

FEYWILD COMPANION



New subclasses, backgrounds, monsters, adventures, encounters, and more to bring the Feywild to life!



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ABBREVIATIONS

AC	Armor Class
APL	average party level
cp	copper piece(s)
CR	Challenge Rating
DC	Difficulty Class
DM	Dungeon Master
gp	gold piece(s)
MM	Monster Manual
MToF	Mordenkainen's Tome of Foes
NPC	nonplayer character
PC	player character
PHB	Player's Handbook
sp	silver piece(s)
TCoE	Tasha's Cauldron of Everything
VGM	Volo's Guide to Monsters
XP	experience points
XGtE	Xanathar's Guide to Everything

INTRODUCTION

Trees that rise so high into the sky that you can't see the top. Vegetation growing over, under, and on top of everything you can see. Structures so bright they appear to glow. These are just a few of the sights that await you in the Feywild, a realm just beyond our normal one, both luminous and dangerous.

This book represents months of work by very dedicated creators determined to bring you the best the Feywild has to offer for players and dungeon masters. We started work in May 2021 with a goal of releasing alongside *The Wild Beyond the Witchlight*. We met that goal and as a result, you will see examples of the collective consciousness in these pages. Thankfully, everything we created plays nicely with the contents of that book.

If you seek lineages, we've got the enigmatic Feybound, where you'll play as a character that was lost for years in the Feywild and now experiences wild surges of magic as a result. Or, become a plant-minded Greenseer, communicating with foliage and creating powerful blossoms of your own. We've also brought back the classic Killoren race, updating it for the fifth edition.

If you need subclasses, we've got one for every class, including the artificer. Use the power of magic symbols with the Calligrapher, wield a mystical mirror as a cleric of the Mirror Domain, access your third eye as a druid of the Circle of Visions, tame a planar beast as a Cosmic Caller ranger, curse others as an Evil Eye sorcerer, and more.

Our additional player content includes the clown and dreamer backgrounds as well as 13 new spells and 4 new feats.

For dungeon masters, we present the brand new Feywild domain of Dualis, where those who cross its borders are secretly duplicated. The domain is home to the mesmerizing Lake of Dreams, the evolving Butterfly Enclave, the miniature city of Minot, and much more.

Also inside these pages, you'll find 2 complete adventures, 6 encounters, and over 50 adventure hooks. All of these can be resolved without combat if you choose.

Along with 15 new magic items, we introduce you to the flowers of the Feywild, a new type of consumable. We also offer 50 trinkets and 50 wild effects to add fey fun and flavor.

We have 31 monsters ranging from CR 0 to 25, many with adventure hooks. Plus, there are 4 familiars, 20+ NPCs, and a CR 16 archfey who rules the Dualis domain. Altogether, there are over 50 stat blocks to choose from. Here is but a sampling of the creatures that await you:

- Four species of Feywild butterflies and the mysterious butterfly queen, a powerful creature that your characters can face in battle or take her place as her mantle is passed on after death.
- The glasswail . . . a tortured monster that hides within stained glass windows and comes to life to show you the horrors of a trip to the Feywild gone wrong.
- The faenorn . . . a powerful spirit bound to the Feywild with lair and regional effects.
- The candleling . . . a floating, living candle that communicates using light.

In addition, we include optional rules for altering monster sizes, handling fey crossings, and adding fey glamours to existing creatures.

We've barely scratched the surface of what lies within these pages. What are you waiting for? Start reading and go Feywild!

— Jimmy Flowers



CHARACTER ORIGINS



HE FEYWILD IS A VAST PLANE WHERE YOU MAY encounter humanoids with a wide array of origins. This chapter presents a race and two lineages to expand the options for characters presented in the *Player's Handbook*.

As introduced in *Ravenloft's Guide to Ravenloft*, lineages are designed to function in place of a character's race, whether you choose a lineage at character creation or transition to one along the way. For ability scores, increase one by 2 and a different one by 1, or increase three different scores by 1. Your character can speak, read, and write Common as well as one other language that you and your DM agree is appropriate.

THE FEYBOUND

"I HAVE LOST EVERYONE I ONCE LOVED. ALTHOUGH I STILL live, I too am lost. How long will it be before I find myself in that wicked place again?"

—Saryndis, a feybound

People disappear or go missing every day. Sometimes those disappearances have an otherworldly origin. The feybound are those that journeyed either accidentally or intentionally to the Feywild and became lost there for a year or more. Since time passes differently in the Feywild, when the feybound return to the Material Plane, everyone they once knew may be long gone.

As a feybound, you survived the uncertainty of the Feywild somehow but not without consequence. You are now a fey with new abilities and sometimes feel as though you are back in the Feywild once more. It is forever a part of you, and you must learn to adapt to a world that no longer resembles the one of your birth.

FEYBOUND APPEARANCE

Your time in the Feywild has most likely altered your appearance. Use the Feybound Appearances table to discover more about your appearance or work with your DM to develop your own look.

FEYBOUND APPEARANCES

d6 Appearance

- 1 You have horns or antlers on your head. These cannot be used as weapons.
- 2 Your skin has a tree bark-like appearance near each of your joints. This does not impact your movement.
- 3 You have insect, dragonfly, or butterfly-like wings, but you are unable to fly.
- 4 You have patches of glittering fish scales on your body.
- 5 You have leaves randomly growing on you. They are painlessly removed if desired.
- 6 Your skin gives off a white or yellow glow. It is not strong enough to light the area.

FEYBOUND ORIGINS

There are many ways someone can become lost in the Feywild. Use the Feybound Origins table to uncover your origin or develop one of your own with the support of your DM.

FEYBOUND ORIGINS

d8 Origin

- 1 You saw a magical creature that no one else could see. You followed it into the woods and found yourself in the Feywild.
- 2 You were having a picnic with your significant other in the wilderness. You both ended up in the Feywild. Your loved one died while you were there.
- 3 A child in your village went missing. You joined a search party. You searched for the child until you realized that you too were lost.
- 4 You and your friends bathed in the waters of a moonlit pond. When you emerged, everything surrounding the water looked different. Eventually, you discovered that you had crossed over into the Feywild. None of your friends survived.
- 5 You kept hearing voices telling you to follow them. You did. The voices led you to the Feywild, where they simply giggled and then never spoke again.
- 6 While running from an orc horde, you fell into a hole in the wilderness. When you climbed out, everything looked different. You were relieved to be free of the orcs, but you soon faced the threats of the Feywild. Somehow you survived.
- 7 You had heard of the Feywild and became consumed with travelling there. You eventually got your wish, but regretted it when you couldn't find a way out.
- 8 You have no memories of your life prior to your time in the Feywild.

TIME LOST

Time moves differently in the Feywild. Use the Time Passage table to determine how much time passed on the Material Plane while you were lost there or work with your DM to choose an amount of time that works for your character.

If a significant amount of time has passed, your entire family may have perished. In fact, everything you once knew may have changed.

TIME PASSAGE

d4 Time Passage

- 1 Years
- 2 Decades
- 3 Centuries
- 4 Millennia

With your DM's approval, you may use another die to define the number of years, decades, centuries, or millennia you were lost in the Feywild.

FEYBOUND TRAITS

You have the following racial traits.

Creature Type. You are a Fey.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Fey Sight. Your skin tingles when you are in the presence of fey creatures. As an action, you can heighten your senses

to detect lurking fey. Until the end of your next turn, you know the location but not the identity of any fey within 60 feet of you that is not behind total cover.

While in the Feywild, this trait behaves differently. Instead of detecting fey creatures, you detect non-fey creatures in a similar fashion.

Feywild Trigger. You were lost in the Feywild for so long that something about you isn't quite right. At times, you are triggered and taken back to the Feywild in your mind. When this happens, onlookers would describe you as having a blank stare as if you were somewhere else.

When you gain this lineage, roll 1d20. The number you roll becomes your trigger. (If you roll a 1 or a 20, ignore it, and roll again.) Whenever you roll a d20 and your trigger number appears, you go catatonic for a second and then a wild effect occurs.

The change in you is only momentary, so it doesn't interfere with your other actions normally. However, your DM has the final say.

Your DM can use the [Wild Effects table](#) or another source to determine the wild effect. The effect can be different every time this ability triggers.

Once this feature has been triggered twice, you cannot use it again until you complete a short rest.

Sense of Direction. Now that you have escaped the Feywild, you have an uncanny sense of direction. You seem to always know where creatures, animals, and plants are in relation to you. Starting at 3rd level, you know and can cast the *locate animals or plants* spell without material components. Once you cast this spell, you can't cast it again until you finish a long rest unless you use a spell slot (if you have one).

Additionally, you have advantage on Wisdom (Survival) checks to track creatures and determine directions.

Time Slip. You became accustomed to the flow of time in the Feywild. Occasionally, you feel time on the Material Plane slow, allowing you to change your mind before anyone notices. If an action you take fails due to a roll you made, you may choose to attempt an entirely different action instead. As far as anyone else knows, the original action never occurred. Once you have used this feature, you cannot use it again until you complete a long rest.



GREENSEER

"WHAT IS KNOWN OF NATURE? THINGS MANY AND FEW. MANY people rest in the woods, knowing the mountain pines shiver in storms, but few know their windy whispers. Many know that a dandelion smiles as the sun looks down from overhead, but few know the vanity of beautiful weeds. I know because I hear their words."

—from the tattered journal of Fionn, a greenseer

Nature tries to keep an equilibrium between what was, what is, and what could be. To achieve this balance, it influences others to speak on its behalf. The greenseers are that voice—beings infused with plant-life who find themselves unwittingly awakened to the balance of the natural world. One can become a greenseer through various ways, including a dryad's kiss, folk healing tonics, or a druid's vengeful magic designed to teach a lesson to those who would decimate forests in the name of profit.

No matter how they come to be, greenseers are able to hear nature reaching out to them, capable of recognizing the emotions of plants they touch. They are able to feel the joy of a sunflower preening its petals in summer and the agony of a grassy hill as it burns beneath flame. Whatever they set out to do, a greenseer seeks harmony and to reduce the suffering of the natural world.

PLANT AFFINITY

The defining characteristic of the greenseers is their strong connection to plants. By touching their skin to a root, trunk, leaf, or any other part of a living plant, they become immediately aware of that plant's feelings and emotions. Although they can use their abilities on any plant, the greenseer has an affinity for one particular type which determines a unique aspect of their appearance.

A plant affinity is the strongest tie a greenseer has with the natural world. A greenseer focused on enjoying the splendor of wildflowers might possess an affinity for mountain irises, with several purple blooms always on their shoulders. A more melancholic greenseer may have an affinity for willows, giving their hair a ropey, drooping appearance. A greenseer rooted to ideals of community might develop bark-like skin, with designs similar to aspen trees that tend to grow in close-knit clusters.

Use the Plant Affinities table to determine your greenseer's affinity or develop one of your own with your DM's input.

PLANT AFFINITIES

d6 Plant Affinity

- 1 Berries, vegetables, or similar
- 2 Flowers or a particular type of flower
- 3 Fungi or moss
- 4 Plants sacred to fey or druids, such as mistletoe or yew
- 5 Trees or a specific kind of tree
- 6 Vines or creepers

GREENSEER ORIGINS

Many greenseers originate from unexpected quirks of the Feywild's magic. In other cases, a god may have transformed your original form into something more "natural" or perhaps a fey creature cursed you for spoiling the spring where it plays. The Greenseers Origins table provides suggestions for how your character became a Greenseer.

GREENSEER ORIGINS

d8 Origin

- 1 You wronged a creature of the forest who cursed you to feel its pain.
- 2 A fey found you dying in the forest. In saving you, they also transformed you.
- 3 Wandering the Feywild, you fell asleep in a field of flowers. When you awoke, your body had become part of the land.
- 4 You were sacrificed in a solstice ritual, but instead of dying, your body knit itself back together with vines and roots.
- 5 Your organs have been replaced with living plants, altering your physiology in unexpected ways.
- 6 Your body hosts the spirit of an earth elemental that covers you with tiny green spores.
- 7 Your prayers to the gods for a plentiful crop were heard and granted—the crop just happened to be you.
- 8 Perhaps mistaking it for something else, you drank a questionably green and expired "Growth" potion that had unintended side-effects.



GREENSEER TRAITS

You have the following racial traits.

Creature Type. You are a Plant.

Size. You are Medium or Small. You choose the size when you gain this lineage.

Speed. Your walking speed is 30 feet.

Ancestral Legacy. If you replace a race with this lineage, you can keep the following elements of that race: any skill proficiencies you gained from it and any climbing, flying, or swimming speed you gained from it.

If you don't keep any of those elements or you choose this lineage at character creation, you gain proficiency in two skills of your choice.

Blossom. A greenseer's body grows blossoms capable of causing various effects. You can create a blossom (requiring no action on your part), which produces any of the following options when used:

Aromatic Blossom. As an action, you blow the soothing scent of this blossom toward a creature, attempting to lull it to sleep. Choose a creature within 30 feet of you that you can see. If the creature has 20 or fewer hit points, it falls unconscious for 1 minute. Undead, creatures with more than 20 hit points, and creatures immune to magical charm aren't affected by this effect.

Nourishing Blossom. As an action, a creature can eat or press this blossom against its skin to regain a number of hit points equal to your proficiency bonus. If the creature is not a greenseer, the blossom also provides enough nourishment to sustain a creature for one day.

Vined Blossom. As an action, you silently command the petals of this blossom to fly to a point on the ground, causing vines to surge forth from that location. Choose a point on the ground within 60 ft. that you can see. All enemies within 10-foot square of this point must succeed on a Strength saving throw with DC equal to 8 + your proficiency bonus + wisdom modifier or become restrained by the vines. A creature restrained by the vines can use its action to make a Strength check against this same DC. On a success, it frees itself. The vines require your concentration to maintain. The vines last for 1 minute or until your concentration ends (as if you were concentrating on a spell).

Warped Blossom. As an action, you crush this blossom in your fist and whisper to an inanimate object consisting of mostly wood or other plant material within 30 ft., convincing it to change shape, create a hole, or another alteration. You can make a single alteration, consisting of no more than a 5 ft. cube worth of the object's plant material. For example, this blossom's effect allows you to warp a chair, making it break when someone sits down; to repair a large hole in an oak door; or to transform a wooden shield, making it unusable.

You can grow a number of blossoms equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

Nature's Armory. You know the *thornskin* cantrip. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell (choose when you gain this lineage).

Plant Nature. Your plant nature offers the following benefits:

- You have resistance to poison and radiant damage.
- If you spend at least 1 hour under bright, natural sunlight or 4 hours under moonlight in a day, you don't need to eat.
- You don't need to sleep. Instead, you meditate deeply, remaining semiconscious for 4 hours a day. After resting in this way, you gain the same benefit that a human does from 8 hours of sleep.

Verdant Empath. When your skin makes direct contact with living plants (such as touching a flower or leaf), you are able to telepathically understand and communicate simple ideas with it.

REMOVING A LINEAGE

Van Richten's Libram of Lineages (also published by Splinterverse Media) offers optional rules for removing a lineage. Of the techniques listed in that book, transformation and resurrection are the best suited to remove the feybound and greenseer lineages from a character.

KILLOREN

"THE WILDS ARE OUR HOME. THEY MAY BE DANGEROUS AND unforgiving, but we know their ways and they know us."

—Harnathin, a killoren

People aren't the only creatures that go missing in the Feywild. In fact, entire tribes have been lost to its ever-shifting embrace. Long exposure to fey energies and the survival demands of the Feywild itself caused one such lost society to evolve into something new—the killoren.

Killoren tribes are nomadic by nature, consistently traveling to find more hospitable areas within the Feywild. As a result, they understand when killoren youth are taken with wanderlust, and they welcome them back if they return. It is a common rite-of-passage for a young killoren to travel through a fey crossing to discover who they are as an individual, apart from the tribe that raised them.

AVATARS OF NATURE

Killoren personalities are as varied as the natural world they represent. These fey can be as calm as an oasis in the desert or as violent as a thunderstorm. Physically, killoren have a bipedal humanoid shape, but with features and colors that resemble nature. Their bodies usually have patches of vegetation from their primary environment naturally growing on them. Roll or choose from the Killoren Feywild Environments table to determine what environment influenced you the most in the Feywild. Your physicality will reflect this choice.

KILLOREN FEYWILD ENVIRONMENTS

d10 Environment

1-3 Forest

4 Jungle

5 Desert

6 Coast

7 Mountain

8 Grassland/Hill

9 Swamp

10 Arctic

KILLOREN NAMES

Killorens usually take only one name. Example Killoren names include: Banmarden, Durmindin, Ennimbrel, Kettenhai, Shallabar, and Tellorda.

KILLOREN TRAITS

Your character has the following racial traits.

Ability Score Increase. When determining your character's ability scores, increase one of those scores by 2 and a different score by 1, or increase three different scores by 1.

Your class's "Quick Build" section in the *Player's Handbook* offers suggestions on which scores to increase. You're free to follow those suggestions or to ignore them. Whichever scores you decide to increase, none of the scores can be raised above 20.

Languages. You can speak, read, and write Common and Sylvan.

Creature Type. You are a Fey.

Size. You are Medium.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness as shades of gray.

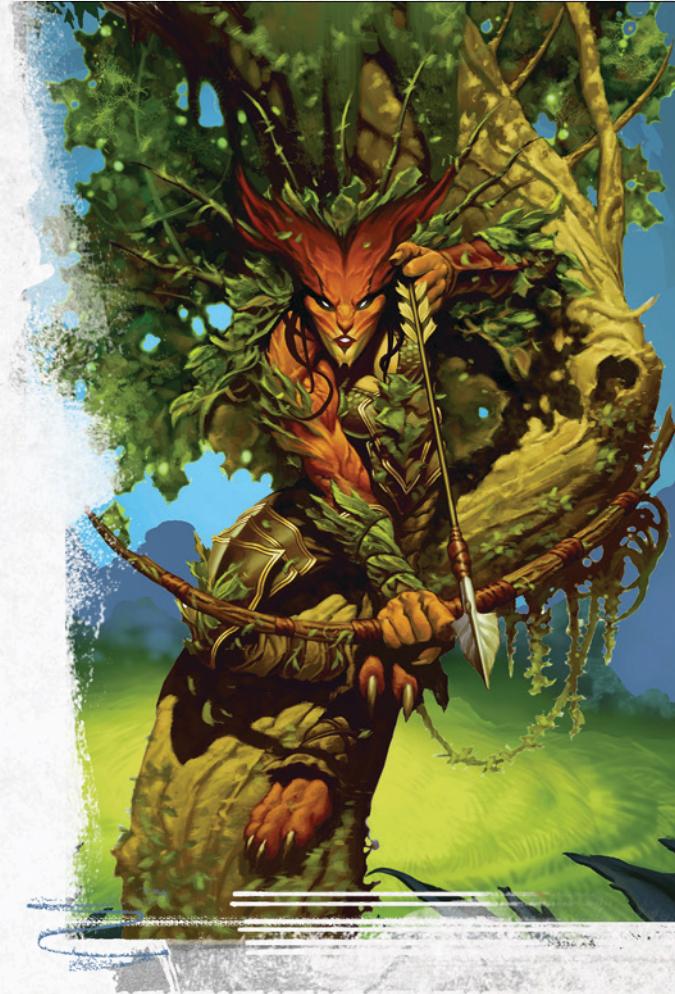
Fey Nature. You have advantage on saving throws against being charmed, and magic can't put you to sleep.

Manifest Nature's Might. Killoren are bound to nature itself, and they may manifest that bond as part of their physical form. As a bonus action, you can choose to take on one of the following aspects:

Aspect of the Ancient. For the next 10 minutes, you have advantage on Intelligence (Nature) checks. Additionally, you are immune to being charmed. While you manifest this aspect, your hair turns white, and your eyes become the color of a blue summer sky.

Aspect of the Destroyer. You can make an additional attack if you have used the Attack action this turn. If the attack hits, you gain a bonus to the damage roll equal to your level. When you manifest this aspect, your hair and eyes turn a deep, lusterless black for 10 minutes.

Aspect of the Hunter. For the next 10 minutes, you have advantage on Dexterity (Stealth) and Wisdom (Perception) checks. Additionally, you have advantage on initiative rolls. While you manifest this aspect, your hair and eyes turn a deep forest green.



Alternatively, you can choose to have your aspect's appearance reflect either your current surroundings or your primary environment in the Feywild. Once you have used this trait, you cannot use it again until you finish a short or long rest.

Nomadic Training. You have proficiency in one of the following skills of your choice: Animal Handling, Nature, Stealth, or Survival.

RACIAL FEAT

If your campaign is using the optional rules for Racial Feats presented in *Xanathar's Guide to Everything*, the following feat may be used with your DM's approval:

GREATER ASPECTS

Prerequisite: Killoren

You have a greater connection to nature than your kin. Whenever you use your Manifest Nature's Might trait, you can gain an additional effect that corresponds to your aspect:

Aspect of the Ancient. You can spend the 10 minutes meditating to cast the *commune with nature* spell.

Aspect of the Destroyer. When you hit a target with your Aspect of the Destroyer, the target must succeed on a Wisdom saving throw ($DC\ 8 + \text{your proficiency bonus} + \text{your Constitution modifier}$) or be stunned for 1 round.

Aspect of the Hunter. While your Aspect of the Hunter is active, you can teleport up to 30 feet as a bonus action.

Once you have used one of these additional effects, you cannot use them again until you finish a long rest.



SUBCLASS OPTIONS



PENDING ON THE CLASS, A CHARACTER unlocks a subclass at 1st, 2nd, or 3rd level. This chapter presents subclass options to expand those offered in the *Player's Handbook*. Whether your character worked as a guard for a fey court, wields a mirror touched by the Feywild, or was cursed by a fey, there are some surprising options within these pages.

ARTIFICER: CALLIGRAPHER

"THEY WROTE WORDS IN THE AIR AS IF BY MAGIC, AND WE were saved. Bless them. Bless them all."

—Brandt, a farmer saved by calligraphers

A calligrapher is a master of words. Calligraphers may have studied under otherworldly beings like fey, or they may have received their gifts from divine inspiration. No matter how they learned their craft, words are the building blocks of the calligrapher's tool kit and can be used to devastating effect. In the case of the calligrapher, the pen (or the brush) is definitely mightier than the sword.

TOOLS OF THE TRADE

3rd-level Calligrapher Feature

You gain proficiency with calligrapher's supplies. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Additionally, you know the *message* cantrip.

Calligraphers can use a variety of instruments to bring the symbols to life. Choose from the Writing Instrument table or work with your DM to develop your own unique tool.

WRITING INSTRUMENTS

d6 Writing Instrument

- 1 A black feather quill handed down to you by your mentor.
- 2 A wooden brush that belonged to a long dead painter.
- 3 A magical pen that never runs out of ink.
- 4 A ceramic stylus with words written in a lost tongue.
- 5 A pen made of reed with mysterious carvings on its side.
- 6 A wizard's former wand that you use to write in the air.

CALLIGRAPHER SPELLS

3rd-level Calligrapher Feature

You always have certain spells prepared after you reach particular levels in this class, as shown in the Calligrapher Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

CALLIGRAPHER SPELLS

Artificer Level Spells

3rd	<i>healing word, protection from evil and good</i>
5th	<i>augury, suggestion</i>
9th	<i>mass healing word, sending</i>
13th	<i>dimension door, divination</i>
17th	<i>scrying, teleportation circle</i>

ARCANE SYMBOLS

3rd-level Calligrapher Feature

Your prowess over the power of written symbols allows you to create spell effects. These symbols can be written on paper, but the power comes from the motion used. You can write on any surface or even in mid-air if no surfaces are available.

Use an action to write one of the following symbols:

- **Aid.** A willing creature you can see within 60 feet of you is bolstered with toughness and resolve. The target's hit point maximum and current hit points increase by 10 for 8 hours.
- **Destroy.** A creature you can see within 60 feet of you must make a Constitution saving throw, taking 4d10 necrotic damage on a failed save, or half as much on a successful one.
- **Dispel.** Choose a creature, object, or magical effect within 60 feet of you. You end the effects of a spell on the target if the spell is 2nd level or lower. For each spell of 3rd level or higher on the target, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a successful check, the spell's effects end.
- **Fear.** Choose any number of creatures that you can see within 30 feet of you. Each target must make a successful Wisdom saving throw or become frightened for 1 minute or until your concentration ends (as if you were concentrating on a spell). While frightened, the target drops whatever it is holding and must move at least 30 feet away from you on each of its turns, if able. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.
- **Pain.** A creature you can see within 60 feet of you must make a Constitution saving throw. On a failed save, it becomes incapacitated with excruciating pain for 1 minute or until your concentration ends (as if you were concentrating on a spell). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Protect.** A willing creature you can see within 60 feet of you becomes more durable. The target has resistance to nonmagical bludgeoning, piercing, and slashing damage for the next 10 minutes or until your concentration ends (as if you were concentrating on a spell).

Saving throws for the symbols created with this feature are based on your spell save DC.

Once you have used this feature a number of times equal to your proficiency bonus, you cannot use it again until you finish a long rest. The symbols can be dispelled and interrupted as if they were spells of 3rd level.

You cannot use this feature if you are restrained.

BETWEEN THE LINES

5th-level Calligrapher Feature

You can cast *comprehend languages* and *illusory script* at will. When you cast *illusory script* using this feature, it has a casting time of one action and does not require material components. Additionally, when you deal damage using an artificer cantrip, you may add your Intelligence modifier to the damage roll.

You also gain the ability to read written language the same way that others read body language. When you make an ability check involving written communication, you have advantage on that check.

ARCANA SAVANT

9th-level Calligrapher Feature

Your expertise with words gives you a better understanding of magic as a whole. You gain proficiency in the Arcana skill. If you already have this proficiency, you may choose another skill proficiency from those available to an artificer at 1st level.

You learn an additional two infusions at this level, but they must be Replicate Magic Item infusions. Additionally, whenever you gain a level, you can replace two of the artificer infusions you learned with new ones.

You also learn a cantrip of your choice from the artificer spell list.

GREATER SYMBOLS

15th-level Calligrapher Feature

You have gained additional mastery over some of the most powerful words a mortal can wield. You learn two additional symbols. Once you have used one of these symbols, you cannot use that symbol again until you finish a long rest. Using these symbols does not count against your uses of other arcane symbols. These symbols can be dispelled and interrupted as if they were spells of 6th level.

- **Heal.** A willing creature that you can see within 60 feet of you experiences a surge of positive energy. It regains 70 hit points. This symbol also ends blindness, deafness, and any diseases or curses affecting the target.
- **Remove.** A creature that you can see within 60 feet of you must make a Dexterity saving throw. The creature takes $10d6+40$ force damage on a failed save, or half that much on a successful one. If this damage reduces the creature to 0 hit points, it is disintegrated into a pile of fine gray dust along with everything it was carrying, except magic items. The creature can be restored to life only by means of a *true resurrection* or *wish* spell.

BARBARIAN: PATH OF THE BLINKING PACK

"IT IS AS IT HAS ALWAYS BEEN. WHERE THEY GO, WE GO. WE move as one."

—Efrold, Tribe of the Far Hound

Barbarians who walk the Path of the Blinking Pack share in the nobility and majesty of the blink dogs they emulate. Such a barbarian may have learned their ways directly from a blink dog, or the barbarian might have been gifted power from a different kind of fey. No matter where the abilities originate from, the Path of the Blinking Pack barbarian uses teleportation to hunt enemies and pack tactics to bring them down.

Barbarians of this path first encounter blink dogs in various ways. Use the Path Origins table to determine or inspire your connection to the blink dogs.



PATH ORIGINS

d6 Path Origin

- 1 You were born to a tribe that traveled with a pack of blink dogs.
- 2 You rescued an injured blink dog, and it stayed with you until its death.
- 3 You were lost and found your way by following a blink dog to safety.
- 4 A blink dog started following you during hunts, and you befriended it.
- 5 Your tribe worshipped the blink dogs and their power.
- 6 You saved a blink dog in a battle against displacer beasts, and it stayed with you.

BLINKING RAGE

3rd-level Path of the Blinking Pack Feature

While raging, you have the ability to hunt down your opponents with fierce abandon. Once per turn, you can teleport up to 30 feet toward a hostile creature you can see, leaving a small puff of smoke in your previous location. When you use this feature, your next melee weapon attack on the same turn deals an additional 1d6 force damage.

The force damage increases when you reach 8th level (2d6) and 14th level (3d6).

ANIMAL SENSES

6th-level Path of the Blinking Pack Feature

Your ability to emulate the blink dog grows. You gain proficiency in the Perception skill. If you already have this proficiency, you may choose a different skill proficiency instead. Either way, your proficiency bonus is doubled for Wisdom (Perception) checks.

PACK MENTALITY

10th-level Path of the Blinking Pack Feature

You are part of a pack, and your ability to gain advantage through reckless attacks can also help allies. When you use Reckless Attack, each ally within 5 feet of your target also has advantage on their next melee attack roll against the target.

PREDATOR SENSES

14th-level Path of the Blinking Pack Feature

Your senses become heightened like those of your fey brethren. You have blindsight with a range of 10 feet. Within that range, you can see anything that isn't behind total cover, even if you're blinded or in darkness. Moreover, you can see an invisible creature within that range, unless it successfully hides from you.

Additionally, when you grant advantage to an ally using Pack Mentality, that ally has advantage on all melee attack rolls against the target until the end of their next turn.



BARD: COLLEGE OF SEASONS

"THE SAME CHORD IN SUMMER AND WINTER WILL CARRY different weights. *The most talented among us are capable of deriving power from this simple change of seasons.*"

—Storm Silverhand, the Bard of Shadowdale

Bards of the College of Seasons get their power from the ever-changing flow of nature itself. This college studies the seasons as they interact in both the Material Plane and the Feywild. Songs composed from this college often have multiple movements, sometimes sounding different at first listen, but harmonies frequently exist in even the most discordant of melodies.

While other bards study in cloistered libraries or in cities packed with people, Bards from the College of Seasons withdraw from society to learn their craft. Some of these bards learn from elementals or spirits of the Feywild, while others find their muse in the wind that comes as the leaves change color. Often considered aloof even by other bards, the adherents of the College of Seasons usually find themselves more at home in a circle of druids than in a mead hall.

Most bards of the College of Seasons write and sing songs that capture their love of a particular season or natural occurrence. Use the Bard Songs table to choose or inspire your song.

BARD SONGS

d8	Bard Song
1	<i>A Summer's Dance with You</i>
2	<i>A Winter's Breath and a Winter's Kiss</i>
3	<i>An Autumn to Remember</i>
4	<i>The Harvest in My Heart</i>
5	<i>The Last Leaf to Fall</i>
6	<i>The Spring that Saved Us All</i>
7	<i>The Tears of the Moon</i>
8	<i>The Tide that Washes All</i>

MELODIES OF THE SEASONS

3rd-level College of Seasons Feature

Your study has led you to compose songs worthy of each of the seasons. When you reach 3rd level, you may choose one of the following seasonal melodies as an alternative use of your Bardic Inspiration.

- **Spring.** Your song reflects the budding life of spring, creating vigor in those around you. As a bonus action, you can expend a use of Bardic Inspiration to grant an ally you can see within 60 feet an additional attack if they use the Attack action on their next turn.
- **Summer.** Your song represents the fire of the hottest summers. As a reaction, when an ally that you can see within 60 feet hits with an attack, you can expend a use of Bardic Inspiration to increase the damage of that attack. The additional damage equals your Bardic Inspiration die plus your charisma modifier, and it is the same type of damage as the attack. If the attack has multiple damage

types, your ally chooses the damage type of the additional damage from the available options.

- **Autumn.** Your song marks transformations, returning life to its previous state. As a bonus action, you can expend a use of Bardic Inspiration to restore hit points to a creature you can see within 60 feet. The hit points restored are equal to your Bardic Inspiration die plus your Charisma modifier.
- **Winter.** Your song embodies the frigid harshness of winter. When you are hit with an attack by a creature you can see within 60 feet, you can expend a use of Bardic Inspiration as a reaction to deal cold damage to that creature equal to your Bardic Inspiration die plus your Charisma modifier.

When you gain a level, you can change your seasonal melody.

IN ALL SEASONS

6th-level College of Seasons Feature

Your mastery of the transition between seasons has led to a distinct understanding of spaces between others, giving you fey-like abilities. When you use this feature, choose one of the following effects:

- **Charming Presence.** As an action, choose one creature you can see within 60 feet. The target must make a Wisdom saving throw equal to your spell save DC. On a failed save, the target is charmed by you for 1 minute. If you or an ally deal damage to the charmed creature, it can repeat the saving throw with advantage, ending the effect on itself on a success.
- **Fey Step.** As a bonus action, you can teleport up to 20 feet to an unoccupied space you can see.
- **Magical Resistance.** As a reaction, you can give yourself advantage on saving throws against spells and other magical effects until the start of your next turn.

Once you use this feature a number of times equal to your proficiency bonus, you cannot use it again until you finish a long rest.

MASTERY OF THE SEASONS

14th-level College of Seasons Feature

Your understanding of nature's seasons is complete. You have the ability to create four different powerful effects based on the seasons. Upon finishing a long rest, choose one of the seasonal melodies below. As an action, you can use your chosen seasonal melody.

- **Spring.** You use the joy created by the life of spring as a weapon. Choose one creature that you can see within 30 feet. The target begins a comic dance in place—shuffling, tapping its feet, and capering for 1 minute. Creatures that can't be charmed are immune to this effect. A dancing creature must use all its movement to dance without leaving its space and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected by this ability, other creatures have advantage on attack rolls against it. The dancing creature can make a Wisdom

saving throw at the end of its turn to regain control of itself. On a successful save, the effect ends.

- **Summer.** Your mastery of heat can cause enemies to fear you like the harsh rays of the sun. Choose any number of creatures within 30 feet that you can see. Each target must make a Wisdom saving throw equal to your spell save DC. On a failed save, the target becomes frightened of you for 1 minute. While the target is frightened, you have advantage on attack rolls against it. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- **Autumn.** You have the ability to turn back the clock, erasing the passage of time. Choose one creature that you can see within 30 feet. You can reduce the target's

exhaustion level by one, or end any one effect or condition on the target that could be ended by the *greater restoration* spell.

- **Winter.** You can bring the freezing cold of winter down on your enemies. Each creature in a 30-foot cone must make a Constitution saving throw. A creature takes $10d8$ cold damage on a failed save, or half as much damage on a successful one. A creature killed by this effect becomes a frozen statue until it thaws.

Once you use this feature, you cannot use it again until you finish a long rest. Additionally, when you finish a long rest, you can change which seasonal melody you have prepared.



CLERIC: MIRROR DOMAIN

"I FOUND IT ODD THAT HE CARRIED A MIRROR INTO BATTLE, but then I saw the holy light it shown upon those wretched creatures. At that moment, I knew that I too had to wield this power."

