidhe. They live in hunting lodges built on clouds, only descending to the earth below on nights of the full moon to hunt or pillage. They are very picky about the game they hunt. Though they will hunt deer and boar, they prefer to hunt far more challenging prey. More often than not, these fey target humanoids, laughing in delight as the hapless folk flee in terror from the hunting horns and jubilant calls.

Swift Pursuit. The lunathil are fast on foot, but they are even more agile in the air, and they delight in chasing down their prey from their superior position as they rain down silver arrows and deadly spears. However, few creatures can outrun them when they assume the form of swift, silver clouds. Not only do they delight in hunting, but they also take distinct pleasure in pillaging.

LUNATHIL

Large fey (sidhe), chaotic neutral

Armor Class. 19 (natural armor)

Hit Points. 76 (8d10 + 32)

Speed. 40 ft., fly 50 ft (hover)

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	19 (+4)	16 (+3)	19 (+4)	18 (+4)

Saving Throws: Str +10, Con +10

Skills. Athletics +10, Perception +8, Survival +12

Damage Resistances. cold, fire, radiant; bludgeoning, non-magical piercing, and slashing damage

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from silvered weapons and those made of mythril

Condition Immunities. charmed, exhaustion, frightened, petrified

Senses. darkvision 120 ft., truesight 60 ft (only for creatures and objects illuminated by moonlight), passive Perception 17

Languages. Elvish, Giant, Sylvan

Challenge. 9 (5,900 XP)

Moon Eye. While the lunathil is within an area of moonlight, it can cast *locate creature* at will, targeting only a creature that is also illuminated by moonlight.

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

Magic Weapons. The lunathil's weapon attacks are magical and silvered.

Sidhe Shape: Cloud. As a bonus action, the lunathil transforms into a 10 foot cube glimmering cloud or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In cloud form, the lunathil's statistics remain the same except for the following changes: it has a flying speed of 90 feet, it is incapacitated, it cannot carry anything, it can enter and occupy the space of another creature, it has advantage on Strength, Dexterity, and Constitution saving throws, it can pass through small holes, narrow openings, and even mere cracks, though it treats

Lunar Hunters. The lunathil can see all that the moonlight touches, their eyes piercing both distance and illusion. Those that they pursue will find their fate all but inescapable, as moonlight gleams on them and calls their pursuers to them. Few mortal hunters can withstand the terrifying pursuit of a lunathil. Even silver and mythril weapons are useless against these fey.

The Strong Survive. The lunathil are merciless but not always cruel, and they recognize strength where they find it. Those who elude or defeat their hunters have earned the respect of the wild hunt, and they may even receive a boon. However, the fey are fickle, and it is never wise to count on their good graces for too long.

liquids as though they were solid surfaces, and it is immune to being grappled, knocked prone, and restrained.

Actions

Multiaction. The lunathil can use its Frightful Presence or Hunter's Quarry. It then makes three attacks with its spear or longbow.

Spear. *Melee Weapon Attack:* +7 to hit, reach 5 ft. range 20/60 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage or 13 (2d8 + 4) piercing damage if wielded with two hands

Longbow. *Ranged Weapon Attack:* +7 to hit, range 150/600 ft., one creature. *Hit:* 13 (2d8 + 4) piercing.

Frightful Presence. Each creature of the lunathil's choice that is within 120 feet of the lunathil and aware of it must succeed on a DC 15 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 lunathil's Frightful Presence for the next 24 hours.

Hunter's Quarry (1/Day). The lunathil targets up to 10 creatures that it can see. A targeted creature must succeed on a DC 15 Wisdom saving throw or become marked until the sun rises. A marked creature is under the effects of *hunter's mark* and is wreathed in gleaming, silvery light whenever illuminated by moonlight, mimicking the effects of *faerie fire*.

Legendary Actions

The lunathil 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 lunathil regains spent legendary actions at the start of its turn.

Detect. The lunathil makes a Perception check.

Snarl (Costs 2 Actions). The lunathil makes an Intimidation check against one creature that can see it, contested by the target's Wisdom saving throw. If the target fails, it has disadvantage on all attacks against the lunathil until the end of the creature's next turn.

NOVIERE

The oceans and rivers of the Feywild are teeming with just as much life as the forests, and among the shallows can be found the wide-eyed noviere. Appearing like elven children, the noviere's lives are dedicated to the new and the novel. Though they spend most of their time frolicking among coral reefs or river weeds, they can be drawn away from their homes by fascinating new discoveries.

Curious but Dangerous. The noviere dedicate their lives to exploration, finding wonder in every new thing they encounter. They follow new, strange things in dolphin form, observing from a distance. However, though few noviere are actively malicious, they are by no means harmless. They are blissfully naive about the world, and they have been known to drown people or sink ships simply by consequence of their curious examination of their new treasures. Couple this with their control of water and magical nature and a noviere can be quite difficult to deal with.

Obsession. A noviere is known to develop powerful obsessions, whether they be with gems, a class of people, or even a specific individual. These noviere become dangerously fixated on their obsession, even going so far as to follow the target of their obsessions beyond the reaches of their aquatic homes. They have no qualms with stealing, and will happily rob humanoids of their trinkets.

NOVIERE

Small fey (sidhe), chaotic neutral

Armor Class. 18 (natural armor)
Hit Points. 112 (15d6 + 60)
Speed. 30 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	12 (+1)	15 (+2)	16 (+3)

Skills. Perception +5, Sleight of Hand +7

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

Damage Immunities. cold, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft. passive Perception 15

Languages. Elvish, Primordial, Sylvan

Challenge. 5 (1,800 XP)

Amphibious. The noviere can breathe both air and water.

Innate Spellcasting. The noviere'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: *alter self, phantasmal force, shape water*

3/day each: *charm person, control water, entangle*

1/day each: *mirror image, slow*

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

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

Sidhe Shape: Dolphin. As a bonus action, the noviere can transform into a dolphin or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. Its statistics are the same in each form except its size is Medium and it has a walking speed of 0 feet while in dolphin form.

Actions

Multiattack. The noviere makes two attacks with either its slam or its water bolt.

Slam. Melee Weapon Attack: +6 to hit, reach 5 ft., one creature. **Hit:** 10 (2d6 + 3) bludgeoning damage plus 4 (1d8) lightning damage.

Water Bolt. Ranged Spell Attack: +7 to hit, range 60 ft., one creature. **Hit:** 10 (3d6) bludgeoning damage and the target must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the noviere

SHIERE

An eladrin warrior who loyally serves an archfey during their lives may choose to bind their spirit to their lord or lady, such that when they die their souls return as a sidhe utterly devoted to their patron. Though they retain only vague impressions of their previous life, they know without question that their purpose is the service and protection of their master. These are the shiere, the knights of the Feywild.

Lords of the Land. When it comes into existence, a shiere is granted lands and subjects to rule over by their archfey. The shiere then sets out to serve the interests of their lord or lady, whether that be the protection of an artifact or location, the slaying of a dangerous beast, or the mustering of troops. When an archfey goes to war, it is its shiere that leads its armies of eladrin into battle. Standing at seven feet tall and arrayed in glorious crystal armor, these warriors are able to strike a foe with fear with just a glance.

Loyal Steed. A shiere is bound to a single steed, to which it is closer than any other creature. This mount can take many forms, from as mundane as a warhorse or giant boar to as fantastical as a pegasus or nightmare, though they are always cunningly intelligent and undyingly loyal to their shiere. The shiere is never far from its steed, being able to summon it to its side with a thought, and the two are so close that the shiere can even share its magic with it, allowing it to wreath them both in flames, disguise them with transformations, grant them the power to see through invisibility, and more. A shiere riding into battle on its bonded steed is a fierce and dangerous foe.

A SHIERE'S LAND

A shiere rules over its lands from within a palace of polished crystal and gemstone. They command the loyalty of every fey and eladrin that lives on those lands, and while they stand on their land they draw power from it. A shiere on its land cannot be fooled by illusion or lies, restrained by natural growth, or weakened by poison, sickness, or magic.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the shiere takes a lair action to cause one of the following effects; the shiere can't use the same effect two turns in a row

- The shiere reveals the true glory of its home to a creature it can see within 30 feet of it. If that creature is able to see, it must succeed on a DC 16 Wisdom saving throw or be stunned by wonder until initiative count 20 of the next round.
- The shiere commands up to three creatures loyal to it within 60 feet of it that can hear it to use their reaction to make one weapon attack.
- The shiere casts *wall of force*. The shiere doesn't need to concentrate on the spells, which end on initiative count 20 of the next round.

REGIONAL EFFECTS

The land that the shiere is bequeathed empowers them in the following ways:

- The shiere knows when a creature that intends harm to the archfey to which the shiere is sworn enters the area, though it cannot identify who or where they are.
- The shiere and its bonded steed possess truesight out to 120 feet and automatically succeed on Wisdom (Insight) checks to detect lies while within the area.
- The movement speeds of the shiere and its bonded steed are unaffected by naturally occurring difficult terrain in the area, such as undergrowth, uneven terrain, and snow.
- The shiere and its bonded steed are empowered by the vitality of the land of itself. So long as they remain in contact with the ground, they are immune to exhaustion, disease, and the poisoned condition, their maximum hit points cannot be reduced, and they cannot be affected by enfeebling effects such as *ray of enfeeblement*.

SHIERE

Medium fey (sidhe), lawful neutral

Armor Class. 19 (natural armor)

Hit Points. 135 (18d8 + 54)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	17 (+3)	16 (+3)	13 (+1)	19 (+4)

Saving Throws: Str +9, Con +7

Skills. Athletics +9, Perception +5, Survival +5

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

Damage Immunities. cold, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 15

Languages. Common, Elvish, Sylvan

Challenge. 11 (7,200 XP)

Bonded Steed. The shiere is bonded to a specific steed. The shiere and its bonded mount can communicate telepathically with each other at a distance of up to 1 mile, and the shiere can use an action to summon its mount in an unoccupied space within 30 feet of it. While mounted on its steed, the shiere can cause any spell that it casts that targets only itself to also target the steed. It can also cause its steed to transform with it when it assumes its sidhe shape.

Innate Spellcasting. The shiere'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, color spray, detect evil and good, phantasmal force, see invisibility*

3/day each: *continual light, ice storm, invisibility (self only)*

1/day each: *blink, cone of cold, fire shield, gaseous form (self only)*

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

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

Sidhe Shape: Fairy Light. As a bonus action, the shiere transforms into a Small orb of light or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In light form, the shiere's statistics remain the same except for the following changes: it has a flying speed of 30 feet, it is ephemeral and cannot carry anything, it produces bright illumination out to 30 feet and dim illumination out to an additional 30 feet, and it is immune to being grappled, knocked prone, and restrained.

Actions

Multiattack. The shiere can use its Gaze action, then either makes two longsword attacks or two lance attacks.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 14 (2d8 + 5) slashing damage, or 16 (2d10 + 5) slashing damage if used with two hands, plus 9 (2d8) lightning damage

Lance. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 18 (2d12 + 5) piercing damage plus 9 (2d8) lightning damage. The attack has disadvantage on targets within 5 feet of the shiere. The shiere can only make attacks with this weapon using one hand if it is currently mounted.

Gaze. The shiere targets one creature it can see within 60 feet of it that can see the shiere. The target must succeed on a DC 16 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 shiere's Gaze for the next 24 hours.

TULANI

The tulani are the kings and queens of the fey; distant, enigmatic creatures of magic and beauty. Beings of darkness and moonlight, they rule over dream kingdoms deep within the Feywild. They appear as tall, regal elves with features of unearthly beauty. They rule over great swaths of the Feywild, commanding the loyalty of all the fey that reside there.

Faerie Lords. The tulani are the nobility of the fey, and their palaces and manors can be found everywhere that fey can, from deep, shadowy forests to tall, cruel mountain peaks, from meadows of rolling hills to beaches of crashing waves. While some may choose to rule over out of the way kingdoms of the wilder fey, others may become lords of the eladrin, ruling their cities of crystal according to their strange fancies.

A TULANI'S LAIR

A tulani makes its lair in a mysterious, out of the way location. They can live in virtually any environment, and where they establish themselves they rule over whomsoever they choose, from fey to goblinoids to beasts or even the undead. Regardless of where they live, their surroundings take on a surreal, otherworldly quality.

Wish Granter. Once per year, while within its lair, the tulani can grant the *wish* of a mortal creature.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the tulani takes a lair action to cause one of the following effects; the tulani can't use the same effect two rounds in a row

- The tulani begins to either sing or dance in a compelling manner, prompting others to join in. All creatures of its choice within its lair that can hear it must make a DC 20 Wisdom saving throw or be compelled to join in on a failure. Any creature forced to sing cannot cast spells with verbal components or communicate effectively with teammates. Any creature forced to dance must move in a direction dictated by the tulani and cannot make weapon attacks.
- The tulani casts *dispel magic* as a 5th level spell.
- The tulani casts *mirage arcane*, affecting a room or courtyard within the lair that is no longer than 100 feet in any dimension. As part of this lair action, the tulani can also cast *seeming* on any number of creatures in the same room or courtyard. It does not need to see them, but it needs to be aware of their presence. This effect persists for up to 12 hours, but it ends if the tulani uses this lair action again or if a creature successfully perceives through the *mirage arcane* effect, such as with true sight or by succeeding a DC 19 Investigation check, and declaring it as false. If dispelled by a creature declaring it as false, this lair action cannot be used again for 24 hours.

REGIONAL EFFECTS

The region containing a tulani's lair is warped by the fey's magic, which creates one or more of the following effects:

- As an action, the tulani can enter into the dreams of a sleeping creature within 3 miles of its lair that it is aware of. This replicates the effects of the *dream* spell, except that the tulani physically enters into the dream. When it leaves the dream, it can choose to either return to where it was before it entered the dream, to return to its lair, or to appear in an unoccupied space within 5 feet of the dreamer.
- The land within 3 miles of a tulani's lair is surreal and dreamlike. Distances may seem greater or lesser than they are. Illusions may be spontaneously created, replicating the effects of spells such as *major image*, *hallucinatory terrain*, and *mirage arcane*.

When the tulani dies, the landscape becomes steadily less dreamlike over the course of 1d6 days.