—Merus, a cleric of the mirror domain

The mirror domain is devoted to the ideals of truth and self-reflection. Those who follow this domain craft a magical mirror that deflects harm, reflects a healing light, and connects them to knowledge. While these mirrors begin as ordinary handheld objects, they are physically transformed as part of a sacred ritual connecting the follower to "the source," the domain's term for universal knowledge. Adherents believe that conducting this ritual in the Feywild produces the most powerful mirrors.

The mirrors are viewed as both fierce weapons and holy relics by followers of this domain. It is not uncommon for them to include the mirror in hallowed rites and ceremonies, especially those that involve scrying. They may also polish their mirrors regularly and adorn them with symbols, etchings, engravings, or other decorations. Upon death, adherents of the mirror domain often leave their mirrors to aspirants who take the mirror through the ritual anew.

A variety of gods associated with light, peace, knowledge, and nature are drawn to the mirror domain, including Sehanine Moonbow, Sune, Angharradh, Mystra, Savras, Sardior, and Apollo.

MIRROR SPELLS

1st-level Mirror Domain Feature

Starting when you choose this domain, you always have certain spells prepared after you reach particular levels in this class, as shown in the Mirror Domain Spells table. These spells count as cleric spells for you, but they don't count against the number of cleric spells you prepare.

MIRROR SPELLS

Cleric Level Spells

3rd	<i>identify, shield</i>
5th	<i>mirror image, shatter</i>
9th	<i>blink, counterspell</i>
13th	<i>divination, sickening radiance</i> ^{XGE}
17th	<i>mislead, wall of light</i> ^{XGE}

SOURCE MIRROR RITUAL

1st-level Mirror Domain Feature

Through a 1-hour ritual, you transform a handheld mirror into a source mirror. The transformation is not only magical, but physical as well. For example, a square mirror encased in metal might take on an oval shape with an ornate wooden frame. Regardless of its appearance, your source mirror is magical and can be used as a holy symbol.

Your source mirror disappears if it is more than 5 feet away from you for 1 minute or longer. It also disappears if you dismiss it (no action required). If it has disappeared or otherwise not in your possession, you may use a bonus

action to summon it. If it is destroyed, you may repeat this ritual to reform it in your hand.

Additionally, when you cast a spell from the divination school using your source mirror as a spellcasting focus, you may do so without using material components.

Furthermore, you have proficiency in the Insight skill and your proficiency bonus is doubled for Wisdom (Insight) checks.

Source mirrors come in all shapes and sizes. Use the Source Mirror Appearances table to determine or inspire the look of your source mirror.

SOURCE MIRROR APPEARANCES

d8 Source Mirror Appearance

- 1 This mirror is oval-shaped and held in a silver frame that has writing engraved on the back of it. The text could be a note from a beloved mentor or a mysterious message that appeared as part of the mirror's transformation.
- 2 An ornately carved wooden frame holds this circular mirror. The carvings may be religious or nature-related and may have been carved by the original owner of the mirror.
- 3 This mirror sits in a square-shaped ceramic frame that is painted with swirls and other intricate details. The painting extends to a full scene depicted on the backside of the mirror.
- 4 The glass of this mirror is wider at the top and tapers as it approaches the bottom of its golden frame. It is bit heavier than you would expect a handheld mirror to be, but that is because the frame is pure gold.
- 5 This oblong frame looks as though it grew around the glass in a mess of roots and leaves that sometimes sprout anew. Bits of flowers and twigs can be seen poking out in places.
- 6 This mirror's glass is triangle-shaped, set in a frame made of steel, and covered in magic symbols that sometimes pulse with light. The symbols seem to light up based on what you are doing with the mirror.
- 7 This rectangular crystalline frame has gems embedded on its long handle. There is another larger jewel right above the top of the glass. The entire thing sparkles and light bounces off of it easily.
- 8 The frame of this round mirror is made of many materials, including wood and metal, as though it was stitched together by magic, giving it a patchwork look.

CHANNEL DIVINITY: MIRROR DEFLECTION

2nd-level Mirror Domain Feature

If you are hit by a ranged spell attack, you may use your reaction and your source mirror to deflect all of the damage back onto the caster or another creature you can see within 30 feet. The chosen creature becomes the target of the attack, using the same roll. This feature can transfer the attack's damage regardless of the attack's range. No additional effects from the spell transfer to the new target.

CHANNEL DIVINITY: MIRROR REFLECTION

6th-level Mirror Domain Feature

If you are hit with a ranged spell attack, you can use your reaction and your source mirror to reflect all of the damage as healing towards another target. The new target regains hit

points equal to the damage that would have been dealt. No additional effects from the spell transfer to the new target.

REFLECTIVE RITUALS

6th-level Mirror Domain Feature

Your source mirror enhances your rituals. You can cast ritual divination spells from the cleric spell list without preparing them if you use your source mirror as a spellcasting focus.

POTENT SPELLCASTING

8th-level Mirror Domain Feature

You add your Wisdom modifier to the damage you deal with any cleric cantrip.

PIERCE THE VEIL

17th-level Mirror Domain Feature

Your connection to your mirror and the source intensifies, piercing the veil between life and death. When you use Mirror Deflection, your source mirror deals maximum damage rather than the result of the attack roll. Likewise, when you use Mirror Reflection, your target regains hit points equal to the maximum damage that could have been dealt.

Additionally, when you use your source mirror as a spellcasting focus to cast a divination spell, you are better able to ensure that the spell does not go awry. If a target of your divination spell must make a saving throw, it does so with disadvantage. You have advantage on saving throws made when casting divination spells.



DRUID: CIRCLE OF VISIONS

"YOU THINK YOU SEE BUT YOU DO NOT. THERE ARE CREATURES that are neither here nor there. They are in front of you but also elsewhere. You must open your third eye to truly see."

—Arhi, druid of the circle of visions

Druuids of the Circle of Visions have been trained to use the mind's eye to see what others cannot. Through intense meditation in the Feywild or training in harsh environments on the Material Plane, these druids have expanded their senses to extremes. Their familiarity with the future can be surprising as is their knowledge of the planes. These druids

use their sight to preserve life and protect it from the unseen dangers that lurk beyond the veil.

As a Circle of Visions druid, your eyes are permanently changed in some way to reflect your ability to see beyond mortal sight. Consult the Eye Appearances table and either roll for an option or choose an appearance yourself. These appearances do not affect your ability to see normally, and you can still be affected by the blinded condition.



EYE APPEARANCES

d8 Eye Appearance

- 1 A milky, white film obscures part of your eyes.
- 2 Both the pupil and iris of yours eyes are sheer white.
- 3 One or both of your eyes have significant scarring.
- 4 Your eyes shift between several different and natural colors.
- 5 Both the pupil and iris of yours eyes are onyx black.
- 6 You no longer have physical eyes, but you see as if you do.
- 7 The whites of your eyes are multi-colored, and your irises are solid white.
- 8 The imprint of your third eye is visible on your forehead or the back of your neck. It glows when you use cast a divination spell.

TOUCHING THE VEIL

2nd-level Circle of Visions Feature

Your familiarity with the world beyond allows you to speak through the planes. You can form a telepathic connection between your mind and the mind of another. As a bonus action, choose one creature you can see within 30 feet of you. You and the chosen creature can speak telepathically with each other while the two of you are within a number of miles of each other equal to your Wisdom modifier (minimum of 1 mile). To understand each other, you each must speak mentally in a language the other knows.

Additionally, you can use this feature to sow confusion in your enemies. You always have the *dissonant whispers* spell prepared. It counts as a druid spell for you, and it doesn't count against the number of spells you can have prepared. You can cast *dissonant whispers* without expending a spell slot a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

FORM OF KNOWLEDGE

2nd-level Circle of Visions Feature

You can engage your third eye to gain answers that elude others. Using a 1-minute ritual, you can expend a use of Wild Shape to cast certain divination spells whose level is equal to half your druid level (rounded up) or less. You can use this feature to cast the following spells without material components:

- 1st level: *comprehend languages, identify*
- 2nd level: *augury, see invisibility*
- 3rd level: *clairvoyance, tongues*
- 4th level: *arcane eye, divination*
- 5th level: *commune, legend lore*

Additionally, you can use this feature to expend a use of Wild Shape to cast any druid spell of the divination school that you have prepared without expending a spell slot.

OPENING THE CIRCLE

6th-level Circle of Visions Feature

Your telepathy becomes so powerful you can sense other minds. You can cast the *Rary's telepathic bond* spell at will. Additionally, this link allows you to share limited

consciousness between those under its effects. While you and your allies are under the effect of a *Rary's telepathic bond* spell that you cast, you and your allies cannot be surprised.

ARCANE RESERVOIR

10th-level Circle of Visions Feature

You gain the ability to store some of the leftover energy from your Form of Knowledge. When you use Form of Knowledge, you may regain a used spell slot equal to half the level (rounded up) of the spell cast using Form of Knowledge.

EYES FROM BEYOND

14th-level Circle of Visions Feature

Your third eye allows you more than mortal sight. You are always under the effects of the *true seeing* spell unless it is dispelled. If this feature is dispelled, you can regain its effects by expending a spell slot of at least 5th level.

FIGHTER: COURT GUARD

“THE FEYWILD COURTS ENTERTAIN GUESTS FROM ALL PLANES, and their guards are solely responsible for keeping order among that chaos.”

—Elminster

The Court Guard employs the supernatural gifts of their regal benefactors to protect their charges. Whether their benefactor is a court of fey, fiends, or celestials, the court guard uses the training received from other realms to mold their fighting style. The court guard draws the attention of foes on the battlefield and debilitates enemies using these supernatural gifts.

Use the Courts table to determine or inspire the court where you received your training.

COURTS

- | | |
|----|---------------------------------------|
| d6 | Court |
| 1 | The Seelie Court |
| 2 | The Unseelie Court |
| 3 | A magical court on the Material Plane |
| 4 | A vampiric court |
| 5 | A celestial court |
| 6 | A demonic court |

COURT TRAINING

3rd-level Court Guard Feature

Your training as a court guard gives you access to an additional skill proficiency. Choose one of the following skills: Arcana, Deception, Insight, Performance, or Persuasion. If you have all of these skill proficiencies, you gain proficiency in a language relevant to your court instead.

In addition, you have limited telepathy to help protect the court. As an action, you may read the surface thoughts of a creature within 30 feet of you that you can see (like the *detect thoughts* spell). You may use this feature a number of times



equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

BLINDING STRIKE

3rd-level Court Guard Feature

Your experience with supernatural beauty has taught you how to overwhelm opponents. When you use an Action Surge, any number of creatures you choose within 30 feet of you that can see you must make a Wisdom saving throw. The DC is equal to $8 + \text{your proficiency bonus} + \text{your Charisma modifier}$. On a failed save, a creature becomes blinded until the end of your next turn.

SPELL STORAGE

7th-level Court Guard Feature

You gain the ability to cast a spell given to you by an ally. An ally may store a spell in your mind of a level that is equal to one-third of your fighter level or less. You may choose to cast that spell at any point until you finish a long rest. The spell uses the slot level, spell save DC, spell Attack bonus, and spellcasting ability of the original caster, but it is otherwise treated as if you cast the spell. If you cast the stored spell, it is no longer stored within you. If you finish a long rest before casting the spell, it is lost. Once you have stored a spell, you cannot store a different one until after you finish a long rest.

Additionally, if a spell attack targeting you misses, you can use your reaction to deal force damage equal to $1d8 + \text{your Charisma modifier}$ to a target within 5 feet of you. To do so, you must see the attacker and be wielding a melee weapon.

MENTAL FORTRESS

10th-level Court Guard Feature

Your experience with the mind games of the court has hardened your mental fortitude. You are immune to the charmed and frightened conditions.

CHARMING TAUNT

15th-level Court Guard Feature

You gain the ability to guard those around you with a single glance. When an attack is made on an ally within 30 feet of you by a creature you can see, you can use your reaction to impose disadvantage on that creature's attack roll.

BLINDED BY THE COURT

18th-level Court Guard Feature

Any creature affected by your Blinding Strike may be blinded for up to a minute. A blinded creature may repeat its original saving throw at the end of each of its turns, ending the effect on itself on a success.

MONK: WAY OF DEEP WINTER

"THERE IS NO GREATER COLD THAN THAT OF A MONK OF THE deep winter. It pierces your very soul. And when the monk is done with you, you are left with a chill. One that never leaves."

—Dr. Rudolph van Richten

Monks of the Way of Deep Winter are avatars of cold. Whether they were gifted abilities by the royalty of the Unseelie Court or the gods of the Material Plane, these monks embody the impartial disinterest of winter. Monks of this tradition use low temperatures as their ally, striking with deft swiftness like the winds of a blizzard.

Some communities accept monks of this tradition as distant protectors, while others look on them as omens of death and unfavorable weather. For these monks, fear and respect are one and the same, and they use the feelings of those around them as tools to their ends.

Your appearance changes to match your abilities. Consult the Winter Aspects table below and either roll for an option or choose an appearance yourself.

WINTER ASPECTS

d6 Winter Aspect

- | | |
|---|---|
| 1 | Water vapor emanates from your fists. |
| 2 | Your eyes have a silver-blue color. |
| 3 | Your hair is white and stiff like ice. |
| 4 | Your lips are stained blue. |
| 5 | Your breath leaves frosty clouds of vapor in the air. |
| 6 | Ice-like growths replace your fingernails. |

VISAGE OF WINTER

3rd-level Way of Deep Winter Feature

Your face is like ice. You impose disadvantage on any creature attempting an Insight check on you. Additionally, you gain proficiency in the Intimidation skill and may use

your Wisdom modifier instead of your Charisma modifier for Intimidation checks.

STRIKE OF BITTER COLD

3rd-level Way of Deep Winter Feature

You can force the chill of winter upon your enemies. Once per turn, when you hit a creature with an unarmed strike, you may expend 1 ki point to deal extra cold damage equal to one roll of your martial arts die plus your Wisdom modifier. Damage dealt with this feature ignores resistance to cold damage.

KISS OF WINTER'S BREATH

6th-level Way of Deep Winter Feature

You have the ability to become like a gust of winter wind. As an action, you may spend 3 ki points to transform yourself, along with everything you wear and carry, into a cloud of cold air like the *gaseous form* spell. This form lasts for 1 hour, or until your concentration ends (as if you were concentrating on a spell).

Once you have used this feature, you cannot use it again until you finish a long rest.

While in cold air form, your only method of movement is a flying speed of 30 feet. You can enter and occupy the space of another creature, but your presence causes a noticeable drop in temperature. You have resistance to nonmagical damage, and you have advantage on Strength, Dexterity, and Constitution saving throws. You can pass through small holes, narrow openings, and even mere cracks, but you treat liquids as though they were solid surfaces. You can't fall in this form and remain hovering in the air even when stunned or otherwise incapacitated.

While in this form, you can't talk or manipulate objects, and any objects you were carrying or holding can't be dropped, used, or otherwise interacted with. You can't attack or cast spells while in your cold air form.

AS A GLACIER STANDS

11th-level Way of Deep Winter Feature

Your connection with winter gives you the ability to become rigid like the strongest glacier. You gain resistance to cold damage. Additionally, when you use Patient Defense, you can spend 1 ki point to gain resistance to all damage from attacks targeting you until the beginning of your next turn.

VORTEX OF ICE

17th-level Way of Deep Winter Feature

You become one with the harshness of winter. As an action, you can expend 4 ki points to generate a vortex of chilled air and expel it from your hand. This vortex creates a 30-foot cone. Creatures of your choice within the cone must make a Constitution saving throw equal to $8 + \text{your proficiency bonus} + \text{your Wisdom modifier}$. On a failed save, a creature takes $8d6$ cold damage and is restrained for 1 minute. On a success, a creature takes half as much and is not restrained. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a successful save.

Once you use this feature, you cannot use it again until you finish a long rest. Damage dealt using this feature ignores resistance to cold damage.



PALADIN: OATH OF BEAUTY

"THE UGLINESS OF THESE CREATURES IS A CURSE UPON US ALL.
We must destroy them and restore beauty to this sacred place."
—Oriolt, paladin of the oath of beauty

Paladins who take the Oath of Beauty believe that it is their sworn duty to create beauty in the world. Moreover, it is their duty to eliminate ugliness in all of its forms. They strive to be a shining example of both personal freedom and elegance, and they strike down ugliness with the fervor that other paladins might smite evil. Some who have sworn this oath prefer natural beauty, while others cling to the beauty of mortal creation. It is easy to spot one who has taken the Oath of Beauty, because these paladins are often both physically captivating and masters of various art forms. Their attention-grabbing style has earned them the moniker of "beacons" in some cultures.

TENETS OF BEAUTY

The tenets of the Oath of Beauty are simple but all-encompassing. The oath can take many different forms, but the majority of its emphasis rests upon personal interpretation.

Reveal Beauty in All Things. Beauty does not take one form. As all things are capable of beauty, spark that capability in everything and everyone you see.

Eliminate Ugliness. When something is so devoid of beauty that it has become ugly, rid the world of its menace. Beauty cannot flourish where ugliness grows.

Maintain Your Own Beauty. Beauty begins within the body. You cannot spread beauty in the world unless you are capable of recognizing your own beauty.

Show Beauty to the World. Be an example to others. Let your beauty brighten the world, calling people to your cause like a lighthouse on a coast.



BEAUTY INTEREST

While paladins of this oath appreciate all forms of beauty, they typically have a form of beauty that most interests them. Choose from the Beauty Interests table or develop your own interest with your DM's input.

BEAUTY INTERESTS

d6 Beauty Interest

- | | |
|---|-------------------------|
| 1 | Inner beauty |
| 2 | Outer beauty |
| 3 | Architecture or artwork |
| 4 | Natural beauty |
| 5 | Supernatural beauty |
| 6 | Magical beauty |

HOLY SYMBOL

Paladins of this oath may have a particular god or pantheon that they worship. If your paladin does not worship a specific god or your god has no holy symbol, choose from the Holy Symbols table or create your own holy symbol with your DM's guidance.

HOLY SYMBOLS

d8 Holy Symbol

- | | |
|---|--|
| 1 | An ivory comb |
| 2 | A lock of hair interwoven with gold thread |
| 3 | A wreath made from twigs and leaves |
| 4 | A multi-colored feather |
| 5 | A gemstone |
| 6 | A totem or a statuette |
| 7 | A coin or a medallion |
| 8 | A carving or other small piece of art |

OATH SPELLS

1st-Level Oath of Beauty Feature

You gain oath spells at the paladin levels listed in the Oath of Beauty Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF BEAUTY SPELLS

Paladin Level Spells

3rd	<i>color spray, command</i>
5th	<i>enhance ability, mirror image</i>
9th	<i>hypnotic pattern, major image</i>
13th	<i>aura of purity, freedom of movement</i>
17th	<i>dominate person, modify memory</i>

CHANNEL DIVINITY

3rd-Level Oath of Beauty Feature

You gain the following two Channel Divinity options.

See the Sacred Oath class feature for how Channel Divinity works.

Blinding Beauty. As an action, you force each creature of your choice that you can see within 30 feet of you to make a Wisdom saving throw. On a failed save, a creature becomes

blinded for 1 minute. The blinded creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

Center of Attention. You can use your Channel Divinity to augment your natural beauty and sense of self. As a bonus action, you gain advantage on any Charisma checks or saving throws for the next 10 minutes.

AURA OF BEAUTY

7th-Level Oath of Beauty Feature

Your beauty allows clarity of thought in your allies, creating an aura that protects your minds. You and friendly creatures within 10 feet of you can't be charmed while you are conscious.

At 18th level, the range of this aura increases to 30 feet.

RESTORE BEAUTY

15th-Level Oath of Beauty Feature

You gain the ability to restore beauty with your touch. As an action, you can use one hit point of your Lay on Hands pool to cause the effect of a *mending* spell on an object. Additionally, when you use Lay on Hands on a person, each hit point healed restores one year of vitality to a person's face. Creatures affected by this ability appear to have aged one less year in their lives. This effect only reduces the appearance of age until the beginning of adulthood.

When a creature has their beauty restored by your Lay on Hands, it gains advantage on its next Charisma check due to the boost in confidence it has gained.

BEACON OF BEAUTY

20th-Level Oath of Beauty Feature

As an action, you become a mortal reflection of the ideal of beauty. For 1 minute, bright light shines around you in a 30-foot radius, and dim light shines 30 feet beyond that. Attacks against any ally in the 30-foot radius are made at disadvantage, as if the ally is heavily obscured. In addition, you have resistance to all damage that results from an attack roll against you.

Once you use this feature, you can't use it again until you finish a long rest.

RANGER: COSMIC CALLER

"*THERE ARE FEW PAIRINGS THAT ARE AS EFFECTIVE AS A cosmic caller and a tamed beast. Their movements are so coordinated it is as if they share a single mind.*"

—Mordenkainen

Rangers who are Cosmic Callers have tamed an extraplanar creature of some kind, whether it is an elemental, an aberration of the Far Realm, or a creature from the Feywild. Through this connection, these rangers expand their understanding of arcane energy. Cosmic Callers often patrol boundaries between the Material Plane and other planes, protecting those hapless victims of circumstance that wander into dangerous extraplanar spaces.

EXTRAPLANAR COMPANION

3rd-level Cosmic Caller Feature

You can use an action to magically summon an extraplanar beast. The beast is friendly to you and your companions and obeys your commands. Choose its stat block—Elemental Beast, Far Realm Beast, or Fey Beast—which uses your proficiency bonus in several places. You also determine what kind of animal the beast is, choosing a kind appropriate for the stat block. Whatever kind you choose, the beast has aspects of its home plane, revealing it to be something more than an average animal. For example, a fey beast might resemble a large cat, except that it has leaves instead of fur.

In combat, the beast acts during your turn. It can move and use its reaction on its own, but the only action it takes is the Dodge action, unless you use a bonus action on your turn to command it to take a different action, such as one from its stat block. You can also forgo one of your attacks when you take the Attack action to command the beast to take the Attack action. If you are incapacitated, the beast can take the Dodge action or any action of its choosing.

If your extraplanar companion dies, you can return it to life using an action. To do so, you touch the creature and expend a spell slot of 1st level or higher. If your extraplanar companion has been dead for an hour or less, it returns to life with all its hit points restored.

If you die, your extraplanar companion vanishes immediately.

When you finish a long rest, if your extraplanar companion is dead or otherwise absent, you can summon it again from its home plane. Your companion reappears in an unoccupied space within 5 feet of you. When you gain a new level, you may make a bond with a different extraplanar creature by performing a 1-hour ritual that costs 50 gp of incense, which the ritual consumes.

Consult the Companion Forms tables to select an animal and aspect that suits your extraplanar companion or work with DM to develop one of your own.

COMPANION FORMS: ELEMENTAL BEAST

d6 Animal Aspect

1	ape	The beast has elemental energy flowing off of it, such as embers (fire) or sparks (lightning).
2	black bear	The beast's eyes (iris and pupil) are a singular color matching their elemental energy.
3	boar	The beast's feet and/or teeth are encircled with elemental energy.
4	deer	The beast's fur color matches that of its elemental energy.
5	tiger	When the beast moves, elemental energy trails from its paws or hooves.
6	wolf	Elemental energy flows from the beast's eyes.

COMPANION FORMS: FAR REALM BEAST

d6 Animal Aspect

1	bat	The beast's wings drip with an inky black substance.
2	eagle	The entirety of the beast's eyes is jet black.
3	hawk	Instead of having legs, the beast's underside resembles a slug's foot.
4	owl	The beast has a hard exoskeleton rather than an inner skeleton.
5	raven	The beast has a row of nonfunctional eyes on the underside of its wings or tail.
6	vulture	Instead of two eyes, the beast has one eye stalk.

COMPANION FORMS: FEY BEAST

d6 Animal Aspect

1	baboon	The beast is covered in leaves instead of fur.
2	cat	The beast has hooves instead of paws or vice versa.
3	deinonychus	The beast has toadstools growing on it.
4	dog	The beast's eyes have a mirror-like sheen, but they function normally.
5	rat	Parts of the beast's torso appear incorporeal.
6	toad	The beast has rows of feathers on its limbs

EXTRAPLANAR MAGIC

3rd-level Cosmic Caller Feature

You learn an additional spell when you reach certain levels in this class, as shown in the Extraplanar Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know. Spells learned from this feature are dependent on the extraplanar beast that you currently have summoned. If you summon a different extraplanar beast, these spells will change accordingly.

EXTRAPLANAR SPELLS

Level	Elemental Spells	Far Realm Spells	Fey Spells
3rd	chromatic orb	arms of Hadar	silent image
5th	levitate	detect thoughts	suggestion
9th	elemental weapon	fear	hypnotic pattern
13th	elemental bane ^{XGIE}	Evard's black tentacles	greater invisibility
17th	conjure elemental	telekinesis	modify memory



ADVANCED TRAINING

7th-level Cosmic Caller Feature

You have created a stronger bond with your companion, and you can give it more complex commands. On any of your turns when your extraplanar companion doesn't attack, you can use a bonus action to command the beast to take the Dash, Disengage, or Help action on its turn.

Additionally, the fey beast's attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

AT THE READY

11th-level Cosmic Caller Feature

You have gained the ability to command your extraplanar companion to protect you from danger. As a reaction, if your companion is within 5 feet of you, you can command it to take half of the damage of an incoming attack targeting you.

Additionally, you can expend a spell slot of 1st level or higher as an action to restore a number of hit points equal to 6 times the spell slot's level to your companion.

SPELL LINK

15th-level Cosmic Caller Feature

Your bond with your companion goes beyond attachment. You can make any spell you cast that targets only you also target your extraplanar companion if it is within 30 feet of you. You cannot restore hit points to your companion using this feature.

ELEMENTAL BEAST

Medium Beast, Unaligned

Armor Class 12 + your proficiency bonus (natural armor)

Hit Points your ranger level multiplied by 6 + 6 (the beast has a number of Hit Dice [d8s] equal to your ranger level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	16 (+3)	8 (-1)	14 (+2)	11 (+0)

Senses darkvision 60 ft., passive Perception 12

Languages Understands the languages you speak

Challenge — Proficiency Bonus equals your bonus

Elemental Affinity. When this beast is first summoned, select an elemental damage type (acid, cold, fire, lightning, or thunder). All damage dealt by the beast is of that damage type. When you finish a long rest, you may select a new elemental affinity for the beast.

Elemental Aura. If a hostile creature starts its turn within 5 feet of the beast, the creature must succeed on a Constitution saving throw against your spell save DC or take 1d6 damage of the beast's selected damage type.

Extraplanar Bond. You can add your proficiency bonus to any check or saving throw that the beast makes.

ACTIONS

Slam. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 2 + your proficiency bonus of the beast's selected damage type.

FAR REALM BEAST

Small Beast, Unaligned

Armor Class 14 + your proficiency bonus (natural armor)

Hit Points your ranger level multiplied by 4 + 4 (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	14 (+2)	11 (+0)	8 (-1)

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Challenge — Proficiency Bonus equals your bonus

Psychic Bond. As long as the beast is within 60 feet, you gain resistance to psychic damage.

Extraplanar Bond. You can add your proficiency bonus to any check or saving throw that the beast makes.

ACTIONS

Eye Beam. *Ranged Weapon Attack:* your spell attack modifier to hit, reach 90 ft., one target. *Hit:* 1d4 + 4 + your proficiency bonus psychic damage.

FEY BEAST

Small Beast, Unaligned

Armor Class 13 + your proficiency bonus (natural armor)

Hit Points your ranger level multiplied by 4 + 4 (the beast has a number of Hit Dice [d6s] equal to your ranger level)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	12 (+1)	8 (-1)	11 (+0)	14 (+2)

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 10

Languages Understands the languages you speak

Challenge — Proficiency Bonus equals your bonus

Fey Step. As a bonus action, the beast can magically teleport up to 30 feet to an unoccupied space it can see.

Extraplanar Bond. You can add your proficiency bonus to any check or saving throw that the beast makes.

ACTIONS

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d4 + 3 + your proficiency bonus slashing damage.

Invisibility. The beast becomes invisible until it makes an attack, or until its concentration ends (as if concentrating on a spell). Anything the beast is wearing or carrying is invisible as long as it is on the beast.

ROGUE: REVELER

"WHAT HAVE YOU D-D-DONE TO ME? YOU . . . YOU MADE ME drink that swill. As soon as I g-g-get my balance, you are dead!"
—Artis, victim of a reveler

You are skilled in the art of taking your enemies off guard through unexpected tactics. Revelers use unfamiliar tinctures and tonics to replicate the effects of drunkenness in both themselves and enemies. You embrace long combat, inviting your enemies to make mistakes. You can also serve as a social infiltrator, scouting conversations in the same way that other rogues might scout an enemy base.

Revelers typically have a preferred container for their tonics. Use the Liquid Containers table to determine your delivery tool or work with your DM to create one of your own.

LIQUID CONTAINERS

d8 Liquid Container

1 Flask or tankard

2 Glass bottle or decanter

3 Goblet or cup

4 Jar

5 Jug or flagon

6 Perfume bottle

7 Vial or test tube

8 Waterskin

DRUNKEN FEINT

3rd-Level Reveler Feature

You learn how to use strange movements in combat to put your opponents off balance. If you are within 5 feet of a creature, you may use a bonus action to give the next melee attack against that creature advantage. Your next attack or that of an ally may benefit from this feature.

INTOXICATING STRIKE

3rd-Level Reveler Feature

You gain the ability to create an intoxicating effect on your enemies when you sneak attack. As a bonus action, you may choose to intoxicate a creature after hitting with a sneak attack instead of doing your standard sneak attack damage. Once intoxicated, a creature takes 2d4 poison damage at the start of each of its turns. This damage continues each turn for 1 minute. Once you have used this feature, it cannot be used again until you finish a short or long rest.

The damage from intoxication increases as you gain levels: 3d4 at 5th level, 4d4 at 10th level, 5d4 at 15th level, and 6d4 at 20th level.

In addition, your familiarity with foreign substances gives you resistance to poison damage and advantage on saving throws made against the poisoned condition.



LIFE OF THE PARTY

9th-Level Reveler Feature

Your experience in a wide range of social situations allows you to put people at ease with your demeanor. You have advantage on Charisma skill checks made against creatures that are not hostile.

A FRIENDLY NIP

13th-Level Reveler Feature

You gain the ability to shake off damage and conditions with your tinctures. As a bonus action, you may regain up to half your hit points and end one disease or condition affecting you. The condition can be blinded, deafened, paralyzed, or poisoned. Once you use this feature, it cannot be used again until you finish a long rest.

EXOTIC SPIRITS

17th-Level Reveler Feature

You are able to utilize exotic substances in your attacks. Whenever you use Intoxicating Strike, the target loses any poison resistance it may have to your attack. Additionally, you gain immunity to poison damage and the poisoned condition.

SORCERER: EVIL EYE

"YOU HAVE ANGERED THE WRONG PERSON. YOU SEE, I AM cursed. But there is a blessing in my curse. The blessing is that I can share my curse with you."

—Hurit, a cursed sorcerer

You were born under a bad sign, cursed from the moment you took your first breath. This lifelong curse could have come from the Feywild, the Underdark, or even the Abyss. Regardless of your curse's origin, you have an affinity for cursing others as you have been cursed. This ability manifests itself in the very words you speak, bringing pain to those who hear your voice when you will it. In those moments, you have the dark ability to transfer some of your own curse to others, passing on your awful luck.

Some cultures may shun you, but others may revere you for the wisdom that your hardship has brought. Whatever the case, you have an ability that mortals do not usually possess. Like breathing, sharing your curse comes naturally to you.



Evil eye sorcerers come by their curses through a myriad of ways. Choose from the Curse Origins table or use it as inspiration to create your own origin with your DM's input.

CURSE ORIGINS

d8 Curse Origin

- | | |
|---|---|
| 1 | You inherited your curse because your family has been cursed for generations. |
| 2 | You disturbed the final resting place of an important person, which triggered a curse designed to prevent grave robbers. |
| 3 | You angered a fey, such as a hag, who cursed you. |
| 4 | You once owned a magic object that was cursed. You thought getting rid of the item would rid you of the curse. It didn't and now you have no way to remove it. |
| 5 | You reported an evil cult to law enforcement. The cult was taken down, but not before they could curse you. |
| 6 | You angered a god who cursed you out of spite. |
| 7 | You found yourself on another plane. When you returned, you brought a curse back with you. |
| 8 | You wanted to put a curse on someone else, but since you were unable to find someone who could do it, you tried to do it yourself. You messed up and cursed yourself instead. |

JINXING SPELLS

1st-level Evil Eye Feature

You learn additional spells when you reach certain levels in this class, as shown in the Jinxing Spells table. Each of these spells counts as a sorcerer spell for you, but it doesn't count against the number of sorcerer spells you know.

Whenever you gain a sorcerer level, you can replace one spell you gained from this feature with another spell of the same level. The new spell must be an abjuration or divination spell from the sorcerer, warlock, or wizard spell lists.

JINXING SPELLS

Sorcerer Level Spells

1st	<i>bane, hellish rebuke</i>
3rd	<i>ray of enfeeblement, silence</i>
5th	<i>bestow curse, nondetection</i>
7th	<i>arcane eye, compulsion</i>
9th	<i>dream, modify memory</i>

FOMORIAN EYE

1st-level Evil Eye Feature

You know the *vicious mockery* cantrip. It counts as a sorcerer cantrip for you, but doesn't count against the number of cantrips you can know.

When a creature fails its saving throw against your *vicious mockery*, you may use a bonus action to lay a powerful curse on it. This curse causes the target's body to twist and deform. While under the effects of this curse, the creature's movement speed is halved and it has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity. The creature may attempt a Wisdom saving throw against your spell save DC at the end of each of its turns, ending the curse's effect on itself on a success.

When the creature saves against the curse, it does not have disadvantage unless another effect has given it disadvantage.

Once you have used the Fomorian Eye curse, it cannot be used again until after you finish a long rest. At 14th level, you may use Fomorian Eye twice before you finish a long rest.

EVOLVING CURSES

6th-level Evil Eye Feature

You have gained insight into how to affect even battle-hardened enemies with your curses. Spells you cast ignore resistance to psychic damage. When you deal psychic damage with a spell, you may add your Charisma bonus to the damage roll total.

In addition, when a creature first becomes affected by the Fomorian Eye feature, it takes 2d8 psychic damage. At 12th level, this damage becomes 3d8. At 18th level, it becomes 4d8.

BEYOND THE VEIL

14th-level Evil Eye Feature

Your eye gives you insight into the world. You gain darkvision of 60 feet. If you already had darkvision, you gain an additional 30 feet of darkvision.

Additionally, you know and can cast the *true seeing* spell without material components. When cast in this way, the spell has a duration of 1 minute. You have a number of uses equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

VULNERABILITY CURSE

18th-level Evil Eye Feature

You have learned the most powerful of curses. As an action, you may spend 5 sorcery points to impose disadvantage on all saving throws that a target creature you can see within 60 feet of you makes until your next turn. Additionally, all attacks against the creature are made with advantage until your next turn. Furthermore, the creature is vulnerable to all damage from the first attack that hits it after the curse takes effect.