TULANI

Medium fey (*sidhe*), any chaotic alignment

Armor Class. 21

Hit Points. 190 (20d8 + 100)

Speed. 40 ft, fly 60 ft. (hover) swim 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	20 (+5)	22 (+6)	19 (+4)	23 (+6)

Saving Throws: Dex +11, Int +12, Wis +10, Cha +12
Skills. Arcana +12, Deception +12, Intimidation +12,

Perception +10, Performance +12, Persuasion +12

Damage Resistances. cold, fire

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from non-magical weapons that aren't made of cold iron

Condition Immunities. charmed, frightened, petrified

Senses. truesight 120 ft, passive Perception 20

Languages. Draconic, Elvish, Giant, Primordial, Sylvan, telepathy 120 ft.

Challenge. 18 (20,000 XP)

Glamour. Any humanoid that starts its turn within 30 feet of the tulani and can see the tulani's true form must make a DC 20 Wisdom saving throw. On a failed save, the creature is charmed by the tulani for as long as it can see the tulani. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the tulani 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 tulani's Glamour for the next 24 hours.

Unless the target is surprised or the revelation of the tulani'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 tulani.

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

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

Innate Spellcasting. The tulani'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, calm emotions, counterspell, detect magic, detect thoughts, greater invisibility (self only), guiding bolt, telekinesis*

3/day each: *darkness, dispel magic, faerie fire, hold monster, moonbeam*

1/day each: *chain lightning, teleport, time stop*

Legendary Resistance (3/Day). If the tulani fails a saving throw, it can choose to succeed instead

Sidhe Shape: Faerie-light. As a bonus action, the tulani transforms into a Medium orb of faerie-light or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In light form, the tulani's statistics remain the same except for the following changes: it has a flying speed of 60 feet, it is ephemeral and cannot carry anything, it produces bright illumination out to 30 feet and dim illumination out to an additional 30 feet, and it is immune to being grappled, knocked prone, and restrained.

Unearthly Grace. The AC of the tulani includes its Charisma bonus.

Actions

Multiattack. The tulani makes two attacks, choosing from its rapier or dream ray for each.

Rapier (Humanoid Form Only). *Melee Weapon Attack:* +11 to hit, reach 5 ft, one creature. *Hit:* 14 (2d8 + 5) piercing damage plus 9 (2d8) lightning damage.

Dream Ray. *Ranged Spell Attack:* +12 to hit, range 60 ft., one creature. *Hit:* 9 (2d8) psychic damage, and target must succeed on a DC 20 Wisdom saving throw or become stunned, frightened, or affected as if with the *sleep* or *confusion* spell until the end of its next turn (tulani's choice).

Teleport. The tulani magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see..

Legendary Actions

The tulani 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 tulani regains spent legendary actions at the start of its turn.

Magic. The tulani uses its Dream Ray or casts an at will spell from its Innate Spellcasting.

Teleport. The tulani uses its Teleport action.

Gaze (Recharge 6). The tulani targets one creature charmed by it within 60 feet of it. If the target can see the tulani, it must succeed on a DC 20 Charisma saving throw against this magic or drop to 0 hit points

VERDANI

In the deep forests are the kingdoms of the fey, twilight realms built in the sun dappled shadows beneath ancient gnarled trees. These forests hold dark secrets guarded by silent watchers. It is here that can be found the palaces of the verdani woven from the living wood of the forest itself. It is here, nurturing their dark schemes, that the verdani dwell.

Forest Lords. Verdani resemble tall, devastatingly beautiful elves, their leaf green skin adorned with silks and fine leather, their elegant brows bearing crowns of thorn and flowers and golden vines woven around their woody antlers. Their faces are angular and perfect, and their eyes glint with cruel cunning. Verdani consider it their birth right to dominate all the denizens of their arboreal realms with their tyrannical whims. Plants, beasts, and fey alike all bow down at the feet of their natural ruler, and their forests kingdoms become treacherous and beautiful. They take lovers as they please, filling their harems with all manner of pleasurable company. Beasts labor without end to satisfy their appetites while treants and shambling mounds patrol their borders.

Schemers. Verdani are longstanding participants in the Machiavellian politics of the fey, and they involve themselves wholeheartedly in the treacherous maneuvering for power that dominate both the Summer Court and the Gloaming Court, often participating in both at once. To this end, they enlist the services of ambitious mortals, with whom they form eldritch pacts. Though such deals always seem mutually beneficial, the verdani always has an angle by which they intend to bring these arrogant mortals to ruin. No one can truly know the long term goals behind a verdani's intricate plots, whether it be to lay low a kingdom, enact vengeance on a bloodline, or even return all civilization to the wilds from which it sprung. All that can be known for certain is that they will delight in causing as much misery as they can along the way.

VARIANT: ROYAL STAFF

An elder verdani may gain the ability to create a staff that grants it even greater power over its forest home. These staves act as a **staff of the woodlands** (*Dungeon Master's Guide* pg 204). This staff recovers all charges after the verdani completes a long rest, does not have a chance of being destroyed after expending its last charge, and the verdani consumes 1 fewer charges whenever casting spells from this staff. If the staff is destroyed, the verdani must spend a year and a day constructing a new one. Such a verdani has a challenge rating of 14 (11,500 XP).

A VERDANI'S LAIR

A verdani makes its arboreal palace deep in the black heart of his forest. Its lair is typically staffed with lesser fey such as dryads, satyrs, and pixies.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the verdani takes a lair action to cause one of the following effects; the verdani can't use the same effect two turns in a row

- The shadows cast by the trees deepen, lulling the minds of those under their branches. All creatures of the verdani's choice must perform a DC 18 Charisma saving throw. On a failure, that creature has disadvantage on all Wisdom saving throws and Wisdom (Insight) checks until initiative count 20 of the next round.
- The verdani targets one creature that it can see. All creatures of the verdani's choice that can see the target must perform a DC 18 Wisdom saving throw. On a failure, the creature has disadvantage on Perception checks and attack rolls versus any creature other than the target until initiative count 20 of the next round.
- The play of light and shadows on the verdani becomes magnificent and terrible to behold, granting it advantage on all Charisma skill checks until initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing a verdani's lair is warped by the fey's magic, which creates one or more of the following effects:

- The verdani is automatically aware when any creature with an Intelligence score of 5 or higher that has a powerful desire for something comes within 5 miles of its lair, though it cannot pin point its location. If it comes within 30 feet of the creature, he can identify them as the source of the desire, though it cannot identify what their desire is for.
- Beasts and plant creatures loyal to the verdani are common within 5 miles of its lair. Awakened trees and shrubs may reorder themselves to change paths and treants keep a silent vigil. A verdani can convey simple telepathic commands to all beasts and plant creatures loyal to it within 5 miles of its lair.

VERDANI

Medium fey (*sidhe*), neutral evil

Armor Class. 20 (natural armor)

Hit Points. 187 (22d8 + 88)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	19 (+4)	18 (+4)	17 (+3)	21 (+5)

Saving Throws: Str +11, Dex +10, Wis +8

Skills. Deception +15, History +9, Insight +13,

Intimidation +15, Perception +8, Persuasion +15

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

Damage Immunities. lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 18

Languages. Common, Druidic, Elvish, Sylvan

Challenge. 13 (10,000 XP)

Innate Spellcasting. The verdani'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: *alter self, animal messenger, dominate beast, witch bolt*

2/day each: *entangle, insect plague*

1/day each: *call lightning, true polymorph, wall of thorns*

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

Tree Stride. Once on its turn, the verdani can use 10 feet of its movement to step magically into one living tree within its reach and emerge from a second living tree within 120 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

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

Sidhe Shape: Hart. As a bonus action, the verdani magically polymorphs into a hart, or back into its true form. Any equipment it is wearing or carrying is absorbed by the new form. In hart form the verdani has the statistics of an elk, but retains its hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities.

Actions

Multiattack. The verdani makes two attacks with its quarterstaff

Quarterstaff. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one creature. *Hit:* 13 (2d6 + 5) bludgeoning damage, or 15 (2d8 + 5) bludgeoning damage if used with two hands, plus 22 (4d10) lightning damage.

Oath Bond The verdani binds itself and one willing creature that it is touching to a mutually agreed upon contract. The terms of the contract can be for almost anything, but must have clearly delineated criteria by which the terms are breached. Should the terms of said contract be violated, then the negligent party will be afflicted with a curse. While cursed, the creature has disadvantage on all ability checks and saving throws. This curse can only be broken by fulfilling the terms of the contract, the death of one of the members of the contract, a dispensation from the wronged party, or with a *wish* spell or divine intervention.

Legendary Actions

The verdani 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 verdani regains spent legendary actions at the start of its turn.

Charisma Check. The verdani performs one Wisdom or Charisma skill check

Order. The verdani commands one creature loyal to it that can hear it to use its reaction to either take one action (excluding multiattack) or move up to its speed.

Tree Step (1/Round). If the verdani is within 5 feet of a living tree, it can step magically into the tree and emerge from a second living tree within 120 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger

VIRAGE

Spirits of the cruelty of winter, virage are pale, beautiful fey who delight in watching mortals starve and freeze to death. Outwardly they seem charming and kind, playing the part of gracious hosts to weary travelers in their wintry realms. However, their cheerful palaces and warm food are merely illusions to fool the unwary, and visitors will find nothing but slow death.

Courts of Ice. A virage is royalty among the fey, and they attract many servants, from boreal and oread nymphs to frost pixies. However, they don't just draw the loyalty of fey. Their natural charisma and beauty often leads to them being served by frost giants, and winter obsessed druids may serve them as loyal mortal vassals. Even elementals and the undead may serve these cruel fey, ice mephits frolicking in their stone gardens and will-o-wisps lighting their halls.

Lost to Bitterness. Legend says that the first virage were once mighty heroes of the Summer Court, beautiful and kind warriors loyal to the Sun Prince. However, when the Sun Prince's true love betrayed him he threw his heart into bitterness, plunging his realm into eternal winter. The endless nights and bitter cold eventually transformed the once kind warriors into the cruel creatures they are today.

Deadly Winter. Virage are deadly foes. The very air around them is infused with a bitter silence that freezes both the mind and body, and their bodies are so infused with cruel cold that their flesh denies flame and decay, inuring them to the ravages of fire and death. When angered they can transform into clouds of raging wind, but when feeling playful they will disguise themselves as mortals and use their captivating calls to lure their victims to their death.

A VIRAGE'S LAIR

A virage makes its palace of ice in out of the way locations of perpetual cold, such as snowy mountaintops. These lairs are difficult to get to, the paths fraught with peril unless the virage desires company, in which case travelers will find that the only paths in the snow lead directly to her doorstep.

If the virage wishes, it can cause the inside of its home to seem warm and welcoming. Cold walls of ice and stone may appear as thick planks of sturdy wood, and crackling fires that seem to warm its guests may be scattered throughout the lair. However, these are all illusions, and its lair is always frigid within. If a creature succeeds on a DC 18 Investigation check or views the palace with truesight they perceive the true nature of the palace, seeing the building materials for what they really are and feeling no warmth from the pale illusory flames. A creature that does not perceive this illusion is still subject to the deleterious effects of extreme cold. If *dispel magic* is cast on the illusion, it dispels it within a 20 foot cube.

While within its lair, the virage has the ability to create facsimiles of food and drink out of snow and frigid water. The food and drink appears hearty, tastes delicious, and even seems to satisfy hunger and warm the insides of those who eat it. However, if a creature performs a successful DC 18 Investigation check or views the food and drink with truesight the food is revealed to be nothing more than snow. Any creature that perceives the food for what it is tastes only snow when consuming it and does not feel satisfied or warmed by it. Creatures that do not see through the illusion of the food do not notice the deleterious effects of starvation on themselves.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the virage takes a lair action to cause one of the following effects; the virage can't use the same effect two turns in a row

- The virage points its finger at one creature that it can see. That creature must succeed on a DC 13 Constitution saving throw or become petrified until freed with a *greater restoration* spell or similar effect. The creature has disadvantage on the saving throw if it has consumed food provided by the virage at any point since its last long rest. If a creature succeeds on the saving throw, it is immune to this lair action for the next 24 hours.
- The virage conjures a whirling vortex of wind which lifts it up, allowing it to move up to 40 feet vertically and up to 60 feet horizontally in a direction of its choosing. It does not provoke opportunity attacks while moving in this way.
- The virage creates a powerful gust of wind up to 60 feet long and 60 feet wide. Any creatures in the area of the wind must succeed on a DC 18 Strength saving throw or be pushed 15 feet in the direction of the wind. A creature in this area of wind must spend 2 feet of movement for every 1 foot it moves if moving against the flow of the wind.

REGIONAL EFFECTS

The region containing a virage's lair is warped by the fey's magic, which creates one or more of the following effects:

- A virage can cast *control weather* while it is within 3 miles of its lair. The spell's point of origin is always the point outdoors closest to the center of its lair. The virage doesn't need to maintain a clear path to the sky or concentrate for the change in weather to persist.
- Safe paths through the ice and snow in the wilderness 5 miles around a frostwind viargo's lair naturally lead toward locations of the virage's choice, such as cliffs, dangerously thin ice, towards or away from its lair, and other such hazards. Paths through the snow change frequently, imposing disadvantage on all Survival checks made to prevent becoming lost. The virage never becomes lost while within 5 miles of its lair.
- Humanoids that die from exhaustion due to cold within 5 miles of a virage's lair may become a ghost, specter, wight, or will-o-wisps loyal to the virage. These restless dead wander the virage's territory or serve it in its palace.

VIRAGE

Medium fey (*sidhe*), neutral evil

Armor Class. 20

Hit Points. 178 (21d8 + 84)

Speed. 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	19 (+4)	17 (+3)	21 (+5)

Saving Throws: Wis +8, Cha +10

Skills. Deception+10, Perception+8, Persuasion+10

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

Damage Immunities. cold, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 18

Languages. Auran, Elvish, Giant, Sylvan

Challenge. 14 (11,500 XP)

Sidhe Shape: Snow Flurry. As a bonus action, the virage transforms into a 5-foot radius snow flurry or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In snow form, the virage's statistics remain the same except for the following changes: it has a flying speed of 60 feet, it is ephemeral and cannot carry anything, and it is immune to being grappled, knocked prone, and restrained as well as to bludgeoning, piercing, and slashing damage from non-magical weapons.

Frigid Body. A creature that touches the virage without its permission or hits it with a melee attack while within 5 feet of it takes 9 (2d8) cold damage.