WARLOCK: THE MUSE

"I HAD A VISION. THERE WAS A WOMAN MADE OF stars. She spoke to me in my mind and told me to paint. I had never painted before, but when I did, it was as if I had always done it. Perhaps she is a goddess or perhaps I am mad."

—Zoronin, a warlock

Your patron is a spirit of inspiration, a being capable of bringing the best out in mortals. These entities seek to draw forth the pinnacle of mortal achievement, sometimes for altruistic purposes and other times for reasons more sinister. Your muse might be from the Upper Planes or a Leanan Sidhe from the Feywild. No matter the identity of

your patron, your muse expects you to make something of great beauty with their gifts. If a long period of time passes without you creating something worthy, you may experience feelings of despair or longing that consume your thoughts, driving you back toward creation and the favor of your muse.

Use the Artistic Activities table to inspire or determine what you spend time creating.

ARTISTIC ACTIVITIES

d8 Artistic Activity

1 Dancing or acrobatics

2 Drama or comedy

3 Glassblowing or pottery

4 Painting or drawing

5 Playing music or singing

6 Weaving or sewing

7 Woodcarving or sculpture

8 Writing or calligraphy



EXPANDED SPELL LIST

1st-level Muse Feature

The Muse lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

MUSE EXPANDED SPELLS

Spell Level	Spells
1st	bless, healing word
2nd	aid, enhance ability
3rd	haste, spirit guardians
4th	freedom of movement, stone shape
5th	mass cure wounds, skill empowerment ^{XGE}
6th	heal

THE WILL TO CREATE

1st-level Muse Feature

You have the ability to create longer lasting spell effects. When you cast a spell that has a duration of 1 minute or longer, you can double its duration, to a maximum of 24 hours. Once you have used this feature, you cannot use it again until you finish a long rest.

Additionally, you gain proficiency in either a musical instrument or a set of artisan's tools of your choice. Your proficiency bonus is doubled for any ability check you make that uses this proficiency.

GREATER FOCUS

6th-level Muse Feature

Your patron gifts you the ability to focus on the task at hand. When you fail a concentration check, you may choose to succeed on that check instead. You may use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

POETRY IN MOTION

10th-level Muse Feature

Your experience with intricate movements increases the power of your spell attacks. Any spell attack roll you make is a critical hit on a roll of 19 or 20 on the d20. A critical hit using your spells leaves behind an ethereal symbol in the air representative of your art. For example, an incorporeal instrument if you are a musician or a floating quill if you are a writer.

RECREATE LIFE

14th-level Muse Feature

Your mastery of creation transcends death. As a 1 minute ritual, you can return a creature to life that died within the past 24 hours. The target regains a number of hit points equal to $5d8 + \text{your Charisma modifier}$. If the creature died while subject to any of the following conditions, it revives with them removed: blinded, deafened, paralyzed, poisoned, and stunned. Once you use this feature, you can't use it again until you finish a long rest.

WIZARD: COURT MAGIC

"I GAVE UP EVERYTHING TO LEARN THIS MAGIC. WHEN I returned from the Feywild, my family was gone. My home was destroyed. No one remembered me. And I could not stop smiling. It was perfect, just as planned."

—from the journal of Thomrorn, a fey hedge

Court magic wizards, sometimes called fey hedges, study magic in the Feywild. Many mortals attempt to learn the ways of the fey, but most fail. A fey hedge is the rare exception who is actually able to master some of the magic of the Feywild. Learning magic outside of the halls of magical universities allows these wizards to have a more practical view of magic, far away from the theories that guide traditional schools of magic.

Fey hedges do not focus on brute force in their magic. Instead, these wizards use the fluidity that they've learned from years of study to elude both magic and physical attacks. Fey hedges are comfortable in extended combats, often playing mind games with their enemies while waiting for them to make mistakes.

Most fey hedges have a particular mentor from a fey court that spearheads their training. Use the Fey Court Mentors table to determine or inspire the type of fey that was your mentor.

FEY COURT MENTORS

d20	Fey Court Mentor
1-3	Another fey hedge (likely a human or an elf)
4-7	A pixie or sprite
8-11	A satyr
12-14	A centaur
15-19	An eladrin
20	A well-known fey such as Oberon

GLAMOROUS DEFENSE

2nd-level Court Magic Feature

You have received additional training as a member of the court. You gain proficiency in light armor. Additionally, you can add your Charisma bonus to your armor class while you are wearing light or no armor.

COURT SAVANT

2nd-level Court Magic Feature

The gold and time you must spend to copy spells from the enchantment, divination, and illusion schools into your spellbook is reduced. For each level of the spell, the process takes one and a half hours and costs 40 gp.

STEP AS FEY

6th-level Court Magic Feature

You have learned to mimic the movements of the fey. You can cast *misty step* without expending a spell slot. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

PEACE AMONG THE COURT

10th-level Court Magic Feature

You can extend your court protection to others around you. If an attack roll hits an ally within 60 feet, you may cause the attack to miss if you can see the attacker. Once you have used this feature, you cannot use it again until you finish a long rest.

RESIST AS FEY

14th-level Court Magic Feature

Your connection to the court affords you protection from spells. You have advantage on saving throws against spells and other magical effects.





BACKGROUNDS



THE WONDERS OF THE FEYWILD CROSS MANY A path. Whether its a carnival clown who lost his way or a traveler whose dreams were forever changed, the Feywild often leaves a mark on its visitors. This chapter presents backgrounds suitable for characters who have visited the Feywild or simply have a bit of a wild side.

CLOWN

You are skilled in the art of the clown. You might use your talent to earn money, make others laugh, or even for your own amusement. You may entertain using good-natured humor or make jokes at the expense of others. Whether you ran away and joined a traveling carnival or were lured into the job by a fey, you are a clown that no one will forget.

Skill proficiencies: Acrobatics, Sleight of Hand

Tool Proficiencies: Disguise kit and playing card set

Equipment: Entertainer's pack, playing cards, props for your act (balls to juggle, handkerchiefs, noise makers, or puppets), a set of traveler's clothes, and a pouch containing 10 gp

FEATURE: CLOWNING AROUND

Whether it's juggling, acrobatics, or otherwise clowning around, you can entertain almost anywhere you go. You may perform on the street to earn gold or work as an entertainer under the employ of others. You have advantage on Dexterity (Acrobatics) and Charisma (Performance) checks made in front of or to grab the attention of a crowd. Additionally, you may be part of a network of clowns or other carnival performers.

SUGGESTED CHARACTERISTICS

Clowns are out in front of the crowds, drawing attention and entertaining the people. They can be colorful, surprising, and even deceptive. Offstage, a clown's personality may be equally silly or quite the opposite. Sometimes behind the big smile lies an insecurity or a secret. Use the following tables to develop your clown or inspire your own design.



PERSONALITY TRAIT

d8 Personality Trait

- 1 I prefer to be a clown at all times. I wear my make-up and costume even when I don't have to.
- 2 I am mischievous in and out of make-up. I play practical jokes and tricks whenever I can.
- 3 I am surprisingly shy, but when I put on the clown make-up, I become someone else.
- 4 Even though I make others giggle, I don't find much funny in real life. You rarely hear me laugh.
- 5 I am obsessed with improving my craft. When I travel to new places, I look for things I can incorporate into my act.
- 6 I seek attention whether I am in costume or out. I want all eyes on me.
- 7 No one understands that clowning is an art form. I try to improve my work and educate others about its importance.
- 8 I hate being a clown but I don't know what else to do with myself. It feels like it is my only talent.

IDEALS

d6 Ideal

- 1 **Charity.** Sometimes I entertain just to bring light to the darkness. No need to pay me. (Good)
- 2 **Respect.** People should respect artists. I will do what I can to make sure we are seen as equals in society. (Lawful)
- 3 **Humor.** I will do anything for a laugh. I don't care about the consequences. (Chaotic)
- 4 **Deception.** I will distract you with my antics so that I may take from you what I will. (Evil)
- 5 **People.** I like to be among others. Some of them won't smile no matter what I do, but I still try. (Neutral)
- 6 **Solitude.** The chaos of performance and the attention can be draining. I value silence and solitude. (Any)

BONDS

d6 Bond

- 1 The props I use in my act have been handed down to me by people that I lost along the way.
- 2 I am proud of a particular trick I invented for my act. I want to train other clowns on how to do it.
- 3 I have a soft spot for other clowns and performers. If they ask for something, I will gladly give it.
- 4 There is someone I've always wanted to perform for. I will make sure I do before I die.
- 5 The person who taught me how to paint my face is very special to me. I would do anything for them.
- 6 I seek magic that I can use in my act. I want the crowds to believe I am the best clown in the world.



FLAWS

d6 Flaw

- 1 I can't help myself. Even when people tell me they don't appreciate my practical jokes, I still play them.
- 2 When I am wearing my costume, my attention span and listening skills are not that great. I'm too focused on entertaining others.
- 3 I'm not the most careful, especially when performing. I've injured myself and others in the past.
- 4 I laugh at inappropriate times since my mind is trained to look for the humor in everything.
- 5 When it comes to work-for-hire, I am very distrustful. I've been burned in the past.
- 6 I am losing myself in my art. I don't know where the clown ends and I begin.

DREAMER

Every time you sleep, you dream. Your dreams are incredibly realistic and sometimes contain portents of the future. Whether these dreams are a result of a trip to the Feywild or you were born this way, they are a part of you that you cannot ignore. You don't always remember exact details of your dreams, but rather fragments and images. While it feels like your dreams hint at the future, not everyone believes you. You struggle with who to tell about your dreams and what they mean.

Skill proficiencies: Insight, Perception

Tool Proficiencies: One type of artisan's tools

Languages: One of your choice

Equipment: Artisan's tools (chosen above), one trinket of special significance, a set of common clothes, an item normally used for divination (a small crystal, animal bones, or a mirror), a journal to record your dreams, and a belt pouch containing 12 gp

FEATURE: DREAM VISION

You may influence your dreams. Perhaps you'd like to dream about an upcoming adventure, a newfound love, or a magic item—the possibilities are endless. Prior to taking a long rest, tell your DM the topic you would like to dream about. After you finish a long rest, use the Dream Results table to determine what kind of dream you had.

BACKGROUNDS

DREAM RESULTS

d6 Dream Result

- 1 You don't remember your dream or it was mundane.
- 2-4 You remember your dream. It was scary or entertaining, but not prophetic.
- 5-6 Your dream felt prophetic.

On a roll of 5 or higher, your DM describes your dream to you and whether you feel "good" or "bad" about it. At your DM's discretion, what you remember from your dream could be a single image, a short fragment, or a detailed moment. Although the dream felt prophetic, it may or may not have been truly predictive.

SUGGESTED CHARACTERISTICS

Dreamers come from all walks of life with varied motivations. Use these tables to further define your dreamer or to inspire a dreamer of your creation with your DM's input.

PERSONALITY TRAIT

d8 Personality Trait

- 1 I am obsessed with my dreams and talk about them a lot.
- 2 I ask others about their dreams and offer dream interpretation without being asked.
- 3 I tend to daydream a lot. People ask me if I am paying attention because my mind seems to be elsewhere.
- 4 Even my mundane dreams seem prophetic to me. I see signs and portents in everything.
- 5 My dreams are so realistic, I sometimes get confused as to whether I'm dreaming or awake.
- 6 I can't shake my nightmares. If I have one, I am grumpy and irritable until I sleep again.
- 7 I believe my dreams are useful, but I only share them with those I trust.
- 8 I am fascinated with learning how to control my dreams. I would do almost anything to achieve that.

IDEALS

d6 Ideal

- 1 **Positivity.** Even bad dreams can be good. I speak about the bright side of all things. (Good)
- 2 **Acceptance.** People should respect those who dream the future. I am determined to make it accepted. (Lawful)
- 3 **No Fear.** I'm not afraid of much. My dreams will warn me if I should be worried. (Chaotic)
- 4 **Exploit.** I take advantage of people who believe my dreams are predictive. I will lie if it suits me. (Evil)
- 5 **Encouragement.** I encourage people to follow their dreams and to not let anyone stand in the way. (Neutral)
- 6 **Understanding.** I want to know why I have these dreams and maybe how to stop them. (Any)

BONDS

d6 Bond

- 1 I have a recurring dream that haunts me.
- 2 I carry divination tools and try to learn new methods to enhance what I learn from my dreams.
- 3 There is a dream I had of a person years ago. It has stuck with me. I hope one day we will meet.
- 4 My journal contains all of my important dreams. I don't want anyone to read it.
- 5 I once dreamt of a trinket. I found it the next day. Now, it's one of my most prized possessions.
- 6 I have a friend who also dreams of the future. We help each other deal with this gift.

FLAWS

d6 Flaw

- 1 I don't always think before I speak. I say things that might upset people, especially if it was in a dream.
- 2 I assume everyone cares or should care about my dreams. I insist that you listen.
- 3 People think I'm depressed sometimes, but it's just that I prefer my dreams to reality.
- 4 I hate that I see things in my dreams. I try to ignore it sometimes or even avoid sleeping.
- 5 As if seeing the future in dreams wasn't enough, I also have night terrors.
- 6 I insist that my dreams' predictions are correct, even when they're not.





PLAYER CHOICES



CEPTIVE GLAMOURS AND UNRELIABLE reflections are just a few of the magical things you might encounter in the Feywild. This collection of spells and feats inspired by the fey realm offers new and unpredictable options for players.

SPELLS

The spells are presented in alphabetical order.

ALTER PERCEPTION

1st-level enchantment

Casting Time: 1 action
Range: 30 feet
Components: S
Duration: 1 minute
Classes: Bard, Cleric, Sorcerer, Warlock, Wizard

You reshape the way a creature sees the world. Choose a creature that you can see within range. The target must make an Intelligence saving throw. On a failed save, the target's vision becomes impaired. Choose one of the following effects:

- **Brightened.** Shimmering sparks float through the target's field of view. The target has disadvantage on ranged attacks.
- **Flipped Vision.** The target's world appears to be turned upside down. The target has disadvantage on Dexterity (Acrobatics or Sleight of Hand) checks.
- **Monochrome.** The target's vision appears as if through colored glass. The target has disadvantage on Wisdom (Perception) checks.

At the end of each of its turns, the target can make an Intelligence saving throw. On a success, the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

ARCANE HOLD

4th-level conjuration

Casting Time: 1 action
Components: V, S
Range: 120 feet
Duration: Concentration, up to 10 minutes
Classes: Cleric, Druid, Warlock, Wizard

You summon an arcane hold around a creature you can see within range. Make a ranged spell attack against the target. On a hit, the energy prevents the target from using spells or abilities that involve teleportation or extradimensional movement. The hold does not prevent summoned creatures from disappearing.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for every two slot levels above 4th.

FAERIE FROLICK

3rd-level conjuration

Casting Time: 1 action
Components: V, S
Range: Self (30-foot cone)
Duration: Instantaneous
Classes: Druid, Wizard

You summon a frolick (a group of faeries) which fill a 30-foot cone. Each creature in that cone must make a Charisma saving throw as they are battered by the semi-corporeal fey spirits. A creature takes $4d12$ psychic damage on a failed save, or half as much damage on a successful one.

GLAMOUR OF VANITY

2nd-level illusion

Casting Time: 1 action
Range: Self
Components: V, S
Duration: 1 hour
Classes: Bard, Sorcerer, Wizard

You weave a complex glamour, causing yourself, your clothing, your armor, your weapons, and other belongings on your person to take on an attractive appearance to all who see you. The prismatic nature of the disguise means multiple targets may see different visages, depending on their desires and inclinations.

IMPERFECT REFLECTION

6th-level conjuration

Casting Time: 1 action
Range: 30 feet
Components: S, M (a broken handheld mirror)
Duration: Concentration, up to 1 minute
Classes: Bard, Sorcerer, Warlock, Wizard

Choose a willing creature within range. You create a shadowy duplicate of the target that is friendly to you. The duplicate has the same statistics as the target. When the duplicate takes damage, the target takes the same amount of damage. If the duplicate is reduced to 0 hit points, it disappears. The duplicate shares the target's initiative but only can move and take the Attack or Help actions on its turn. A critical hit on a duplicate shatters it like glass and kills it instantly.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, the number of duplicates increases by one for each slot level above 6th.

MIND FOG

2nd-level enchantment

Casting Time: 1 action

Components: V, S

Range: Touch

Duration: Concentration, up to 1 minute

Classes: Sorcerer, Wizard

You touch a creature, and that creature must succeed on a Wisdom saving throw. On a failed save, the target takes 2d8 psychic damage and experiences a mind fog that causes it to have disadvantage on attack rolls. On a successful save, the target takes half damage and does not experience mind fog. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

PAIN BOND

6th-level abjuration

Casting Time: 1 action

Components: V, S, M (a twig bound with string tied in knots)

Range: Touch

Duration: Concentration, up to 1 minute

Classes: Cleric, Warlock

Touch a creature and make a melee spell attack. On a hit, this spell connects you to the target for the duration. While connected, damage you take is halved with half being transferred to the target.

The spell ends if you drop to 0 hit points or if you and the target become separated by more than 60 feet. It also ends if the spell is cast again on either you or the target.

POLYMORPH OBJECT

2nd-level transmutation

Casting Time: 1 action

Components: V, S, M (skin shed from a snake)

Range: 30 feet

Duration: Concentration, up to 1 hour

Classes: Sorcerer, Wizard

This spell transforms a nonmagical object that you can see within range into a different nonmagical object. The new object must be one you have seen and must fit within a cube the same size as the target. This spell cannot create material of greater intrinsic value than the target object.

REFLECT/REFRACT

5th-level abjuration

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: Instantaneous

Classes: Sorcerer, Warlock, Wizard

You attempt to reflect or refract the effects of a spell that targets only you. If the spell is of 5th level or lower, it has no effect on you. Instead, choose a different creature within 30 feet of you. The chosen creature becomes the target of the spell. This spell can transfer the attack's effects regardless of the spell's range. If the spell is of 5th level or higher, make an ability check using your spellcasting ability. The DC equals 10 + the spell's level. On a success, the spell is reflected or refracted.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell that is targeting you is reflected or refracted if its level is less than or equal to the level of the spell slot you used.

SHOUT

4th-level evocation

Casting Time: 1 action

Components: V

Range: 30 feet

Duration: Concentration, up to 1 minute

Classes: Bard, Sorcerer, Wizard

You emit a loud scream that deafens and damages creatures within a 30-foot cone. Each creature in that area must make a Constitution saving throw. On a failed save, a creature is deafened and takes 5d6 thunder damage. On a successful save, a creature is not deafened and takes half damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

TASHA'S OTHERWORLDLY GROVE

5th-level conjuration

Casting Time: 1 minute

Range: 90 feet

Components: V, S, M (a miniature portal carved from soapstone and wrapped in vegetation from the Feywild, worth at least 25 gp)

Duration: 4 hours

Classes: Bard, Druid, Ranger, Sorcerer, Wizard

You conjure an extradimensional grove in range that lasts for the duration. You choose where its one entrance is located. The entrance is 5 feet wide, 10 feet tall, and invisible, but it can be made briefly visible by you via a command word or gesture of your choice. You and up to 10 creatures you designate when you cast the spell can enter the grove as long as it exists.

Beyond the entrance is a small grove of vegetation similar to the material component used to cast this spell. The grove measures 30 feet by 30 feet, and you decide the time of day within the area. Despite the weather outside of the space, the

grove itself is at a temperature comfortable to each individual within the space. A light fog covers the area, which feels like a warm blanket. Since time passes differently within the grove, the 4-hour duration lasts for 8 hours inside of it.

THORNSKIN

Transmutation cantrip

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

Classes: Druid

You channel fey magic to cause thorns to erupt across your skin, making you a dangerous foe to grasp and capable of delivering thorny attacks. Until this spell ends or you dismiss it as an action, you can use your action to make a melee spell attack. On a hit, the target takes 1d8 piercing damage.

While this spell is active, any creature grappling you or creature you are grappling takes 1d8 piercing damage at the start of its turn as the thorns cut into them.

This spell's attack damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

TRANSPOSE

3rd-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, M (a switch of willow)

Duration: Instantaneous

Classes: Bard, Sorcerer, Warlock, Wizard

Choose two creatures of Small or Tiny size to swap places. An unwilling target must succeed on a Charisma saving throw to resist the swap. Alternatively, you may choose two objects of Small or Tiny size to swap places. If the target is being carried by an unwilling creature, the creature must succeed on a Charisma saving throw to resist the swap.

At Higher Levels. When you cast this spell using a slot of 4th level or higher, you may target objects and creatures of one size larger per spell slot.

FEATS

New feats are presented here in alphabetical order for those that use them.

ARCANE SAVANT

Prerequisite: Spellcasting or Pact Magic feature

You are capable of retaining more magical energy than your peers, granting you the following benefits:

- Increase your Intelligence, Wisdom, or Charisma score by 1, to a maximum of 20.
- If you learn a number of spells as part of your spellcasting or Pact Magic feature, you can know an additional spell from your class list.
- If you prepare a certain number of spells per day as part of your spellcasting feature, you can prepare an additional spell from your class list.

ENHANCED DIVINATION RITUAL

Prerequisite: Ritual Casting feature

You have learned how to cast a particular spell without expending arcane energy. Choose a divination spell of 5th level or lower from your class spell list that you can cast. You can cast this spell as if it were a ritual.

When you gain access to a new level of spells in either your spellcasting or Pact Magic feature, you may choose a different spell for this feat.

FEY LUCK

You have been blessed by your encounters with the Feywild. Whenever you make an attack roll, an ability check or a saving throw, you may roll a d6 and add that result to your roll. You can choose to do this after you roll the die, but before the outcome is determined. You can use this feat a number of times equal to your proficiency bonus. You regain expended uses when you finish a long rest.

WEAPON SPECIALIZATION

Prerequisite: A Fighting Style

A particular weapon has become integral to your fighting style. Choose a martial weapon. You gain a +1 bonus to attack rolls you make with that weapon. If you hit with that weapon, you gain a +2 bonus to the damage roll.



ITEMS OF MAGIC & MYSTERY



THE FEY ENJOY MAGIC IN ALL FORMS BUT HAVE an affinity for magical items, especially if they're shiny. Whether such items are discovered within the Feywild or have found their way to the Material Plane, those presented here offer mystery and power.

MAGIC ITEMS

New magic items are presented in alphabetical order.

BOTTLED FEY

Wondrous item, uncommon

This clear, spherical bottle with a long neck is sealed shut. Inside, a sleeping fey lies wrapped in the petals of a flower from the Feywild. Depending on the fey, it may have been miniaturized by the magic that trapped it within this bottle. No amount of force opens the bottle; rather it must be shattered.

When you shatter this bottle by throwing it at an unoccupied space you can see within 15 feet of you, the fey inside awakens and returns to its normal size.

For 1 hour, the fey is an ally to you and your companions. In combat, the fey shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. The fey disappears when it drops to 0 hit points or when the duration ends.

The fey summoned by this item is determined by the DM, who may choose from the Bottled Fey table or select another creature so long as its type is fey and its CR is 3 or less.

BOTTLED FEY

d10	Fey	Source
1	Alseid	<i>Mythic Odysseys of Theros</i> p. 235
2	Blink Dog	<i>Monster Manual</i> p. 318
3	Boggle	<i>Volo's Guide to Monsters</i> p. 128
4	Darkling	<i>Volo's Guide to Monsters</i> p. 134
5	Dryad	<i>Monster Manual</i> p. 121
6	Naiad	<i>Mythic Odysseys of Theros</i> p. 236
7	Pixie	<i>Monster Manual</i> p. 253
8	Quickling	<i>Volo's Guide to Monsters</i> p. 187
9	Satyr	<i>Monster Manual</i> p. 267
10	Sprite	<i>Monster Manual</i> p. 283

A DARK WIND BLOWS

Weapon (scimitar), very rare (requires attunement)

A tribute to the Queen of Air and Darkness, this ornate magic weapon appears to be a single, sheathed scimitar with roses and thorns embossed on it. When unsheathed, you see that this weapon is actually made of two hilts with no blades. A bitterly cold wind coalesces around one hilt, forming a blade of air, while shadows stretch around the other,



A DARK WIND BLOWS

DAVIK'S DANCING DRUM

creating a weapon of darkness. While wielding both blades, you receive a +1 bonus to attack and damage rolls. On a hit, the blades deal an additional 1d6 cold damage.

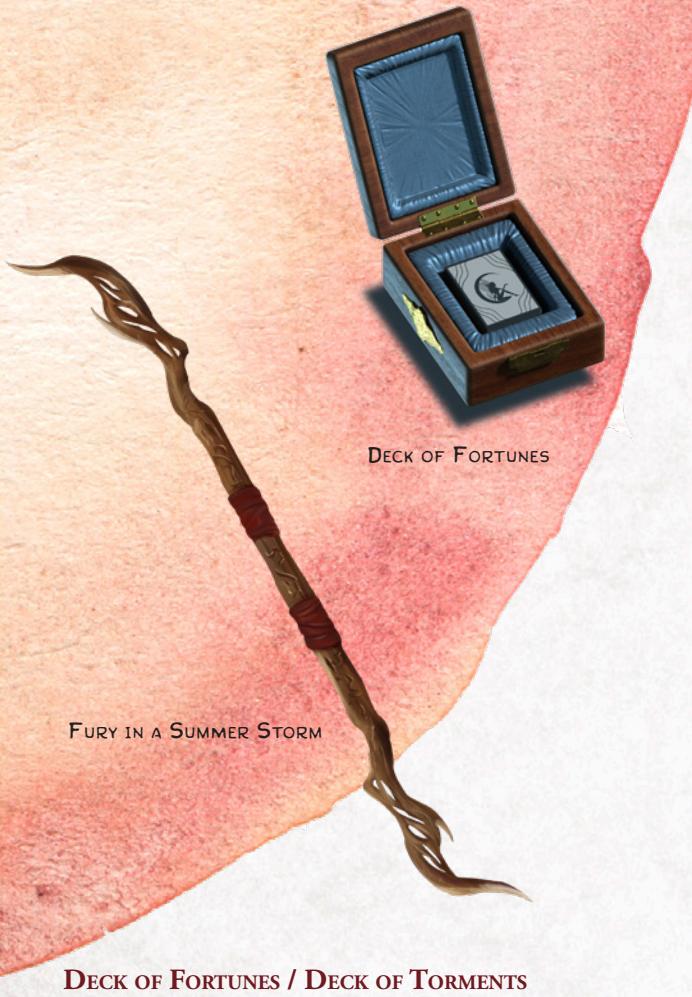
Whenever you make an attack with this weapon, your speed increases by 10 feet until the end of your next turn. Additionally, dealing damage to a creature with either blade marks them with a mark of shadows. While a creature is marked in this way, you can take one of two reactions. If the marked creature tries to move, you can consume the mark and force the creature to make a DC 16 Strength saving throw or become restrained until the start of its next turn. Alternatively, if the marked creature attempts to make an attack, you can consume the mark to have the creature make a DC 16 Constitution saving throw or become blinded until the start of its next turn. Only one creature can be marked at a time, and it lasts until the marked creature dies or you mark a different target.

When drawn, *A Dark Wind Blows* counts as two light scimitars for two-weapon fighting.

DAVIK'S DANCING DRUM

Wondrous item, rare (requires attunement)

You can use a bonus action to throw this magic drum at a point within 30 feet of you and speak the command word. When you do so, the drum begins to float and play music on its own. Every creature within a 20-foot radius of the drum must make a DC 15 Charisma saving throw or begin dancing uncontrollably. A creature that fails this saving throw becomes incapacitated and restrained until 1 minute passes or you end the effect by speaking the drum's command word again. A creature may repeat the saving throw at the end of each of their turns, ending the enchantment on a success. After 1 minute has passed, the drum falls to the ground inert and can't be used again until you finish a long rest.



DECK OF FORTUNES / DECK OF TORMENTS

Wondrous item, legendary

This item is a simple deck of fifty-four cards (jokers included), beautifully painted in designs evocative of the fey and presented in a silk-lined wooden box. The deck can be used as an ordinary playing card set or as a magic focus for archfey pact warlocks. A character can spend 1 minute to summon a spectral, enigmatic fey, "The Dealer", in whose hands the deck becomes strangely animate and fraught with importance.

For a number of gold pieces (gp) equal to your level, The Dealer deals five cards, promising a change of one's fortunes. For the purposes of the deck, aces are low and jokers are wild but restricted by color (i.e., one is red, the other is black, but otherwise they can be considered to be any card).

Once cards have been dealt, The Dealer will offer to change any number of cards, each costing an amount of gp equal to your proficiency bonus. Once any amount of cards have been changed, you must accept the new result.

Characters gain the benefit of the highest quality hand dealt:

High card (10 or higher) - Coin. The next time you make an Intelligence (Investigation) or Wisdom (Perception) check and roll 10 or higher, you find an individual treasure appropriate for your level.

One pair - Rabbit. Add 1d4 to your next ability check, attack roll, or saving throw that fails.

Two pair - Birds. Add 1d6 to your next three ability checks, attack rolls, or saving throws that fail.

Three of a kind - Cat. Misfortune befalls your enemies. For all combat encounters during the next 2d4 days, only you can benefit from a surprise round, and creatures you choose roll initiative with disadvantage.

Straight - Wheel. You gain the benefit of a random rare or very rare *Ioun stone* (*Dungeon Master's Guide* p. 176) for 1d6+3 days. The benefit takes the form of a mote of light orbiting your head.

Flush - Meadow. The next time you receive healing from a magical source, it heals you the maximum possible amount plus your proficiency bonus.

Full house - Dragon. If you roll a natural 1 or 2 on an ability check, attack roll, or saving throw, you reroll. You must accept the new roll. This effect lasts for 1 week or until a re-rolled result is a natural 20.

Four of a kind - Bell. A random item in your possession gains one minor and one major beneficial property from the tables in the *Dungeon Master's Guide* (p. 219).

Straight flush - Dice. As a bonus action during the next 7 days, you may call upon the DM to grant the benefit of a 7th level spell of their choosing. The DC for this spell (if required) is 17. If the flush is royal, you may do this three times, but no more than once per day.

Five of a kind - Star. You gain 1d3 wishes like the spell *wish*.

Once you have summoned The Dealer, he cannot be summoned again until you finish a long rest.

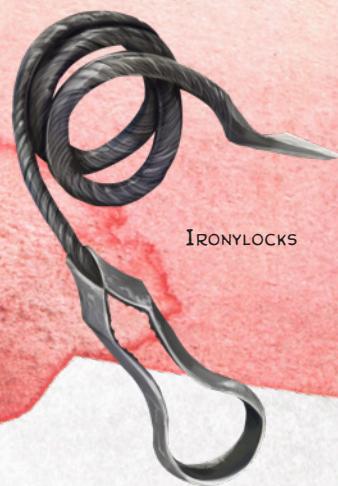
Casting the spell *identify* reveals the properties listed above only. Discovering the truth requires experimentation with the deck or casting the *legend lore* spell, which reveals the fates of previous holders of the deck, the last of which is now the enigmatic Dealer. The coins wagered with this deck fill the coffers of a callous fey, who swells his horde on the greed of fools.

Each time The Dealer deals a hand, take the sum of the five cards, where jacks are worth eleven, queens twelve, kings thirteen, and jokers fourteen. You are subject to a curse dependent on the total:

- **30 or more.** At the start of each combat for the next 1d4 days, the DM chooses a creature. If the creature rolls a natural 1 on an ability check, attack roll, or saving throw, it rerolls. It must accept the new roll.
- **35 or more.** An assassin begins pursuing you. It is an elf of appropriate CR with a teleportation speed of 30 ft. The first two times the assassin is slain, it returns to life after 24 hours. Its third death is permanent.
- **40 or more.** The next magic item you find is cursed. It has one minor and one major detrimental property from the tables in the *Dungeon Master's Guide* (p. 220).
- **50 or more.** You are petrified. If you are not restored after 24 hours, you are transported immediately to the Feywild in a garden of similar statues. You decorate the grounds of the Deck's capricious creator.
- **60 or more.** The next time you are reduced to 0 hit points you die, and your soul takes the place of The Dealer, who is now free to continue to their destined afterlife. You cannot be resurrected until another soul takes your place, or if the Deck's creator frees you, rendering the Deck mundane.



GEMBOUND NURSECRAB



IRONYLOCKS

FURY IN A SUMMER STORM*Weapon (halberd), legendary (requires attunement)*

Just like a hot clear summer day can turn into a thunderous summer storm, the Seelie are known for their sudden and sometimes fickle mood swings. This polearm, crafted by the finest Seelie weapon-singers, embodies those attributes wholeheartedly. A song exalting the Seelie and their majesty is carved along the length of the haft in sylvan script. While its wielder is successful, *Fury in a Summer Storm* sings with every swing, the script glowing and humming with magic, but should the bearer miss, the halberd's song changes to a maddening roar, lashing out in rage.

You gain a +3 bonus to attack and damage rolls made with this weapon and deal an additional 2d6 lightning damage. On a hit, the damage increases by 1d6 (max 5d6). On a miss, roll a d20. On an 11 or higher, deal damage to the creature equal to *Fury in a Summer Storm*'s lightning damage bonus, otherwise deal that damage to yourself and the lightning bonus is removed. The increase to lightning damage is also removed when you finish a short or long rest.

GEMBOUND NURSECRAB*Wondrous item, rare (requires attunement)*

A copper-colored gemstone in the shape of a small crab that can fit in the palm of your hand. The crab skitters about your person, traveling from pocket to pocket for seemingly no reason.

While attuned to this item, you gain resistance to psychic and radiant damage. If you are reduced to 0 hit points while attuned to and carrying the *gembound nursecrab*, you immediately regain 1d12 hit points. Once you have regained hit points in this way, the *gembound nursecrab* cracks and turns black before crumbling into dust.

IRONYLOCKS*Weapon (whip), very rare (requires attunement)*

Ironylocks is a whip made of cold iron, a metal fey fear. When a korred's hair is cut, it transforms into the material used to

cut it. The rarest metal a length of korred hair can be made from is cold iron, because it's the last haircut that korred will ever have since its hair will not grow back.

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Stone's Strength. When the wielder is on the ground, *Ironylocks* deals an extra 2d4 bludgeoning damage to any target it hits.

Command Hair. When you hold *Ironylocks* and use an action to speak its command word, the other end darts forward to entangle a creature or unattended object you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained.

You can release the creature or object by using a Bonus Action to speak a second command word. A target restrained by *Ironylocks* can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by *Ironylocks*. You cannot attack with *Ironylocks* while a target is restrained by it.

The whip has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If *Ironylocks* drops to 0 hit points, it loses the Command Hair property until the next dawn.

LEIGH WHATTI'S EXPERIMENTAL POTIONS*Potions, very rare*

This item is a collection of potions well protected inside an alchemist's field satchel, which also contains very basic tools for performing alchemical work. It appears as though there is space for eleven potions in total, but one is missing. The ten potions that remain are a little unstable, but a wonder of science nonetheless.

Each potion produces two effects. When you consume a potion, roll twice on the Leigh Whatti's Potion Effects table to determine the effects of the potion. You can identify a potion by tasting it, and all potions within the satchel can be identified via the *identify* spell.



LEIGH WHATTI'S POTION EFFECTS

d10 Effect

- | | |
|-----|--|
| 1-2 | You regain 8d4 + 8 hit points. |
| 3-4 | You gain resistance to cold and fire damage for one hour. |
| 5-6 | You double your Strength or Dexterity bonus (chosen randomly) for the next 5 minutes. |
| 7 | You teleport to an unoccupied space you can see within 30 feet. |
| 8 | You gain an additional action for this round. |
| 9 | You gain the ability to breathe underwater for 1 hour. |
| 10 | You take 2d6 poison damage as your body rejects the terrible mix of unstable chemicals you've just ingested. |

LUCKY CLOVER

Wondrous item, uncommon

This item looks like an ordinary clover except it has four leaves and a glittery sparkle when held in the light. Lucky clovers are sometimes found in ordinary clover patches, but most often they are spotted near fey crossings. Consuming this clover grants you one luck point. This point may be spent in accordance with the lucky feat in the *Player's Handbook* (p. 167).

LYCAN'S CURE

Weapon (two-handed axe), very rare (requires attunement)

Lycan's Cure is a remarkably detailed silver two-handed axe, etched with delicate floral carvings. You gain a +2 to attack and damage rolls made with this axe. For each beast or monstrosity slain with this weapon, you gain one charge. Lycan's Cure can hold a total of ten charges and does not need to perform the killing blow to earn a charge. Additionally, Lycan's Cure gains 1d4 + 1 charges daily at dawn.

As a bonus action, you can choose to use charges stored in the weapon as follows:

- **2 Charges.** Gain advantage on your next attack.
- **5 Charges.** Add 1d6 damage to your next attack. All damage from this round of attacks counts as radiant damage.
- **10 Charges.** Gain 2d6 damage from your next attack. All damage from this round of attacks counts as radiant damage. You heal for half the amount of damage you inflict on enemies using Lycan's Cure until your next turn.

When using this weapon against a lycanthrope or shapeshifter, you gain an additional 1d6 radiant damage to your attacks.

POTION OF GLAMOUR

Wondrous item, common

When you drink this potion, you gain the effect of the *disguise self* spell for 1 hour. The potion is a swirling mixture of purple colors with a subtle glow to it. The bottle's shape may vary, but there is usually a silver clasp holding the stopper tight.

REDCAP KING's CLEAVER

Weapon (sickle), very rare (requires attunement)

This wicked sickle is chipped and dented all along its length, and seems to constantly be dripping with fresh blood. Whenever you deal damage to a creature with this weapon, it must make a DC 15 Constitution saving throw. On a failed save, the creature begins bleeding for 1 minute. While bleeding, the creature suffers 1d6 necrotic damage at the start of its turn. If you hit the same creature with another attack, it must repeat the saving throw, increasing the damage by 1d6 for each failed save (maximum 5d6).

A bleeding creature or an ally within 5 feet can take an action to make a DC 13 Wisdom (Medicine) check to end the



bleeding effect. This DC increases by 1 for each additional stack of bleeding the creature is suffering. Creatures that do not have blood are immune to this effect.

Additionally, if you moved 10 feet or more in a straight line before attacking, and you hit a creature that is already bleeding, it is knocked prone.

SATYR'S DRINKING HORN

Wondrous item, very rare

This curled ram's horn is painted in bright color, featuring rude symbols and scenes of debauchery.

It transforms any liquid it holds into delicious wine, but only when drunk straight from the horn. Filling or drinking from the horn requires an action.

When a creature drinks from the horn, it gains temporary hit points equal to its number of hit dice. After drinking from the horn, a creature must immediately succeed on a DC 17 Constitution saving throw or become poisoned for 10 minutes. The creature can choose to fail this saving throw. While poisoned in this way, a creature cannot roll below a 15 when making a Charisma (Performance or Persuasion) check or a Charisma saving throw. After a creature's poisoned condition wears off, that creature cannot benefit from the horn again until it finishes a long rest.

SHIMMER MANTLE

Wondrous item, uncommon (requires attunement)

This cloak resembles the shifting forests of the Feywild, alternating between greens and reds and sometimes seeming to not be there at all. While attuned to this cloak and you are hit by an attack, you can use your reaction to teleport up to 15 feet to an unoccupied space you can see. Additionally, you suffer no damage from the triggering attack. Once you use this feature of the *shimmer mantle*, it cannot be used again until you finish a long rest.

VLELAG MAC LIR'S MALETT

Weapon (maul), very rare (requires attunement)

When the fomorians were driven underground by those they had tried to subjugate, some adapted readily to their new kingdoms. One such fomorian was the craftswoman, Vlelag Mac Lir, whose arms and armor all echoed her disquieting fascination with centipedes.

The mallet is a maul in the shape of a centipede's head with pincers on one side that can deal piercing damage in place of bludgeoning. It grants a +1 bonus to attack and damage rolls, it has 3 charges, and recovers 1d3 charges each day at dusk. These charges can be expended for various uses as listed below:

- **1 charge:** When you hit a creature with an attack with the mallet's piercing side, you can expend a point. If you do, the target must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. A creature poisoned this way is also paralyzed. The creature can repeat the saving throw at the end of each of its turns, ending the paralysis on a successful save, but not the poisoned condition.
- **2 charges:** As a bonus action you can call up a crawling cloak of vermin to shroud yourself. You gain 1d4+9 temporary hit points and resistance to poison damage for 1 minute.
- **3 charges:** As an action you can conjure four swarms of centipedes (*Monster Manual* p. 338) or one ankheg (*MM* 21) as if you cast the *conjure animals* spell with no concentration required.

Attuning to the mallet afflicts you with a hint of the fomorian's curse, a hunched shoulder, and unevenly sized eyes. These deformities do not inhibit you, but remain visible under the effect of illusions such as the *disguise self* spell or shape changing effects such as the *polymorph* spell.

FLOWERS OF THE FEYWILD

Within certain sacred groves and hidden shrines in the Feywild, the soil itself holds magical power. When a seed takes root in such a place, it can become twisted by this arcane energy, sprouting into a fey flower.

These magical flowers appear far more vibrant than their nonmagical counterparts. Creatures with proficiency in Arcana or Nature skills or with the herbalism kit can attempt to identify a Feywild flower by making a DC 16 Intelligence check. Enterprising characters might try to transplant these plants to the Material Plane, but all of these flowers wither after seven days when brought to any plane other than the Feywild. However, that doesn't stop crushed or dried versions of these flowers being used as ingredients for potions and other magic.

ADVENTURE HOOKS

Adventurers might stumble upon these plants growing in the wilds of the Feywild, purchase these flowers from a vendor, or even discover them in the hands of a fallen enemy. The following hooks may be used to introduce these fantastical flowers to your campaign:

- A local noble has noticed a pair of quicklings sowing seeds in their garden. Strange roses have been sprouting up ever since, and the gardeners are refusing to approach them.
- Though it has been long abandoned, a temple to Eldath houses a secret grove, teeming with arcane life.
- A [shambling bouquet](#) has been rampaging through a nearby village. Frightened witnesses say the monster was covered in a dazzling array of flowers.
- A fey prince has been secretly raising a grove of oculiths at the grave of an ancient eldritch being. He plans to bring the flowers to court.
- A recent fey festival has left the woods in a state of disarray. Pools of magical ale have twisted the local wildlife, causing glass orchids to sprout.
- A magical waterfall obscures a small clearing with a blanket of mist. Within the clearing, a satyr tends to her garden of serpent's volleys in silent solitude.

FLOWER DESCRIPTIONS

BOLDBERRY BULB

Wondrous item, uncommon

The vibrant magenta bulbs of this magical flower are bitter, but have beneficial properties. As an action, you can eat a boldberry bulb to gain the following benefits for 1 minute:

- You cannot be charmed or frightened.
- You have advantage on Strength checks and Strength saving throws.
- When you make a melee weapon attack using Strength, you can add 1d4 to the damage roll.



If you find a boldberry bulb in the wild, it will likely have 1d4 bulbs.

BULLSEYE BLOSSOM

Wondrous item, uncommon

These gold flowers drift idly through the air, casting dim light in a 5-foot radius. You can use an action to squeeze a bullseye blossom, causing it to shed bright light in a 60-foot cone and dim light for an additional 60 feet. This light dispels magical darkness created by spells of 3rd level or lower. A bullseye blossom sheds light for 1 hour. Once the flower is released from your grasp, it wilts.

CLINGER'S AID

Wondrous item, common

This brick red sunflower often grows in old ruins and abandoned dungeons. Its wide, braided stem is remarkably sturdy. You can use an action to uproot the flower along with its stem, which coils 1d4x10 feet beneath the earth. Once uprooted, the stem functions like a hempen rope.

The flower continues to grow after it has been uprooted, at a rate of 5 feet each day, up to a maximum of 70 feet. If the stem is severed, it will continue to grow from the section bearing the flower.

CROW-FEEDER

Wondrous item, very rare

This flower's black petals resemble the drooping wings of a raven and appear to drip with an unsettling black ink. As an action, you can throw this flower up to 15 feet in front of you. When you do, a sphere of inky pollen ripples out in a 60-foot-radius from where it landed. Each hostile creature in that area must make a Constitution saving throw. A target takes 8d6 necrotic damage on a failed save, or half as much damage on a successful one. Once it has released this pollen, the flower withers.

If a creature treads on this flower while it is growing out of the ground, a similar effect occurs, affecting all creatures in a 60-foot-radius.

ERDAA'S EMBER

Wondrous item, rare

This bright blue flower gives off a comforting heat. While you are within 5 feet of it, you have resistance to cold damage, and don't suffer any ill effects from extreme cold (see *Dungeon's Master Guide* p. 110).

If the flower comes in contact with an open flame, or takes fire damage, it explodes in a roaring blue flame. Each creature within 20 feet of the flower must make a DC 15 Dexterity Saving throw, taking 6d8 fire damage on a failed save, or half as much on a successful one. The explosion ignites flammable objects that aren't being worn or carried.

FELL WHISPER

Wondrous item, uncommon

This silver dandelion is covered in fluffy, cloudlike tufts. You can pluck a flower as an action. While holding it, you can use your action to blow on the tufts, causing them to fly forward



in a line that is 40 feet long and 5 feet wide. The wisps spread out to form a dense silver cloud. The area is heavily obscured for 10 minutes, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the cloud, or starts its turn there, it must make a DC 13 Wisdom saving throw. On a failed save, the creature uses all of its movement to move in a random direction.

When encountered growing out of the ground in the wild, creatures within 10 feet of the flower hear a haunting wind, and make Wisdom (Perception) checks that rely on hearing with disadvantage while within its radius.

FEY ROSE

Wondrous item, very rare

These thornless silver roses grow in clusters of 1d4+1 flowers. You can pluck and eat a fey rose as an action. Eating it restores 4d8+4 hit points. Additionally, you can choose to end one disease currently affecting you, or one of the following conditions: charmed, frightened, or poisoned.

If you eat a fey rose two or more times before finishing a long rest, roll a d6. On a 6, an illusory fey spirit magically appears to mock you. You do not regain any hit points, and instead must make a DC 13 Wisdom saving throw. On a failed save, you take 2d4 points of psychic damage as the spirit insults you for attempting to eat its precious flower.

The fey rose bush in the wild regrows one flower each day at dawn, to a maximum of five flowers. If all of its flowers are removed, roll a d20. On a 1, the fey rose bush withers away.

GLASS ORCHID

Wondrous item, very rare

This magic flower resembles a drooping orchid, made entirely out of crystalline glass. You can pluck this orchid as an action, without causing it to wither. While holding it, you can use your action to crush the glass orchid, destroying it and releasing its magic. Choose one of the following effects:

- You become invisible for up to 1 hour, or until you attack or cast a spell.
- You teleport up to 60 feet to an unoccupied space that you can see.
- A deafening shockwave ripples outward from the shattered flower. All creatures within 10 feet of the flower other than you must make a DC 17 Constitution saving throw. A creature takes 5d8 thunder damage on a failed save, or half as much damage on a successful one.

LABYRINTHIAN BULB

Wondrous item, very rare

This magical flower grows as a cluster of dull purple stems, which twist together into a knotted braid. The bulb buried

beneath them is covered in intricate maze-like roots, which wrap around it.

As an action, you can throw the bulb at a creature within 30 feet of you or shoot it from a sling. Make a ranged attack roll. On a hit, the target is banished to a demiplane within the bulb like the *maze* spell. If the bulb takes damage, or has its magic dispelled, the effect ends. After 10 minutes or when the effect ends, the bulb withers.

MURMUR BLOOM

Wondrous item, common

These small flowers resemble chromatic bells and can be heard whispering gibberish faintly on windy days. As an action, you can name a creature and speak a message of up to 40 words into the flower. For seven days, the flower whispers your message to the named creature when it passes within 10 feet of it. Only the named creature hears the message. After seven days, the flower withers. Once plucked, these flowers do not begin to wither until a message is spoken into them.

OCULITH

Wondrous item, very rare

This pastel-petaled multi-colored flower has an unblinking eye in place of its pistil. If you cut or otherwise remove an oculith from the ground, you create a bond with it, allowing you to see through its eye. At will, you mentally receive visual information from its eye, which has normal vision and truesight out to 60 feet.

Once you have accessed the flower's vision, it begins to decay and completely withers in 24 hours. Without use of its vision, an oculith can last up to 7 days. You may bond with only one oculith at a time.



PALE BLUSH

Wondrous item, uncommon

This pale gray flower resembles a decaying daisy and gives off a scent like rotting flesh. A *detect magic* spell reveals an aura of necrotic energy emanating from this flower in a 10-foot radius. As an action, you can crush this flower beneath your foot, destroying it. When you do, 2 **zombies** (*Monster Manual* p. 316) emerge from the earth within 10 feet of you. These creatures are allies to you and your companions. In combat, the zombies share your initiative count, but take their turns immediately after yours. They obey your verbal commands (no action required by you). If you don't issue any, they take the Dodge action and use their movement to avoid danger. After 1 hour or when they drop to 0 hit points, the zombies crumble into soil.

PEACE PETAL

Wondrous item, uncommon

This orange flower has 1d3+2 circular petals. As an action, you can pluck a petal off of the flower, releasing a sprinkle of sweet smelling pollen. Its magic fills you with a sense of peace. For 1 minute, whenever you make a saving throw, you can roll a d6 and add the number rolled to the total. When all of the flower's petals have been plucked, it withers.

ROOT-WAKER

Wondrous item, rare

This black tulip's spiked leaves drip with blood, betraying its sinister nature. The flower has 4 charges. You can use a bonus action while holding this flower to expend a charge and cause it to attack a creature you can see within 30 feet of you. The target must succeed on a DC 14 Dexterity saving throw, taking 5d6 slashing damage on a failed save, or half as much on a successful one as the flower's hooked roots lash out at it. When you expend its final charge, the flower withers.

SERPENT'S VOLLEY

Wondrous item, rare

This bulbous green flower emits an intense and deadly floral aroma. The flower has 3 charges. While holding a serpent's volley, you can use an action to expend a charge and focus its poisonous scent into a concentrated blast. Each creature in a 15-foot cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d8 poison damage and becomes poisoned until the end of its next turn. On a successful save, a creature takes half as much damage and is not poisoned. When you expend its final charge, the flower withers.



If you are within 5 feet of this flower in the wild, you are unable to concentrate and become poisoned as long as you are within its radius. Once you move away, you are poisoned until the end of your next turn.

TORLEE'S BRIGHT HOPE

Wondrous item, rare

These magical flowers blossom outward into a cloudy-white moss. If a creature dies from something other than old age while within 15 feet of where this flower is planted, it returns that creature to life with 1 hit point. Then, the flower withers away.

You can uproot this mossy flower. Once uprooted, you can use an action to press the moss against yourself or a creature you can see within 5 feet of you. The target regains 3d8+4 hit points, and the flower withers.

FEY TRINKETS

The Feywild is known for making creatures disoriented, causing them to get lost while time moves differently around them. But, creatures aren't the only things to be lost or found in the Feywild. Travelers to this bright plane often stumble upon the belongings of others wherein unique and interesting baubles sometimes lie.

Similarly, fey that venture to the Material Plane might trade a small item for something else, thus leaving a bit of the Feywild behind. Whatever the reason, there are plenty of fey trinkets out there just waiting to be discovered.

FEY TRINKETS

d100	Fey Trinket
01-02	A leaf that changes its season based on your mood.
03-04	A page of sheet music penned by the Summer Court's bard.
05-06	A cracked hag eye on a leather cord.
07-08	A diary of a human who visited the Feywild for a few days and returned to find years had passed.
09-10	A precious gem mined in the Feydark.
11-12	A small, leather bag of children's teeth.
13-14	A copper flower that blooms at sunset and sunrise.
15-16	A prophecy written in Sylvan on a scroll, tucked into a sea-battered bottle.
17-18	A stoppered glass vial of iridescent pixie dust.
19-20	An axe covered in moss.
21-22	A set of iron shoes for a creature with two hooved feet.
23-24	A worn flask of slippery boggle oil on a leather strap.
25-26	A single tarot card—a beautifully illustrated hanged man.
27-28	A piece of an ancient sundial constructed in the Feywild and found in a stone circle on the Material Plane.
39-30	A small piece of paper that reads "a favor owed" in Sylvan.
31-32	A 10-foot long braided iron rope made of korred hair.
33-34	A circlet of golden leaves and flowers in perpetual bloom.
35-36	A white hare's foot that turns black in the presence of fey magic.
37-38	A signet ring from an exiled noble eladrin line.
39-40	An empty case that once contained a deck of many things.
41-42	A gnomish pocket watch that doesn't keep time.
43-44	A single iron tooth.
45-46	A letter describing a grand festival in the Summer Court.
47-48	A satyr's panpipes carved with leaves and curling vines.
49-50	A family recipe for goodberry pie.
51-52	A silver powder box that once belonged to the Queen of Air and Darkness.
53-54	A portrait of a castle at sunset. When you look away, the castle moves.
55-56	A dragonchess set that uses Unseelie and Seelie fey instead of black and white, respectively.
57-58	A dryad's wooden heart. It feels warm to the touch.

d100	Fey Trinket
59-60	A tiny, elegant tea set with the initials Q. F. embossed in gold on each plate.
61-62	A small, brightly-painted wooden door found in a circle of mushrooms on the Material Plane.
63-64	A well-read copy of <i>Fey-ted Love</i> by Robin Goodbedfellow.
65-66	A blink dog's collar. It reads "Spot" in Sylvan.
67-68	A dagger made of white ash.
69-70	An annis hag's iron token.
71-72	An ancient coin that has the symbol of the Summer Court on one side and the Gloaming Court on the other.
73-74	A jar of maple syrup tapped from a tree in the Feywild.
75-76	A wand used by an archdruid in a legendary battle.
77-78	A wrought iron sign that warns, "don't tell them your name."
79-80	A red cap stained with dried blood.
81-82	A mummified finger from a corpse entombed in a Feywild peat bog.
83-84	A clay jar full of dog treats intended for blink dogs.
85-86	A map of the Material Plane with a portal to the Feywild marked on it.
87-88	A small leather pouch of bioluminescent mushroom powder.
89-90	A firbolg's well-made knapsack.
91-92	An impenetrable cube of iron that seems to have something inside it.
93-94	An unsent love letter between members of the Gloaming Court and the Summer Court.
95-96	A sword the size of a sewing needle.
97-98	A beautiful painting partially destroyed by a darkling's death flash.
99-00	An ancient contract between a mortal and a fey. It's lengthy and has been amended several times.





OPTIONAL RULES



HE FEYWILD IS MAGICAL, MYSTERIOUS, AND altogether unpredictable. This chapter presents optional rules designed to help the Dungeon Master bring the ever-changing nature of the Feywild to life. Whether you need help getting your players to the fey plane or making the journey one they'll never forget, this chapter has got you covered.

FY PORTALS

The Feywild is a patchwork of otherworlds, a rippling quilt stitched across the planes. Where the needle threads, a fey crossing is made. Anything can mark such a place: ancient mounds, standing stones, crossed trees, or crumbling ruins. Unlocking each requires a specific condition: the sun's first rays, the evaporating mist, or careful steps along a hidden path. The journey through these crossings may take place instantly or slowly over time. Anyone looking back may notice the tell-tale changes of their journey, but such details often slip the mind of those moving through.

Clever fey learn these secrets and use them to move about the otherworlds freely. Their comings and goings become the stuff of legends, and their secrets are jealously sought by fellows and rivals alike. Some intuit their crossings through innate magical abilities, feeling their way into the Material Plane or planes of shadow as easily as mortals might find their way through a dimly lit house. For others, though, it's an eternal struggle of puzzling out arcane methods and careful processes.

A LITTLE HELP

Many arcane-minded practitioners turn away from faerie magic in favor of less suitable patrons. Why would one rely on demons and devils when the natural, moonlit beauty of an archfey is right there, key in hand? Such patrons are generous with their gifts, and may grant boons to their favorites in the form of secret crossings, or ways to find them.

Particularly powerful Archfey provide those who win their favor with fey keys which, used in conjunction with a particular location, circumvent the need for a condition or ritual. These boons are not lightly granted and often require a favor in return. On the other hand, no fey wishes to remain in the debt of a mortal. A fey encountered in the Material Plane may offer the secret of their crossing to quickly set things even.

FY CROSSINGS

To generate a fey crossing at random, roll on the Fey Crossing Locations table. For added challenge, add either a requirement or circumstance from the other tables. Characters must meet one or both to activate the fey crossing.

FY CROSSING LOCATIONS

d20	Fey Crossing Location
1	An out of place item, like a shining treasure or an ancient weapon
2	A waterfall that parts like a curtain
3	A mirror or other reflective surface
4	A distinct arcane aura, detectable with a DC 12 Intelligence (Arcana) check or the <i>detect magic</i> spell
5	An unusual road, well-trodden, but not on any maps or unknown to locals
6	A sudden change in the seasons, such as plantlife blooming or fading when it shouldn't
7	A stream running in the wrong direction
8	A circle of mushrooms
9	The open entrance to an ancient burial mound
10	A crumbling arch or an aged stone floor
11	A massive, hollow tree
12	A stacked menhir arch
13	A coastal cave, only exposed when the tides are low
14	A circular pool, perfectly clear and incredibly deep
15	A wide expanse of flowers
16	A mist-shrouded island
17	Twists of oddly-colored grass that form a winding path
18	The reflection of the full moon on still water
19	A pair of trees, intertwined in a twisted arch
20	A rune-covered stone that opens when touched

FY CROSSING REQUIREMENTS

d12	Fey Crossing Requirement
1	Coat oneself in the blood of an animal
2	Step through barefoot
3	Sing a secret song
4	Entreat a particular patron
5	Enter at a specific time
6	Carry a blooming flower
7	Fall asleep nearby
8	Douse the crossing in seawater
9	Touch with iron
10	Dance a secret dance
11	Be in the presence of a specific (intelligent) animal
12	Enter after eating a local plant or imbibing from a local pool / fountain

FEY CROSSING CIRCUMSTANCES

d12 Fey Crossing Circumstance

- 1 During a solar eclipse
- 2 During a lunar eclipse
- 3 Under the light of a full moon
- 4 Under a moonless night
- 5 When touched by a solstice sun
- 6 Lit by sunrise
- 7 Lit by sunset
- 8 At the height of an equinox
- 9 During the first snowfall of winter
- 10 Lit by a magic light source
- 11 During a daytime rain
- 12 Shrouded in morning fog

FEY CROSSING EFFECTS

d20 Fey Crossing Effect

- 1 You grow animal-like ears, nose, or other facial features. These have no effect other than a change of appearance.
- 2 You are under a permanent effect of the *barkskin* spell.
- 3 Your spells cast may be cast as ritual spells, even if that spell did not previously support ritual casting (ritual casting time of 1 minute per spell level).
- 4 You have disadvantage on the next saving throw you make.
- 5 You have advantage on the next saving throw you make.
- 6 You feel the need to eat far beyond the normal daily amount, suffering a level of exhaustion if you don't consume a ration or other meal every 2 hours while awake.
- 7 You are invisible until you cast a spell or attack.
- 8 You can change shape (like the *polymorph* spell) into a woodland creature of the DM's choice so long as you remain in the Feywild.
- 9 You age 1d20 years.
- 10 You give off a faint glow, casting a 5-foot dim light.
- 11 You must sleep double the amount normally required or suffer a level of exhaustion the following day.
- 12 You forget Common (but gain another language of the DM's choice in its place).
- 13 All coins in your possession change denominations. For each denomination (electrum, copper, silver, or gold), roll 1d4. All coins of a given denomination change to another based on the result of the roll (1: copper, 2: silver, 3: electrum, 4: gold). If the denomination rolled is the same as the current coin type, no change to those coins occurs.
- 14 Your touch withers all plant life it touches (dealing an extra 1d4 necrotic damage to any plant). This works even through boots and gloves.
- 15 You gain the creature type of Fey and are bound by the laws of hospitality to always speak the truth and seek permission before entering a domicile.
- 16 Everything you say must rhyme. Each time you fail, you take 1 psychic damage.
- 17 You arrive later than others traveling through the crossing at the same time. You look rather battered, are missing a significant amount of coin, and smell suspiciously of booze, but have no memory of what might have occurred.
- 18 Magic items to which you are attuned cease to function, regardless of who wields them.
- 19 Anytime you eat, roll 1d6. On a 1, you become poisoned.
- 20 You learn two cantrips of your choice.

EFFECTS OF CROSSING

Those who botch a crossing ritual, stumble through a Fey crossing unexpectedly, or who just anger the wrong Fey may find themselves a victim of unfortunate side effects. When a character crosses, require a saving throw of your choice against a DC of $10 + 1d6$. On a failed save, roll on the Fey Crossing Effects table. Unless otherwise specified, these conditions persist only as long as the character remains in the Feywild and may be removed by a *greater restoration*, *wish*, or similar spell unless otherwise noted. For additional effect options, see the [Wild Effects](#) table in the Appendix.

COMINGS AND GOINGS

While you can deliberately travel to the Feywild, many visits are accidental. Whether it's because a character unknowingly met the requirements and circumstances to do so or just happened to be in the wrong place at the wrong time, unwilling visits to the Feywild are great sources of adventure. Likewise, those returning from the Feywild may be in for a shock as time behaves differently there. See the *Dungeon Master's Guide* (p. 50) for the time-warping effects of emerging from the Feywild.

COLD IRON

Cold iron is the name given to a variant of iron made without the use of a forge's heat. This metal is notoriously difficult to work with, but it results in some powerful weapons and armor. Cold iron is of tremendous value, especially in the Feywild. However, one should be aware that cold iron does not hold enchantments like standard metals. There are those that believe that cold iron has a particularly strong effect on fey, but the truth is that it naturally has the properties of a magical item without being enchanted.

Cold iron weapons and armor are rare magical items that function as +1 weapons or armor despite having no magical enchantment. Cold iron weapons and armor cannot be enchanted, but they still function in antimagic fields and cannot be dispelled. Attack and damage rolls with cold iron weapons receive a +1 bonus, and armor or shields made from cold iron receive a +1 bonus to AC.

FYE GLAMOURS

The fey are creatures of magic, who breathe enchantment and illusion as intuitively as mortals breathe air. Frequently, the danger they pose comes not from the weapons they wield, but the way in which their presence overwhelms and disrupts mortal emotions.

This optional rule involves adding (or replacing) a trait or action of a fey creature with a new trait called Fey Glamour.

CONSTRUCTING THE GLAMOUR

Every Fey Glamour uses the following pattern wherein each term in brackets ([]) is replaced by text described later in this section:

Fey Glamour. Any non-fey creature that starts its turn within [range] of the [creature] must make a [DC] Wisdom saving throw. On a failed save, the creature becomes [condition] for 1 minute. A creature can repeat the saving throw [interval]. On a successful save or when the effect ends, the creature becomes immune to any [creature's] Fey Glamour for 24 hours.

To create a Fey Glamour trait, replace the bracketed text ([]) in the pattern using the following information:

- **Range.** For creatures of CR 0 to 8, use 30 feet for [range]. For creatures of CR 9 or higher, use 60 feet.
- **Creature.** Any creature of the fey type can be used as [creature] in the pattern, thereby gaining the Fey Glamour trait. However, if the creature already has a similar trait or action, such as a spring eladrin's Joyful Presence or a dryad's Fey Charm, then the Fey Glamour trait may be used as a replacement.
- **DC.** If the creature has a spell save DC, use that in place of [DC]. If not, use the following formula: 8 + proficiency bonus + Charisma modifier.
- **Condition.** For [condition], choose from the Fey Glamour Conditions table.
- **Interval.** For [interval] use "at the end of each of its turns" or choose from the Fey Glamour Intervals table.

FEY GLAMOUR CONDITIONS

d4	Condition
1	Charmed
2	Frightened
3	Poisoned
4	Restrained. If the saving throw fails by 5 or more, the creature instantly becomes stunned.

FEY GLAMOUR INTERVALS

d6	Interval (A creature can repeat the saving throw . . .)
1-2	. . . whenever the fey deals damage to it.
3-4	. . . if it moves 15 feet away from the fey.
5-6	. . . whenever it becomes a target of a spell or attack.

SAMPLE FEY GLAMOURS

Here are some sample Fey Glamours you can use as is or for inspiration in creating your own.

DRYAD

For the dryad, Fey Glamour takes the place of its Fey Charm trait.

Fey Glamour. Any non-fey creature that starts its turn within 30 feet of the dryad must make a DC 14 Wisdom saving throw. On a failed save, the creature becomes poisoned for 1 one minute. A creature can repeat the saving throw whenever it becomes a target of a spell or attack. On a successful save or when the effect ends, the creature becomes immune to any dryad's Fey Glamour for 24 hours.

PIXIE

Since the pixie does not have a trait that triggers a saving throw when in range, you can add Fey Glamour as an additional trait.

Fey Glamour. Any non-fey creature that starts its turn within 30 feet of the pixie must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed for 1 one minute. A creature can repeat the saving throw when it takes damage. On a successful save or when the effect ends, the creature becomes immune to any pixie's Fey Glamour for 24 hours.

SPRING ELADRIN

For the spring eladrin, Fey Glamour takes the place of its Joyful Presence trait.

Fey Glamour. Any non-fey creature that starts its turn within 60 feet of the eladrin must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened for 1 one minute. A creature can repeat the saving throw at the end of each of its turns. On a successful save or when the effect ends, the creature becomes immune to any eladrin's Fey Glamour for 24 hours.

ALTERING MONSTER SIZE

Sometimes creatures are smaller or larger than we expect them to be. Fey magic can lead to gargantuan insects, tiny elephants, or other size deviations. These creatures act very much like their standard-size counterparts, and they are usually unaware that they are a different size than they should be. This section is designed to help you quickly create monsters of various sizes for your Feywild adventures and beyond. It is only recommended for use with creatures that have a starting challenge rating (CR) of 9 or lower. The altered creature can have a CR higher than 9.

STATISTICS CHANGES

Choose a creature you would like to alter, then modify its statistics in its stat block using the information below:

ADJUST ABILITY SCORES

Follow these steps to determine your chosen creature's new ability scores and ability score modifiers:

- Only Strength, Dexterity, and Constitution ability scores will change. Adjust them using the Ability Score Adjustments table. Be sure to update the ability score modifiers as well (see p. 173 of the *Player's Handbook*.)
- If your Strength modifier changed, adjust the Athletics skill (if present).
- If your Dexterity modifier changed, adjust the following skills (if present): Acrobatics, Sleight of Hand, and Stealth.
- If your creature's Dexterity or Strength modifiers changed, adjust any actions that have attack or damage bonuses that rely on these modifiers.
- If your creature's new Dexterity score is higher than its new Strength score, its natural weapons can use either its Strength or Dexterity modifier for attack and damage rolls.
- Adjust Strength, Dexterity, and Constitution saving throws (if present).

ADJUST AC

Follow these steps to determine your creature's new AC:

- Determine your creature's starting natural armor by subtracting $10 +$ the creature's starting Dexterity modifier from its AC.
- Add the appropriate value from the Natural Armor and CR Adjustments table to your creature's starting natural armor. If this reduces the AC below $10 +$ its Dexterity modifier, treat the new natural armor as 0.
- Calculate your creature's new AC using $10 +$ Dexterity modifier + natural armor (if any).

ADJUST CR AND PROFICIENCY BONUS

Follow these steps to determine your creature's new CR and proficiency bonus:

- CR rating increases and decreases are referred to using steps since CR ratings include partial numbers such as $\frac{1}{4}$.
- Adjust your creature's CR using the Natural Armor and CR Adjustments table.

- Determine your creature's proficiency bonus using the Proficiency Bonus by CR table.

ADJUST SPEED

Follow these steps to determine your creature's new speed:

- If your creature grew in size, increase its walking and climbing speed by 5 ft. for each size category increase. For example, if your creature started as Tiny and became Medium, its walking speed would increase by 10 ft. since it changed by two size categories.
- If your creature shrank in size, decrease its walking and climbing speed by 5 ft. for each size category decrease.
- For flying speed, increase or decrease by 10 ft. per size category change.
- If any speed would be reduced below 10 ft., do not reduce it further.

ABILITY SCORE ADJUSTMENTS

Starting Size	New Size	STR	DEX	CON
Tiny	Small	+2	-2	No change
	Medium	+4	-4	+2
	Large	+8	-6	+4
	Huge	+12	-8	+6
	Gargantuan	+16	-8	+8
Small	Tiny	-2	+2	No change
	Medium	+2	-2	+2
	Large	+6	-4	+4
	Huge	+10	-6	+6
	Gargantuan	+14	-6	+8
Medium	Tiny	-4	+4	-2
	Small	-2	+2	-2
	Large	+4	-2	+2
	Huge	+8	-4	+4
	Gargantuan	+12	-4	+6
Large	Tiny	-8	+6	-4
	Small	-6	+4	-4
	Medium	-4	+2	-2
	Huge	+4	-2	+2
	Gargantuan	+8	-2	+4
Huge	Tiny	-12	+8	-6
	Small	-10	+6	-6
	Medium	-8	+4	-4
	Large	-4	+2	-2
	Gargantuan	+4	No change	+2
Gargantuan	Tiny	-16	+8	-8
	Small	-14	+6	-8
	Medium	-12	+4	-6
	Large	-8	+2	-4
	Huge	-4	0	-2

NATURAL ARMOR AND CR ADJUSTMENTS

Starting Size	New Size	Natural Armor Adjustment ¹	CR Adjustment ²
Tiny	Small	No change	No change
	Medium	No change	No change
	Large	+1	1 step
	Huge	+3	2 steps
	Gargantuan	+5	4 steps
Small	Tiny	No change	-1 step
	Medium	No change	No change
	Large	+1	+1 step
	Huge	+3	+2 steps
	Gargantuan	+5	+4 steps
Medium	Tiny	No change	-2 steps
	Small	No change	-1 step
	Large	+1	+1 step
	Huge	+3	+2 steps
	Gargantuan	+5	+4 steps
Large	Tiny	-1	-4 steps
	Small	-1	-3 steps
	Medium	-1	-2 steps
	Huge	+2	+1 step
	Gargantuan	+4	+3 steps
Huge	Tiny	-3	-6 steps
	Small	-3	-5 steps
	Medium	-3	-4 steps
	Large	-2	-2 steps
	Gargantuan	+2	+2 steps
Gargantuan	Tiny	-5	-9 steps
	Small	-5	-8 steps
	Medium	-5	-7 steps
	Large	-4	-5 steps
	Huge	-2	-3 steps

¹The changes in this column are only to natural armor, not AC as a whole. AC should not go lower than 10 + Dexterity modifier. Treat any value that would lower AC minimum as a 0.