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

Mind Freeze Aura. The virage can begin or stop producing this aura as a bonus action. Whenever a creature begins its turn within 30 feet of the virage or comes within 30 feet of the virage for the first time, it must make a DC 18 Intelligence saving throw. On a failure the target takes 21 (6d6) cold damage and is stunned until the end of its next turn. On a success it takes half the damage and is not otherwise effected. Creatures immune to the charmed condition or cold or psychic damage are immune to this effect.

Unearthly Grace. The AC of the virage includes its Charisma bonus.

Actions

Multiattack. The virage makes two touch attacks.

Touch. Melee Spell Attack: + 10 to hit, reach 5 ft., one creature. **Hit:** 13 (3d8) cold damage

Captivating Call. The virage speaks captivating words. Every humanoid and giant within 300 feet of it that can hear it speak must succeed on a DC 18 Wisdom saving throw or be charmed until the virage stops speaking. The virage may take a bonus action on its subsequent turns to continue speaking. It can stop this effect at any time.

While charmed in this way, a target is incapacitated. If the charmed creature is more than 5 feet away from the virage, the target takes the Dash action on its turn to move toward the virage by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain such as a pit of spikes, and whenever it takes damage from a source other than the virage, a target can repeat its 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 virage's Captivating Call for the next 24 hours.

Illusory Appearance. The virage covers itself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the virage takes a bonus action to end it or if it dies.

ARCHFEY

The archfey are beings of incredible power and influence within the Feywild. Almost any variety of creature can become an archfey. Some, such as Titania and Hyrsam, are members of fey races that have gained almost godlike powers over the course of their long lives. Others, such as Oberon or Sovereign Elk, are awakened spirits of nature. Beings such as the Prince of Frost or Selephra, the Bramble Queen, are eladrin who have gained power from their long lives and deep passion. Some are not even strictly fey, but are instead beings that have gained such power with the Feywild that they have gained the mantle of archfey, such as Relkath of the Infinite Branches and Razcoreth, the Whispering Wyrm.

THE TUATHA

Those beings that serve powerful fey lords most loyally rise to a position of power and esteem among their peers. These beings wield the power of their lords, and their realms are extensions of that power. These high ranking fey are known as tuatha, and are always exemplars of the fey.

TITANIA, THE SUMMER QUEEN

The lady of the seelie fey, Titania rules the Summer Court from the eternal bliss of the palace of Senaliasse. Titania is imbued with the very essence of summer. Growth and beauty attend her at all times. Wherever she treads, undying summer flowers sprout and bloom. Peace and tranquility adorn her like a veil and she glows with an enchanting golden light. Within all this beauty is one of the most intelligent and dangerous creatures to ever grace the mortal world with her presence.

Lady of Summer. Titania is the living embodiment of summer and all that entails. Her realm is a paradise of warmth and flowers. Summer eladrin lounge beneath perfumed boughs, and are equally prone to acts of passion as they are acts of violence. Titania herself is a formidable foe whose prowess in battle is underestimated at her enemy's risk. She can conjure a wildfire with a mere frown, and she wears the dazzling mantle of the sun.

Rivalry. Titania is, without a doubt, the most powerful of all the fey lords, rivaled only by the Queen of Air and Darkness. Though apparent bitter rivals, matters are never that simple among the powerful, and doubly so among the capricious fey. Titania's court is a world of dangerous double dealing and clever manipulation, where fey of the Summer and Gloaming courts scheme against one another in ploys that may take decades or even centuries to come to fruition. And firmly in place at the top of her court resides Titania, whose razor sharp intellect and formidable strength has enabled her to foil all plans against her since time immemorial.

Entourage. Titania inspires love and devotion among all but the most cold-hearted, so it's no surprise that there are many fey who have sworn permanent fealty to her. Among the most notable of these fey are Damh, the satyr; Eacthighern, the winged unicorn; Emmantiensien, the treant; Nathair Sgiathach, the faerie dragon; Skerrit, the centaur; Squelaiche, the leprechaun; and Verenestra, the nymph.

VERENESTRA

Verenestra is the daughter of Titania and Oberon, and is the self-proclaimed Queen of Nymphs. She prefers to spend her time relaxing in her mother's realm, though she often travels to places of beauty throughout the world to indulge her wanderlust.

POLUDNICA, LADY MIDDAY

Poludnica is the greatest of Poludnica and one of Titania's favorite courtiers. She loves to roam the realms during summer's hottest months, tormenting and slaying mortals mercilessly.

STAR DELIGHTFUL

Star Delightful is a winged **unicorn** with a flying speed equal to that of a pegasus (90 ft.). She is pure white, though her mane shimmers with a rainbow of colors. She lives in an enchanted grove of trees on the slopes of the Star Mounts, attended to at all times by her personal retinue of doves and song birds. She is always interested in new people, and is very welcoming to those who brave the dangers of her home to visit her in her grove. She is Titania's favorite envoy, and is frequently sent by her queen on diplomatic missions.

SQUELAICHE

This whimsical leprechaun is Titania's court jester. Possessed of a razor wit and incredible cleverness, he is the only being who may speak impudently to Titania without fear of reprisal. He often travels away from the court to find new stories and jokes to tell his mistress, and finds great delight in rewarding cleverness and punishing boringness.

ULSTAN

This mighty **summer eladrin** warrior serves as Titania's favored warrior within Senaliasse. He is rarely seen apart from his **minotaur** lover Donn Cool'ange. The eladrin lord tamed the minotaur long ago, granting the beast an extended life, and the two are loyal to one another to a fault.

TITANIA'S LAIR

The palace of Senaliasse 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 Senaliasse 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.

While within her lair, Titania recovers 10 hit points at the beginning of her turn and can use her Legendary Resistance an additional 2 times. If Titania is encountered in her lair, she has a challenge rating of 26 (90,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Titania takes a lair action to cause one of the following effects; Titania can't use the same effect two turns in a row.

- All creatures of Titania's choice within her lair must succeed on a DC 20 Charisma saving throw or have their emotional state altered. This can replicate the effects of spells such as *fear* or *calm emotions*, or they could create other emotions such as joy or sorrow. All affected creatures have their emotions altered in the same way, and the alteration lasts until initiative 20 count of the next turn.
- Titania makes one creature friendly to her invisible until initiative count 20 of the next round.
- Titania casts *dispel magic*. If successful, a fey with a challenge rating equal to or lesser than the level of the spell cancelled is summoned in an unoccupied space within 30 feet of the spell's target or point of origin. The fey is loyal to Titania, acts on her initiative count, and disappears on initiative count 20 of the next round.

REGIONAL EFFECTS

The region containing Titania's lair is warped by her 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.

TITANIA

Medium fey (sidhe), chaotic neutral

Armor Class. 24

Hit Points. 180 (24d8 + 72)

Speed. 35 ft, fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	17 (+3)	26 (+8)	28 (+9)	30 (+10)

Saving Throws: Dex +11, Int +15, Wis +16, Cha +17
Skills. Arcana +15, History +15, Intimidation +17,

Perception +16, Performance +24, Persuasion +17

Damage Resistances. cold

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

Condition Immunities. blinded, charmed, frightened, petrified

Senses. truesight 120 ft., passive Perception 26

Languages. all, telepathy 120 ft.

Challenge. 24 (62,000 XP)

Golden Radiance. Titania is surrounded by an aura of dim sunlight out to 60 feet. Whenever a creature enters the area illuminated by this light or begins its turn there, it must succeed on a DC 18 Wisdom saving throw or become charmed by Titania until the beginning of its next turn. The creature has advantage on the saving throw if it is currently hostile to Titania. Titania can choose to dismiss or activate this as a free action.

Innate Spellcasting. Titania's innate spellcasting ability is Charisma (spell save DC 25, +17 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *calm emotions, charm person, detect magic, detect thoughts, dispel magic, entangle, sleep*

3/day each: *counterspell, dream, faerie fire, plant growth, heal, sunbeam, teleport*

1/day each: *astral projection, chain lightning, fire storm, mass heal*

Sidhe Shape: Sunlight. As a bonus action, Titania transforms into a Medium orb of sunlight or back into her humanoid form. All equipment that she is wearing or carrying merge into this form. In light form, Titania'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.

Legendary Resistance (3/Day). If Titania fails a saving throw, she can choose to succeed instead

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

The Star Scepter. The Star Scepter can be wielded as a magical rapier and uses Titania's spellcasting modifier for attack and damage rolls. Titania can can dismiss the Star Scepter as a free action. The Star Scepter has 7 charges. While holding it, Titania can use an action to cast *fire bolt* (17th level), *hold monster*, or *telekinesis*. Alternatively, she can expend 1 or more charges to cast one of the following spells from it without material components: *bestow curse* (9th-level version, 2 charges), *imprisonment* (3 charges), *major image* (6th level), *true polymorph* (3 charges), or *wish* (4 charges).

Unearthly Grace. The AC of Titania includes her Charisma bonus.

Actions

Multiattack. Titania makes two attacks with either her star scepter or Bolt.

Star Scepter. Melee Weapon Attack: +17 to hit, reach 5 ft., one creature. **Hit:** 14 (1d8 + 10) piercing damage plus 11 (2d10) radiant damage

Bolt. Ranged Spell Attack: +17 to hit, range 120 ft., one creature. **Hit:** 21 (2d10 + 10) force damage

Teleport. Titania teleports to an unoccupied space that she can see within 60 feet.

Legendary Actions

Titania 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. Titania regains spent legendary actions at the start of her turn.

Star Scepter. Titania either makes one attack with her Star Scepter, uses her Bolt attack, or casts a spell from the Star Scepter that does not require her to expend a charge.

Teleport. Titania uses her teleport action.

Gaze (Costs 2 Actions). Titania targets one creature within 120 feet that she can see and that can see her. The target must succeed on a DC 25 Charisma saving throw or take 33 (6d10) psychic damage, taking no damage on a success. If the target fails the saving throw and has 100 hit points or fewer, it dies. If the target fails the saving throw and has more than 100 hit points, they contract a form of Short Term Madness (*Dungeon Master's Guide* pg. 259) until the end of their next turn.

POLUDNICA

Also known Lady Midday, Poludnica is among the most powerful of Poludnica and is doted on by Titania as a favored courtier. Though she resides in Titania's home during the colder months, when summer arrives she ranges across the mortal realm, finding new victims to torment and butcher.

Summer Fey. Poludnica is beloved by Titania for her beauty and grace, and the little Lady Midday often graces the Summer Queen's court, enjoying the luxuries and tormenting whatever mortals can be found. This can get her in trouble with the queen, and she often finds herself banished from Titania's realm for her many indiscretions. However, her childish charms always find her being readmitted into the twilight paradise, as Titania seems unable to stay angry at the little hellion.

POLUDNICA

Medium fey (sidhe), chaotic evil

Armor Class. 19 (natural armor)

Hit Points. 90 (12d6 + 48)

Speed. 35 feet, fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	18 (+4)	10 (+0)	13 (+1)	18 (+4)

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

Damage Vulnerabilities cold

Damage Immunities. fire, lightning

Senses. truesight 120 ft (only of creatures and objects illuminated by bright sunlight), passive Perception 11

Languages. Common, Elvish, Halfling, Sylvan
Challenge. 12 (8,400 XP)

Cruel Noon. Poludnica has advantage on all attacks made against targets that are illuminated by bright sunlight.

Legendary Resistance (3/Day). If Poludnica fails a saving throw, she can choose to succeed instead

Lurker in the Light. As long as it is in an area of bright sunlight, Poludnica and any equipment worn or carried by it is invisible.

Heatstroke. Any creatures within 30 feet of Poludnica that are illuminated by bright sunlight must perform a DC 16 Constitution saving throw at the beginning of their turn. On a failed saving throw, the creature is under the effects of the *confusion* spell until the beginning of its next turn. For every three saving throws failed, the creature gains one level of exhaustion. The failed saving throws do not need to be sequential. Fey and creatures that have an immunity or resistance to fire damage automatically succeed on this saving throw, and creatures that are adapted to hot climates or that are at least partially submerged in cool liquid have advantage on the saving throw. Creatures clad in medium or heavy armor, wearing heavy clothing, or who have vulnerability to fire damage make the saving throw with disadvantage.

Magic Resistance. Poludnica has advantage on saving throws against spells and other magic.

Magic Weapons. Poludnica's weapon attacks are magical.

Sidhe Shape: Heat Shimmer. As a bonus action, Poludnica magically polymorphs into a heat shimmer, or back into her humanoid form. Any equipment she is wearing or carrying is absorbed by the new form. In heat shimmer form, Poludnica gains the statistics of a invisible stalker, but retains her hit points, alignment, Intelligence, Wisdom, Charisma, and damage resistances and immunities and does not have the Faultless Tracker feature.

Actions

Multiattack. Poludnica makes two scythe attacks.

Scythe (Humanoid Form Only). Melee Weapon Attack: +8 to hit, reach 5 ft., one creature. **Hit:** 14 (4d4 + 4) slashing damage, plus 11 (2d10) radiant damage. If the target has at least one head and Poludnica rolled a 20 on the attack roll, the target is decapitated and dies if it can't survive without that 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.

VERENESTRA

The daughter of Titania and Oberon and rumored to be the very first nymph, Verenestra is the embodiment of all that is beautiful in nature. Whether she relaxes in a bower of silver birches in a magnificent forest, in a secluded tide pool in a gentle cove, or a peaceful mountaintop overlooking a spectacular view, Verenestra is infallibly beautiful. However, her favorite place to stay is in her mother's realm.

VERENESTRA

Medium fey, neutral

Armor Class. 19

Hit Points. 130 (20d8 + 40)

Speed. 35 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	19 (+4)	14 (+2)	13 (+1)	16 (+3)	20 (+5)

Saving Throws: Dex +6, Cha +10

Skills. Perception +8, Persuasion +10, Stealth +6

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

Damage Vulnerabilities necrotic

Condition Immunities. charmed, frightened

Senses. darkvision 120 ft., passive Perception 18

Languages. Common, Elvish, Primordial, Sylvan

Challenge. 15 (13,000 XP)

Amphibious. Verenestra can breathe both air and water.