²CR changes are referred to using “steps” since CR values include partial numbers such as $\frac{1}{4}$.

PROFICIENCY BONUS BY CR

New CR	New Proficiency Bonus
0-4	+2
5-8	+3
9-12	+4
13-16	+5
17-20	+6
21-24	+7
25-28	+8
29-30	+9

ADJUST HIT POINTS AND HIT DICE

Follow these steps to adjust your creature’s hit points and hit dice:

- Use the Hit Dice by Size table to adjust your creature’s hit die. Use the creature’s original number (#) in front of the creature’s hit dice unless your creature is now Gargantuan, in which case add 1.
- Calculate its new hit points using its adjusted Constitution modifier and new hit dice.

HIT DICE BY SIZE

Monster Size	Hit Dice
Tiny	#d4
Small	#d6
Medium	#d8
Large	#d10
Huge	#d12
Gargantuan	(#+1)d20

ADJUST DAMAGE DICE

Follow these steps to adjust your creature’s attack dice:

- If your creature increased in size, adjust its damage dice values using the Size Category Increases table (on the next page).
- If your creature decreased in size, adjust its damage dice values using the Size Category Decreases table (on the next page).
- Note that the increases and decreases are based on the number of size categories increased or decreased. For example, a Tiny creature that becomes Gargantuan has increased five (+5) size categories.

ADDITIONAL ADJUSTMENTS

Here are a few additional adjustments and tips for altering your monsters:

- If you decreased a creature’s CR significantly, consider simplifying its stat block by removing more powerful abilities. For example, if a creature originally had multiattack, but its new CR is $\frac{1}{4}$, remove multiattack.
- If you increased a creature’s CR significantly, consider replacing some of its actions with new ones or adding legendary ones to further differentiate it from the original.
- If the creature has a grapple action or trait that is tied to a particular creature size, adjust it based on your creature’s new size. If the adjusted size would fall below Tiny, remove the grapple effect from the action or trait. Also, escape DC is typically 10 + Strength modifier.
- Saving throws from physical abilities such as breath weapons often use Constitution as their base attribute. Examine any required saving throws to ensure there are no impacts due to the changes made.
- Continue to adjust your new creature as needed to achieve the desired result.

SIZE CATEGORY INCREASES

Orig.	Size Category Increase				
Value	+1	+2	+3	+4	+5
1	1d2	1d3	1d4	1d6	1d8
1d2	1d3	1d4	1d6	1d8	2d6
1d3	1d4	1d6	1d8	2d6	2d8
1d4	1d6	1d8	2d6	2d8	3d6
2d4	2d6	2d8	3d6	3d8	4d6
3d4	3d6	3d8	4d6	4d8	5d6
4d4	4d6	4d8	5d6	5d8	6d6
1d6	1d8	2d6	2d8	3d6	3d8
2d6	2d8	3d6	3d8	4d6	4d8
3d6	3d8	4d6	4d8	5d6	5d8
4d6	4d8	5d6	5d8	6d6	6d8
5d6	5d8	6d6	6d8	7d6	7d8
6d6	6d8	7d6	7d8	8d6	8d8
7d6	7d8	8d6	8d8	9d6	9d8
8d6	8d8	9d6	9d8	10d6	10d8
9d6	9d8	10d6	10d8	11d6	11d8
10d6	10d8	11d6	11d8	12d6	12d8
11d6	11d8	12d6	12d8	13d6	13d8
12d6	12d8	13d6	13d8	14d6	14d8
13d6	13d8	14d6	14d8	15d6	15d8
1d8	2d6	2d8	3d6	3d8	4d6
2d8	3d6	3d8	4d6	4d8	5d6
3d8	4d6	4d8	5d6	5d8	6d6
4d8	5d6	5d8	6d6	6d8	7d6
5d8	6d6	6d8	7d6	7d8	8d6
6d8	7d6	7d8	8d6	8d8	9d6
7d8	8d6	8d8	9d6	9d8	10d6
8d8	9d6	9d8	10d6	10d8	11d6
9d8	10d6	10d8	11d6	11d8	12d6
10d8	11d6	11d8	12d6	12d8	13d6
11d8	12d6	12d8	13d6	13d8	14d6
1d10	2d8	3d6	3d8	4d6	4d8
2d10	3d8	4d6	4d8	5d6	5d8
3d10	4d8	5d6	5d8	6d6	6d8
4d10	5d8	6d6	6d8	7d6	7d8
5d10	6d8	7d6	7d8	8d6	8d8
1d12	2d10	3d8	4d6	4d8	5d6
2d12	3d10	4d8	5d6	5d8	6d6
3d12	4d10	5d8	6d6	6d8	7d6
4d12	5d10	6d8	7d6	7d8	8d6
5d12	6d10	7d8	8d6	8d8	9d6
6d12	7d10	8d8	9d6	9d8	10d6
7d12	8d10	9d8	10d6	10d8	11d6

SIZE CATEGORY DECREASES

Orig.	Size Category Decrease				
Value	-1	-2	-3	-4	-5
1	1	1	1	1	1
1d2	1d2	1d2	1d2	1d2	1d2
1d3	1d3	1d3	1d3	1d3	1d3
1d4	1d4	1d4	1d4	1d4	1d4
2d4	1d4	1d4	1d4	1d4	1d4
3d4	2d4	1d4	1d4	1d4	1d4
4d4	3d4	2d4	1d4	1d4	1d4
1d6	1d4	1d4	1d4	1d4	1d4
2d6	2d4	1d4	1d4	1d4	1d4
3d6	3d4	2d4	1d4	1d4	1d4
4d6	4d4	3d4	2d4	1d4	1d4
5d6	5d4	4d4	3d4	2d4	1d4
6d6	6d4	5d4	4d4	3d4	2d4
7d6	7d4	6d4	5d4	4d4	3d4
8d6	8d4	7d4	6d4	5d4	4d4
9d6	9d4	8d4	7d4	6d4	5d4
10d6	10d4	9d4	8d4	7d4	6d4
11d6	11d4	10d4	9d4	8d4	7d4
12d6	12d4	11d4	10d4	9d4	8d4
13d6	13d4	12d4	11d4	10d4	9d4
1d8	1d6	1d4	1d4	1d4	1d4
2d8	2d6	2d4	1d4	1d4	1d4
3d8	3d6	3d4	2d4	1d4	1d4
4d8	4d6	4d4	3d4	2d4	1d4
5d8	5d6	5d4	4d4	3d4	2d4
6d8	6d6	6d4	5d4	4d4	3d4
7d8	7d6	7d4	6d4	5d4	4d4
8d8	8d6	8d4	7d4	6d4	5d4
9d8	9d6	9d4	8d4	7d4	6d4
10d8	10d6	10d4	9d4	8d4	7d4
11d8	11d6	11d4	10d4	9d4	8d4
1d10	1d8	1d6	1d4	1d4	1d4
2d10	2d8	2d6	2d4	1d4	1d4
3d10	3d8	3d6	3d4	2d4	1d4
4d10	4d8	4d6	4d4	3d4	2d4
5d10	5d8	5d6	5d4	4d4	3d4
1d12	1d10	1d8	1d6	1d4	1d4
2d12	2d10	2d8	2d6	2d4	1d4
3d12	3d10	3d8	3d6	3d4	2d4
4d12	4d10	4d8	4d6	4d4	3d4
5d12	5d10	5d8	5d6	5d4	4d4
6d12	6d10	6d8	6d6	6d4	5d4
7d12	7d10	7d8	7d6	7d4	6d4

ALTERED MONSTERS

The following are sample monsters that have been altered using the techniques in this chapter. The Sources table includes the location of the original stat blocks so that you can compare the two if desired.

SOURCES

Creature	Source
Ankheg	<i>Monster Manual</i> p. 21
Blink Dog	<i>Monster Manual</i> p. 318
Butterfly of the Feywild	<i>Feywild Companion</i>
Choker	<i>Mordenkainen's Tome of Foes</i> p. 123
Ogre	<i>Monster Manual</i> p. 237
Quickling	<i>Volo's Guide to Monsters</i> p. 187
Skeleton	<i>Monster Manual</i> p. 272
Tyrannosaurus Rex	<i>Monster Manual</i> p. 80
Wood Woad	<i>Volo's Guide to Monsters</i> p. 198



GARGANTUAN FEYWILD BUTTERFLY

Gargantuan Beast, Unaligned

Armor Class 13 (natural armor)

Hit Points 27 (2d20+6)

Speed 45 ft., climb 45 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	6 (-2)	16 (+3)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +4

Senses blindsight 10 ft., passive perception 8

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 8 (1d8+4) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 10 (3d6) poison damage.



HUGE CHOKER

Huge Aberration, Typically Chaotic Evil

Armor Class 17 (natural armor)

Hit Points 31 (3d12 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	8 (-1)	19 (+4)	4 (-3)	12 (+1)	7 (-2)

Skills Stealth +1

Senses darkvision 60 ft., passive Perception 11

Languages Deep Speech

Challenge 3 (700 XP)

Proficiency Bonus +2

Aberrant Quickness (Recharges after a Short or Long Rest).

The choker can take an extra action on its turn.

Boneless. The choker can move through and occupy a space as narrow as 4 inches wide without squeezing.

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

ACTIONS

Multiattack. The choker makes two tentacle attacks.

Tentacle. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 21 (2d6 + 8) bludgeoning damage plus 9 (2d8) piercing damage. If the target is a Large or smaller creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the choker can't use this tentacle on another target. The choker has two tentacles. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

HUGE SKELETON

Huge Undead, Typically Lawful Neutral

Armor Class 16 (armor scraps)

Hit Points 21 (2d12 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it spoke in life but can't speak

Challenge 1 (200 XP)

Proficiency Bonus +2

ACTIONS

Shortsword. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Shortbow. Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 7 (2d6) piercing damage.



MEDIUM QUICKLING

Medium Fey, Typically Chaotic Evil

Armor Class 13

Hit Points 19 (3d8 + 6)

Speed 130 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	17 (+3)	15 (+2)	10 (+0)	12 (+1)	7 (-2)

Skills Acrobatics +5, Perception +5, Sleight of Hand +5, Stealth +5

Senses darkvision 60 ft., passive Perception 15

Languages Common, Sylvan

Challenge 1 (200 XP)

Proficiency Bonus +2

Blurred Movement. Attack rolls against the quickling have disadvantage unless the quickling is incapacitated or restrained.

Evasion. If the quickling is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

ACTIONS

Multiattack. The quickling makes three dagger attacks.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 7 (1d8 + 3) piercing damage.



LARGE WOOD WOAD

Large Plant, Typically Lawful Neutral

Armor Class 18 (natural armor, shield)

Hit Points 95 (10d10 + 40)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	10 (+0)	13 (+1)	8 (-1)

Skills Athletics +9, Perception +4, Stealth +3

Damage Vulnerabilities fire

Damage Resistances bludgeoning, piercing

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Sylvan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Magic Club. In the wood woad's hand, its club is magical and deals 10 (3d6) extra damage (included in its attacks).

Plant Camouflage. The wood woad has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Regeneration. The wood woad regains 10 hit points at the start of its turn if it is in contact with the ground. If the wood woad takes fire damage, this trait doesn't function at the start of the wood woad's next turn. The wood woad dies only if it starts its turn with 0 hit points and doesn't regenerate.

Tree Stride. Once on each of its turns, the wood woad can use 10 feet of its movement to step magically into one living tree within 5 feet of it and emerge from a second living tree within 60 feet of it that it can see, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Multiattack. The wood woad makes two attacks with its club.

Club. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 20 (4d6 + 6) bludgeoning damage.

SMALL OGRE

Small Giant, Typically Chaotic Evil

Armor Class 12 (hide armor)

Hit Points 31 (7d6 + 7)

Speed 30 ft.

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

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Greatclub. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 30/120 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

TINY ANKHEG

Tiny Monstrosity, Unaligned

Armor Class 16 (natural armor)

Hit Points 11 (6d4 - 4)

Speed 10 ft., burrow 10 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	9 (-1)	1 (-5)	13 (+1)	6 (-2)

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 11

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage plus 2 (1d4) acid damage. If the target is a Tiny creature, it is grappled (escape DC 9). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled. Each creature in that line must make a DC 9 Dexterity saving throw, taking 2 (1d4) acid damage on a failed save, or half as much damage on a successful one.



TINY BLINK DOG

Tiny Fey, Typically Lawful Good

Armor Class 15

Hit Points 10 (4d4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	21 (+5)	10 (+0)	10 (+0)	13 (+1)	11 (+0)

Skills Perception +3, Stealth +7

Senses passive Perception 10

Languages Blink Dog, understands Sylvan but can't speak it

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

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

ACTIONS

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

Teleport (Recharge 4-6). The dog magically teleports, along with any equipment it is wearing or carrying, up to 40 feet to an unoccupied space it can see. Before or after teleporting, the dog can make one bite attack.



TINY TYRANNOSAURUS REX

Tiny Beast, Unaligned

Armor Class 14

Hit Points 45 (13d4 + 13)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	13 (+1)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Proficiency Bonus +2

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (4d4 + 4) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (3d4 + 4) bludgeoning damage.



BESTIARY



HE FEYWILD IS HOME TO MANY UNUSUAL AND unforgettable creatures. Feywild creatures are a sight to behold whether it's the stained glass appearance of the glasswail, the majesty of the dark unicorn, or the frightful visage of the faenorn. The creatures presented alphabetically in this chapter can be encountered in the Feywild, and in some cases, on the Material Plane as well.

CREATURES BY CHALLENGE RATING

CR	Creature
0	Butterfly of the Feywild, Candleling Youth
1/2	Swarm of Butterflies
1	Brownie, Shimmer Cat
2	Candleling Adult, Glasswail
3	Centaurus, Dreamfish
4	Redcap Smasher, Shambling Bouquet
5	Redcap Blood Pursuer
6	Dark Unicorn, Redcap Abomination
8	Wendigo
10	Wild Reveler
12	Winter Witch
13	Butterfly Queen
18	Ocean Strider
21	Faenorn
25	Genius Loci

CREATURES BY ENVIRONMENT

This table lists the environments where these creatures are most commonly encountered, but they may appear elsewhere.

Environment	Creature
Arctic	Butterflies, Wendigo, Winter Witch
Coast	Centaurus, Dreamfish, Ocean Strider
Desert	Genius Loci, Shimmer Cat, Wild Reveler
Forest	Butterflies, Butterfly Queen, Candleling, Centaurus, Dark Unicorn, Faenorn, Shimmer Cat, Redcap
Grassland	Butterflies, Butterfly Queen, Brownie, Centaurus, Redcap, Shambling Bouquet, Shimmer Cat, Winter Witch
Jungle	Butterflies, Shimmer Cat, Wild Reveler
Mountain	Butterflies, Butterfly Queen, Genius Loci, Winter Witch
Swamp	Candleling, Redcap, Wendigo
Underground	Candleling, Genius Loci
Underwater	Dreamfish, Ocean Strider
Urban	Butterflies, Brownie, Glasswail, Shambling Bouquet, Shimmer Cat, Wild Reveler

BROWNIE

Brownies are shy, quiet fey that inhabit pastoral areas untouched by civilization, such as rolling farmland or deep forests. These diminutive humanoids are rarely taller than 2 feet, and prefer simple, earth-toned clothing. When confronted by the presence of other creatures, they use their invisibility to quickly escape.

They are known to have a notorious sweet tooth, and sneak into farms and settlements seeking milk and snacks. They're often considered a nuisance in the Feywild, but rarely a threat. If cornered, they fight with tiny Fey daggers and use their surroundings to their advantage by creating tripping hazards and dangerous paths on their way to an escape.

Good Natured. Brownies always like to replace what they take if they can. But the replacement doesn't always make sense to the recipient. For example, a brownie might leave a shoe in place of a pumpkin.

BROWNIE

Tiny Fey, Typically Chaotic Good

Armor Class 13

Hit Points 23 (6d4 + 8)

Speed 20 ft.

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

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common, Sylvan

Challenge 1 (250 XP)

Proficiency Bonus +2

Fey Ancestry. The brownie has advantage on saving throws against being charmed, and magic can't put it to sleep.

Innate Spellcasting. The brownie's innate spellcasting ability is Charisma (spell save DC 13). The brownie can innately cast the following spells, requiring no components:

At will: *druidcraft, goodberry, invisibility (self only), prestidigitation*

1/day each: *calm emotions, dimension door, levitate*

ACTIONS

Dagger. *Melee Weapon Attack:* +5 to hit, reach 5 ft., single target.
Hit: 5 (1d4 + 3) piercing damage.

ADVENTURE HOOKS

- A farmer hires the party to investigate some missing produce from his farm. An investigation reveals a family of brownies stealing the food and taking it back to their home in the Feywild.
- A gnomish settlement is seeing an influx of brownie immigrants from the Feywild and it is straining the settlement's resources. Apparently, the brownies are being displaced by a wild reveler, a winter witch, or a faenorn.

BUTTERFLIES OF THE FEYWILD

The brightness of the Feywild is made more so by the preponderance of butterflies. These winged insects are far more common in the realm of the fey than they are on the Material Plane. While favorites like swallowtails and monarchs appear in the Feywild, visitors also discover species that are unique to the plane.

Butterfly Bite. Butterflies in the Feywild may look similar to their Material Plane counterparts, but they are better able to defend themselves with a bite that is similar to a spider's.

Eladrin Favors. Eladrin often give butterflies as gifts when courting. Likewise, eladrin have been known to raise butterflies on their estates in the Feywild.

Magical Usefulness. Feywild butterflies are sought after as ingredients for potions and other magical endeavors. Also, wizards sometimes take them as familiars.



BUTTERFLY OF THE FEYWILD

Tiny Beast, Unaligned

Armor Class 12 (natural armor)

Hit Points 1 (1d4 - 1)

Speed 20 ft., climb 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	1 (-5)	10 (+0)	2 (-4)

Skills Stealth +4

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 1 piercing damage, and the target must succeed on a DC 9 Constitution saving throw or take 2 (1d4) poison damage.

BLUE TAIL

The blue tail butterfly is well known for lengthy wings that appear like tails. They are one of the few species that you will find in arctic regions.

CROWNMARK

The crownmark is perhaps the most colorful species of butterfly to originate in the Feywild. Its pink, purple, and orange wings are well known and admired. They are frequently spotted in forests and near fey crossings.

PRISMFLY

Prismflies have prismatic wings that reflect light like their namesake. They are often spotted after a rainfall and near rainbows.

SHIMMERWING

The shimmerwing is a pink butterfly that has flecks of metal in its wings giving it a sparkle as it flies. This species is the most commonly encountered butterfly in the Feywild.

SWARM OF BUTTERFLIES

Medium Swarm of Tiny Beasts, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft., fly 20 ft.

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

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses blindsight 10 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.



THE BUTTERFLY QUEEN

The butterfly queen is truly the queen of all butterflies. None can resist her command. Her majestic appearance and sheer dominance of these beautiful insects makes her a force to be revered and feared. In addition to a seemingly endless supply of butterfly allies, the butterfly queen uses illusions and light to charm, distract, and devastate her enemies.

The butterfly queen can sometimes be seen flying high above. Such sightings are considered a blessing by the peoples of the Feywild. Although she is most likely to be found in her Butterfly Enclave in the Feywild, she has been seen on the Material Plane as well. In fact, some believe she appears when butterfly populations are threatened, wherever that may be.

The butterfly queen is not altogether evil. Rather, she can be benevolent, malevolent, or a mixture of both and quite often vacillates on what she wants based on whims and moods. One thing she does not tolerate is abuse of or disregard for insect and plant life.

One and Only. Only one butterfly queen exists at one time. If the butterfly queen dies, a new one is created in the Feywild. No one knows how or why a new butterfly queen is selected, but the queen is usually an eladrin, an

elf, a half-elf, a nymph, or other bipedal fey. Once selected, the new queen spontaneously enters a cocoon for 14 days, after which she emerges with only the statistics of the queen and no memories of her former life. If a butterfly queen is resurrected after her death, she returns to life as her former self, not the queen. However, those resurrected do retain memories of their time as queen.

Butterfly Host. The queen not only attracts and commands real butterflies, but she can generate energy butterflies as an extension of herself. These beings made purely of light are used to make ranged attacks. As long as the butterfly queen is in the Feywild or the Material Plane, she has access to endless butterflies to use for her attacks. On other planes, she is weaker in that she cannot summon additional butterfly swarms to aid her.

Butterfly Wings. A constant for the queen is two vibrant butterfly wings that span the length of her form. These wings are powerful and can be used to attack as well as fly. The patterns on the wings vary from queen to queen.

Shifting Appearance. The butterfly queen may be covered in butterflies that are drawn to her like a moth to a flame or she may look as though she is wearing a dress made entirely of these beautiful insects. Some queens have had eyelids that resembled butterfly wings. Sages believe that the queen

may change her appearance to suit her mood or even her environment.

THE BUTTERFLY QUEEN'S LAIR

The butterfly queen's primary lair is the Butterfly Enclave in the domain of Dualis in the Feywild. However, when the butterfly queen journeys to the Material Plane or another domain, she usually creates a temporary lair.

LAIR ACTIONS

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

- The reflective surfaces in the lair pulse, creating bright light in every direction. Each creature on the floor of the lair must succeed on a DC 19 Dexterity saving throw or become blinded until the start of the next round.
- The butterfly queen commands butterflies to land on each of her enemies inside of her lair. As long as a butterfly remains on a target, it has disadvantage on all attacks.
- The butterfly queen creates a *wall of thorns* like the spell at any point in her lair.

REGIONAL EFFECTS

The region surrounding a butterfly queen's lair is warped by her unnatural presence, creating any of the following effects:

- There's a noticeable increase in the populations of butterflies, moths, and other insects. These insects may also be behaving strangely, such as being unafraid of other creatures or flying in noticeable patterns. Outside of the region, there may be a noticeable absence of butterflies as they have migrated closer to the lair.
- Plants within 500 feet of the lair are overgrown or larger than you would normally expect them to be. They are also covered in dew at all times.
- Daylight lasts 2 or more hours longer within 500 feet of the lair. Light seems to reflect easily and with greater intensity off the dew on plants and anything shiny.

ADVENTURE HOOKS

- A noble asks the party to investigate why all the butterflies in the region have disappeared. The people are starting to believe that a curse that has fallen on the region.
- While in the Feywild, an ally or a member of the party collapses and a cocoon forms around them. In fourteen days, the character emerges as the new butterfly queen.

BUTTERFLY QUEEN

Medium Fey, Chaotic Neutral

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

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

Skills Perception +7, Stealth +9

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned, prone

Senses darkvision 60 ft., passive Perception 17

Languages Common, Elvish, Sylvan

Challenge 13 (10,000 XP)

Proficiency Bonus +5

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

At will: *charm person, color spray, dancing lights, speak with plants*

1/day each: *hallucinatory terrain, insect plague, prismatic spray*
3/day each: *entangle, faerie fire, hypnotic pattern, silence*

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

Otherworldly Nature. The butterfly queen is immune to being charmed and magic can't put her to sleep.

ACTIONS

Multattack. The butterfly queen makes two attacks: one with her light touch and one other attack.

Butterfly Blast. *Ranged Spell Attack:* +9 to hit, range 120 ft., one creature. Hit: 22 (5d8) force damage.

Butterfly Blind. The butterfly queen uses her butterflies to blind up to two foes within 30 feet. A target must succeed on a Constitution saving throw or become blinded. A target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Light Touch. *Melee Spell Attack:* +8 to hit, reach 5 ft., one target. Hit: 38 (10d6 + 3) radiant damage.

Summon Butterfly Swarm (3/Day). The butterfly queen summons a **swarm of butterflies**. It appears in an unoccupied space within 30 feet of the butterfly queen. The swarm acts as an ally of the butterfly queen and remains for 1 hour, until it or the butterfly queen dies, or until the butterfly queen dismisses it as an action. The butterfly queen may have only one active swarm at a time.

LEGENDARY ACTIONS

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

Move. The butterfly queen moves up to its speed without provoking opportunity attacks.

Spell (Costs 2 Actions). The butterfly queen casts a spell.

Wing Attack (Costs 2 Actions). The butterfly queen and her butterflies beat their wings. Each creature within 10 feet of the butterfly queen must succeed on a DC 18 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone.

Cocoon (Costs 3 actions). The butterfly queen encircles part of herself in a cocoon, gaining 20 temporary hit points. Attack rolls against her are made at disadvantage until the end of the butterfly queen's next turn.

CANDLELING

A candleling is a living, magical candle that floats through the air on what appears to be a precious metal base. They are generally benevolent and are viewed as the antithesis of the will-o'-wisp. In fact, candlelings are often spotted in areas where will-o'-wisps and other wisps have been seen.

Light Language. Candlelings use light to communicate, whether it's casting shadows on a wall or displaying symbols and words made of light.

Silent Pack. Candlelings usually travel in clusters of three to eight. When in a cluster, typically only one candleling communicates through light.

Like a Candle. The flame of a candleling can be used to ignite objects on fire or simply light the way. Likewise, the wax that drips down its side may be used for a seal or as a magical ingredient. Candlelings appear to burn at a much slower rate than candles and their height rarely varies.

Youthful Difference. It is unclear how candlelings are created. However, it has been observed that the more youthful candlelings are weaker. They don't have the ability to communicate, to heal others, or to create smoke clouds. However, the metal bases of youthful candlelings appear more polished and less aged.

Favorite Familiar. Candlelings are a favorite familiar for wizards, but inexperienced mages are only able to summon youthful, less powerful ones.

ADVENTURE HOOKS

- A small town on the edge of a swamp has become inundated with will-o'-wisps. The party is asked to chase them out. They are surprised when a cluster of candlelings come to their aid.
- Travelling through the Feywild, a member of the party keeps seeing a light in the distance behind them. Upon investigation, nothing is there. Eventually, they discover that the light belongs to a candleling that has been following them for some reason.

CANDLELING YOUTH

Tiny Celestial, Typically Lawful Neutral

Armor Class 12

Hit Points 4 (1d4 + 2)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	15 (+2)	15 (+2)	13 (+1)	14 (+2)	11 (+0)

Damage Immunities radiant

Senses darkvision 120 ft., passive Perception 12

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

Variable Illumination. The candleling sheds bright light in a 5 to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The candleling can alter the radius, snuff the flame, or reignite it as a bonus action.

ACTIONS

Burn. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) fire damage.



CANDLELING ADULT

Tiny Celestial, Typically Lawful Neutral

Armor Class 19

Hit Points 36 (8d4 + 16)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	15 (+2)	13 (+1)	14 (+2)	11 (+0)

Damage Resistances acid, fire, thunder

Damage Immunities lightning, poison, radiant

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

Senses darkvision 120 ft., passive Perception 12

Languages Celestial, Common, Elvish, Sylvan, but uses light to communicate

Challenge 2 (450 XP)

Proficiency Bonus +2

Ephemeral. The candleling can't wear or carry anything.

Pass Life. The candleling can target one creature it can see within 5 feet of it. The target regains 10 (3d6) hit points and the candleling loses 5 hit points.

Variable Illumination. The candleling sheds bright light in a 5 to 20-foot radius and dim light for an additional number of ft. equal to the chosen radius. The candleling can alter the radius, snuff the flame, or reignite it as a bonus action.

ACTIONS

Burn. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d8) fire damage

Smoke Cloud (Recharge 5-6). The candleling releases a 15-foot cone of smoke. Each creature in that area must succeed on a DC 12 Wisdom saving throw or be blinded until the end of the candleling's next turn.

CENTAURUS

While centaurs native to the Material Plane are relatively common, their Feywild counterpart the centaurus is quite a rare creature. Like the centaur, the centaurus has a humanoid torso and the body of a horse, but the centaurus' humanoid half bears a closer resemblance to a dryad than a mortal. As rare as the centaurus is, it can sometimes be seen galloping across the horizon in the Feywild, and such a sighting is seen as a sign of good luck in many cultures.

Born to Run. Much like their Material Plane brethren, the centaurus is nomadic by nature. The centaurus does not travel in herds, but they do travel the vastness of the Feywild. It is not known whether they have a migration pattern or if their wanderings are the result of random chance.

Fed by Magic. The centaurus does not need to feed in a traditional sense. Instead, these creatures kick up magical energy as they run, and they absorb that energy into their body. Because of this method of feeding, a centaurus is capable of running for months at a time, stopping only briefly if it is interested in something it has passed on its journey.

Symbiotic Nature. The magical energy that generates around the centaurus provides sustenance for many small creatures in addition to itself. The energy from the centaurus' wild blast in particular often attracts small insects, including butterflies. These insects get caught in the vortex of the wild blast, giving the appearance of them being used by the centaurus as ammunition in combat.

ADVENTURE HOOKS

- The party sees a centaurus in the distance. If they follow after it, they find various Feywild flowers in the tracks the centaurus leaves in its wake.
- While the party camps in the Feywild, a centaurus tramples through their camp area, attracting the presence of less desirable creatures.
- The party happens across the rare sight of a centaurus resting near a watering hole in the Feywild. The centaurus causes overgrowth of the nearby area by staying in the same place, possibly trapping the party in the same area as the centaurus.
- A well-known horse trader asks the party for help in locating a legendary horse for him to capture. He offers a big reward if the party can lead him to the horse or capture it. He is cagey about exactly what the beast is, and the party is surprised to learn that he is after a centaurus.



CENTAURUS

Large Fey, Typically Chaotic Neutral

Armor Class 13

Hit Points 84 (9d10 + 35)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	9 (-1)	11 (+0)	14 (+2)

Skills Athletics +6, Perception +2, Survival +2

Senses passive Perception 12

Languages Sylvan

Challenge 3 (700 XP)

Proficiency Bonus +2

Fey Step (Recharge 4-6). As a bonus action, the centaurus can teleport up to 30 feet to an unoccupied space it can see.

Innate Spellcasting. The centaurus' innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

3/day each: *calm emotions, charm person*

1/day each: *thunder step*

ACTIONS

Multiaattack. The centaurus makes two attacks with its hooves or its wild blast.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Wild Blast. *Ranged Spell Attack:* +4 to hit, range 120 ft., one creature. *Hit:* 7 (1d10 + 2) force damage.

DARK UNICORN

This dark fey is the twisted reflection of its celestial cousin. Dark unicorns stalk the forests of the Feywild, hunting prey with their heightened senses and inflicting pain with sharp horn and hoof. Like all unicorns, they cannot be charmed or held by magic, and are immune to poison. They're wickedly smart and charming, and use their wits to confuse and confound victims as readily as their natural weapons. They delight in pain, and spread misery for the sake of creating it, but are ultimately concerned only with themselves and their own personal amusements.

Dark Coat. The coat of this unicorn is always a dark color whether its onyx black, slate gray, or even a deep rust. Unlike their cousins the black unicorn, dark unicorns do not sport a beard. In fact, their manes and coats are sometimes different or even multiple colors.

ADVENTURE HOOKS

- An elf asks the party for help when her brother goes missing. The last time she saw him her brother said he was going to tame a wild horse.
- A villager speaks of a fey crossing in the woods and sightings of a unicorn near its location.
- A herd of dark unicorns is terrorizing a brownie settlement. The brownies seek the party's help.

DARK UNICORN

Large Fey, Typically Chaotic Evil

Armor Class 13

Hit Points 90 (12d10 + 24)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	14 (+2)	11 (+0)	14 (+2)	16 (+3)

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 6 (2,300 XP)

Proficiency Bonus +3

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

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

At will: *detect evil and good, pass without trace, poison spray*
1/day each: *dispel evil and good, entangle, silence*

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

Magic Weapons. The dark unicorn's weapon attacks are magical.

Unpredictable Alignment. The dark unicorn defies all attempts to discern its alignment, and is not affected by spells that defend against specific traits (like the *dispel evil and good* spell).



ACTIONS

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

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage plus 3 (1d6) poison damage.

Necrotic Touch (3/day). The dark unicorn makes a melee spell attack (+7 to hit) with its horn. On a hit, the target takes 9 (2d6 + 2) necrotic damage and the unicorn regains hit points equal to the amount of necrotic damage taken.

Teleport (1/day). The dark unicorn magically teleports itself and up to three willing creatures it can see within 5 feet of it, along with any equipment they are wearing or carrying, to a location it is familiar with, up to 1 mile away.

LEGENDARY ACTIONS

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

Hoof Attack. The dark unicorn makes one attack with its hooves.

Shadow Shield (Costs 2 actions). The unicorn encircles itself in a shroud of shadows. Attack rolls against it are made at disadvantage until the end of the unicorn's next turn.

Dark Regeneration (Costs 3 actions). The unicorn regains 11 (2d8 + 2) hit points.



DREAMFISH

Dreamfish lurk in the still pools and fresh waters of the Feywild, preying on unsuspecting surface dwellers. Though mostly content to silently tickle the minds of passersby, hungry dreamfish use their illusionary powers and limited psychic abilities to lure victims to the depths. They are inherently curious creatures, fascinated by the world they glimpse through the minds they touch, and as they grow, they enjoy taking jaunts outside their aquatic environment to pursue targets of particular fascination. They delight in knowing as much as they can about their meals before consuming them slowly at the bottom of the lake.

Well-read. Dreamfish are incredibly long-lived, and sample broadly from the range of creatures passing through the Feywild. They are sommeliers of the mind and hoarders of secrets. As such, they make an excellent source of information, if you can capture one. Catching a dreamfish is a hobby of trickster fey who seek to learn their stolen knowledge, and a favorite quest on which to send stray mortals.

Discrete. Though curious, they are also shy, and will avoid detection at all costs. They flee if sighted or if their spells fail. Most minds they touch feel just the barest whisper, like a breeze or chill, before continuing along their way. If a powerful, prepared, or just plain lucky mind happens to notice the intrusion, the dreamfish relies on a bevy of illusions and deceipts before vanishing into the noise.