Innate Spellcasting. Verenestra's innate spellcasting ability is Charisma (spell save DC 18 +10 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *calm emotions, control water, gust of wind, shape earth, shillelagh*

3/day each: *blur, entangle, faerie fire, goodberry*

1/day each: *transport via plants, wall of thorns*

Legendary Resistance (1/Day). If Verenestra fails a saving throw, she can choose to succeed instead

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

Infatuate (1/Day). As a bonus action, Verenestra can cause one creature charmed by her to become infatuated with her, believing her to be its one true love until the charmed condition ends. A creature infatuated with Verenestra makes saving throws to end the charmed condition with disadvantage and is only able to make a saving throw to end the charmed condition after being directly attacked by Verenestra herself.

Speak with Beasts and Plants. Verenestra can communicate with beasts and plants as if they shared a language

Beauty Beyond Mortal Ken. Verenestra's beauty is unmatched by any mortal creature, and those that see her are almost certainly doomed to love her without end. Even those that dare to attack her will find their very minds rebelling against them, crying out in agony at the sin of harming something so perfect and beautiful. Though not outright cruel, Verenestra cares little for those that love her beyond their adoration, and though she frequently takes lovers, she tires of them quickly.

True Beauty. Whenever a creature causes damage to Verenestra while within 30 feet of her and able to see her, they must succeed on a DC 18 Charisma saving throw or take psychic damage equal to half of the damage dealt to Verenestra.

Unearthly Grace. Verenestra's AC includes her Charisma modifier.

Actions

Multiattack. Verenestra can use her Fey Charm and then make one slam or glare attack.

Slam. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. **Hit:** 8 (2d4 + 2) bludgeoning damage

Glare. One creature that Verenestra can see and that can see Verenestra must make a DC 18 Charisma saving throw. On a failure, the target takes 10 (1d10 + 5) psychic damage. The target can choose to look away until the start of Verenestra's next turn, but while doing so the creature has disadvantage on all attack rolls.

Fey Charm. Any humanoids or beasts within 30 feet of Verenestra must succeed on a DC 18 Wisdom saving throw or be magically charmed. The charmed creature regards Verenestra as a trusted friend to be heeded and protected. Although the target isn't under Verenestra's control, it takes her requests or actions in the most favorable way it can.

Each time Verenestra or her 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 Verenestra 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 Verenestra's Fey Charm for the next 24 hours.

Legendary Actions

Verenestra 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. Verenestra regains spent legendary actions at the start of her turn.

Gaze. Verenestra makes one attack with her Glare.

Exert Will. One creature charmed by Verenestra must use its reaction to move up to its speed as she directs or make one weapon attack against a target that she designates.

THE QUEEN OF AIR AND DARKNESS

The lady of the unseelie fey rules the Gloaming Court from atop her onyx throne. Her voice pierces even silence itself, shaking the stones of her subterranean howe and cloying in the ears of her courtiers, sowing suspicion and discord among those who would betray her. Hers is the realm of night, where beauty and savagery are one in the same and darkness holds sway.

Court of Intrigue. The Gloaming Court, like the Summer Court, is not bound by the narrow concepts of morality. The unseelie fey align because of their love for intrigue, the beauty of jealousy and betrayal, of passionate alliances and clandestine meetings. Similarly, the Queen of Air and Darkness is not concerned with good or evil. Though she can be malicious and petty, she is not by nature cruel for cruelty's sake. She does not seek to spread woe or rot, but rather to glory in the beauty of the dark.

The Night Diamond. The Night Diamond is a magnificent, sinister gem. Stars are trapped within its umbral depths, and each facet gleams with the Queen of Air and Darkness's intelligence. The ruler of the Gloaming Court is an invisible presence bound to the gem. Those who can see the invisible alternately claim that she appears as a cold and fiercely beautiful elven woman or as a cloud of dark vapors roiling around the Night Diamond. Even if she is slain, then she simply retreats into the nigh indestructible artifact, only to reawaken a few days later.

The Onyx Throne. The Queen of Air and Darkness is bound to both her Night Diamond and to her Onyx Throne. Though she cannot physically move from her throne, she is not trapped to it. She can see through the eyes of her numerous thralls, puppeteering their bodies from her hidden palace of Hildaland. Nor is she a mere sitting duck on her throne, as her thundering voice and command of winds allows her to deflect and banish those foolish enough to attack her in her own realm.

THE MAIDEN OF THE MOON

The greatest huntress in all the realms, the Maiden of the Moon is a lunathil whose hunting skills are on par with Oberon himself. She is also the most avid participant in the Wild Hunt, and always. She has no interest in men, and turns away all that would be her suitors. She is a deadly enemy of lycanthropes, hunting them when they are most powerful.

DAMH

Damh is a conscientious **korred**, master of his queen's servants in the Underdark. He ranges across the Underdark, leading a small elite contingent of korred, satyr, darklings, and pech (see my product *Fey Compendium I*) to see to the Lady of the Underground's interests. He is especially skilled at sabotaging mindflayers and drow, two of the gloaming court's most hated enemies in the Underdark.

ESHEBALA

Eshebala is a kumiho (see my product *Fey Compendium I*), a cunning and cruel shapeshifting fox creature, and the Queen of Air and Darkness's most favored assassin. She never remains in one place for long, and adores nothing more than insinuating herself into royal courts or secret societies so that she may assassinate key members and eat their hearts.

SCÁTHACH

Scáthach is a **wraith**, though she was once a mighty warrior for her people. However, bitterness and betrayal lead to her untimely death, and she returned as a vengeful wraith. The voice of the Queen of Air and Darkness found her in the darkness, and she has followed the dark lady ever since, still ruling the ruins of her castle.

ALFHILDE

Alfhilde is a beautiful sun elf **spy** accompanied at all times by an exceptionally well formed and elegant **displacer beast** named Ragna. Alfhilde wears fine black clothes and black gems, while Ragna bears an elegant gold collar bearing an onyx pendant. In fact, it is Ragna who is in control, using Alfhilde as a decoy. Ragna uses the statistics of a displacer beast, except that she has an Intelligence of 14 (+2), understands Sylvan, can communicate telepathically with Alfhilde as long as they are on the same plane of existence, and has the ability to cast *mislead* at will.

THE QUEEN OF AIR AND DARKNESS'S LAIR

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.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Queen of Air and Darkness takes a lair action to cause one of the following effects;

- The Queen of Air and Darkness casts the *silence* spell. She does not need to concentrate on this spell, which ends on initiative count 20 of the next round.
- All creatures within 30 feet of the Onyx Throne must succeed on a DC 18 Wisdom saving throw or be frightened until initiative count 20 of the following round. While frightened, the creature must use its full movement at the beginning of its turn to move away from the throne.
- The Queen of Air and Darkness casts *dominate monster* (save DC 24). This effect does not require her concentration, but she can only effect one creature with it at a time and the spell ends if the creature leaves her lair.

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.

THE POISONED BANQUET

Once per day while in her lair, the Queen of Air and Darkness can create a sumptuous banquet sufficient to feed up to 18 medium humanoids. The food and drink is all laced with an addictive substance, and when a creature willingly consumes the food it must make a DC 20 Constitution saving throw or become addicted to it for 24 hours, doing anything it can to get another taste of the food. If a creature willingly consumes this food and drink three days in a row, it becomes charmed by the Queen of Air and Darkness until cured with a *greater restoration* or similar magic.

At will, the Queen of Air and Darkness can communicate with a creature charmed by her in this way as if with the *send* spell. Once per day, the Queen of Air and Darkness can take direct control of a creature under this effect for up to 8 hours. While controlling a creature in this way, the Queen can perceive through the creature's senses, speak through it with her own voice, and cast spells and use her actions as if she occupied the creature's space. If the creature takes damage, it must make a Constitution saving throw equal to 10 or half the damage taken, whichever is higher. On a failure, the Queen of Air and Darkness loses direct control of the creature and cannot reestablish connection for 24 hours.

QUEEN OF AIR AND DARKNESS

Medium fey (sidhe), chaotic neutral

Armor Class. 21 (natural armor)

Hit Points. 204 (24d8 + 96)

Speed. 0 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	19 (+4)	17 (+3)	26 (+8)	25 (+7)	26 (+8)

Saving Throws: Dex +12, Int +15, Wis +15, Cha +16
Skills. Arcana +16, Deception +16, Insight +15, History +16, Intimidation +16, Persuasion +16

Damage Resistances. cold, fire, lightning

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

Condition Immunities. charmed, deafened, frightened, grappled, petrified, poisoned, restrained

Senses. truesight 120 ft., passive Perception

Languages. all, telepathy 120 ft.

Challenge. 25 (75,000 XP)

Innate Spellcasting. The Queen of Air and Darkness's innate spellcasting ability is Charisma (spell save DC 24 +16 to hit with spell attacks). She can innately cast the following spells, requiring only verbal components:

At will: *command, darkness, dispel magic, dissonant whispers, gust of wind, message, scrying, suggestion*

3/day each: *blindness/deafness, destructive wave, geas*

1/day each: *mass suggestion, power word kill*

Invisibility. The Queen of Air and Darkness is invisible.

Legendary Resistance (5/Day). If the Queen of Air and Darkness fails a saving throw, she can choose to succeed instead

Magic Resistance. The Queen of Air and Darkness has advantage on saving throws against spells and other magical effects.

Voice in the Darkness. The Queen of Air and Darkness's voice can be perceived by deafened creatures and is unaffected by magical silence. Any creature that is deafened or is within an area of magical silence has disadvantage on saving throws against the Queen of Air and Darkness's spells and attacks that utilize her voice, such as *dissonant whispers* or Terrible Voice. Thunder damage created by the Queen of Air and Darkness's voice ignores magical silence.

Actions

Multiattack. The Queen of Air and Darkness makes three attacks with her Bolt

Bolt. Ranged Spell Attack: +16 to hit, range 120 ft., one creature. *Hit:* 22 (4d6 + 8) lightning damage.

Terrible Command (Recharge 5-6). The Queen of Air and Darkness speaks a single word of command. All creatures within 60 feet of the Queen of Air and Darkness must perform a DC 24 Wisdom saving throw, taking 55 (10d10) thunder damage and 55 (10d10) psychic damage on a failed save or half as much on a successful one. Any creature that fails the saving throw is also subjected to the *command* spell, with the same command being issued to all affected targets.

Legendary Actions

The Queen of Air and Darkness 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 Queen of Air and Darkness regains spent legendary actions at the start of her turn.

Intrigue (Costs 0 Actions). The Queen of Air and Darkness casts *message*

Witch Voice. The Queen of Air and Darkness casts *command, dissonant whispers, or suggestion*.

Begone! (Costs 2 Actions). All creatures within 20 feet of the Queen of Air and Darkness must make a DC 24 Charisma saving throw or take 5 (1d10) force damage and be teleported up to 60 feet in a direction of the Queen of Air and Darkness's choosing. Any creature reduced to 0 hit points by this effect is disintegrated and dies, its spirit rising as a specter loyal to the Queen of Air and Darkness at the beginning of her next turn.

NIGHT DIAMOND

Wondrous item, artifact (requires attunement)

At the center of the Queen of Air and Darkness's being is the Night Diamond, a ten faceted black diamond approximately 1 foot in diameter. If the Queen of Air and Darkness is reduced to 0 hit points, her invisible presence disappears into the diamond, regenerating with full hit points 1d6 days later. If the Night Diamond is not on the Onyx Throne at that time, then she becomes aware of her surroundings but cannot manifest outside of the Night Diamond or take any actions beyond casting *message*.

A creature in contact with the diamond can communicate telepathically with the Queen of Air and Darkness. If the Queen of Air and Darkness is willing, she will permit you to attune to the diamond. While attuned to the diamond, you can communicate telepathically with the Queen of Air and Darkness as long as you and the diamond are on the same plane of existence, and the Queen of Air and Darkness can terminate the attunement at any time. Once per day, if the Queen of Air and Darkness is displeased with your actions, she may cast *dominate monster* (spell save DC 24) on you.

Random Properties. The *Night Diamond* has the following randomly determined properties:

- 1 minor beneficial property
- 1 major beneficial property
- 2 minor detrimental properties

Fey Magic. The night diamond is a +3 spellcasting focus. Any creature making a saving throw against a spell that you cast from the enchantment or illusion schools while holding the night diamond has disadvantage on the saving throw.

Fey Touched. While attuned to the Night Diamond, you are immediately recognizable by all fey and fey related creatures as being a servant of the Queen of Air and Darkness, granting you advantage on all Charisma checks made against fey creatures.

Sight Beyond Sight. The Night Diamond functions as a *crystal ball*. Each time you use this feature, you may choose to use it as a *crystal ball of mind reading*, *crystal ball of telepathy*, or a *crystal ball of true seeing*.

Shadows of Death. When you kill a humanoid, you may use a reaction to bind its spirit to the night diamond. The target rises as either a shadow or a specter if it possessed 5 or fewer Hit Dice (your choice), a ghost if it possessed 6 to 9 Hit Dice, and a wraith if it possessed 10 or more Hit Dice. These undead spirits are bound to the Night Diamond and cannot move more than 60 feet away from it, are loyal to the Queen of Air and Darkness, can communicate telepathically with the Queen of Air and Darkness, and will obey your orders so long as she allows it. On your turn, the Queen of Air and Darkness can summon one of these spirits into a space within 30 feet of you or dismiss any number of spirits back to the night diamond. These spirits do not recover hit points and move on to the afterlife once they lose all their hit points. These spirits cannot physically interact with the night diamond.

Returning the Night Diamond. If the Night Diamond is returned to the Onyx Throne in her palace of Eynhallow, the Queen of Air and Darkness will immediately regenerate with full hit points.

Destroying the Night Diamond. The Night Diamond can only be destroyed by touching it with Titania's Star Scepter. Doing so kills both The Queen of Air and Darkness and Titania.

THE MAIDEN OF THE MOON

The moon is full and high in the sky, shining down on the meadows and forests of a dark world. The peaceful slumber of the world is broken by the piercing peal of a hunting horn. Shutters are closed and campfires extinguished as the sounds of hooves and howls fills the night air, cruel laughter and raucous shouting turning dreams into nightmares. This is the Wild Hunt, and at the head of it rides the Maiden of the Moon, the greatest of the lunathil, astride a towering stag, the moon in her proud eyes.

Wild Huntress. The Wild Hunt is an ancient fey tradition, an event in which fey lords gather their vassals under a full moon and stage a great hunt. The quarry is different every time, and may be as mundane as a stag or as fanciful as a dragon. However, the favored quarry is mortals. The Maiden of the Moon is the greatest of those who participate in this ancient tradition, and she has made a name for herself as a knight of the Queen of Air and Darkness through her peerless skill and merciless cunning. No creature in the world can escape from her while the moon shines in the sky, and her arrows carry a poison that can slow even the most willful beast to a crawl.

Pursued but Chaste. The Maiden of the Moon has no interest in romance, living only for the thrill of the hunt and the beauty of night. Of her many hopeful suitors, the most persistent is Oberon himself, the only other being in existence with the hunting skill to match her own. The Maiden of the Moon and Oberon have a longstanding rivalry, and will often compete in matches of speed, strength, and wit, each trying to outdo the other. For her part, the Maiden of the Moon views Oberon as a worthy opponent.

Full Moon. The Maiden of the Moon's power is intrinsically tied to lunar cycles. As such, her opinion toward lycanthropes is entirely dependent on her mood. On some Wild Hunts she has been known to ride alongside werewolves as they hunted down entire villages, while on others she has relentlessly pursued them, crippling them with her silver longsword to return them to their human forms before slaughtering them without mercy.

CERYNEIAN HIND

The Maiden of the Moon's favored steed is the ceryneian hind, a legendary deer with golden antlers and silver fur that towers among the trees. It has the statistics of a **giant elk**, with the following adjustments:

- It can use the Dash action as a bonus action
- It has a flying speed of 60 feet.

MAIDEN OF THE MOON

Large fey (sidhe), chaotic neutral

Armor Class. 19 (natural armor)

Hit Points. 171 (18d10 + 72)

Speed. 50 ft., fly 60 ft (hover)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	20 (+5)	19 (+4)	16 (+3)	19 (+4)	18 (+4)

Saving Throws: Str +12, Dex +9, Wis +9

Skills. Acrobatics +10, Athletics +12, Insight +9, Perception +9, Survival +9

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

Damage Immunities. lightning; bludgeoning, piercing, and slashing damage from silvered weapons and those made of mythril

Condition Immunities. charmed, grappled, paralyzed, restrained

Senses. truesight 120 ft. passive Perception 19

Languages. Draconic, Giant, Infernal, Sylvan

Challenge. 16 (15,000 XP)

Moon Eye. While the Maiden of the Moon is within an area of moonlight, she can cast *locate creature* at will, targeting only a creature that is also illuminated by moonlight.

Sidhe Shape: Cloud. As a bonus action, the Maiden of the Moon transforms into a 10 foot cube glimmering cloud or back into her humanoid form. All equipment that she is wearing or carrying merge into this form. In cloud form, the Maiden of the Moon's statistics remain the same except for the following changes: she has a flying speed of 90 feet, she is incapacitated, she cannot carry anything, she can enter and occupy the space of another creature, she has advantage on Strength, Dexterity, and Constitution saving throws, she can pass through small holes, narrow openings, and even mere cracks, though she treats liquids as though they were solid surfaces, and she is immune to being grappled, knocked prone, and restrained.

Magic Resistance. The Maiden of the Moon has advantage on saving throws against spells and other magical effects.

Magic Weapons. The Maiden of the Moon's weapon attacks are magical and silvered.

Total Freedom. The Maiden of the Moon and any steed she rides is unaffected by difficult terrain and is immune to effects that reduce her speed or number of available actions, such as *slow*.

Actions

Multiattack. The Maiden of the Moon makes two attacks

Spear. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 14 (2d6 + 7) piercing damage, or 16 (2d8 + 7) piercing damage if used with two hands. If the target is not in its true form, it must make a DC 17 Charisma saving throw, reverting to its true form on a failure. If the target is transformed as a result of a spell, then the spell is ended if the attack roll for this attack is greater than or equal to 10 + the spell slot level used to cast it.

Longbow. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 14 (2d8 + 5) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, the target's movement speed is reduced by 10 feet. This poison lasts until it is removed with *lesser restoration* or similar magic, or until the target spends 1 uninterrupted hour in sunlight.

Frightful Presence. Each creature of the Maiden of the Moon's choice that is within 120 feet of the Maiden of the Moon and aware of her must succeed on a DC 17 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 Maiden of the Moon's Frightful Presence for the next 24 hours.

Hunter's Quarry (1/Day). The Maiden of the Moon targets up to 10 creatures that she can see. A targeted creature must succeed on a DC 17 Wisdom saving throw or become marked until the sun rises. A marked creature is under the effects of *hunter's mark* and is wreathed in gleaming, silvery light whenever illuminated by moonlight, mimicking the effects of *faerie fire*.

Legendary Actions

The Maiden of the Moon 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 Maiden of the Moon regains spent legendary actions at the start of her turn.

Attack. The Maiden of the Moon makes one weapon attack.

Detect. The Maiden of the Moon makes one Wisdom (Perception) check.

Snarl (Costs 2 Actions). The Maiden of the Moon makes an Intimidation check against one creature that can see her, contested by the target's Wisdom saving throw. If the target fails, it has disadvantage on all attacks against the Maiden of the Moon until the end of the target's next turn.

OBERON, THE GREEN LORD

Deep within the glades of the Feywild roams a being as wild as a beast and as passionate as a thunderstorm. His skin is strong and brown like oak, his long unkempt hair is tangled with vines and flowers, his antlers mingle with the moss drooping from the branches. He can see as far as an eagle, he can hear an ant's footfalls, and he speaks the language of the trees. He is the greatest hunter to ever live; none can best him in his realm. He is Oberon, and he is the living soul of the Feywild.

Passionate and Free. Oberon is the mightiest of the wild fey, those of independent disposition who refuse to bow to any ruler. As such, he does not rule a court in the same way that Titania or the Queen of Air and Darkness does. Rather, the wild fey defer to him whenever their paths cross not out of allegiance but out of respect for his prowess, as well as out of caution. Oberon's mood changes like the wind, and is so powerful that the weather itself reflects his whims.

Lover and a Fighter. Oberon lives in the moment. His whirlwind romances are legendary, wherein he may spend a week, a month, or even just a single evening passionately wooing a beautiful warrior or a handsome hunter, only to leave without warning when the mood takes him to do so. His most famous romance, as well as longest lasting, has been with Titania. The two have, in the past, been alternately lovers, mortal enemies, and for a century or two even managed to be both. Their current relationship is of passionate friendship, and Oberon values the levelheaded counsel that Titania provides him with.

OBERON'S ENTOURAGE

Though Oberon does not hold a formal court, having little patience for such things, he does garner the loyalty of many fey, beasts, and humanoids. These followers, drawn by Oberon's natural charisma and passion, join the Green Lord's hunting entourage, traveling with him throughout the uncharted realms of the Feywild in a never-ending hunt.

For every 24 hours a humanoid willingly accompanies Oberon's entourage, they must make a DC 18 Charisma saving throw. On a failure, the creature must roll from the Passions of Oberon table.

PASSIONS OF OBERON

d8 Flaw

- 1-2 "I am prone to sudden infatuations and obsessions."
- 3-4 "I can't back down from a challenge."
- 5-6 "My mood changes easily and with little provocation."
- 7-8 "I am easily distracted and beguiled by beauty."

SKERRIT

Skerrit is a legend among his fellow **centaurs**. He is only seen when a centaur herd is facing a terrible enemy, and those who fight have claimed to see him leading the charge. He is Oberon's most loyal retainer, and is rarely far from his lord, following him throughout the magnificent realms of the Feywild.

BALADOR

This ancient **werebear** is kind, quiet, and thoughtful. He is loved by Oberon for his levelheaded wisdom and his unmatched skill at mead brewing. He is slow to anger, but when roused can lay low entire hordes of gnolls with his mighty greataxe.

FIONNIGHUALA

The first swanmay, Fionnighuala was once a human ranger whose dedication to preserving the beauty of the wilderness so inspired Oberon that he granted her the boon of the swanmay. Even now, centuries later, she remains as vivacious and strong as ever, devoting her every waking moment to undermining the horrible devastation caused by ravening hordes of orcs and gnolls alike.

KING OF THE FORESTS

Oberon does not have a permanent lair, as he is always on the move. Rather, he is attuned to every branch and stream in the Feywild; in essence, all the wilderness of the Feywild is his lair. Oberon has access to his lair actions and regional effects while within an area of healthy wilderness within the Feywild. At the DM's discretion, he may also have access to one or more of his lair actions while within an area of wilderness in the mortal world where the Feywild has an exceptionally large amount of influence, and at least one of his regional actions will typically still apply.

While within the Feywild, Oberon can use his Legendary Resistance an additional 2 times. If Oberon is encountered in the Feywild, he has a challenge rating of 24 (62,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Oberon takes a lair action to cause one of the following effects:

- Oberon casts *hunter's mark* on one creature that he can see. He does not need to concentrate on this spell, and the effects persist until the target leaves the Feywild.
- All beasts and plants friendly to Oberon gain advantage on all attack rolls and saving throws until initiative count of the following round.
- Grasping roots and vines erupt in a 20 foot radius sphere from a point on the ground that Oberon can see within 120 feet of him. The area becomes difficult terrain, and each creature in the area when it first appears must succeed on a DC 18 Strength saving throw or become restrained. A creature can be freed if it or another creature takes an action to make a DC 18 Strength check and succeeds. The roots and vines wilt away if Oberon uses this action again or he dies.

REGIONAL EFFECTS

The region of the Feywild that Oberon currently occupies responds to his presence, which creates one or more of the following effects:

- The weather within 5 miles of Oberon reflects his current mood. For example, if he is happy the weather is clear and bright, if he is sullen it is cloudy and drab, if he is angry it is stormy, etc. Whenever his mood changes, the weather will begin to change as if affected by the *control weather* spell. Oberon does not have conscious control of this.
- Creatures friendly to Oberon within 5 miles of him gain advantage on all Wisdom (Survival) checks.

OBERON

Large fey (shapechanger), chaotic neutral

Armor Class. 19 (natural armor)

Hit Points. 252 (24d10 + 120)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	15 (+2)	20 (+5)	18 (+4)

Saving Throws: Str +14, Dex +10, Con +12, Wis +12

Skills. Athletics +14, Intimidation +12, Nature +9, Persuasion +12, Survival +19

Damage Resistances. cold, lightning

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

Condition Immunities. charmed, frightened, petrified

Senses. truesight 120 ft., passive Perception

Languages. Druidic, Primordial, Sylvan

Challenge. 23 (50,000 XP)

Green Stride. Oberon can use 10 feet of his movement to step magically into one living tree within his reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger. Oberon is unaffected by difficult terrain created by plantlife, and is immune to being grappled or restrained by plants.

Innate Spellcasting. Oberon'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: *alter self* (can become Medium when changing his appearance), *call lightning*, *conjure volley*, *druidcraft*, *ensnaring strike* (3rd level), *grasping vine*, *hunter's mark*

3/day each: *awaken*, *plant growth*, *wall of thorns*

1/day each: *animal shapes*, *transport via plants*

Keen Senses. Oberon has advantage on all Wisdom (Perception) checks.

Legendary Resistance (3/Day). If Oberon fails a saving throw, he can choose to succeed instead

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

Magic Weapons. Oberon's weapon attacks are magical.

Speak with Beasts and Plants. Oberon can communicate with beasts and plants as if they shared a language

Nature's King. When a beast or plant creature attacks Oberon, that creature must make a DC 21 Charisma saving throw. On a failed save, the creature must choose another target or the attack automatically misses. The creature is aware of this effect before it makes its attack against Oberon. Additionally, Oberon is immune to all poisons produced by beasts and plants, including magical plants.

Regeneration. As long as he remains within an area of healthy wilderness, Oberon regains 10 hit points at the start of his turn. If he takes necrotic damage or moves out of an area of healthy wilderness, this trait doesn't function at the start of his next turn. Oberon dies only if he starts his turn with 0 hit points and doesn't regenerate. If Oberon dies while within an area of healthy wilderness, he regenerates in a random location in the Feywild 1d10 days later.

Actions

Multiattack. Oberon makes three attacks with either his spear or his longbow

Spear. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. **Hit:** 14 (2d6 + 7) piercing damage or 16 (2d8 + 7) piercing damage if wielded with two hands

Longbow. Ranged Weapon Attack: +14 to hit, range 150/600 ft., one creature. **Hit:** 16 (2d8 + 7) piercing damage if wielded with two hands

Wild Shape. Oberon magically polymorphs into a beast that has a challenge rating equal to or less than his own, or back into his true form. He reverts to his true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (Oberon's choice).

In a new form, Oberon retains his game statistics and ability to speak, but his AC, movement modes, Strength, Dexterity, and special senses are replaced by those of the new form, and he gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that he lacks.

Legendary Actions

Oberon can take 2 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. Oberon regains spent legendary actions at the start of his turn.

Hunter's Volley. Oberon takes the Multiattack option.

Lunge. Oberon moves up to his speed and makes one melee attack.

THE PRINCE OF FROST

In the far reaches of the Feywild, there exists a land where the sun never rises and the moon never sets. A realm of towering glaciers and barren orchards, of pitiless ice and driving snow. Here the full moon glares down at fields of silently glistening ice from a sky so clear that every star gleams like a snowflake. Here blizzards move across the plains, carrying with them mountains of snow to blanket the earth. And it is here, in the dream of deepest winter, that resides the Prince of Frost.

Tragedy and Sorrow. It is unwise to seek truth in the Feywild, as facts in this dreaming realm are merely a matter of opinion. Far wiser it is to seek stories, and the story of the Prince of Frost is sad and tragic. For you see, he was once known as the Sun Prince, a great and vigorous eladrin lord of light and summer. Betrothed to an elven maiden, he was about to have his dearest wish granted when his love betrayed him and fled his realm, having fallen in love with a human warrior. In his sorrow, the Sun Prince laid a curse upon himself, freezing his heart and razing his realm of warmth and joy.

It is said that the Prince's betrothed and her love fled across the boundaries of time itself in order to escape his wrath, and that they are periodically reincarnated into mortal flesh. The Prince relentlessly seeks out the reincarnations of his lost love in the hopes of reuniting with her, and he seeks the reincarnation of the one she betrayed him for in the hopes of finding his revenge.

Mighty Winter. The bitter lord of winter commands the respect of all fey who reside in his cold and barren realm, though they all give him a wide berth. Unlike Oberon, whose passions burn like a mighty bonfire, endearing him to others, the Prince of Frost is cold and calculating. Though he is not unduly cruel, he is utterly without mercy, and there is nothing that can thaw his heart. It is rare to see emotion on his handsome face, though his ire can be raised when thwarted, and he brooks no rudeness or insult. He bears the mantle of winter and plants wither away at his touch.