Deadly Fixation. A mind of particular interest is simply not allowed to escape. A dreamfish that becomes especially

DREAMFISH

Tiny Fey, Typically Neutral Evil

Armor Class 13 (natural armor)

Hit Points 39 (9d4 + 18)

Speed swim 30 ft., levitate 30 ft.

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

Saving Throws Int +3, Wis +6

Skills Insight +6, Perception +6

Damage Immunities poison

Condition Immunities charmed, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Celestial, Elvish, Sylvan, telepathy 60 ft.

Challenge 3 (1,100 XP) **Proficiency Bonus** +2

Adept Swimmer. While swimming, the dreamfish can Dash as a bonus action.

Amphibious. The dreamfish can breathe underwater or on land.

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

At will: *prestidigitation, silent image*

3/day each: *charm person, detect thoughts, major image*

1/day each: *blink, hallucinatory terrain*

Phase Shift (Recharges after a Long Rest). When the dreamfish takes damage, it becomes ethereal like the ethereallness spell, except with a duration of 10 minutes. The dreamfish can end the phase shift as a bonus action on its turn.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2 (1d8 - 2) piercing damage plus 3 (1d6) psychic damage.

Inner Thoughts. The dreamfish targets one creature it can see within 60 feet of it. The target must contest its Charisma (Deception) check against the dreamfish's Wisdom (Insight) check. If the dreamfish wins, it learns the greatest desires of the target. The target suffers disadvantage on saving throws from any charm-related spells cast by the dreamfish for the next 24 hours. If the target wins, it cannot be affected by charm spells cast by the dreamfish for the next 24 hours. The target automatically wins if it is immune to being charmed.

fascinated by a passerby will use spells like *hallucinatory terrain* and *major image* to confuse the target into circling its pond. It may, after a while, charm the target into joining it beneath the water, or simply neglect to account for a mortal's need for things like food to eat or air to breathe.

ADVENTURE HOOKS

- A wizard hires the party to secure a bladder from a fish in the Feywild. Unbeknownst the party, the bladder will be added to a potion that replicates the effects of the dreamfish's Inner Thoughts.
- The party is asked to help find a missing villager who left home with a fishing pole and hasn't been seen since.

FAENORN

Death in the Feywild is a fluid matter. Some fey spirits become so bound to the land that their termination grants new life from the surrounding ground. Other fey work in opposition, creating dramatic changes when they expire. And still others, imbued with arcane power and knowledge, become so tied to the native magic of the Feywild that they are impossible to separate from it. The reunion of their spirit with the Feywild only empowers them, granting them new abilities as they become bound within it. They exist for all eternity as a guardian and protector of their fey domain—a Faenorn.

The faenorn's bond with its territory is reflected by the magic surrounding it. Spells cast near the faenorn's lair are warped and amplified by its presence. Evocations go awry, divinations pierce the veil, and the natural magic of the Feywild becomes even more unpredictable.

Ritual binding. A faenorn has died and been reborn over an endless cycle in the same location; like a dryad to its tree, this powerful magic user has developed a symbiotic relationship with its surroundings. The faenorn uses a necromantic ritual to ensure that each death results in another rebirth. By binding its soul to a particular portion of the Feywild, it can never leave, but it can also never truly die. This ritual is carried out in a lair within its territory, and once enacted cannot be undone except by destroying the location itself.

Projected Presence. The faenorn prefers to remain near or inside its lair, relying on projections to explore the surrounding area and fey allies to send and receive news while its true form protects its one weakness. These projections are often the only aspect any wild fey see of the faenorn, since revealing its true self is also an invitation to betrayal. A faenorn's lair is likely guarded by layers of illusions and spells, and heaped with centuries of magical treasures the faenorn employs against any intruders.

Fey Guardian. Because of its deep connection to the Feywild, a faenorn is the closest thing a fey considers to a god. As the embodiment of a particular place within the ever-shifting terrain, they are an anchor in the sea of change. They are revered, feared, and respected by either direct reverence or careful deference. To petition a faenorn is to call upon the impossible for aid, and to receive its boon is as high an honor as being touched by the archfey.

A FAENORN'S LAIR

While the faenorn is bound to the Feywild, it is usually restricted to a 50-mile-radius centering on a landmark or geographical feature, such as a particular forest or mountain. Within that radius, it can move freely or use its projections. The regional effects only occur within a 1-mile-radius of the faenorn's current location. Its lair can be any location that it prefers, such as a cave, a grove, or a crypt.

A faenorn encountered in its lair has a challenge rating of 22.

LAIR ACTIONS

On initiative count 20 (losing initiative ties) the faenorn can take a lair action to cause one of the following magical effects; it can't use the same effect two rounds in a row:

- The faenorn regains a spell slot at a level of its choosing.
- The faenorn calls the raw spirit of the Feywild for aid. Fey apparitions materialize and attack one creature the faenorn can see within 60 feet of it. The creature must succeed at a DC 18 Constitution saving throw, taking 52 (15d6) necrotic damage on a failed save or half as much damage on a success. The apparitions then vanish.
- The faenorn twists the fate of a single target it can see within 60 feet. Until the end of the faenorn's next turn, that target subtracts 1d6 from any attack roll, ability check, or saving throw made within 60 feet of the faenorn.

REGIONAL EFFECTS

The faenorn warps the nature of the Feywild to its will. Within 1 mile of the faenorn's lair the following effects occur:

- Weather patterns become erratic, shifting out of season or region even for the Feywild.
- Spells that alter the natural state, such as *control weather* and *plant growth*, become especially difficult to cast. The caster must succeed at an Arcana check equal to 10 + spell level. On a failure, consult the Wild Magic Surge table (*Player's Handbook* p. 103).
- Divination spells return a barrage of knowledge echoing forth from the faenorn's vast understanding, granting significantly more information than normal but requiring the caster to make a DC 20 Wisdom saving throw or feel an overwhelming urge to flee the area.

ADVENTURE HOOKS

- While travelling through the woods, an exhausted fey stumbles out of the surrounding brush and collapses in front of the party. When it comes to, it explains that its home is being torn apart by an evil spirit. The fey leads them to a fey crossing and face-to-face with a faenorn.
- As the party journeys through the Feywild, an eladrin approaches them. She says that her brother has died but continues to live as a spirit that is terrorizing everyone and everything. Others have tried and failed to defeat him. She asks the party to help her brother find peace. She offers a magic item and the location of a fey crossing as a reward.
- After defeating a significant enemy in the Feywild, the party is surprised to learn that the enemy has returned . . . as a faenorn.
- A region of the Feywild is experiencing a higher than normal amount of storms and earthquakes. The party is asked to investigate, only to discover that a faenorn and genius loci have appeared in the area. They both vie for dominance dragging all surrounding fey into a conflict of epic proportions.



FAENORN

Medium Fey, Any Alignment

Armor Class 18 (natural armor)

Hit Points 228 (24d8 + 120)

Speed 30 ft., levitate 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	20 (+5)	18 (+4)	22 (+6)	20 (+5)

Saving Throws Con +11, Int +11, Wis +13

Skills Arcana +11, History +11, Insight +12, Perception +12

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, exhaustion, poisoned, prone

Senses truesight 120 ft., passive Perception 19

Languages Common, Elvish, Primordial, Sylvan, and can speak with animals

Challenge 21 (33,000 XP)

Proficiency Bonus +7

Eschew Materials. The faenorn can ignore material requirements for spells even if the materials have a monetary cost or are consumed.

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

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

Master of Terrain. The faenorn cannot have its movement reduced by natural terrain, and is immune to any damage caused by traveling through naturally treacherous terrain.

Multiphasic Mind. The faenorn may concentrate on an unlimited number of spells simultaneously.

One With the Fey. Fey creatures with an Intelligence score of 4 or lower never willingly attack a faenorn, whom they see as a master of the Feywild. Fey that are charmed, or who possess some sort of overriding loyalty (such as a loyal servant of an Archfey patron) attack it at disadvantage.

Projection (3/Day). The faenorn can project a wraith-like image of itself up to one mile away. The projection has 100 hit points, an AC of 16, and a fly speed of 30 feet. If a projection is damaged, the faenorn takes half of that damage, a projection vanishes if reduced to 0 hit points. The faenorn can see, hear, speak, see into the Ethereal Plane, and cast spells through its projection. The projection is capable of passing through magic barriers such as from spells like *forcecage* and *magic circle*. A projection can lightly interact with its environment, such as pushing a small object, drawing a message in sand, or turning the page of a book. The projection cannot attack (but may still cast spells that deal damage) or carry solid objects.

Rejuvenation. The faenorn is bound to the Feywild itself, and always regrows a new clone within 1d100 days. After this time, the destroyed faenorn inhabits the clone, regaining all its hit points and becoming active again. The new body grows from a pod that sprouts randomly within a 1-mile radius of the faenorn's lair.

Spellcasting. The faenorn is a 20th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). The faenorn has the following spells prepared:

Cantrips (at will): *chill touch* (4d8), *druidcraft*, *mage hand*, *thaumaturgy*

1st level (4 slots): *detect magic*, *faerie fire*, *guiding bolt*, *shield of faith*

2nd level (3 slots): *spike growth*, *spiritual weapon*, *zone of truth*

3rd level (3 slots): *dispel magic*, *plant growth*, *water walk*, *wind wall*

4th level (3 slots): *banishment*, *conjure woodland beings*, *grasping vine*

5th level (3 slots): *insect plague*, *legend lore*, *synaptic static*^{XGE}

6th level (2 slots): *conjure fey*, *forbiddance*

7th level (2 slots): *ethereallness*, *regenerate*

8th level (1 slot): *antimagic field*

9th level (1 slot): *psychic scream*^{XGE}

ACTIONS

Multiaction. The faenorn can make up to three mindgrab attacks, or one mindgrab attack and one spell, bloom, or turn living or undead attack.

Bloom. The faenorn calls on the living Feywild to surround itself with thorny vines in a 100-foot-radius. The branches reach out and slash any character within 5 feet of them, dealing 10d6 poison damage on a failed DC 18 Dexterity saving throw, or half as much on a successful one.

Mindgrab. *Melee Spell Attack:* +12 to hit, reach 5 ft., one creature. *Hit:* 28 (8d6) psychic damage. The target must succeed on a DC 20 Intelligence saving throw or be stunned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Turn Living or Undead. The faenorn can bring forth terror to either the undead or the living surrounding it. Before the faenorn takes this action, it must choose either undead or non-undead creatures. Each creature of the chosen type that the faenorn can see within 30 feet must make a DC 20 saving throw or be turned for 1 minute. Turned creatures must spend their turn trying to move away as far as possible from the faenorn and cannot willingly move closer to it. Turned creatures can only use their Dash action or try to flee an effect that prevents it from escaping. If the creature cannot move any farther, it must use their Dodge action. This counts as a fear effect for turning living creatures. Constructs, oozes, elementals, and aberrations are immune to this effect.

LEGENDARY ACTIONS

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

Cantrip. The faenorn casts a cantrip.

Fey Step (Costs 2 actions). The faenorn casts *misty step* without spending a spell slot.

Mindgrab (Costs 2 actions). The faenorn makes one mindgrab attack.



GENIUS LOCI

A majority of the borders of the Feywild cross in areas that are familiar to the Material Plane—a forest, a cave, or a lake. However, sometimes the Feywild borders on natural features that are more violent in nature. In areas where such natural violence occurs, it is possible for a genius loci, “a spirit of the place,” to be born.

Genius loci are fiercely protective of the area that they call home. Any intrusion from mortals is met with open hostility. These beautiful and dangerous creatures are often responsible for major natural disasters, like volcanic eruptions, hostile blizzards, or even mudslides. The most common variant of this creature finds its home in volcanos.

Force of Nature. People often mistake genius loci for elementals, and it’s not hard to see why. These creatures reflect the violence and beauty of their natural habitat. They find beauty in creating natural events that can cause untold devastation, and they are often unwittingly responsible for the destruction of entire settlements.

REGIONAL EFFECTS

The genius loci warps either the Material Plane or the Feywild with its mere presence. Within 5 miles of the genius loci, the following effects occur:

- A cloud of ash obscures sunlight in the area, creating dim light throughout the area. This cloud of ash can’t be cleared away.

- Choking sulfurous gas fills the air. Any non-elemental, non-fey creature that spends more than a minute in the area must succeed at a DC 25 Constitution saving throw or be poisoned until they leave the region. Creatures immune or resistant to poison or fire automatically succeed at this saving throw as do creatures that don’t need to breathe.
- Harmless tremors happen at regular intervals in the region.

GENIUS LOCI’S LAIR

Whether the volcano that a genius loci inhabits is active or dormant, the genius loci is usually found in an area of great volcanic activity. The most common volcano to find a genius loci in is a shield volcano, as the genius loci is the most comfortable when its surroundings are uniform. Because of the energy and heat given off by the genius loci, elementals and fey of many kinds often inhabit the area within a 10-mile radius.

A genius loci encountered in its lair has a challenge rating of 26.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the genius loci can take a lair action to cause one of the following effects; it can’t use the same effect two rounds in a row:

- The genius loci erupts in a terrifying display of fiery power. Any creature that can see the genius loci must succeed on a DC 25 Wisdom saving throw or be

frightened for one minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

- The genius loci roars in anger, releasing a cloud of steam throughout its lair. The area becomes heavily obscured until the next initiative count 20. The genius loci is not affected by this effect.
- The genius loci releases a sorrowful call. Two **fire elementals** (*Monster Manual* p. 125) appear at a point within the genius loci's lair of its choosing. The fire elementals act on their own initiative count and defend the genius loci with their lives.
- The genius loci casts its innate *wall of fire* spell. The genius loci does not need to concentrate on this spell.

GENIUS LOCI

Gargantuan Fey, Unaligned

Armor Class 20 (natural armor)

Hit Points 450 (25d20 + 175)

Speed 50 ft., burrow 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	25 (+7)	10 (+0)	18 (+4)	23 (+6)

Saving Throws Dex +13, Con +15, Wis +12

Skills Intimidation +14, Perception +12, Survival +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 22

Languages Primordial, Sylvan but rarely speaks

Challenge 25 (75,000 XP)

Proficiency Bonus +8

Form of Magma and Steam. The genius loci can burrow through nonmagical, unworked earth and stone. While doing so, the genius loci doesn't disturb the material it moves through. It can also move through a space as narrow as 1 inch wide without squeezing. A creature that touches the genius loci or hits it with a melee attack while within 5 feet of it takes 9 (2d8) fire damage. Additionally, the genius loci can enter a hostile creature's space and stop there. The first time it enters a creature's space on a turn, that creature takes 9 (2d8) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 9 (2d8) fire damage at the start of each of its turns.

Immolation Aura. If a creature comes within 20 feet of the genius loci or starts its turn there, the creature must make a DC 25 Constitution saving throw or take 9 (2d8) fire damage and 9 (2d8) poison damage or half as much on a successful saving throw. This trait ignites flammable objects within 20 feet of the genius loci that aren't being worn or carried.

Innate Spellcasting. The genius loci's innate spellcasting ability is Wisdom (spell save DC 22). The genius loci can cast the following spells, requiring no material components:

At will: *charm person*, *detect magic*, *druidcraft*, *fireball*, *heat metal* (at 4th level), *thaumaturgy*, *wall of fire*
3/day each: *firestorm*, *freedom of movement*, *nondetection*
1/day each: *control weather*, *incendiary cloud*, *summon elemental* (at 8th level, fire only)

ADVENTURE HOOKS

- The party seeks out the lush soil of a dormant volcano to grow a rare spell component. They find that the volcano is the lair of a genius loci.
- A volcano suddenly bursts from the ground close to a major settlement. The volcano's presence threatens a major loss of life, and the party must journey into the Feywild through the volcano to destroy the genius loci that created it.
- The Feywild shifts, displacing a genius loci on the Material Plane. The unexpected change in its surroundings causes the genius loci to attack anything around it without discrimination.

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

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

Regeneration. The genius loci regains 20 hit points at the start of its turn. If it takes cold damage, this trait doesn't function at the start of its next turn. The genius loci dies only if it starts its turn with 0 hit points and doesn't regenerate.

Siege Monster. The genius loci deals double damage to objects and structures.

ACTIONS

Multiattack. The genius loci attacks twice with its hurl flame or with its incendiary slam.

Hurl Flame. *Ranged Weapon Attack:* +13 to hit, range 60/180 ft., one target. *Hit:* 45 (10d8) fire damage.

Incendiary Slam. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage. The target must succeed on a DC 25 Dexterity saving throw or take 27 (6d8) fire damage at the beginning of each of its turns for 1 minute. As an action, the target or an ally may put out the flames. The target can also repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

Fey Step (Recharge 4-6). The genius loci can teleport up to 60 feet to an unoccupied space it can see.

LEGENDARY ACTIONS

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

Burning Embers. All creatures within 120 feet of the genius loci take 9 (2d8) fire damage.

Intensify Flame (Costs 2 Actions). All creatures within 20 feet of the genius loci must succeed at a DC 22 Constitution saving throw or take 9 (2d8) fire damage and 9 (2d8) poison damage or half as much on a successful saving throw.

Spell (Costs 3 Actions). The genius loci casts a spell with a casting time of one action.



GLASSWAIL

Glasswails are souls trapped in dangerous-yet-beautiful constructs of glass, created by incomplete journeys to the Feywild. The first step many non-fey must take toward the Feywild requires a fey crossing, over which turbulent magics whorl. The crossing acts like a bridge, and should the ends of this bridge vanish, a soul can be stuck in the transient space between one realm and the next. Those crossing through a mirror, for instance (a popular medium for journeying to the Feywild), can become caught in the sheen of the glass.

In this state, their minds are slowly devoured by the caprice of wild magic and the toll of time within a two-dimensional space. Those with strong wills find a way back into existence, but their forms are shattered; a splintering display of what they once were and maddened by the struggle to break free from their mirror-glass prisons. This is how glasswails are born.

When they are not silently sleeping as tragedies in stained glass windows, a glasswail takes the form of a vaguely humanoid creature, except angular, full of brilliant color, and deadly sharp. They are as a sculptor might craft a person if the materials available were only a thousand chunks and shards of jagged, jigsaw glass.

Glasswails are committed to finding beautiful spaces filled with light, revealing themselves when threatened or when light vanishes. While they do wander, one is most likely to encounter glasswails where ornamental windows are present (such as those that exist in old temples), and the twisting of planar spaces can create such locations unexpectedly. When visiting the Feywild counterpart of a building from the Material Plane, it is common to find even simple houses have their ordinary glass windows replaced with prismatic panes. These can harbor glasswail.

As their minds have been lost, few can guess at their motives, but because they often keep chantries and typically sacred places as haunts, some believe glasswails to be holy spirits, given righteous form to exact their revenge on those who wronged them in life. Others think they mindlessly seek out light to splash against their vibrant bodies, reminding themselves of how beautiful they can be despite their now twisted appearance.

Whatever their purpose, they possess a scintillating, colorful form that is as brilliant as it is deadly.

Beautiful Servants. Fey have a penchant for all that is bright and beautiful. The glasswail presents a living embodiment of that desire, and as such, nobles of the Seelie and Unseelie Courts often fill a portion of their estates with these creatures. Doing so typically requires enchantment, for a glasswail's mind is rarely intact enough to comprehend complex rules of a voluntary pact. Those lucky few that retain some semblance of intelligence balk against the yoke of spellwork, recalling that magic is the cause for their current form.

Construct Nature. A glasswail doesn't require air, food, drink, or sleep.

Distracted by Nature. Glasswails are undoubtedly beautiful and draw the eye, but they are also fascinated by beauty themselves. In particular, they have a fondness for

the natural world where little animals, such as birds and squirrels, make for good friends.

Immortal. The magic and torment that creates a glasswail destroys the physical body and imprisons the soul. Without flesh that would eventually decay, a glasswail gains immortality, allowing them to live for as long as their soul remains trapped. If the glasswail's body is destroyed, however, the soul escapes, and the glasswail dies.

GLASSWAIL

Medium Construct, Typically Chaotic Neutral

Armor Class 14 (natural armor)

Hit Points 63 (14d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (+0)	4 (-3)	7 (-1)	12 (+1)

Skills Deception +3, Stealth +3

Damage Vulnerabilities bludgeoning

Damage Resistances acid, radiant

Damage Immunities poison

Condition Immunities blinded, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Understands the basics of any languages it knew in life but cannot speak

Challenge 2 (450 XP)

Proficiency Bonus +2

Change Shape. The glasswail can use a bonus action on its turn to magically change itself into a pane of stained glass that is no larger than 10 ft. in any dimension or back into its true form. While in its stained glass form, the glasswail is indistinguishable from a regular stained glass window.

Jagged Epitaph. When the glasswail dies, it explodes with terrible force as the soul is freed from its glass prison. All creatures within 10 ft. of the glasswail must make a DC 12 Dexterity saving throw, taking (10) 4d4 slashing damage on a failed save and half this damage on a success.

Sharp Grasp. A creature grappled by the glasswail takes 2 (1d4) slashing damage at the start of its turn as the glasswail's sharp glass body rakes across the creature's flesh.

ACTIONS

Multiattack. The glasswail makes two melee attacks with its glass claws. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13).

Dazzle. When the glasswail is within an area with any bright light, it can force any creature within 30 ft. looking directly at the glasswail to make a DC 12 Constitution saving throw or become blinded until the beginning of its next turn.

Glass Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.

ADVENTURE HOOK

- Escaping a storm, the characters find themselves in the ruins of a temple overgrown with ivy. It has been emptied of anything of value except for the stained glass windows whose color slowly drains as night falls. The storm drowns out the sounds of glasswails who leave their windowed forms and attack the party.



OCEAN STRIDER

This 20-foot-tall, orca-patterned giant is a guardian of the fey seas. It calmly stalks the surface of peaceful waters, surrounded by ocean predators and sheathed in mists. The ocean strider seems concerned only with the whims of the sea. It destroys crafts and creatures with equal ease, not for territory or protection but simply because they're in its path. Those foolish enough to challenge an ocean strider quickly find themselves beset upon not only by ocean predators, but by elemental and fey forces called to its will by the conch-shell trumpet it carries.

Territorial. Ocean striders can be very territorial, fiercely guarding a range of ocean floor. They are likely to warn intruders that they are trespassing.

ADVENTURE HOOKS

- An extremely important relic was on a ship that sank on the Feywild seas. The party is tasked with retrieving it, unaware that an ocean strider not only sank the ship, but guards its remains.
- An ocean strider has somehow made its way to the Material Plane and is wreaking havoc in a small fishing village. The party is hired to take care of the menace.

creature's saving throw is successful or the effect ends for it, the creature is immune to the ocean strider's Frightful Presence for the next 24 hours.

Innate Spellcasting. The ocean strider's innate spellcasting ability is Wisdom (spell save DC 20). The ocean strider can innately cast the following spells, requiring no components:

At will: *create or destroy water, detect magic, fog cloud, purify food and drink, water breathing, water walk*
 3/day each: *blight, conjure animals (aquatic only), gust of wind, ice storm, summon elemental (water only)*
 1/day each: *cloudkill, control weather*

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

Speak with Ocean Creatures. The ocean strider can speak with aquatic creatures as if they shared a language.

Undersea Camouflage. The ocean strider has advantage on Dexterity (Stealth) checks made while underwater.

Water Walk. The ocean strider can move across the surface of water as if it were solid land, without needing to make an ability check. Additionally, difficult terrain composed of water doesn't cost it extra movement.

ACTIONS

Multattack. The ocean strider makes three melee attacks.

Falchion. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target.
Hit: 21 (4d8 + 5) slashing damage.

Net. *Ranged Weapon Attack:* +6 to hit, range 60/120 ft., one Large or smaller creature. *Hit:* The target is restrained by netting. As an action, the restrained targets can make a DC 19 Strength check, bursting the net on a success. The net can also be attacked and destroyed (AC 19; hp 50; immunity to bludgeoning, poison, and psychic damage).

OCEAN STRIDER

Huge Fey, Typically Chaotic Neutral

Armor Class 19 (natural armor)

Hit Points 280 (20d12 + 140)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	24 (+7)	16 (+3)	22 (+6)	16 (+3)

Saving Throws Con +12, Wis +11, Str +10

Skills Arcana +8, Insight +11, Nature +11, Perception +11

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, cold, necrotic, poison

Condition Immunities charmed, paralyzed, poisoned, prone

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

Perception 20

Languages Aquan, Common, Primordial, and one other language

Challenge 18 (20,000 XP)

Proficiency Bonus +6

Amphibious. An ocean strider has gills as well as lungs, so it can breathe water as well as air.

Collision. If the ocean strider moves at least 40 feet straight towards a target then hits it with a melee attack, the target takes an extra 30 (6d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Combat Caster. The ocean strider can make an additional falchion attack after casting a spell.

Frightful Presence. Each creature of the ocean strider's choice that is within 120 feet of the ocean strider and aware of it must succeed on a DC 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 itself on a success. If a

REDCAP

An ordinary redcap is a maniac fey creature created by homicidal acts of violence and blood spill. It embodies the emotions and deeds that bore it. However, there are other kinds of this creature, far more gruesome and dangerous.

REDCAP ABOMINATION

One can call redcaps many things, but the one thing they are not is subtle. At least the majority of them. Redcap abominations are a degrading exception that instills fear in the hearts of the bravest adventurers. Whatever powers turn the already disgraceful creatures into such foul monsters must be most vile.

Gruesome Monstrosity. An abomination extends six insectoid appendages from beneath its red cap, each of them ending with a razor-sharp elongated claw. What was once its face turns into a horrific maw filled with acidic glands. The rest of its former body hangs inertly between the new legs, and the iron boots clank with the monster's every step. However, while standing still, an abomination becomes a cunning ambusher that waits for an opening instead of charging blindly into combat.

Redcap abominations undergo a horrific physical transformation, but their psychology changes as well. They are smarter than ordinary redcaps and are capable of employing more advanced tactics that require prior preparation. Their senses sharpen, allowing abominations to stalk their prey. Even though they show some semblance of self-control, their filthy desires, and blood lust are ever-present.

REDCAP BLOOD PURSUER

Known for their insatiable bloodlust, an ordinary redcap pales in comparison with blood pursuers. These maniac fey creatures are born when a redcap soaks its hat in a vampire's blood. They are the personification of a maddening hatred toward all living beings, fueled by vampiric powers.

Real Carnage. While not affected by the dark gift, blood pursuers possess similar strengths and weaknesses to vampires. They are stronger than other redcaps and much more agile. The mere sight of blood turns these already homicidal creatures into ferocious and relentless killing machines. Sunlight has adverse effects on blood pursuers, but it isn't nearly as deadly for them as for vampires. If the redcap does not soak its hat in a vampire's blood again within three days, the creature returns to its ordinary form.

Bloodbathed Servitude. Clever vampires, especially spellcasters, sometimes summon redcaps from the Feywild. They offer the fey their blood in turn for servitude. A redcap is not capable of refusing such a generous offer that allows it to become even better at what it does best—murder. Blood pursuers tend to follow every order of their vampire master so that they never miss out on the sanguine donation.

REDCAP SMASHER

Redcap smashers are born from the blood spilled during extremely brutal and senseless acts of violence. They are blinded by bloody rage and lack even the slightest cleverness exhibited by other redcaps. A smasher's life is short and filled with an intense outrage; if it does not kill and soak its hat in blood every other day, the smasher's body withers and dies.

No Restraint. Redcap smashers do not waste time on thinking. Constant action is the way of their turbulent and short lives. A moment during which a smasher does not pursue the next victim is a moment wasted. The sole reason for their existence is to extend the pain and harm caused

REDCAP ABOMINATION

Small Fey, Typically Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 91 (14d6 + 42)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	18 (+4)	16 (+3)	12 (+1)	16 (+3)	8 (-1)

Skills Acrobatics +7, Athletics +6, Perception +6, Stealth +7, Survival +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 120 ft., passive Perception 16

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Assassinate. During its first turn, the redcap has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the redcap scores against a surprised creature is a critical hit.

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

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

Standing Leap. The redcap's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Multiattack. The redcap makes any two attacks with its acidic spit or its blade appendage.

Acidic Spit. *Ranged Weapon Attack:* +7 to hit, range 30/90 ft., one target. *Hit:* 14 (4d4 + 4) acid damage.

Blade Appendage. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Pin Down. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage and the target is restrained (escape DC 14) by the redcap. While restrained this way, the target must succeed on a DC 14 Strength saving throw or be knocked prone. The redcap can grapple up to two creatures at the same time.

BONUS ACTIONS

Execute. The redcap can make a blade appendage attack against one creature restrained by it.

by the act which created them. The potency of that vile act bestows upon them even greater strength. Smashers are deadly opponents who are capable of taking multiple hits without a flinch.

ADVENTURE HOOKS

- A site of a murder (or a fight) brings a few redcaps just as the characters come to investigate. Unfortunately, the scene is caught in a time loop, and the redcaps pop back to life every 10 minutes.
- A vampire who considers the characters allies sends his redcap blood pursuer servant to accompany them. The creature is torn between its task and its homicidal nature.

REDCAP BLOOD PURSUER

Small Fey, Typically Chaotic Evil

Armor Class 15 (natural armor)

Hit Points 82 (11d6 + 44)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	10 (+0)	12 (+1)	11 (+0)

Skills Athletics +7, Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Proficiency Bonus +3

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

Bleeding Transference. The redcap regains 10 hit points at the start of its turn if it has at least 1 hit point and dealt damage during its last turn.

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

Sunlight Sensitivity. While in sunlight, the redcap has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The redcap makes three attacks with its wicked sickle.

Wicked Sickle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Binding Blood. The redcap reduces its hit points by 9 (2d8) and sends out a wave of coagulating blood. Each creature of the redcap's choice within 20 feet of it must make a DC 15 Strength saving throw, taking 13 (3d8) necrotic damage and becoming restrained on a failure. A creature that succeeds on the save takes half damage and isn't restrained. A restrained target can use its action to make a DC 15 Strength check to free itself.

BONUS ACTIONS

Blood Pursuit. The redcap can move up to its speed toward a creature that doesn't have all its hit points.



REDCAP SMASHER

Small Fey, Typically Chaotic Evil

Armor Class 14 (natural armor)

Hit Points 60 (8d6 + 32)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	7 (-2)	11 (+0)	9 (-1)

Skills Athletics +6, Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages Common, Sylvan

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Iron Boots. While moving, the redcap has disadvantage on Dexterity (Stealth) checks.

Mighty Blows. When the redcap hits with any weapon, the weapon deals an extra 5 (2d4) damage (included in the weapon attacks below).

Outsize Strength. While grappling, the redcap is considered to be Medium. Also, wielding a heavy weapon doesn't impose disadvantage on its attack rolls.

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

Simple Purposed. The redcap has advantage on saving throws against being charmed and frightened.

ACTIONS

Multiattack. The redcap makes three attacks with its spiked maul.

Spiked Maul. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (4d4 + 4) bludgeoning damage.

Ironbound Pursuit. The redcap moves up to its speed to a creature it can see and kicks with its iron boots. The target must succeed on a DC 15 Dexterity saving throw or take 20 (3d10 + 4) bludgeoning damage and be knocked prone.

BONUS ACTIONS

Blood Pursuit. The redcap can move up to its speed toward a creature that doesn't have all its hit points.

SHAMBLING BOUQUET

Sometimes a shambling mound begins life as something other than a swamp plant, such as a beautiful flower in the Feywild. Both fey magic and lightning can transform a wildflower into a shambler that is more vivid than its swamp-based counterpart. Although the two creatures have similar origins, their differences go beyond the physical.

Devourer of Beauty. A shambling bouquet feeds on living things that attract the eye, such as flowers, mushrooms, caterpillars, and butterflies. Insects and small animals are easy prey for a shambling bouquet lying in wait.

Hidden Danger. The shambling bouquet can blend in anywhere where one might reasonably believe there to be a patch of flowers. The Feywild's particularly bright landscape is well suited to hide these shamblers. They can be incredibly still, lying dormant for days as they wait for movement to trigger a strike. If a nearby humanoid is wearing something eye-catching, the bouquet might spring to life and attack.

Eladrin Playthings. Eladrin nobility compete to see who can produce the most stunning shambling bouquet either by placing them in the path of specific flowers or even using magic to cause particular flowers to transform into a shambler. Flowers that are native to the Feywild are common targets for this practice. If a shambling bouquet consumes a dangerous flower, it may create additional challenges for anyone in its vicinity.

Hardened by Nature. Shambling bouquets are used to surviving the elements. Bouquets ignore cold temperatures and lightning strikes, but fire causes these shamblers to release a fragrance that overwhelms enemies.

Accumulated Body. Like a shambling strider, a bouquet has a central root-stem hidden inside its mass. Surrounding that stem is layer after layer of accumulated plant material. While some of the flowers within it are rotting, the upper layers are typically quite beautiful so much so that they are sometimes used as actual bouquets.

Regrowth. Sensing defeat, a shambling bouquet may fake death, falling into a heap. If it is not killed, its root-stem slowly regrows its body so that it may shamble about once more.



ADVENTURE HOOKS

- A human settlement near a secret fey crossing is inundated by shambling bouquets and asks the party for assistance. Behind the mischief is a collector of these shamblers who also uses flowers of the Feywild as weapons.
- An eladrin noble hires the party to oversee a shambling bouquet competition where, in years past, sabotage and cheating have run rampant. The eladrin wants the adventurers to prevent such bad behavior even though he himself secretly plans to use such tactics.
- A nefarious group has been staging bouts between shambling mounds, shambling bouquets, and other creatures so that they may take bets on the outcome. A druid asks the party to intervene and free the creatures.

SHAMBLING BOUQUET

Large Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	16 (+3)	5 (-3)	10 (+0)	5 (-3)

Damage Resistances cold, fire

Damage Immunities lightning

Condition Immunities blinded, deafened, exhaustion

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Debilitating Incense. Whenever the shambling bouquet takes fire damage, all creatures within 30 ft. must make a DC 13

Constitution saving throw. On a failed save, a creature gains disadvantage on its attacks until it moves 30 ft. away from the shambling bouquet's burning scent.

ACTIONS

Multiaction. The shambling bouquet makes two slam attacks. If both attacks hit a Medium or smaller target, the target is grappled (escape DC 13), and the shambling bouquet uses its Floral Engulf on it.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Floral Engulf. The shambling bouquet engulfs a Medium or smaller creature grappled by it. The engulfed target is blinded, restrained, and it must succeed on a DC 13 Constitution saving throw at the start of each of the bouquet's turns or take 13 (2d8 + 4) piercing damage from its twisting thorns. If the bouquet moves, the engulfed target moves with it. The bouquet can have only one creature engulfed at a time.

SHIMMER CAT

Humanoids are not the only creatures that accidentally stumble into the Feywild. Animals sometimes wander through a fey crossing as well. Perhaps the most common of these is the cat. Whether it's through a sixth sense of some kind or a calling, cats frequently cross over into the Feywild, and while there, they can become a shimmer cat.