THE SISTERS OF LAMENT

Once the sisters of delight, the undead Mournwind and Soulsorrow serve their dread lord in the hopes of one day reclaiming their lost innocence. They spread misery and sorrow across the lands touched by winter.

LORD RIMEHARROW

This **wight** was once a powerful Uthgardt chieftain. However, he made a deal with the Prince of Frost, and now his soul is forever bound to the fey lord. He does not resent his unending service to the Pale Prince, as he does not believe he would have a good afterlife waiting for him after what he did. He is the Pale Prince's favored envoy to other fey lord, and he performs his duties to the letter, though without passion.

UZROMIS

This **ice devil** is sworn to the service of the Prince of Frost and sees to the protection of her lord's realm from outsiders. She sees to her duties with sadistic glee, brutally slaughtering any who would dare intrude on the Vale of the Long Night unininvited. For those who do carry an invitation, though, she is a staunch guardian, protecting them from the dangers of the wintry realm for as long as her lord decrees.

FLAWS OF THE PRINCE

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 2 are worthy of nothing but disdain."
- 3- "I resent the happiness of lovers, and will do 4 everything I can to spoil that happiness."
- 5- "Love and joy are frivolous. I only have time for my 6 goals and ambitions, and I expect the same out of others."
- 7- "Displays of affection disgust me, and if I see anyone 8 openly display affection for another I lose respect for them."

THE PRINCE OF FROST'S LAIR

The Prince of Frost makes his lair in the Fortress of Frozen Tears, a palace of ice that glistens in the perpetual full moon of the Vale of the Long Night.

While in his lair, the Prince of Frost can, at will, create items out of ice as if with the *fabricate* spell. Items crafted in this way behave as if made of steel while within the lair, but they behave as regular ice outside of the lair.

While within his lair, the Prince of Frost can use his Legendary Resistance an additional 2 times. If the Prince of Frost is encountered in his lair, he has a challenge rating of 22 (41,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the Prince of Frost takes a lair action to cause one of the following effects; the Prince of Frost can't use the same effect two turns in a row

- The Prince of Frost chooses a point on the ground that he can see within 100 feet of him. A cylinder of swirling, frigid wind 60 feet tall and with a 10 foot radius rises from that point and lasts until initiative count 20 of the following round. Creatures in that area are vulnerable to cold damage..
- The air in the lair becomes filled with a bitter cold which restricts healing. All healing magic used in the lair only heals half the amount of health it would normally heal until initiative count 20 of the following round.
- All creature within his lair that the Prince of Frost is aware of must make a DC 20 Wisdom saving throw. On a failure, a creature takes 27 (5d10) psychic damage and is overwhelmed with sorrow, becoming incapacitated until initiative count 20 of the following round. On a success a creature takes only half damage and is not incapacitated.

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.

PRINCE OF FROST

Medium fey (elf), neutral evil

Armor Class. 19 (half plate armor, shield)

Hit Points. 199 (21d8 + 105)

Speed. 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	20 (+5)	21 (+5)	23 (+6)	19 (+4)	22 (+6)

Saving Throws: Str +10, Con +11, Wis +10

Skills. Athletics +10, Perception +10

Damage Resistances. acid, fire

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

Condition Immunities. charmed, frightened, petrified

Senses. truesight 120 ft., passive Perception 20

Languages. Auran, Draconic, Elvish, Giant, Sylvan

Challenge. 20 (25,000 XP)

Bitter Edge. Bitter Edge is a magical longsword and uses the Prince of Frost's spellcasting modifier for attack and damage rolls. When the Prince of Frost draws or swings this weapon, he can choose to extinguish all nonmagical flames within 30 feet of himself.

Fey Step (Recharge 4-6). As a bonus action, the Prince of Frost can teleport up to 60 feet to an unoccupied space he can see.

Heart of Ice. The first time a creature takes cold damage from the Prince of Frost on a turn, it must make a DC 20 Charisma saving throw. The saving throw has disadvantage if the creature has a flaw rolled from the "Flaws of the Prince" table. On a failure, the creature's soul begins to freeze. If a creature fails its saving throw against this effect three times, the ice from its soul freezes its entire body into a block of ice. While frozen in this way, the creature is petrified, is immune to cold damage, and is vulnerable to fire damage. If it succeeds three times, it becomes immune to this trait for 24 hours. The successes and failures do not need to be consecutive. This condition can be cured with *greater restoration* or similar magic or by 10 uninterrupted hours of exposure to sunlight in a temperature above freezing.

Legendary Resistance (3/Day). If the Prince of Frost fails a saving throw, he can choose to succeed instead

Innate Spellcasting. The Prince of Frost'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: *fog cloud*, *gust of wind*, *ray of frost* (as a 17th level spellcaster)

3/day each: *fear*, *ice storm*

1/day each: *cone of cold*, *control weather* (cannot increase temperature)

Magic Resistance. The Prince of Frost has advantage on saving throws against spells and other magical effects.

Winter Stride. The Prince of Frost ignores difficult terrain created by ice and snow.

Actions

Multiaction. The Prince of Frost makes three attacks with Bitter Edge

Bitter Edge (Longsword). *Melee Weapon Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 10 (1d8 + 6) slashing damage, or 11 (1d10 + 6) slashing damage if wielded with two hands, plus 11 (2d10) cold damage.

Legendary Actions

The Prince of Frost 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 Prince of Frost regains spent legendary actions at the start of his turn.

Attack. The Prince of Frost makes one melee attack

Blizzard Step (Costs 2 Actions). The Prince of Frost uses his Fey Step action if it is available, creating a 20 foot radius burst of frigid snow and wind at either his initial position or his destination. Any creature within the burst takes 11 (2d10) cold damage.

Rime Curse (Costs 3 Actions). The Prince of Frost targets one creature that has taken cold damage this round. The target must succeed on a DC 20 Constitution saving throw or become partially encrusted with ice. While encrusted with ice, the creature's speed is halved, it cannot take reactions, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, but not both. This effect lasts for 1 minute. A target can repeat the saving throw on the end of each of its turns, ending the effect on itself on a success.

THE SISTERS OF LAMENT

When the Sun Prince's fiance betrayed him, fleeing with her human lover across time, she left behind her two sisters. Abandoned to the mercy of the wrathful Sun Prince, the sisters fell into despair, their lives wasting away as their once bright and sun-filled realm withered away under the cold wind of the pale prince's bitterness. No longer the Daughters of Delight, they became the Sisters of Lament, taking on the names Mournwind and Soulsorrow.

Dead Hope. In their despair, the sisters have been twisted into something far crueler than the Prince of Frost. They are the terrible song on the winter wind promising death. They are the crack of the ice beneath your feet and the hungry howl of the wolf just out of sight. They spread misery and woe, seeking to assuage their own bottomless misery by filling the night with the misery of others. However, they maintain the desperate hope that one day their sister will return to them, reincarnated in a new body, and that when she finally returns to accept her wedding vows that they will be released from their wretched existence.

SISTER OF LAMENT

Medium undead, chaotic evil

Armor Class. 13

Hit Points. 117 (18d8 + 36)

Speed. 0 ft., fly 35 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
7 (-3)	17 (+3)	14 (+2)	17 (+3)	12 (+1)	19 (+4)

Saving Throws: Cha +9

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

Damage Immunities. cold, necrotic, poison

Condition Immunities. poisoned

Senses. passive Perception

Languages. Elvish, Sylvan

Challenge. 15 (13,000 XP)

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

Legendary Resistance (1/Day). If the sister of lament fails a saving throw, she can choose to succeed instead

Sunlight Sensitivity. While in sunlight, the sister of lament has disadvantage on attack rolls and is vulnerable to fire damage.

Unending Woe. If the sister of lament is killed, she regenerates in the Palace of Frozen Tears in 1d4 days with full hit points so long as the Prince of Frost is alive and not married to her lost sister.

Actions

Multiattack. The sister of lament uses her wail of despair attack, if available, and makes one Touch attack

Touch. Melee Weapon Attack: +9 to hit, reach 5 ft., one creature. **Hit:** 18 (2d6 + 4) cold damage plus 18 (4d8) necrotic damage

Wail of Despair (Recharge 3-4). The sister of lament releases a mournful wail, provided she isn't in sunlight. The wail of despair does not effect undead, constructs, or air affiliated elementals (such as invisible stalkers or ice mephits). All other creatures within 120 of the sister of lament that can hear her must succeed on a DC 17 Wisdom saving throw or become afflicted with a terrible, crippling despair and a powerful sense of loss for 1 minute. While afflicted with this despair, the target has disadvantage on Strength, Dexterity and death saving throws as well as Strength, Dexterity, and Charisma skill checks. If the target fails the saving throw by 5 or more, they are also incapacitated as they begin to weep inconsolably for one round. 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 sister of lament's Wail of Despair for the next 24 hours.

Legendary Actions

The sister of lament 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 sister of lament regains spent legendary actions at the start of her turn.

Attack. The sister of lament makes one Touch attack.

Escape. The sister of lament flies up to 35 feet without provoking an opportunity attack.

Gale (Costs 2 Actions). The sister of lament creates a 30 foot cone of wind. Any creature in the area must make a DC 17 Strength saving throw or be pushed up to 10 feet away from the sister of lament and be knocked prone.

HYRSAM, THE PRINCE OF FOOLS

Hyrsam is a fun loving and dangerous entity. Older than all but the most ancient fey, Hyrsam remembers the time before the first elven kingdoms. He is the spirit of music, a force of revelry and humor made flesh. He loves nothing more than rich wine, good music, and attractive partners, and with his natural charm it is easy for him to acquire them all and more.

The Fool. Hyrsam occasionally claims that he was born from the first joke ever told. Of course, Hyrsam is a well known fabricator, and his words should never be taken at face value. However, all jokes contain a kernel of truth, and it is clear that Hyrsam possesses a mastery of humor and wit unmatched by any other being. What's more, he understands every audience he entertains. A group of children will receive a humorous array of prat falls and puns, while a group of jaded adults will be treated to scathing and astute satire.

The Savage. Hyrsam has often claimed to be the first born son of Oberon, the Green Lord. He certainly is as at home in the untamed Feywild as he is in the open markets of the mortal realm, and he can be just as ferocious as any beast. It often amuses him to create deadly traps and pranks, and in battle he is as full of surprises as he is brutal, able to effortlessly counter attacks and redirect magic. Oberon, for his part, has made no effort to confirm or deny these claims.

The Music Never Dies. Hyrsam declares himself the true child of music itself. Though no one knows what exactly he means by this, it is clear that he does not make this claim without cause. Should Hyrsam be slain, he will be reborn not long after in the Feywild wherever music can be found. However, should he be deafened at the moment of his death, he will be unable to hear the music and will perish forever, leaving the world with one less song in it.

Entourage. Hyrsam frequently travels alone, but it is not uncommon for him to have an entourage composed of folk who've been entranced by his good looks, easy going attitude, and effortless humor. Sometimes he'll masquerade as a humble fiddle player in a traveling show, while other times he may lead a raucous and destructive crowd of bacchae through the countryside. He may even chose to accompany a group of adventurers for a time, cracking jokes playing songs to pass the time. However, those he travels with would be wise to keep their wits about them, as he may choose to steal their wallet, their pants, and their heart and be off capering into the night.

NATHAIR SGATHACH

This **faerie dragon** is Hyrsam's favorite partner in crime, and adores playing pranks on the dull and the overly serious. He takes great offense to those that would censor humor.

THE SONGS OF HYRSAM

Hyrsam has been all across the world and learned all the songs he can. As a result, he knows many legendary songs with power beyond simple music, and he is highly sought out for the knowledge of these songs.

THE SONG OF THE HEART

Before she spurned him, the Prince of Frost's betrothed composed a song for him that even today warms his heart. While the song is being played, the Prince of Frost loses access to his Heart of Ice and Rime Curse traits and cannot take legendary actions.

AGNI PAREEKSHA

This song tells the story of a woman who, to prove her purity, threw herself into a bonfire, which could not burn her. While playing this song, the player and all chosen allies of the player than can hear the song are immune to fire damage, provided that they are good aligned.

MISHKA'S LULLABY

Rumored to be the song that was once used to lull demon lord Mishka the Wolf Spider to sleep in his infancy, this song is strange and disturbing. If listened to it for 5 minutes prior to beginning a long rest, a creature will automatically succeed on the saving throw to resist Abyssal Corruption made at the end of that long rest. However, that creature will be plagued with strange dreams that night, and it can only recover up to one quarter of its maximum potential Hit Dice value.

HYRSAM

Medium fey, chaotic neutral

Armor Class. 20

Hit Points. 157 (21d8 + 63)

Speed. 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	16 (+3)	24 (+7)	20 (+5)	25 (+7)

Saving Throws: Dex +9, Int +13, Wis +11, Cha +13

Skills. Deception +13, History +13, Intimidation +14, Perception +11, Performance +19, Persuasion +13, Sleight of Hand +9, Stealth +9

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

Condition Immunities. charmed, exhausted, frightened

Senses. truesight 120 ft., passive Perception 21

Languages. all

Challenge. 18 (20,000 XP)

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

Innate Spellcasting. Hyrsam's innate spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *alter self, jump, polymorph, tasha's hideous laughter, vicious mockery* (17th level)

3/day each: *glibness, otto's irresistible dance*

1/day each: *teleport, true polymorph*

Legendary Resistance (3/Day). If Hyrsam fails a saving throw, he can choose to succeed instead

Magic Weapons. Hyrsam's weapon attacks are magical.

Quick Wit. Hyrsam can take one reaction per turn, rather than only one per round.

Satyr's Charm. Hyrsam adds his Charisma modifier to his AC and initiative rolls (initiative +10).

Spell Reversal. Hyrsam has advantage on saving throws against spells and other magical effects. When Hyrsam succeeds on a saving throw against a spell, he can choose to change the target or point of origin of the spell to any target or point within 60 feet.

Spirit of Music. If Hyrsam is killed, then he magically regenerates in 1d10 days with full hit points, appearing in a random location in the Feywild. If Hyrsam is deafened when he is killed, this feature does not function and Hyrsam is permanently killed.

Actions

Multiaction. Hyrsam can play his Fiddle. He then makes two Fiddle Bow attacks or casts one at will spell.