Altered Being. Whether it's through eating the flora and fauna that the Feywild has to offer, absorbing native magic energies, or just spending a significant amount of time on the plane, shimmer cats have transformed into a stronger and more magical version of a typical housecat. Sages suggest that it is most likely exposure to Feywild flora that results in the transformation, especially if the cat ingests fey flowers.

Shimmery Sheen. Shimmer cats get their name from the glittery sheen that covers their fur. Surprisingly, this sheen does not make them easier to spot. Rather, it acts as a camouflage making them hard to identify at a distance.

Among the Flowers. For some reason, shimmer cats are drawn to flowers wherever they go. Perhaps it is because they can use them as a means of transport by entering one flower and exiting next to another. When this happens, there is a flash of light as the shimmer cat disappears.

Fall Protection. Like normal housecats, shimmer cats can avoid injury when falling from a height of 200 feet or less.

Prized Possession. Shimmer cats are prized by eladrin and archfey as familiars and pets. In fact, some shimmer cats are made by fey who take the cat from the Material Plane to the Feywild for that purpose.

Surprising Strength. Other than its shimmery fur, a shimmer cat looks like an ordinary housecat. As such, creatures can sometimes underestimate its strength.

Thieves in the Night. Shimmer cats are notorious for their propensity to steal small objects from anyone and everyone usually under the cover of darkness. If they are a pet or a familiar, they often present these stolen goods to their owner as an offering of sorts. Unlike housecats, they never present dead animals as gifts to their owners.

ADVENTURE HOOKS

- A villager tells the party that her cat has gone missing in the nearby woods. She begs the party for aid. If they take her up on it, they discover a fey crossing and her cat on the other side. Although it is stronger than it used to be.
- A series of thefts has a flower farmer perplexed. He asks the party to investigate and offers several flowers of the Feywild as a reward.
- In a city, the thieves' guild has started using cats to steal items from local nobility. The party is recruited to help, but these are no ordinary cats.
- An eladrin noble asks the party to capture a shimmer cat so that she may keep it as a pet.
- A pack of feral shimmer cats are creating a problem for a brownie settlement. The party is asked to relocate them in return for a reward.



SHIMMER CAT

Tiny Fey, Unaligned

Armor Class 12

Hit Points 38 (11d4 + 11)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	15 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Darkness Camouflage. The shimmer cat has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.

Flower Step. Once per turn, the shimmer cat can use 10 feet of its movement to step magically into one living flower within its reach and immediately emerge from a second living flower within 40 feet of the first flower, appearing in an unoccupied space within 5 feet of the second flower.

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

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

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (3d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (3d4 + 2) slashing damage.



WENDIGO

An emaciated man-beast of the frozen reaches, the wendigo is a haggard shuffling of bone and sinew seeking to fill its insatiable appetite for flesh. The wendigo lures its prey with maddening whispers and confusing magic. Their lairs are shrines to their greed, filled with gold and silver from long-dead victims. A wendigo can never fulfill this hunger. It only grows in muscle and bone with every meal, grave-gray skin stretching taught over its elongated, skeletal form.

Remnants of the Past. A wendigo was once an ordinary humanoid that through some misfortune became a ravenous spirit. Sometimes the appearance of a wendigo holds clues to its former life.

Silent Stalker. Wendigos prefer to stalk their prey using Madding Whispers to confuse and disorient their victims before they attack.

ADVENTURE HOOKS

- Lost in the Feywild, members of the party experience mental fatigue. At first, they may assume it is because they are tired and lost, but a wendigo lurks and has been watching them, waiting for the moment to strike.
- In a small village, there are reports of livestock being brutally slain as well as sightings of a creature with horrific eyes creeping along the moors.

WENDIGO

Large Fey, Typically Chaotic Evil

Armor Class 16 (natural armor)

Hit Points 112 (15d10 + 30)

Speed 0 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	15 (+2)	10 (+0)	14 (+2)	20 (+5)

Skills Perception +5, Stealth +7, Survival +5

Damage Resistances bludgeoning, slashing, and piercing damage from nonmagical attacks

Damage Immunities cold, necrotic

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 17

Languages Common, Primordial, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Cold Stalker. The wendigo has advantage on all Dexterity checks (including attempts to use the Hide action) so long as it is in naturally cold weather.

Innate Spellcasting. The wendigo's innate spellcasting ability is Charisma (spell save DC 16). The wendigo can innately cast the following spells, requiring no components:

At will: *minor illusion, thaumaturgy*

3/day each: *faerie fire, ice knife^{XGE}, invisibility*

1/day: *ice storm*

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

Regeneration. The wendigo regains 10 hit points at the start of its turn. If the wendigo takes fire damage, this trait doesn't function at the start of the wendigo's next turn. The wendigo dies only if it starts its turn with 0 hit points and doesn't regenerate.

ACTIONS

Multiattack. The wendigo makes two bite attacks each round.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. On a hit, the target must succeed on a DC 16 Constitution saving throw (undead and constructs automatically succeed), or it takes 26 (7d6 + 2) necrotic damage.

Maddening Whispers. The wendigo targets a creature within 120 feet of it that the wendigo can see. The target experiences a stream of psychic assaults and must succeed on a DC 16 Charisma saving throw or suffer a level of exhaustion from mental fatigue. If the creature fails the saving throw, they are unaware of the source of their mental fatigue, only that they find the struggle through the local weather immeasurably difficult. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the wendigo's Maddening Whispers for the next 24 hours.

WILD REVELER

Spirits of indulgence and endless whim, wild revelers are humanoid faeries that feed on celebration. Their joyful demeanor and social nature hide a rather cruel intent, however—they're willing to do whatever it takes to keep a celebration going. They thrive off of noise and raucous music, growing more powerful with each humanoid under their control.

Far Traveled. Wild revelers can be found wherever there is music or a significant amount of noise. They are most frequently encountered in urban areas, but have been spotted traveling alongside desert caravans or in jungle tribes.

Noisemakers. If a wild reveler can't find a source of music or other suitable commotion, it may use an instrument such as a flute or lyre to make music of its own. There are even stories of wild revelers kidnapping bards or performers to draw a crowd.



WILD REVELER

Medium Fey, Typically Chaotic Neutral

Armor Class 17 (natural armor)

Hit Points 202 (27d8 + 81)

Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	10 (+0)	17 (+3)	20 (+5)

Saving Throws Dexterity +7, Wisdom +6, Charisma +8

Skills Persuasion +8, Performance +8, Insight +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't made from pure iron

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 10 (5,900 XP)

Proficiency Bonus +4

Fey Step (Recharge 5–6). At the beginning of its turn, the wild reveler can teleport up to 60 feet into an unoccupied space that it can see.

Innate Spellcasting. The wild reveler's spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *charm person, druidcraft, faerie fire, vicious mockery*
3/day each: *confusion, crown of madness, cure wounds, dissonant whispers*

1/day each: *dominate person, irresistible dance, sunbeam*

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

Otherworldly Nature. The wild reveler is immune to being charmed and magic can't put it to sleep.

ACTIONS

Unarmed Strike. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 2 bludgeoning damage.

BONUS ACTIONS

Commanding Charm. The wild reveler can cause any creature it has afflicted with a magical effect within 30 feet of it to make an attack against another target it can see.

REACTIONS

One With the Crowd. As a response to being hit by an attack, the wild reveler can vanish and reappear next to a creature within 30 feet of it, taking no damage from the attack. The wild reveler must be afflicting the creature with a magical effect in order to teleport to it, otherwise the ability fails.

ADVENTURE HOOKS

- A group of hunters asks the party for help in clearing a seemingly never-ending cacophony out of the woods near a fey crossing.
- A merchant caravan carrying a shipment of musical instruments is two days overdue, and the party is hired to investigate. The caravan has fallen prey to a wild reveler.
- A tavern-keeper has learned that a rival inn has somehow convinced a magical creature to help them bring in business and wants the party to find out more.

WINTER WITCH

These snow-skinned fey are known to appear in the heart of winter storms, where they surround themselves with the icy cold winter of the Unseelie Court. They radiate cold in an aura of frost that is said to stop would-be attackers in their steps. With white eyes, the winter witch pierces into the depths of souls. A winter witch's voice is said to be little more than a whisper of warning on a dagger-sharp wind. Encountering a winter witch is a sign you have traveled far too deep into Unseelie territory. Hearing the witch's voice likely precedes your last chill breath before being buried in the falling snow.

ADVENTURE HOOKS

- On a chilly winter night, a man bursts into a tavern after seeing what he describes as a field of frozen people, including his family.
- A party member hears whispers as they travel through a snow-covered field in the Feywild. A winter witch has developed a fascination for a member of the party.

WINTER WITCH

Medium Fey, Any Alignment

Armor Class 18 (natural armor)

Hit Points 156 (24d8 + 48)

Speed 30 ft., levitate 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	18 (+4)

Saving Throws Con +6, Int +8, Cha +7

Skills Deception +8, Perception +7, Persuasion +8, Stealth +7

Damage Resistances psychic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened, exhaustion

Senses darkvision 60 ft., passive Perception 16

Languages Common, Elvish, Primordial, Sylvan, and can speak with animals

Challenge 12 (8,400 XP)

Proficiency Bonus +4

Ice Walk. The winter witch can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Innate Spellcasting. The winter witch's innate spellcasting ability is Charisma (spell save DC 18). The winter witch can innately cast the following spells, requiring no material components:

At will: *charm person*

3/day each: *chill metal* (like *heat metal* but deals cold damage), *greater invisibility*, *hold person*, *wall of ice*

1/day each: *cone of cold*, *control weather*, *dominate person*

Magic Weapons. The winter witch's weapon attacks are magical and do an extra 3 (1d6) cold damage (included in Actions).



ACTIONS

Multiattack. The winter witch makes two attacks in any combination, or makes one attack and casts one spell.

Frost Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d8+1) bludgeoning damage and 3 (1d6) cold damage.

Frozen Touch (recharge 6). When the winter witch hits a creature with a melee attack, she may encase that creature in ice. The target must make a DC 18 Constitution saving throw. On a successful save, the target has its speed reduced by 10 feet for 1 minute. On a failed save, the target becomes frozen, taking an additional 25 (4d8 + 4) cold damage and becoming paralyzed for 1 minute. A creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.

Ice Dagger. *Ranged Weapon Attack:* +7 to hit, range 60/120 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 7 (2d6) cold damage.

BONUS ACTIONS

Cold Aura. The winter witch can chill the area in a 10-foot-radius sphere around her for up to 1 minute. Characters who end their turn in this aura must succeed on a DC 18 Constitution saving throw or take 7 (2d6) cold damage and suffer a level of exhaustion.

LEGENDARY ACTIONS

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

Attack. The winter witch can make one frost staff or ice dagger attack.

Move. The winter witch can move up to half its speed without provoking opportunity attacks

Cast a Spell (Costs 2 Actions). The winter witch casts a spell from its list of spells.



Louane
Vellen

A DOMAIN OF THE FEYWILD



HE FEYWILD IS A MIRROR OF THE MATERIAL Plane with features that somewhat resemble the world we know. However, there are places within the fey plane that are unique. These domains of delight coalesce around powerful archfey. Dualis is one such domain.

DUALIS

In Dualis, things are not always what they seem. Creatures are sometimes smaller or larger than they should be. Humanoids are duplicated without their knowledge. Random things seem to happen in pairs. These are but a few of the anomalies that face those who visit one of the Feywild's most powerful and dangerous domains.

Perhaps the strangest anomaly is the duplication of humanoids that occurs mysteriously and automatically. When you step into Dualis for the first time, a living duplicate of you is created on the opposite side of the domain from where you first appeared. This echo of you believes itself to be the original and has no idea that it is not. However, it has mirrored features, meaning if you have a freckle on your left shoulder, your echo has the same freckle on their right. Typically, there is something else different about the echo. It could be a different interest, talent, or personality trait. Rarely, the echoes are vastly different, presenting a twin that is truly opposite of the original in every way.

The archfey of Dualis, the Lord of Reflections, insists that echoes are evil and must be destroyed. But, not everyone holds this view, and there are a few that dare to join forces with their echoes to seek a better life.

NOTEWORTHY FEATURES

Those familiar with Dualis know the following facts:

- Paintings painted in Dualis are magical. They allow the viewer to see what is happening currently in the location depicted in the painting unless that location is entirely fictitious. The Lord of Reflections has outlawed such paintings and often confiscates them.
- If you encounter your echo, you must attack it or chase it away. Any other response draws the attention of the Lord of Reflections or his loyal subjects.
- For some reason, random events tend to happen in pairs in Dualis. Two people singing the same song or two cups spilling randomly, for example.
- Dualis' eladrin lords frequently feud over meaningless transgressions and drag others into their conflicts.
- No one knows how or why echoes are created. There are rumors that the Lord of Reflections is responsible, but nobody knows for sure.
- There are creatures that roam Dualis that are either larger or smaller than you would expect. Locals blame the Lord of Reflections but others believe they are visitors from elsewhere.

SETTLEMENTS AND SITES

Dualis is land of both light and darkness. There are sites of wonder and brightness in Dualis that are unrivaled in all of the Feywild. Yet, there are also dark places that hide terror and danger for those who travel there.

WISP WOODS

The Wisp Woods are home to hundreds of living balls of light, collectively referred to as wisps. Most are actually benevolent will-o'-wisps that have lost their Consume Life trait. Scholars speculate that this is where wisps go to die. Flocks of these lights synchronize their colors giving the woods a colorful ambience.

These woods are also home to an abundance of pixies, sprites, and brownies. Surprisingly, these diminutive races have built a makeshift settlement and live together there in harmony. These tiny creatures may offer a trinket (or other bargain) if visitors to the woods can entertain them.

MIRROR MOUNTAINS

The Mirror Mountains are so named because their stone is a blend of glass, crystal, and rock. It is not uncommon to find a natural mirror embedded in the rock making it a highly prized source for making a handheld or vanity mirror. These natural mirrors also sometimes act as fey crossings. Near one end of the mountain range is the Cathedral of Reflection, a breathtaking stained glass masterpiece, where worshippers focus on self-reflection and light. Not far from the Cathedral lies the Graveyard of Glass, a cemetery that is also a home for broken and unwanted mirrors. Whether a mirror is cursed or broken, it will find a home here. It is said that if you visit the Graveyard of Glass at night and hold a candle up to the broken mirrors, you can speak with the dead.

THE FOREST OF FLOWERS

In some ways, the Forest of Flowers is like any other forest—filled with tall plants as well as animals of all sizes. However, this forest is unlike any other. Giant daffodils, enormous roses, and many other gargantuan flowers await you. There are also giant insects, poisonous plants, and heavy pollen that crashes down on unsuspecting victims. Despite these dangers, the forest is quite a popular destination. Plant lovers make pilgrimages to see its wonders for themselves. Potion-makers, alchemists, and other magic users scour it for much needed ingredients. And, for some celebrations, Dualis denizens cut down a large flower, but they must choose carefully because many fey have made these unusual trees their homes.

MINOT

Approaching Minot, you see concentric rings of enchanted plants with fey guards stationed every few feet. If you were to look from above, you would see that these rings circle a very small patch of land about 50 feet in diameter. Why all the guards for such a small piece of land? Because that



land holds the entire city of Minot, which has been reduced greatly in size.

If you are permitted to pass the guards, you automatically shrink as you approach the city. Once inside, you find that the city's population is quite diverse with a mix of fey and other humanoid races making up its various quarters. Known for its delicate sweets and fascination with magic, Minot is a hot spot for those looking to satisfy a sweet tooth or learn new spells or potions. There is also a zoo containing all manner of shrunken animals and monsters. Although you automatically enlarge when leaving this city's grounds, there are rumors of secret tunnels beneath the city that allow those in the know to emerge in reduced form.

Given its size, the city must be protected from the elements, and its guards act quickly if a storm or other weather event endangers Minot. If truly threatened by natural or unnatural events, magical alarms sound within the city and many of its residents enlarge themselves to come to its aid. The domain's most powerful and prominent magic users reside in Minot, so any attempts to overtake it are usually met with a swift end.

CENTIPEDE BRIDGE

The carcass of a gargantuan centipede offers a bridge over the Whirling River between Minot and the Forest of Flowers. Two pixie brothers named Tate and Tot are often found near the bridge, armed with stolen silverware. They each claim that they single-handedly downed the centipede and that the bridge belongs to them. While neither one of them actually killed the centipede, they did work to make its

body a functioning bridge. Sometimes Tate and Tot are seen fighting each other to determine "once and for all" who owns the bridge. Other days, they are more interested in travelers and may demand payment to cross the bridge.

CANDLELIT FOREST

Inexplicably, the Candlelit Forest experiences a perpetual night. From a distance, these woods seem perfectly normal, but once you are within their boundaries, it looks and feels as though it is midnight under a full moon. If you get lost in this woodland, you might see lights in the distance and think that it is help on the way. You could be wrong. There are floating clusters of living candles that traverse this forest and communicate by projecting written words and symbols with their candlelight. These sentient candles, referred to as candlelings, are sought after as familiars by the mages of Minot and beyond. However, this forest is not only home to the candlelings, but rather any creature that prefers darkness. Visitors have reported seeing clay golems, hags, and redcaps amidst the candlelight.

CAMP OF MISFITS

This camp is home to humanoids and creatures that, for various reasons, are not the size they should be. Whether they left Minot through its rumored tunnels or were transformed by fey magic, this camp's residents have banded together to make their way through life. Shunned by others, they've formed a community of unlikely allies. They take a while to fully trust anyone, but welcome travelers who are kind. Once inside its perimeter, you'll find small ogres,

tiny dinosaurs, and other size-altered inhabitants as well as ordinary size folks seemingly living together in harmony.

LAKE OF DREAMS

The glow of this lake's waters is visible from a distance. Non-fey creatures find it mesmerizing and are irresistibly drawn to its shore. One must be careful approaching the lake so as not to provoke any of a myriad of creatures under its spell. The effect is not permanent though, and the lake does release its captive audience after various natural occurrences, such as a sudden wind or even day becoming night. Peering into its waters you may see one of three things: your normal reflection, an idealized version of yourself, or even scenes from your most recent dream. To others, your reflection appears normal. Drinking from its waters is said to increase the chances of having a vivid dream. If you linger too long on its shores, you may become the target of a dreamfish, as the lake is known to hold these and other underwater dangers.

BUTTERFLY ENCLAVE

The Butterfly Enclave is an ever-changing structure wherein the current butterfly queen lives. At times, it looks like a giant-flower that opens to reveal the queen and her butterflies. At other times, it resembles a series of towers made entirely of thorns and other plant material. In any iteration, it is a mixture of dark and light as both bright flowers and cocoon remnants dot its surfaces. Butterflies flock to this enclave and sometimes there are so many that they blot out the sun.

THE BRAMBLES

The Brambles is a vast, twisting labyrinth of thorns, vines, and ivy. Several paths and many dead ends wind through this natural maze. Attempts to hack, slash, or otherwise clear other paths are short-lived as the vegetation regrows within moments. Despite all of the foliage, none of it offers any sustenance. At any one time, approximately 30 different creatures from the Material Plane and beyond are lost within the Brambles trying to find their way out. Those who fail to escape its embrace are often found as skeletons intertwined with the brush. However, fey that know its paths and are able to avoid becoming disoriented find it a great place to hide treasure or make bargains with those looking for a way out.

ELADRIN ESTATES

Dualis has a large population of eladrin, the highest concentration of which live near Shadewillow Pond. The eladrin are always in search of entertainment, whether it is through hunting, courting, or even toying with those who have crossed over from the Material Plane. Far from the prying eyes of the traditional fey courts, these eladrin compete for titles and land ownership they have granted themselves. They also seek to win favor with the Lord of Reflections, who has a short memory and is notoriously fickle in his loyalties. Nonetheless, they recognize his absolute power over the domain.

MIRROR MANOR

The Mirror Manor is the home of the Lord of Reflections. It is so-named because the walls of its interior are completely



covered in mirrors and paintings. The manor is perched atop a floating island that moves about the domain. Its shadow does not fall where it normally should. It always falls directly below the floating island, and if you step into it, you are instantly teleported to the island's surface.

Inside the two-story manor, there is a grand ballroom, a study, guest suites, a dining room, and bedrooms for the Lord of Reflection and each of his children. Beneath the main floor, there is a dungeon holding several prisoners who have been the subject of the Lord of Reflections' paranoia.

Outside of the main house, there is a garden of statues that were once living. There are usually several creatures wandering the grounds that accidentally stepped on the island's shadow and found themselves there. A flowered arch in the garden acts as a portal to the shadow below.

SPINNER'S CREEK

This creek leads into a ravine that is home to the domain's most well-known information broker, Spinner. The massive creature uses the vibrations of its webs to communicate. Visitors must trade something significant to receive Spinner's information and those that cause trouble will face Spinner's phase spiders. But information is not the only thing on offer—the best kept secret of Spinner's Creek is that it holds an entrance to the Feydark.

THE WHIRLING RIVER

The Whirling River winds throughout Dualis, spiraling out from the center of the domain. At its heart, lies a reverse whirlpool that violently pushes water outward. Unlike normal whirlpools, there is no danger of being sucked under, but you can lose control of your movement and take damage in its grasp. The reverse whirlpool has a 60-foot diameter and is sometimes the site of rituals and celebrations.

HAZARD: REVERSE WHIRLPOOL

A creature caught in a reverse whirlpool becomes trapped for 1d4 rounds. Each round, it can attempt to swim away with a successful DC 15 Strength (Athletics) check. At the end of each round, the creature is moved half of the whirlpool's diameter in a counter-clockwise direction. After being trapped, the creature is battered, taking 5d6 bludgeoning damage for 1 round. Then, finally, the creature is ejected onto the nearest shore or into calm water if the whirlpool is at sea.

DUALIS





LORD OF REFLECTIONS

The Lord of Reflections is a powerful archfey that created Dualis.

As a young adult, the Lord of Reflections fell through a portal between the Feywild and a darker plane. For years, his family assumed he was lost. One day he returned, but he had changed dramatically. His skin was now an alabaster color with dark circles and visible veins omnipresent around his eyes. The hair on his head had become ghostly white. If it weren't for his antlers and their pattern, his family would not have believed it was him. But, his changes were not just physical. His personality had also changed. Gone was the carefree young man that left them years prior. In his place, was a man who obsessed with power and consumed with paranoia.

As his power grew, Dualis began to take shape around the Lord of Reflections. Believing Dualis to be a consequence of his greatness, he has treated it like his personal playground. He has taken many wives and quickly dispatched them once they have produced offspring. He is always on the lookout for the mother of his next child. And, although he demands that others kill echoes, he always secures the echoes of his children so that he can claim his wife gave birth to twins. Regardless of their parentage, his children always have the skin, hair, and eye coloration of their father. His offspring include:

- Aefin and Nifea, his oldest daughters, born to a satyr mother
- Feen and Neef, his second pair of daughters, born to a changeling mother
- Arasta and Atsara, his third pair of daughters, born to a nymph mother
- Morvir and Rivrom, his only sons and youngest children, born to a tiefling mother

The children have a mix of personalities. Some adore their father and seek to emulate him, while others are wary of his behavior or secretly loathe him. A few of them have started to build their own power base and would likely assume control if their father perished.

Of course, the Lord of Reflections killed his echo at the first opportunity. He scattered thirteen remnants of the body throughout Dualis. Those who acquire a remnant can use it to weaken him. If he is killed in the presence of all thirteen remnants, he cannot use his Mirror Escape to evade death.

LORD OF REFLECTIONS' POWERS AND DOMINION

The Lord of Reflections is a powerful combination of curiosity and paranoia. He is beholden to his whims and has a devastatingly short attention span. He can be enthusiastically interested in a visiting delegation's capabilities and then, in the same breath, accuse them of planning to overthrow him. One minute he is obsessed with uncovering some secret magic and then just as quickly becomes focused on hosting a festival bigger than the domain has ever seen. However, one constant is his beliefs that he is undefeatable and that someday he is destined to rule all of the Feywild.

He is a powerful spellcaster that uses the paintings in his manor to keep track of the goings on in and outside of his domain. He may travel alone or with a group of doting eladrin or other fey seeking his favor. When traveling with others, his entourage always carries several full-size mirrors. Sometimes they hold these mirrors like a procession of battle banners while other times the glass is protected in crates in wagons.

Despite his paranoia, the Lord of Reflections is not wholly malevolent. In fact, he can be quite benevolent. Most of the time his kind gestures come from a desire to entertain himself or inspire allegiance.

Network of Mirrors. While traveling through Dualis, you will occasionally find a full-size mirror where there normally wouldn't be one. This is because the Lord of Reflections had them installed to facilitate his use of Mirror Step or Mirror Escape when needed. The populace may use these mirrors or ignore them. In any case, they won't comment on why the mirrors are there.

Quest for Power. The Lord of Reflections ego has no bounds. If he detects new power in his domain (or beyond), he may seek to acquire it, or at the very least, control it. He is not afraid to ask for what he wants. If he doesn't get it, he takes it or asks his hangers-on to do so or face death.

Surprising Knowledge. The paintings in the Lord of Reflections' manor grant him knowledge that may make him seem all-knowing. If there is a location he wishes to observe, he will commission a painting of it. When at home, he is often walking its halls, viewing his paintings, hoping to spot something of use. If he does, he may travel as quickly as possible to the source of interest or dispatch followers to do his bidding. In any case, those on the receiving end of this attention are often disturbed and confused as to how he has such knowledge.

Broken Mirrors. When the Lord of Reflections is approaching or departing a location, mirrors within 500 feet may function differently. A person's reflection in such a mirror may be slightly off to the side as opposed to where it would appear normally. Likewise, one's reflection might be distorted, missing from the mirror altogether, or wearing something completely different. If the Lord of Reflections is angry, mirrors may shatter or crack as well.

ROLEPLAYING LORD OF REFLECTIONS

The most consistent thing about the Lord of Reflections is his inconsistency. He frequently changes subjects when talking or carries on multiple conversations at once. He



is fickle, egotistical, and likes to amuse himself but grows bored quickly. He can be oddly benevolent at times and then suddenly the opposite. His mood seems to swing quickly between two extremes, making him unpredictable.

Personality Trait. “I was born to lead Dualis and am destined to rule the Feywild.”

LORD OF REFLECTIONS

Medium Fey, Chaotic Neutral

Armor Class 15

Hit Points 199 (19d8 + 114)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	22 (+6)	18 (+4)	15 (+2)	21 (+5)

Saving Throws Dex +10, Con +11, Cha +10

Skills Arcana +9, Persuasion +10, Stealth +10

Damage Immunities radiant

Damage Resistances lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, frightened, poisoned

Senses truesight 60 ft., passive Perception 12

Languages Common, Elvish, Primordial, Sylvan

Challenge 16 (15,000 XP)

Proficiency Bonus +5

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

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

Mirror Escape. When the Lord of Reflections drops to 0 hit points, he disappears instead of falling unconscious. He reappears in the nearest mirror where he must remain for 2 hours or be destroyed. After 1 hour inside of the mirror, he regains 1 hit point. After 2 hours, he may leave the mirror using Mirror Step. Anyone who looks at the mirror sees his reflection. If the mirror is destroyed through any means, the Lord of Reflections reappears in a random mirror 24 hours later.

Otherworldly Nature. The Lord of Reflections is immune to being charmed and magic can't put it to sleep.

Radiant Rejuvenation. If the Lord of Reflections is hit by an attack that would deal radiant damage, he regains hit points equal to the damage that would have been dealt instead.

Regeneration. The Lord of Reflections regains 20 hit points at the start of his turn if he has at least 1 hit point. If he takes cold or thunder damage, this trait doesn't function at the start of his next turn.

Spellcasting. The Lord of Reflections is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). He has the following spells prepared:

Cantrips (at will): *prestidigitation, sacred flame, word of radiance*^(GE)

1st level (4 slots): *command, silent image, sleep*

2nd level (3 slots): *blur, mirror image, see invisibility*

3rd level (3 slots): *lightning bolt, nondetection, slow*

4th level (3 slots): *banishment, Otiluke's resilient sphere, phantasmal killer*

5th level (2 slots): *reflect/refract, scrying*

Ideal. “All that matters is what I want. Sometimes it's power, sometimes it's entertainment.”

Bond. “Dualis is not the backwoods of the Feywild but rather the true seat of its power, my power.”

Flaw. “There are too many threats and not enough paintings to watch them all.”

Weaknesses. The Lord of Reflections has the following flaws:

Echo Remnant. While within a 30-foot-radius of a remnant of his echo, the Lord of Reflections loses his regeneration trait. In the presence of all 13 remnants, he can't use Misty Escape.

True Name. Those who know the Lord of Reflections true name (Layal Rayar) may speak it to gain advantage on an attack roll against him. The Lord of Reflections must be within 30 feet and able to hear at the time his name is spoken for the weakness to take effect.

ACTIONS

Multiattack. The Lord of Reflections makes two attacks, only one of which can be a shatterlight sphere attack.

Antlers. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (3d12 + 5) bludgeoning damage.

Mirror Step. The Lord of Reflections can touch a reflective surface within 5 feet to enter it and instantly emerge from another reflective surface within 60 feet. The reflective surfaces must be the same size as the Lord of Reflections or greater. He must use 5 feet of movement to enter or exit a surface. Once inside a reflective surface, he instantly knows the locations of all other reflective surfaces within range. If there are no other surfaces within range, he instantly appears in an unoccupied space 5 feet from the surface he entered.

Reflected Fear. The Lord of Reflections targets one creature he can see within 30 feet and makes himself appear as the target's greatest fear. If the target can see the Lord of Reflections, the target must succeed on a DC 18 Wisdom saving throw or be magically frightened until the end of the Lord of Reflections' next turn. The frightened target is paralyzed.

Shatterlight Sphere. *Ranged Spell Attack:* +11 to hit, range 120 ft., one creature. *Hit:* 13 (3d8) damage of radiant damage.

Summon Echo (3/Day). The Lord of Reflections targets a humanoid within 30 feet. If the echo of the target still exists, it is magically teleported to an unoccupied space within 30 feet of the Lord of Reflections. The echo shares the same statistics as the target and is an ally to the Lord of Reflections and his companions. In combat, the echo shares the Lord of Reflections' initiative count, but it takes its turn immediately after him. It obeys the Lord of Reflections' verbal commands (no action required) for 1 hour. If no commands are issued, the echo takes the Dodge action and uses its move to avoid danger.

LEGENDARY ACTIONS

The Lord of Reflections 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. He regains spent legendary actions at the start of its turn.

Shatterlight Sphere. The Lord of Reflections makes one shatterlight sphere attack.

Mirror Image (Costs 2 actions). The Lord of Reflections casts *mirror image* without spending a spell slot.

Reflected Fear (Costs 2 actions). The Lord of Reflections makes one reflected fear attack.

ADVENTURES IN DUALIS

Dualis offers adventures of all types. There are many mysteries in the domain to explore, and its echoes can present opportunities to uncover what truly makes a character unique. Characters can seek hidden treasures and hard-to-find ingredients. The eladrin population provides intrigue and entertainment that can be serious or simply amusing. The Lord of Reflections' paintings and edicts can put characters in his sights. No matter where you go within Dualis' confines, adventure awaits.

The Dualis Adventures table contains options to anchor or inspire your adventures in Dualis. Likewise, all of the encounters and adventures found in this book may be set in Dualis as well. In fact, [Spinner's Creek](#) and [Shadewillow Pond](#) are depicted on the map of Dualis.

DUALIS ADVENTURES

d10 Adventure

- 1 A group of pilgrims was last seen at the Cathedral of Reflection. The party is asked to help locate the group, leading to an encounter with glasswail at the Cathedral before traveling through the Graveyard of Glass and the Mirror Mountains in their quest.
- 2 The Lord of Reflections detects the party's arrival in Dualis. He is intrigued by their power and decides to test them. He places all manner of creatures in their path before deciding to confront them himself.
- 3 A well-known alchemist asks the characters to bring back several magical ingredients from Dualis, including candleling wax and pollen from the Forest of Flowers. Of course, he fails to mention the giant insects that await in the forest and the redcap menace of the Candlelit Woods.
- 4 A miniature fey adventurer asks the party to help her return to Minot. She left through its tunnels for the opportunity to test her ability to survive in miniature form, but became lost. The characters must not only find Minot, but convince its guards to let them pass.
- 5 A frantic eladrin mother begs the party to help locate her daughter who disappeared after saying that her pet butterfly had gone missing. The trail leads the party to the Butterfly Enclave and face-to-face with the current butterfly queen.
- 6 The party encounters a series of creatures that are either larger or smaller than they would expect them to be. These encounters eventually take them to the edge of the Lake of Dreams, where a school of dreamfish lie in wait.
- 7 A brownie seeks the party's help in locating her brother who has not been seen since he said he was going to go to the Brambles in search of treasure.
- 8 The party witnesses a small fey settlement being punished for resisting the Lord of Reflections' edicts. The survivors implore the party to free them from his grasp.
- 9 The Camp of Misfits is threatened by an impending natural disaster. They ask the party to help escort them to a new location for their home since some folks hate them for being different.
- 10 Leaders of Minot are tired of the Lord of Reflections' unpredictability. They task the party with collecting all 13 remnants of the echo of the Lord of Reflections so that they may use them to take him down.

ECHO OPPORTUNITIES

The echoes of Dualis present a wealth of story possibilities. When a party enters Dualis for the first time, echoes of them appear at the exact opposite point within the domain. If there is no opposite point, they appear at a random point. As a result, the DM can decide when, if ever, the party will learn of or encounter their duplicates. Here are a few options:

- If the party came to Dualis for a specific reason, the echoes share that goal and could be heading in the same direction.
- If the party is in Dualis accidentally, the echoes may find their way home first and have assumed their old lives when they return to the Material Plane.
- The party may adventure in Dualis and leave without ever knowing that their duplicates are there. Then, the echoes can appear at some point in the future.
- The party could learn of the existence of echoes while in Dualis but not encounter them while there, leaving the door open for the future.
- The Lord of Reflections has the power to summon echoes of his targets. If the party confronts him, one or more of their echoes could be summoned. After the battle, if the party is successful at subduing the Lord of Reflections and an echo (or echoes survived), the party may seek to find the rest of the duplicate party.
- If an original party member dies, that character could be replaced by their echo. The echo could secretly kill the original and take that character's place or a grieving party could be surprised to see what they think is the original alive and well.
- If the echoes are more malevolent, they could find themselves working for the Lord of Reflections or another antagonist before coming face-to-face with the originals.
- The echoes might become enslaved or imprisoned. Imagine the party's surprise when they are asked to save themselves.
- NPCs could encounter the party and relate some story that the party has no memory of only to discover it was their echoes the NPC previously encountered.

In terms of roleplaying echoes, the DM can make the differences between an echo and the original distinct or minor. The character's background provides ample options by switching personality traits, ideals, bonds, flaws, etc. Likewise, the character's class, style, and outlook are other areas to consider. Keep in mind that players can be very attached to their characters and can take it personally when someone else portrays them, so when roleplaying the echo, please do it with respect for your players.