Fiddle Bow. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 9 (1d8 + 5) piercing damage

Fiddle. Hyrsam plays a song on his fiddle, choosing from one of the following effects: a wild dance, a charming melody, a frightening strain, or a soothing lullaby. Any creature within 120 feet that can hear it must succeed on a DC 21 Wisdom saving throw or be affected as described below. Creatures that can't be charmed aren't affected.

This effect lasts as long as Hyrsam continues to play the song, as if concentrating on a spell. He can continue playing his Fiddle even if he attacks with his Fiddle Bow. An affected 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 that specific song for the next 24 hours.

- **Wild Volta.** The creature starts dancing. Any creature currently afflicted by *otto's irresistible dance* or *tasha's hideous laughter* automatically fails this saving throw. While dancing, the creature must use its reaction on Hyrsam's turn to move in whatever direction that Hyrsam dictates
- **Charming Melody.** The creature is charmed by Hyrsam. If Hyrsam or any of his companions harm the creature, it can immediately make a saving throw against this effect and all subsequent saving throws are made with advantage.
- **Frightening Strain.** The creature is frightened.
- **Gentle Lullaby.** The creature falls asleep and is unconscious. The effect ends if the creature takes damage or is someone takes an action to shake the creature awake.

Reactions

Riposte. When a weapon attack misses Hyrsam, he makes one attack with his Fiddle Bow against the creature that made the attack.

Legendary Actions

Hyrsam 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. Hyrsam regains spent legendary actions at the start of his turn.

Attack. Hyrsam makes one attack with his Fiddle Bow.

Joke (Costs 2 Actions). Hyrsam casts *tasha's hideous laughter* or *vicious mockery*.

BABA YAGA, MOTHER OF ALL WITCHES

Stories tell in hushed tones of the terror of the countrysides: a skeleton thin old crone who flies about in a mortar and pestle and devours children. She has the strength of an ox, teeth of iron, and the savage appetite of ten full grown men. Her house dances through the forest, shrieking like the grim specter of death itself, and only obeys her commands. Brave heroes have come to her for aid, and those who did not succumb to her appetite learned many things that they sought. She is Baba Yaga, and she is the oldest and most powerful of all the hags.

Why Have You Come? Baba Yaga knows more than almost any other creature in existence, and what she doesn't know she knows how to find out. Many come seeking her aid, but she does not give her help to just anyone. To those who find her, she poses the question "Why have you come?" If they answer that they came on the behalf of another, then she refuses to speak to them, turning them away or eating them on the spot. However, if they refuse to give a straight answer, she is impressed and will help them for as long as it amuses her.

Little Grandmother. Baba Yaga prefers to be called "Little Grandmother," a sick joke that she takes no small amount of delight in. However, the name is not entirely undeserving. For reasons unknown to all but herself, Baba Yaga will occasionally adopt a child instead of devouring it, raising the whelp as her own before sending them on their way. Though filled with hardship and fear, the time these children spend with Little Grandmother often grants them skills and insight rarely seen in the mortal world, often becoming adventurers. One of the most well known of these children, in fact, is none other than the author of the *Demonomicon*, Iggwilv herself.

Friends in Low Places. Baba Yaga's knowledge rarely comes cheap, and the price for those with power is even greater. However, her knowledge is invaluable, so many come seeking her wisdom, even demons and devils. Her many deals and bartering has caused her to gain a wide variety of servants, from fiends to fey to aberrations to giants. Archdevils and Demon Princes alike are indebted to her, and those that would try to turn break her contracts will find that her vengeance will be both complete and unexpected. Perhaps her most striking servant, however, is the enigmatic solar knight. His origins are a mystery. All that is known about him is that he is loyal to Baba Yaga and that he exerts some sort of power over the sun itself.

BABA YAGA'S MORTAR AND PESTLE

Wondrous item, legendary

This large mortar has just enough room for a skinny Medium humanoid to sit in it, albeit with their knees up against their chest. The mortar responds to special commands issued to it and possesses a flying speed of 90 feet. The pestle is used to steer the mortar, like a boat's rudder, and can also be used as a magical greatclub.

BABA YAGA'S DANCING HUT

Once per day each, the dancing hut can cast *plane shift*, transporting itself and all of its contents to the target plane. In order to do this, the necessary material components for the spell must be in the hut itself.

While within her Dancing Hut, Baba Yaga recovers 15 hit points at the beginning of her turn instead of 5 and can use her Legendary Resistance an additional 2 times. If Baba Yaga is encountered in her Dancing Hut, she has a challenge rating of 25 (75,000 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), Baba Yaga takes a lair action to cause one of the following effects; Baba Yaga can't use the same effect two turns in a row

- Up to 4 Medium or smaller objects that Baba Yaga can see animate, either as if with the *animate objects* spell or by using statistics for animated objects given in the *Monster Manual*. These objects roll their own initiative and attack any creatures hostile to Baba Yaga. Up to 8 objects can be animated at a time by this effect.
- One creature that Baba Yaga can see must succeed on a DC 22 Wisdom saving throw or be polymorphed into a beast with a CR of 1 or less until initiative count 20 of the next turn. The creature gains the statistics of the new form, but retains its Intelligence, Wisdom, and alignment. If the creature new form is reduced to 0 hit points, it regains its true form and any excess damage carries over.
- Baba Yaga scolds a creature that can hear her. The creature must perform a DC 20 Wisdom saving throw. On a failure, the creature is affected as if by the *command* spell and it must confess something shameful about itself.

REGIONAL EFFECTS

The region containing Baba Yaga's lair is warped by her presence, which creates one or more of the following effects:

- Animals are more wary and nervous than usual within 5 miles of the dancing hut, hinting at the presence of an especially dangerous being.
- Skulls stuck on sticks may occasionally be encountered within 5 miles of the dancing hut. These skulls may talk to the players, attack them (using the statistics for a **flameskull** with a speed of 0 ft.) or simply be mundane skulls.
- Evidence of covered tracks crisscross the forest floor within 5 miles of the dancing hut, caused by Baba Yaga sweeping away her tracks as she traverses her realm.
- While within 5 miles of the dancing hut, the Solar Knight (detailed later) can use an action to change the time of day. This change lasts for up to 8 hours and only applies to the area within a 5 mile radius surrounding Baba Yaga's dancing hut.

BABA YAGA

Medium fey, chaotic evil

Armor Class. 19 (natural armor)

Hit Points. 210 (20d8 + 120)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	23 (+6)	28 (+9)	21 (+5)	23 (+6)

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

Skills. Arcana +16, Athletics +13, Deception +13, History +16, Insight +12, Intimidation +13, Nature +16, Perception +12, Persuasion +13, Religion +16

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

Condition Immunities. charmed, frightened, poisoned

Senses. truesight 120 ft., passive Perception 22

Languages. all

Challenge. 23 (50,000 XP)

Horrific Appearance. Whenever a creature that can see Baba Yaga starts its turn within 60 feet of her, she can choose to force it to succeed on a DC 22 Wisdom saving throw if she is aware of it. On a failure, the creature is frightened of Baba Yaga until the beginning of its next turn.

Unless the target is surprised, the target can avert its eyes until the beginning of its next turn. A creature that averts its eyes has disadvantage on attack rolls against Baba Yaga.

Innate Spellcasting. Baba Yaga's innate spellcasting ability is Charisma (spell save DC 21 +13 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *alter self, blight, detect magic, major image, ray of enfeeblement, stinking cloud*

3/day each: *true polymorph*

1/day each: *bestow curse (9th level), power word kill*

Nose for Blood. Baba Yaga has advantage on Wisdom (Perception) checks that rely on smell. Additionally, if she is a humanoid she can determine their nationality and bloodline. If a creature has blood, then Baba Yaga's melee attacks have advantage on it if it has unhealed slashing, piercing, or fire damage.

Legendary Resistance (3/Day). If Baba Yaga fails a saving throw, she can choose to succeed instead

Magic Resistance. Baba Yaga has advantage on saving throws against spells and other magical effects.

Magic Weapons. Baba Yaga's weapon attacks are magical.

Regeneration. Baba Yaga regains 5 hit points at the start of her turn

Witch's Cleverness. When Baba Yaga must make a Wisdom saving throw, she automatically succeeds the saving throw if the DC for the save is equal to or lower than her Wisdom score. She performs Wisdom saving throws to end conditions at the beginning of her turn rather than at the end of it. Additionally, she has advantage on all Intelligence (Arcana) and Wisdom (Insight) checks.

Actions

Multiaction. Baba Yaga can use her Cackle if available. She then make three attacks: two attacks with her claws and one with her bite

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

Claw. Melee Weapon Attack: + 13 to hit, reach 5 ft., one creature. **Hit:** 15 (2d8 + 6) slashing damage. If Baba Yaga hits the same creature with two consecutive claw attacks, that creature is grappled (escape DC 21). While grappling a creature, Baba Yaga can only make weapon attacks against that creature.

Cackle (Recharge 5-6). Each creature of Baba Yaga's choice that is within 120 of her and can hear her must make a DC 21 Wisdom saving throw. On a failure the creature takes 38 (8d8) psychic damage and is under the effects of the *confusion* spell for one minute. On a success, the creature takes half that damage and suffers no additional effects. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Legendary Actions

Baba Yaga 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. Baba Yaga regains spent legendary actions at the start of her turn.

Attack. Baba Yaga makes one bite or claw attack

Crushing Grasp (Costs 2 Actions). A creature that Baba Yaga is grappling must succeed on a DC 21 Strength saving throw or take 22 (3d10 + 6) bludgeoning damage. On a success, the target escapes the grapple.

Evil Eye (Costs 2 Actions). Baba Yaga targets one creature frightened by her that she can see. If the target can see her, it must succeed on a DC 21 Charisma saving throw or take 22 (4d10) necrotic damage and be under the effects of a *bestow curse* spell for 1d4 rounds.

WEIRD MAGIC

Like all hags, Baba Yaga is an expert at crafting strange spells and weird magical objects. These are typically gruesome and bizarre, but are always highly effective.

STRANGE OBJECTS

d12 object

- 1 A piece of jerky made from a pit fiend's tongue. Consuming it gives the eater the effect of the *tongues* spell for 24 hours, but while it is in effect the eater cannot tell an outright lie. Can only be used once.
- 2 A glass jar containing a pickled pineal gland from an oracle's brain. By speaking a command word, the jar begins to emit bright light out to 30 feet and dim light out to an additional 30 feet. Any shapechanger in that light must succeed on a DC 15 Charisma saving throw on each turn or be forced to return to its true form and remain that way until it leaves the light.
- 3 An acorn which, if held in the mouth, makes you immune to lightning damage. Effect lasts for 1 minute before it loses this property.
- 4 A parasol made of fabric taken from a murdered woman's dress. It can be dropped as a bonus action to cause the user's next successful melee attack to automatically be a critical hit. Can only be used once per day like this.
- 5 An ornate pipe carved out of a druid's bones. When smoked as an action, summons 1d4 + 2 **smoke mephits** loyal to whoever is holding the pipe. Can only be used once.
- 6 A walnut which, if a cubic inch of flesh is placed into it, acts as the material components for the *clone* spell, growing as the body inside of it develops. Can only be used once.
- 7 A bag full of humanoid teeth. If dumped on the ground as an action, they roll out to cover a 5 foot square. All creatures within 10 feet of the square that see the teeth dumped on the ground must succeed on a DC 17 Wisdom saving throw or be compelled to count all the teeth for 1 minute, taking no other actions or bonus actions. The effect ends on a target if it takes damage. Can only be used once.
- 8 A pillow made of common cotton. If a creature sits on it for more than 1 minute, their body will become covered in painful boils and blisters in 1d4 hours, which will last for 1d4 days. While covered in these blisters, a creature has disadvantage on Dexterity saving throws and skill checks. These can be cured with *lesser restoration* or similar magic.
- 9 A pair of battered old sewing shears. If opened and closed without cutting anything, a **spined devil** hostile to the holder and any other nearby creatures is summoned for 1 minute. Can only be used this way once per day, after which the shears will refuse to open until the following dawn.
- 10 A bouquet of 13 dried, wilted flowers. If you strike a target with it, they must succeed on a DC 15 Wisdom saving throw or become convinced that they are unloved by everyone and become inconsolable for 1d4 days, having disadvantage on all Wisdom saving throws during that time. Can only be used once.
- 11 A heavy iron chain, pitted and rusted with age. As an action, the chain can be used to cast *conjure celestial*. A celestial summoned in this way must obey all orders given by the summoner, can be forced to violate its alignment, and resents the summoner. Once used, the chain cannot be used in this way again for one year.
- 12 A bloodstained fireplace poker used by a man to murder his wife. If introduced to flames, will behave as an activated rapier flame tongue (pg 170 *Dungeon Master's Guide*) for 1 minute. It cannot be deactivated before its 1 minute of activity is complete. If you make an attack with this weapon and miss while an ally is within 5 feet of the target, the attack instead hits your ally.
- 13 A pair of chopsticks that were used to serve a man the cooked flesh of his children. If stuck vertically into a dish of food, then all creatures within 60 feet of it have disadvantage on death saving throws.
- 14 A brooch bearing an opal stone. A humanoid wearing this brooch counts as a fiend for the purposes of spells such as *detect evil and good* and effects such as a paladin's *divine smite*.
- 15 Five dried crow's feet bound together with string. If you crush these feet and select a creature, the target must succeed on a DC 20 Constitution saving throw or become infected with a disease of your choice.
- 16 A cracked porcelain statue of an owl. If broken against a spell's point of origin or target, the spell will be canceled if it used a 6th level spell slot or lower. Can only be used once.
- 17 A stained bedsheet. If thrown at a creature with a successful ranged weapon attack, the target must succeed on a DC 18 Dexterity saving throw or become restrained by the tangled sheets. The target can repeat the saving throw at the end of each of its turns. If it fails the saving throw, it is petrified until cured with *greater restoration* or similar magic. Can only be used once.
- 18 A bowl crusted with the remnants of food. If a creature eats food out of this bowl, it must make a DC 15 Constitution saving throw 1 hour later, taking 22 (4d10) necrotic damage on a failure, or half as much on a successful one, as its body is leeched of moisture. The bowl loses this property if cleaned.
- 19 A ridiculous looking hat. Once put on, it is immune to all damage and cannot be removed without casting *remove curse* first.
- 20 A rotten egg. When thrown on the ground, it breaks, mimicking the effects of *cloudkill*.

At any given time, Baba Yaga is carrying 1d6 + 1 weird magic items with her. Roll from the following table to determine what items she has with her, rerolling duplicates.

BABA YAGA'S DANCING HUT

The forest is still this night. In the distance, a horrible shrieking pierces the night sky and the crashing sounds of undergrowth being trampled can be heard. A figure looms out of the dark, dancing and twirling like a drunken man, howling without a mouth into the nightsky. It is a cottage, ramshackle and hideous with but one door, spinning about on a pair of massive chicken legs that trample bushes in its path. This is Baba Yaga's dancing hut

Spinning and Dancing. Baba Yaga likes to stay mobile, hence why she saw it prudent to create a home with a pair of chicken legs, so that she might travel the worlds freely. She may settle in a single spot for weeks, months, or even years at a time, marking her territory with leering skulls on pikes and twitching scarecrows, to discourage casual visits, but eventually she will uproot her home to send it dancing through the forests and fields once again.

Little Hut, Little Hut. Baba Yaga's hut obeys her without question, but it can be tricked. When she is out on business, she leaves her hut with its door turned towards a cliff or an impassable thicket. However, if a clever adventurer does their research, they'll learn the passphrase: "Little hut, little hut, turn your door to me!" Upon saying that, the hut will rise up on its massive legs and turn to face the speaker, granting them access.

Bigger on the Inside. Though it appears to be a modest hut from the outside, on the inside the dancing hut contains nearly infinite space. There are kitchens, slave quarters, bedrooms for guests, stables for her livestock, cellars, and larders, all within a mere 20' wide house. The mad dancing of the house disturbs the insides little, if at all. And somewhere within the dancing hut is a room that contains its beating heart, the source of the enchantment that gives it life.

BABA YAGA'S DANCING HUT

Gargantuan construct, neutral

Armor Class. 16 (natural armor)

Hit Points. 297 (18d20 + 108)

Speed. 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	7 (-2)	22 (+6)	7 (-2)	6 (-2)	4 (-3)

Saving Throws: Str +13, Con +11, Wis +3

Damage Immunities. poison, psychic

Condition Immunities. blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses. blindsight 120 ft. (blind beyond this radius), passive Perception 8

Languages. understands Common and Sylvan but cannot speak

Challenge. 16 (15,000 XP)

Antimagic Susceptibility. The dancing hut is incapacitated while its heart is in the area of an *antimagic field*. If its heart is targeted by *dispel magic*, the hut must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Siege Monster. The dancing hut deals double damage to objects, structures, and inanimate plant life.

Actions

Multiattack. The hut makes three Stomp attacks

Stomp. Melee Weapon Attack: +13 to hit, reach 10 ft., one creature. **Hit:** 30 (4d10 + 8) bludgeoning damage

Legendary Actions

The dancing hut can take 2 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 dancing hut regains spent legendary actions at the start of its turn.

Escape. The dancing hut makes one Strength or Dexterity saving throw

Shriek (Costs 2 Actions). The dancing hut releases a god awful shriek. Any creature within 60 feet of it that can hear it must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

SOLAR KNIGHT

If you approach Baba Yaga's home, you will encounter a bright figure in shining white armor astride a glorious white horse at dawn. At noon, you will meet a fantastic figure in rich red armor astride a magnificent red horse. At dusk, you will encounter a somber figure in deep black armor astride a sinister black horse.

White Dawn, Red Noon, Black Dusk. It is unclear whether there are three solar knights who patrol Baba Yaga's realm or just one whose appearance changes with the day. Considering the subjective nature of the Feywild, it could very easily be both. Or perhaps that's the wrong question entirely. The only thing known for certain is that the solar knight belongs to Baba Yaga, body and soul.

Fallen but Proud. The solar knight was once a celestial, rumored to have been a guardian of the sun itself. How it came to serve Baba Yaga is a mystery, but an even greater mystery is why it does so without qualm. A being without malice in its blood, the solar knight is far more likely to engage in conversation with a stranger than it is to attack on sight, and it always shows the utmost courtesy when doing so. However, it is unswervingly loyal to Baba Yaga and will brook no insult to her or her name, and will challenge those who speak ill of his lady to a duel.

SOLAR KNIGHT

Medium celestial (*sidhe*), neutral

Armor Class. 19 (natural armor)

Hit Points. 127 (17d8 + 51)

Speed. 30 ft

STR	DEX	CON	INT	WIS	CHA
20 (+5)	21 (+5)	17 (+3)	16 (+3)	13 (+1)	19 (+4)

Saving Throws: Str +10, Con +8

Skills. Perception +6

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

Damage Immunities. cold, lightning

Condition Immunities. charmed, frightened, petrified

Senses. darkvision 60 ft., passive Perception 16

Languages. Common, Elvish, Sylvan

Challenge. 13 (10,000 XP)

Bonded Steed: Ivan. The Solar Knight is bonded to its nightmare steed, Ivan. The Solar Knight and its Ivan can communicate telepathically with each other at a distance of up to 1 mile, and the Solar Knight can use an action to summon Ivan in an unoccupied space within 30 feet of it. While mounted on Ivan, the Solar Knight can cause any spell that it casts that targets only itself to also target Ivan. It can also cause Ivan to transform with it when it assumes its sidhe shape.

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

Charge. If the solar knight moves at least 20 feet in a straight line toward a target while mounted on a creature with a speed of 40 feet or more and then hits the target with a lance attack on the same turn, the target takes an extra 11 (2d10) piercing damage. Is the target is a creature, it must also succeed on a DC 17 Strength saving throw or be knocked prone.

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

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

At will: *alter self, color spray, detect evil and good, freedom of movement (self only), phantasmal force, see invisibility*

3/day each: *continual light, sunbeam*

1/day each: *sunburst*

Magic Weapons. The Solar Knight's weapon attacks are magical.

Sidhe Shape: Fairy Light. As a bonus action, the shiere transforms into a Small orb of light or back into its humanoid form. All equipment that it is wearing or carrying merge into this form. In light form, the shiere's statistics remain the same except for the following changes: it has a flying speed of 30 feet, it is ephemeral and cannot carry anything, it produces bright illumination out to 30 feet and dim illumination out to an additional 30 feet, and it is immune to being grappled, knocked prone, and restrained.

Sun's Breath. The solar knight makes saving throws at the beginning of its turn rather than at the end

Actions

Multiattack. The Solar Knight uses its Gaze action, then makes three greatsword attacks or two lance attacks

Greatsword. Melee Weapon Attack: +10 to hit, reach 5 ft., one creature. **Hit:** 19 (4d6 + 5) slashing damage plus 9 (2d8) radiant damage

Lance. Melee Weapon Attack: +10 to hit, reach 10 ft., one creature. **Hit:** 19 (4d6 + 5) slashing damage plus 9 (2d8) radiant damage. This weapon has disadvantage on attacks made against targets within 5 feet of the solar knight. It can only wield this weapon one handed while mounted.

Gaze. The Solar Knight targets one creature it can see within 60 feet of it that can see the Solar Knight. The target must succeed on a DC 17 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 Solar Knight's Gaze for the next 24 hours.

SOVEREIGN ELK

The archfey are not limited only to sidhe lords and faerie queens. Beasts of immense power and cunning may also become archfey if given the opportunity. Moderately more intelligent than the majority of other beasts of their ilk and possessing incredible power, these cunning and dangerous archfey are forces of nature in their own right, reigning in the most remote realms of the Feywild according to their own inscrutable wisdom. Most well known of these is Sovereign Elk, whose cataclysmic steps have left their tracks in the annals of elven history.

Lofty Heritage. The giant elks of the material plane are often believed to be divine messengers, or even avatars of the gods themselves. Whether this is true or not, it is clear that Sovereign Elk possesses divine ancestry. The identity of that ancestry is unclear, however. Only Sovereign Elk's father, Oberon himself, could answer that question, and the Green Lord keeps his council.

Destruction and Renewal. No one knows the paths that Sovereign Elk traces through the trackless forests and taigas of the Feywild, save for perhaps his father. However, when Sovereign Elk does choose to venture into the civilized realms, it is almost always to bring destruction. Trees and castles alike are felled by Sovereign Elk's relentless stride, forests sprouting in its wake. None understand Sovereign Elk's motivations for these ventures.

SOVEREIGN ELK

Gargantuan fey, unaligned

Armor Class. 17 (natural armor)

Hit Points. 297 (17d20 +119)

Speed. 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	25 (+7)	8 (-1)	16 (+3)	13 (+1)

Saving Throws: Str +14, Con +13

Damage Resistances. cold

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

Condition Immunities. grappled, restricted, unconscious

Senses. passive Perception 13

Languages. understands Sylvan but does not speak

Challenge. 20 (25,000XP)

Charge. If Sovereign Elk moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6). If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Magic Resistance. Sovereign Elk's has advantage on saving throws against spells and other magical effects.

Magic Weapons. Sovereign Elk's weapon attacks are magical.

Regeneration. As long as he remains within an area of healthy wilderness, Sovereign Elk regains 5 hit points at the start of his turn. If he takes necrotic damage or moves out of an area of healthy wilderness, this trait doesn't function at the start of its next turn. Sovereign Elk dies only if he starts his turn with 0 hit points and doesn't regenerate.

Relentless Stride. Sovereign Elk ignores difficult terrain. Additionally, he is immune to the *slow* spell and automatically succeeds on saving throws to resist being pushed or pulled in a direction against its will.

Siege Monster. Sovereign Elk deals double damage to objects, structures, and inanimate plant life.

Titanic Size. Sovereign Elk is 30 feet tall at the withers, 40 feet tall on the top of its head, and 50 feet tall at the highest point of its antlers. Any attack made against Sovereign Elk from below 20 feet deal half damage.

Trample. Sovereign Elk can enter the space of any creature of Large or smaller size and end his turn there if he chooses. Whenever he enters a creature's space, Sovereign Elk makes one Hooves attack on it.

Actions

Ram. Melee Weapon Attack: +14 to hit, reach 10 ft., one creature. **Hit:** 18 (3d6 + 8) bludgeoning damage

Hooves. Melee Weapon Attack: +14 to hit, reach 5 ft., one creature. **Hit:** 30 (4d10 + 8) bludgeoning damage

Legendary Actions

Sovereign Elk 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. Sovereign Elk regains spent legendary actions at the start of his turn.

Vigorous Shake. Any creatures currently climbing on Sovereign Elk must succeed on a DC 16 Athletics or Acrobatics check or be dislodged from Sovereign Elk, taking 1d6 bludgeoning damage for every 10 feet they fall.

Move (Costs 2 Actions). Sovereign Elk moves up to 30 feet.

NATURALIZED ARCHFEY



ome archfey are not born as fey, but rather gained their status through countless years spent in the magical glades and caverns of the Feywild. These creatures retain their creature type, but also count as fey for the purposes of spells and effects such as protection from evil and good.

RAZCORETH, THE WHISPERING WYRM

To forget is a blessing that many seek and fail to attain throughout their lives. The sweet nepenthe of oblivion is often the only recourse for those whose pasts haunt them. For those such souls, Razcoreth has a deal to make.

The Whispering Wyrm makes his lair beside the Lake of Dreams, pondering over his plots and swimming through the dreams of mortals at his leisure, learning their secrets and planting seeds of doubt and betrayal in their sleeping minds. Those who seek him may find their way to him via paths revealed to them in their sleep, and if they find him he may even offer them the forgetfulness that they crave. For a price.

Razcoreth is an **ancient green dragon** with the following additional features that increase his challenge rating to 23 (50,000 XP)

Truesight. He possesses Truesight out to 120 feet.

Innate Spellcasting. Razcoreth's innate spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *eyebite, mass suggestion, project image, sleep* (7th level)

LAKE OF DREAM EFFECTS

The Lake of Dreams is a miraculous realm, and as such has unique properties that Razcoreth can access.

- While submerged within the Lake of Dreams, Razcoreth can cast *dream* at will without material components. While casting *dream* in this way, Razcoreth can target any creature whose full name he knows so long as they are in the Feywild, the Prime Material Plane, or the Ethereal Plane. However, he can only cause a nightmare once every 24 hours.

LORD KANNOOTH OF CENDRIANE

The name Cendriane echoes throughout elven history. Once the greatest city of the eladrin, Cendriane was a magnificent realm of enchantment and magic, perhaps even outstripping the wonders of the Netherese Empire if the stories are true. However, all things come to pass, and a terrible cataclysm ripped Cendriane asunder, rendering its leaders dead or worse and its treasures lost.

Lord Kannothe of Cendriane was once a leader of the now ruined city. However, his vampiric hunger and bitterness has poisoned his once noble mind. He now spends his time brooding in the vaults beneath his devastated home, feeding his malice and his bloodlust with dark plots and strange magic.

Lord Kannothe is a **spellcasting vampire** with the following additional features.

- He speaks Abyssal, Elvish, Deep Speech, Draconic, Infernal, Sylvan, and Undercommon
- Anywhere in the vampire's stat block and regional effects that specifies bats, replace with wasps; and anywhere that specifies rats, replace with beetles.
- While Lord Kannothe is in an area illuminated by sunlight, his skin gleams and shines, conferring advantage on all attack rolls made against him. This replaces the *Sunlight Hypersensitivity* flaw of the Vampire Weaknesses trait.

VIKTOR MAZAN OF BROKENSTONE VALE

The alpha of the werewolves of Brokenstone Vale, Viktor Mazan is brutal and cunning, leading his pack mates on daring raids and brutal adventures of slaughter. Forever trapped in his wolf-humanoid hybrid form by a curse from the Maiden of the Moon, Viktor is vicious and bloodthirsty, eager to join in the fray and taste innocent flesh.

Viktor Mazan is a human werewolf **gladiator** with the following additional features and a Challenge Rating of 10 (5,900 XP):

- Viktor is neutral evil
- Viktor's skills are Arcana +3, Athletics +7, Intimidation +5, Nature +3, Perception +5, Stealth +5, Survival +4
- Viktor is immune to bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered.
- Viktor has darkvision out to 60 feet and passive Perception 15
- Viktor speaks Common, Elvish, Giant, Goblin, and Sylvan
- Viktor has advantage on Wisdom (Perception) checks that rely on hearing or smell.
- Viktor possesses the following additional actions:

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 11 (3d4 + 4) slashing damage