THE THIRTEEN REMNANTS

Bringing together all thirteen remnants of the Lord of Reflections' echo in one place makes him able to be truly vanquished once and for all. Obtaining these remnants and then confronting the Lord of Reflections can make for an exciting campaign. The players might be hired by a rival fey or implored by some rebellious echoes to defeat the Lord of Reflections. If the players observe the Lord of Reflections' terrorizing the populace of Dualis, they might decide to take



him down on their own. Whatever the set-up, finding the remnants of his echo can lead to a tour of Dualis. Here are a few suggested places where the remnants could be found:

- Inside of a crypt or grave within the Graveyard of Glass.
- Hidden deep within the maze-like paths of the Brambles.
- Buried in the river bed beneath the reverse whirlpool at the center of the Whirling River.
- In the hands of an eladrin noble in the Eladrin Estates, who protects it using his collection of shambling bouquets.
- Atop a towering flower in the Forest of Flowers.
- Inside of a tree within the Candlelit Forest and protected by a hag and a group of redcaps.
- Inside the Butterfly Enclave under the care of the reigning butterfly queen and her butterflies.
- Buried at the bottom of the Lake of Dreams, surrounded by schools of dreamfish.
- Trapped beneath the gargantuan centipede that forms the Centipede Bridge.
- In the hands of a powerful wizard living in Minot.
- Being unknowingly used as part of a small shrine by the diminutive fey who live in Wisp Woods.
- Inside of an altar within the Cathedral of Reflection protected by the glasswail that live there.
- In the hands of a size-altered resident of the Camp of Misfits who found it and has no idea what it is.

There could be an NPC guide who knows all the rumored remnant locations or a scroll that describes their hiding places in the form of riddles. Also, it is quite possible that a remnant is not in the place it once was. Consider having the party travel to one of the locations and come away empty handed.

The remnants may or may not resemble body parts. Perhaps they have been transformed by magic into stones, gems, or even objects such as weapons. As the DM, you

may give each remnant an uncommon magical property that it bestows upon its bearer, such as darkvision 60 ft., +1 bonus to AC, or advantage on a particular saving throw or ability check.

Since the Lord of Reflections is paranoid and commissions magical paintings of places he wants to observe, it is likely that he will become aware of the party's attempts to gather the remnants. This may lead to confrontations with the Lord of Reflections or his followers prior to a final battle.

Even if the characters are not on a mission to find all of the remnants, the items' presence in Dualis can add intrigue and mystery. Other forces may be attempting to gather the remnants and see the characters as an obstacle. Perhaps the players' echoes have been tasked with finding the remnants. Or, if the remnants have magical properties, the party could be caught between two sides trying to take possession of one of the items. The search for the remnants can be a storyline that simmers in the background. The characters can encounter a remnant every once in a while. Then, when things become dire, they can decide to collect them all. However you choose to incorporate them into your story, mystery awaits you in Dualis!

DUALIS CHARACTERS

Characters of nearly every race and lineage can be found within the settlements of Dualis or wandering its lands. When players create characters from Dualis, consider asking them the following questions.

What part of Dualis are you from? Were you born here or did you move here at some point in your life? Are you from the city of Minot? Were you born in the Camp of Misfits? Were you a servant to eladrin nobles in the Eladrin Estates? If you travelled here, was it on purpose or accidental?

What about your echo? Are you the original or your original's echo? What has become of the other? Have you met each other? How do you differ?



ENCOUNTERS



HE FEYWILD IS VAST WITH MANY POTENTIAL encounters awaiting its visitors. There are never-ending dances, unusual steeds, time loops, and an arachnid information broker, just to name a few. The encounters presented in this chapter may be resolved with or without combat. They also may be located in the either the Material Plane or the Feywild. Each encounter includes recommended location information as well as difficulty level.

ENCOUNTERS BY NAME

Encounter	Party Level	Party Size
Dance of the Satyrs	3-5	3-7
Midsummer Night's Festival	9-11	3-5
Rage of the Wendigo	5-7	3-5
Spinner's Creek	8-10	3-5
Vanished	1-3	3-5
Verdant Steed	8-10	3-5

ENCOUNTERS BY LEVEL

Encounter	Party Level	Party Size
Vanished	1-3	3-5
Dance of the Satyrs	3-5	3-7
Rage of the Wendigo	5-7	3-5
Spinner's Creek	8-10	3-5
Verdant Steed	8-10	3-5
Midsummer Night's Festival	9-11	3-5

Text that appears in a box like this is meant to be read aloud or paraphrased for the players when their characters first arrive at a location or under a specific circumstance, as described in the text.

DANCE OF THE SATYRS

This encounter is designed for 3-7 characters of levels 3-5 and can take place in the Feywild or on the Material Plane. The satyr stat block appears in the *Monster Manual* (p. 267).

THE BEAT OF THE DRUMS

Begin this encounter by reading the following boxed text aloud:

You feel like dancing! Before you can wonder why, you feel the deep vibrations of tremendous beats. An otherworldly melody pounds through the forest air, irresistibly drawing you towards it.

The characters retain their wits but are inexorably drawn toward the music. Turning away from it requires a successful DC 20 Charisma saving throw, which needs to be repeated every 30 feet for a 1-mile radius to escape its lure. A successful DC 12 Intelligence (History) check reveals that the music is a satyr dancing beat. If the check succeeds by 2 or more, the characters learn that it is being played at a substantially more frantic pace than satyrs would play it normally.

Your senses begin to stabilize when you reach a clearing full of dancing fey—satyrs, fauns, and dryads! They twirl around in concentric circles, dancing ecstatically in alternating directions. At the center of these circles sits a 12-foot humanoid with a stag's head and an upper body rippling with abdominal muscles. His huge antlers, festooned with glowing flowers, sway with the beat that he drums out on large congas.

Some satyrs jump 10 feet into the air while others lie exhausted at the edge of the circle. One, slumped against a tree, drains the last drops from her drinking horn and looks up with pleading eyes. “Any wine on you, by chance? It’s gotten a bit out of hand—haha . . . ha . . .”

EXHAUSTED SATYRS?

The **satyr** who spoke is Fyuri (chaotic good, she/her), a young doe with flowers limply hanging from her horns. She tries to put on a cheerful face because being unable to keep up with the others would be embarrassing. The characters can tell she is at the edge of mental and physical collapse—drenched in sweat, hollow-eyed, and trembling.

Fyuri is willing to share the following information after a successful Charisma (Persuasion) check, made with advantage if the characters share any wine or similar drink with her:

- DC 5: This is the greatest celebration of the year!
- DC 10: The feast has been going for days—too many for Fyuri to remember. Nobody can leave before the celebration stops—even if they wanted to . . .

- DC 15: The stag-headed creature at the center of the clearing is the fey lord Ulilal. The satyrs summoned him to spice up the feast—but he just won’t leave!

THE DANCE GAUNTLET

Getting to the center of the clearing is a task in and of itself. There are three rings to pass through. Roll on the Dance Gauntlet table to determine a complication for every circle. On repeat rolls, you may use the same obstacle again, reroll, or choose another obstacle.

DANCE GAUNTLET

d4	Obstacle	Failure	Success
1	Satyrs shower you with wine and won't let you pass until you partake. Make a DC 13 Constitution saving throw.	You are poisoned for 1 hour.	You have advantage on Charisma (Performance and Persuasion) checks for one hour.
2	You stumble into a tight cluster of dancing satyrs. Make a DC 13 Strength (Athletics) check.	You take 14 (4d6) bludgeoning damage.	Impressed, the satyrs hoist you aloft, and you gain the benefits of a <i>heroism</i> spell (with 2 temporary hp).
3	The dancing grows wilder, and satyrs pull you hither and yon. Make a DC 13 Dexterity (Acrobatics) check.	You are dragged around until you gain one level of exhaustion.	The satyrs cheer your skills, and you gain 1d8 Bardic Inspiration die.
4	The music is intoxicating. Make a DC 13 Charisma saving throw.	You wander off in a random direction—go back one dance circle.	You feel elated! You gain the benefits of an <i>enhance ability</i> spell. You choose the effect.

LORD ULILAL'S DANCE-OFF

Lord Ulilal (he/them)—in a booming yet melodic voice—personally welcomes anyone who makes it to the innermost circle. They never cease to beat the drums. Ulilal is an archfey, untouchable in their domain. If the characters attempt to engage Ulilal in combat, he laughs them off.

Ulilal laments that they haven't seen any real dancing skill yet, and announces he won't stop the party before someone impresses them! The satyrs are all too exhausted by now, so it's up to the characters. They must impress Ulilal in a skill challenge with a base DC of 14. Allow any kind of appropriate check, such as:

- A Dexterity (Acrobatics) check to perform a complex dance routine
- A Charisma (Performance) check to dance to the beats just right
- An Intelligence (History) check to recall great lyrics that would enhance the performance



The DM should ask players to describe their attempts to impress the satyrs. After five successes, they impress Ulilal, but after three failures, he gets bored.

If the characters fail the dance-off, they awaken three days later with three levels of exhaustion and no memory of what happened since passing out. Also, they have some funny things drawn on their faces.

THE CELEBRATION MUST GO ON!

If the satyrs are saved, they invite the characters to stay for a while. The celebrations turn a bit more muted as the exhausted party-goers recover—so, considering it is a satyr celebration, it's slowed down just enough for the characters to keep up!

Fyuri also thanks the characters by gifting them the *satyr's drinking horn* to the cheers of all satyrs present. See the Items of Magic & Mystery chapter of this book for more information on the *satyr's drinking horn*.

A MIDSUMMER NIGHT'S FESTIVAL

This encounter is designed for 3-5 characters of levels 9-11 and takes place on the Material Plane but includes a hook to lead characters into the Feywild. The satyr stat block appears in the *Monster Manual* (p. 267). The *potion of healing* (p. 187) and *dust of sneezing and choking* (p. 166) appear in the *Dungeon Master's Guide*.

BEGINNINGS

Begin this encounter by reading the following boxed text aloud:

Coming up ahead, you see a small village bordered by a lush, green forest. As you approach, you notice that townsfolk are hanging up banners and colorful ribbons, setting up stalls and wreaths of flowers. Music, like that of bards rehearsing, drifts above the twilit sky.

One cool summer evening, the party finds itself in the village of Westwend just as it's gearing up for a festival. The revelry, beginning tomorrow morning, will consist of games, food, and dancing.

Deciding to stay, the characters find lodgings in the Crooked Hare Inn, run by a human couple, Silvia and William Lorn. A successful mid-level Wisdom (Perception) check shows that the townsfolk are perfectly ordinary, though many of them are half-elves. An Intelligence (History or Investigation) check reveals that the nearby Elderberry

Woods are believed to have once contained a portal to the Feywild.

ATTENDING THE FESTIVAL

Music is already in full swing by the time the characters rise. Outside, they are met with a dazzling display of color and activity. The wafting aroma of festival foods—fried cakes, candied nuts, and roasting meat—floats above the busy crowd.

Additionally, there appear to be a number of carnival games set up in the town and the bordering fields. A large prize table stands proudly at the center of the village, and characters quickly realize that festival-goers are exchanging game tickets for various rewards. See the Carnival Games table for sample games and the Prizes table for potential prizes.

The party may also notice a bard in a feathered hat. His name is Barnabas the Piper, and he will challenge anyone to a duel. Characters can choose one of three instruments: the horn, drums, or lyre. Have the character and Barnabas make contested Charisma (Performance) checks (Barnabas has a +5). Whoever makes three successful checks first wins 10 tickets.

After sundown, a bright voice echoes across the village square. A young half-elf by the name of Cora announces that it's time for the Midsummer Dance.

If characters choose to participate in the competition, have them make four rounds of Constitution saving throws. Characters can also make a Charisma (Performance) check before each save, gaining advantage on the saving throw if

CARNIVAL GAMES

Game	Vendor	Description
Bull's Strength	Theo Cruff human <i>"Step right up! Push the beast and win a prize!"</i>	A giant bull stands in a fenced-off ring, surrounded by chalk circles. Characters can attempt a Strength (Athletics) check to push the bull into the farthest circle possible, winning 10 tickets on a DC 20, 5 tickets on a DC 17, or 2 tickets on a DC 15.
Hayfield Havoc	Una Gilderoy human <i>"Come and test your skills as a shepherd!"</i>	A group of sheep roam in a field. Characters can attempt a Wisdom (Animal Handling) check to corral the sheep into an enclosure as fast as possible. On a DC 17 they win 10 tickets, on a DC 15 they win 5 tickets, and on a DC 13 they win 2 tickets.
Lady Luck	Mara Ginsforth human <i>"Pick the right card and double your bet! Only the keen of eye will find their fortune!"</i>	A villager shuffles cards in the square. Characters can bet a sum of money, and she will double it if they pick the correct card out of three. Have the character make a Wisdom (Perception) check against her Sleight of Hand (+5) to choose correctly.
Magic Missile	Gob Kettlewhistle halfling <i>"Prove yer mastery 'o battle with this challenge!"</i>	A large dartboard shines with silver stars. Using three shimmery darts, characters can make a ranged attack roll against a star's AC (16). If the characters hit 3 stars in a row, they win 10 tickets; if they hit 2 stars, they win 5 tickets; and if they hit 1 star, they win 2 tickets.
Ocean's Bounty	Jacken Des half-elf <i>"How many fish can you catch in a minute? I warn you, these are slippery little devils..."</i>	Glittering fish leap out of a large fountain in the square. Characters can attempt to use a net to catch as many fish as possible. Have the character make a Dexterity check. On a DC 18 they win 10 tickets, on a DC 15 they win 5 tickets, and on a DC 12 they win 2 tickets.
The Wheel of Chance	Eva Valatea half-elf <i>"Can you predict the future? Spin the wheel and test your luck!"</i>	A colorful wheel at the center of the town is labeled with numbers 1 through 20. Characters can call a single number. The vendor spins the wheel and the DM then rolls a d20. If the character's number matches the result, they win 10 tickets. If both the guess and the wheel spin result are odd (or both are even), they win 2 tickets.



they beat a DC 15. The DC for the saving throw begins at 10 and increases by 4 for each consecutive round.

Characters who last to the end of the dance are given free drinks for the rest of the summer at the Crooked Hare. As the festival winds down and the party returns to the Inn, have the characters make DC 15 Wisdom saving throws.

PRIZES

Tickets	Prize (Choose One)
25 Tickets	A potion of healing, a <i>lucky clover</i> , dust of sneezing and choking.
15 Tickets	Reed pipes, buckskin drums, fine summer scarves, brass rings, colorful crystals (worth 5 gp each), and a <i>potion of glamour</i> .
10 Tickets	An array of higher quality hand-sewn plush toys including a kraken, a purple worm, a manticore, an owlbear, and a dragon.
5 Tickets	An array of hand-sewn plush toys including a bull, a sheep, a fox, and a cat; as well as an array of wooden shields, swords, and toy crossbows.
2 Tickets	Festival foods like berry pie, spiced wine, roasted flank, honey cake, candied apples, and meat-on-a-stick.

ATTENDING . . . THE FESTIVAL?

As morning arrives, the festival is already in full swing. Outside is a dazzling display of color and activity . . . as if Midsummer has come again. However, characters who failed the saving throw the night before have no recollection of the previous day.

COUNTING THE MIDSUMMERS

If all characters fail the saving throw, have them roll again. The number of tries it takes for a success represents how many Midsummer Festivals the characters have already experienced without realizing.

The party quickly discover that the townsfolk also do not remember “yesterday,” and behave as if everything is normal. As the characters investigate, they learn:

- There is powerful fey magic lingering around the village and those who failed the save.
- A DC 15 *dispel magic* or *greater restoration* can cure a single person of this affliction.
- The villagers believe that they are living one year in the past.
- Speaking with animals reveals that beasts have retained their memories of previous Midsummers. They know that something strange is happening, though they do not understand what it is.

- There is an invisible barrier around Westwend. Teleportation outside the town fails, although teleporting within it succeeds.

THE GUIDE PIPER

Only one thing is different from yesterday's festival: Barnabas is missing. Characters can eventually find him at the edge of the Elderberry Woods, looking upset.

"Who's there? Oh . . . it's just you lot. Listen, I'd love to stay and chat, but nothing I say will mean anything to you tomorrow . . ."

Barnabas will be surprised that the characters have their memories. Through Charisma (Persuasion or Intimidation) checks, he can reveal the following:

- The old Feywild gate in the Elderberry Grove has been active for a year.
- Barnabas is actually a **satyr** in disguise and came to enjoy the Midsummer Festival the same day the party did, not realizing that a more powerful fey was already here.
- The village has probably been trapped in the time loop for a while.
- Barnabas can't leave unless the fey lifts its spell. He doesn't know who it is, but he sensed its presence last night at the dance.

A NIGHT TO REMEMBER

At sundown, the Midsummer Dance begins again. The assembled crowd is chaotic and fast, making investigation difficult. The characters can attempt to flush out the fey, and suspicion eventually falls on Cora, who is actually a wild reveler in disguise.

If the characters confront her, she will be shocked that her spell failed. She can't be convinced that her actions are wrong, but with high enough Charisma (Persuasion) checks, the party can try to prove that the village is either unworthy of her attention or already exciting enough without a time loop.

If the characters fail to prove their case or suggest Cora go back to the Feywild, she and the **crowd of townsfolk** will become hostile. If tensions further escalate, roll initiative!

Once Cora is defeated, the effect trapping Westwend is lifted. The townsfolk will reveal that they have been trapped in this cycle for just over a year and are grateful to the characters for saving them.

There is, however, still the matter of that pesky portal in the woods . . .

CROWD OF TOWNSFOLK

Huge Swarm of Medium Humanoids, Unaligned

Armor Class 11 (natural armor)

Hit Points 94 (9d12+36)

Speed 25 ft.

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

Senses passive Perception 10

Languages Common

Challenge 2 (450 XP)

Proficiency Bonus +2

Mob Mentality. At full health, the crowd has advantage on Wisdom saving throws. However, at half its hit points and below, the crowd has disadvantage on Wisdom saving throws.

Swarm. The crowd can fit through any opening large enough for a medium humanoid. The crowd cannot benefit from temporary hit points or healing.

ACTIONS

Multiattack. The crowd makes two swarming strikes.

Swarming Strike. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. On a hit, the target must make a DC 14 Strength saving throw or be knocked prone.

INCREASING THE CHALLENGE

For higher-level parties, consider giving the wild reveler two Legendary Resistances as well as the two Legendary Actions shown below:

Minor Spellcasting (1 Action). The wild reveler casts one of its At Will spells.

Wild Abandon (2 Actions). The wild reveler targets a creature that it can see within 60 feet of it. That creature must make a Charisma saving throw (DC 16). On a failed save, the creature loses its sense of self and attacks the nearest creatures it can see in a wild frenzy. The creature can repeat the saving throw at the end of its turn, ending the effect on a success. A creature that successfully saves against this effect is immune to it for the next 24 hours.

RAGE OF THE WENDIGO

This encounter is designed for 3-5 characters of levels 5-7 and can take place in the Feywild or on the Material Plane. The [wendigo](#) stat block appears in this book, and the ice mephits stat block appears in the *Monster Manual* (p. 215). The *ring of cold resistance* appears in the *Dungeon Master's Guide* (p. 192).

AN UNEXPECTED BLIZZARD

The day appeared to be clear until the sun began to set. As the sun disappears beyond the horizon, you feel a chill in the air. Heavy snow falls all around you, and visibility is reduced to near zero. Your path is uncertain, and you are lost in shin-deep snow within minutes.

A DC 15 Wisdom (Survival) check or a DC 18 Wisdom (Perception) check reveals an inn in the distance. It does not require a check to wade through the snow, but physically weaker characters can be described as receiving aid from their stronger companions.

A DEAD INN

The building only offers limited warmth. Dust and frost have overtaken the inn. A frozen corpse sits behind the bar, mouth open in a silent scream.

Unknown to the characters, a [wendigo](#) lurks outside of the small inn. It uses invisibility and its natural stealth in the current environment to stay out of sight (the weather counts as natural for the purposes of the wendigo's Cold Stalker). It uses *thaumaturgy* to generate sounds from shutters or doors closing, and it uses its Maddening Whispers to weaken the party. If the wendigo can no longer weaken the party, it attacks. Before that point, the characters can explore the inn. Weakened party members are under the impression that their fatigue comes from the unnatural cold rather than the wendigo.

INVESTIGATING THE INN

There are six sheets of vellum scattered around the inn, but each one is indecipherable on its own. Finding each vellum sheet requires either a DC 12 Wisdom (Perception) check or a DC 12 Intelligence (Investigation) check. Three of the sheets are on the ground floor, and three are on the second floor.

Four **ice mephits** are on the second floor. The ice mephits only attack if provoked. If the characters can speak their languages, the ice mephits accept bribes of coins on a DC 15 Charisma (Persuasion) check. If they are bribed, they point out the locations of the vellum on the second floor. They say they wish to return home, which they can only do if the curse ends. The wendigo will not use its Maddening Whispers on characters on the second floor of the inn.



THE CYpher

Discovering all six sheets of vellum reveals a replacement cypher with the key word "hunger." The cypher reveals the following text:

It has been near a year since I had any business out here. Maybe a year, it is hard to tell. My food stores have been running low. What is a man supposed to do? Pack up and leave? Give up three generations just because the weather's been cold? No, I cannot do that. It is not an option. I will sooner eat my toe than give up this inn. Doubt it will come to that though. It just needs to warm up a bit more. Then, I will have guests again.

A successful DC 10 Wisdom (Medicine) check finds that the corpse has segments of flesh that have been cut away from its body. A successful DC 15 Intelligence (Arcana) check reveals rumors of people resorting to cannibalism spawning the creation of a powerful fey known as a wendigo. The party can either kill the wendigo to end the curse on this area or remove the curse.

If the party wishes to remove the curse, the ice mephits know that curses of hunger among the fey can be cured by sating the hunger of the original being who was cursed. A successful DC 20 Intelligence (Arcana) check reveals the same information. The casting of a *remove curse* or *lesser restoration* spell, along with stuffing food in the mouth of the corpse of the innkeeper, is enough to lift the curse. If the curse is lifted before the wendigo has been killed, the creature disappears.

THE STORM PASSES

However the party ends the curse, the encounter ends with the following text:

The clouds outside clear to find the sun rising over the horizon. The snow melts in only a few minutes, and the weather seems to clear. The only reminder of the horror you have witnessed is a chill along the back of your neck as you return to the road.

The party can find a *ring of cold resistance* in the melting snow outside. If the party chooses to simply kill the wendigo without ending the curse, they will not find the ring.

SPINNER'S CREEK

This encounter is designed for 3-5 characters of levels 8-10 and takes place in the Feywild. The phase spider stat block appears in the *Monster Manual* (p. 334).

Enigmatic even for one of the fair folk, this information broker resides in a winding ravine through which a shallow creek chatters. Visitors can approach to trade for knowledge, as long as they are willing to accept the creature's eccentric requirements.

"Spinner", as the creature is known, is hidden from sight within a cleft of rock almost 200 feet back from the entrance to the ravine. A thick mass of spider webs with strands almost a finger-width in diameter radiates out from the cleft, before splaying back and forth across the walls, tumbled rocks, and hardy shrubs of Spinner's Creek. Characters must make a successful DC 14 Dexterity (Acrobatics) or DC 19 Dexterity (Stealth) check to avoid these webs. Failing this check causes a character to be restrained by the webbing (escape DC 15) and alerts Spinner's attendants.

Chief among Spinner's entourage is **Gossamer**, a half-humanoid/half-spider creature who acts as a valet and go-between. Their impeccable manners and etiquette sit at odds with their monstrous form.

Supplicants will be advised that to trade with Spinner, they must place their bare hand on the mass of webs directly in front of the cleft. They hear Spinner, not through their ears, but through the vibrations of the threads themselves. A supplicant may ask Spinner for the location of one discreet place within the Feywild, as if they have cast the *find the path* spell. Spinner requires one skill or tool proficiency as payment to perform this service. The proficiency can be restored by means of a *greater restoration* spell, or similar magic. A character can attempt to back out of the deal by removing their hand from the web with a successful DC 18 Strength check, taken with disadvantage. On a failure, the character takes 28 (8d6) psychic damage and half damage on a success. A creature that has successfully traded with Spinner may remove its hand without risk of injury.

The spell that Spinner casts cannot be fooled, outside of the normal limits of a *find the path* spell. A **phase spider** will appear to act as the party's guide. It departs immediately, but will not move more than 60 feet away from the party until the spell's duration ends. It stays out of sight and danger during encounters where possible, and only fights to protect itself. If the spell duration ends, is dispelled, or the party harms the spider, it immediately phases out and returns to the creek.

Should visitors turn aggressive, Gossamer intervenes, along with 3 **phase spiders**, which lurk on the webs in the Ethereal Plane. They primarily drive attackers out of Spinner's Creek, but also seek prey if the opportunity presents itself. If the party gets stuck, they can spot a previously-hidden gap in the rock via a successful DC 20 Wisdom (Perception) check. A medium-sized creature can squeeze through it via a successful DC 10 Dexterity (Acrobatics) check. This precipitous descent leads into the Feydark.



GOSSAMER

Large Fey, Unaligned

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Common, Sylvan

Challenge 6 (2,300 XP)

Proficiency Bonus +3

Fey Ancestry. Gossamer has advantage on saving throws against being charmed, and magic can't put Gossamer to sleep.

Spellcasting. Gossamer is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Gossamer has the following spells prepared:

Cantrips (at will): *acid splash, thaumaturgy*

1st level (4 slots): *command, detect magic, shield*

2nd level (3 slots): *hold person, silence*

3rd level (3 slots): *clairvoyance, dispel magic*

4th level (2 slots): *divination, stoneskin*

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

Sunlight Sensitivity. While in sunlight, Gossamer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. Gossamer ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. Gossamer makes three attacks: one with its longsword and two with its longbow. It can make one bite attack in place of one longbow attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

VANISHED

This encounter is designed for 3-5 characters of levels 1-3 and takes place in either the Material Plane or the Feywild.

The party is traveling or resting in a forest when one of them goes missing. No one saw the missing character leave or disappear. (Prior to this encounter, the DM may have the character who goes missing report a feeling of being watched, seeing glowing eyes in bushes, hearing a buzzing sound, or observing something out of the corner of their eyes but nothing is there.)

The characters must succeed at picking up three of the following clues before they can locate the missing character:

- A *detect magic* spell (or similar ability) identifies that fey magic was used in the area.
- A *detect evil or good* spell (or similar ability) detects a fey creature was in the area but not its current location.
- A successful DC 15 Wisdom (Survival) check identifies a set of small footprints in the dirt near where the missing character was last seen. These tracks cannot be followed.
- A successful DC 12 Intelligence check recalls that the missing character had reported seeing or hearing something strange earlier in the day.
- A successful DC 18 Intelligence (Investigation) check locates a glittery residue near where the missing character was last seen. A subsequent successful DC 18 Intelligence (Arcana) check identifies it as pixie dust that is a different color than normal.
- A successful DC 12 Intelligence (Nature) check reveals an unnatural change to the foliage near where the missing character was last seen.

Once the party has discovered three of the clues (or after one hour has elapsed), a faint giggling can be heard coming from the woods surrounding them. If followed, the sound leads the characters to the source of the disappearance.

The missing character was taken by a pixie named **Silver Stardew**, who has gone mad due to dark magic experiments conducted in the Feywild. She used a magic jar to reduce the missing character in size and seal them inside of it. She took the jar to a hole in a tree 100 feet from where the character went missing.

Although Silver is invisible, she can be heard talking to the character in the jar within 30 feet of the tree, saying things like, "You are going to be so happy with me. I will take good care of you. Yes, I will." She doesn't wait for a response from the character inside of the jar.

Silver detects any movement within a 20-foot radius and becomes hostile. She says, "You will not take my cherished one."

The characters may decide to engage Silver in combat or convince her to take something shiny or beautiful in exchange for the jar via a successful DC 14 Charisma (Persuasion) check.

Opening or breaking the jar causes the character to return to normal size. The magic of the jar only works for Silver. For any other character, the jar is a normal container with small holes in its lid.

The DM can choose to have the missing character be an NPC or a PC being played by a player who happens to be absent. If not, the pixie's jar prevents the use of spells and magic items. Likewise, non-magic weapons are too small to damage the jar. The character has plenty of oxygen through holes in the jar's top. Given the reduction in size, the character cannot make loud enough noise to attract the attention of others. If the pixie places the jar somewhere precarious, the character can try to cause it to fall to the ground in the hopes that it will break. If the character succeeds, the jar breaks and the character enlarges, thus avoiding severe injury by the broken jar. The character may have very small cuts from the glass but nothing significant.

If Silver senses defeat, she tries to escape through a nearby fey crossing (either to the Material Plane or to the Feywild depending on where the DM chooses to set this encounter).

Silver may have been drawn to the character for any number of reasons, including a shiny piece of jewelry the character is wearing or another unique feature.

SILVER STARDEW, MAD PIXIE

Tiny Fey, Chaotic Neutral

Armor Class 15

Hit Points 14 (4d4 + 4)

Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	12 (+1)	12 (+1)	12 (+1)	15 (+2)

Skills Perception +4, Stealth +7

Senses passive Perception 14

Languages Common, Sylvan

Challenge 2 (450 XP)

Proficiency Bonus +2

Innate Spellcasting. Silver's innate spellcasting ability is Charisma (spell save DC 12). She can innately cast the following spells, requiring only her pixie dust as a component:

At will: *dancing lights*, *detect evil and good*, *druidcraft*, *minor illusion*

1/day each: *confusion*, *detect thoughts*, *dispel magic*, *entangle*, *levitate*, *major image*, *phantasmal force*, *polymorph*, *sleep*

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

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d4 + 5) piercing damage.

Shared Madness. Silver targets one creature she can see within 30 feet of her. If the target can see Silver, it must succeed on a DC 12 Wisdom saving throw or it feels the madness experienced by Silver and has disadvantage on its next attack roll.

Summon Myconid (1/Day). Silver summons a myconid adult (*Monster Manual* p. 232). It appears in an unoccupied space within 30 feet of Silver. The myconid acts as an ally of Silver and remains for 1 hour, until it or Silver dies, or until Silver dismisses it as an action.

Superior Invisibility. Silver magically turns invisible until her concentration ends (as if concentrating on a spell). Any equipment Silver wears or carries is invisible with her.

VERDANT STEED

This encounter is designed for 3-5 characters of levels 8-10 and takes place in the Feywild. The summer eladrin stat block appears in *Mordenkainen's Tome of Foes* (p. 196), and the dryad stat block appears in *Monster Manual* (p. 121).

Ember, an eladrin knight, has left her treasured steed **Bree** in a glade while she goes to flirt with some nearby dryads. The fine steed makes for a tempting prize for adventurers, but any attempt to “acquire” him brings the wrath of his rider. As the characters approach, read the following text:

A small glade breaks the perpetual tree cover. Glancing over at a hint of movement, you see a powerfully-built horse grazing contentedly. Though there is no bit and bridle, the creature wears bardings of bronze and bone, as well as a simple saddlecloth. Its coat is a deep, rich green, making the grass look pallid in comparison.

Unless startled, Bree does not flee approaching characters, but he does not approach them either. A successful DC 10 Wisdom (Animal Handling) or DC 15 Wisdom (Insight) check reveals Bree’s human-level intelligence and understanding of their language. He will tolerate being treated as an animal by foolish mortals, but any attempt to ride or harness the steed causes him to vanish via Ethereal Stride. After a short while, Ember returns with her entourage. Read the following text:

A melodic peal of laughter heralds the approach of strangers. From a distant side of the glade emerges a tall, slender woman moving with the poise of a whip about to snap. She has a companion on each arm—androgynous figures seemingly made of living wood and leaves. The trio halt abruptly when they see you. The woman steps forward, her smile shifting into something more predatory than mirthful. Faint lines of smoke begin to coil from the edges of her garments, like smoldering paper. She addresses you in Sylvan:

“What’s this? Fellow hunters, come to admire my dearest Bree? Or prey, seeking to make off with a noble steed while the rider is . . . indisposed?”

After making DC 16 Wisdom saving throws against her Joyful Presence, the characters can attempt to convince her of their intentions. Ember looks to Bree for insight into how they have treated him, which can confer advantage or disadvantage on the character’s attempts.

Here are two likely outcomes to this encounter:

- If Ember is convinced of their good intentions, she will give the party a silver hunting horn, and bid them blow on it to summon her, should they find a hunt worthy of her attention.
- If Ember is convinced of their ill intentions, she will command the most outspoken character to approach. Once they approach within weapon reach, or visibly refuse, then Ember’s fury overtakes her. She transforms into a **summer eladrin** as a bonus action and attacks, along with



Bree, while the dryads flee. Characters charmed by Ember are surprised.

Ember fights until she loses half her hit points, at which point she attempts to flee astride Bree. If Bree dies, then Ember fights to the death with advantage on attack rolls against the character that killed him.

BREE

Large Fey, Unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Damage Immunities radiant

Senses passive Perception 11

Languages understands Common, Elvish, and Sylvan but can’t speak

Challenge 3 (700 XP)

Proficiency Bonus +2

Confer Radiant Resistance. Bree can grant resistance to radiant damage to anyone riding him.

Illumination. Bree sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage plus 7 (2d6) fire damage.

Ethereal Stride. Bree and up to three willing creatures within 5 feet of him magically enter the Ethereal Plane from the Material Plane, or vice versa.



ADVENTURES

THE FIVE LORDS OF SHADEWILLOW POND

This adventure is designed for characters of levels 1-4, but includes information on increasing the difficulty. The action takes place in the Feywild.

THE LEGEND BEGINS

Centuries ago, four great eladrin lords became locked in a heated dispute over the ownership of a small pond at the crossroads of their respective territories. Determined to resolve the dispute by any means necessary, each lord was ruthlessly cunning in their means of gaining the upper hand. Traps were carefully laid to ensnare their rivals based on their deepest desires and cravings. The lords spread gossip to harm the others' reputations in an attempt to isolate them from allies. Some even went as far as to suggest the dispute be resolved via force—though this never came to pass. One of the lords would always find an excuse not to be there, and the other lords would refuse to fight without all of them present.

Their collective desire to lay claim to the small body of water was so intense that it manifested a spirit of nature, tethered to the pond but still a steward of the small domain. The eladrin lords beseeched this neutral party to make a final decision over who would hold dominance over the pond. Its reply was gentle and unexpected:

"You turned against each other as you sought to claim this land.

If I should choose your rival, what will your foes demand?"

The four lords were shaken. If any one of them were to win ownership of this pond the other three would surely align against the victor. It was a question none had bothered to consider, and so they resolved to settle the matter once and for all—over dinner. The eladrin lords dined for several days, uninterrupted, and discovered that despite being rivals, they had many common interests.

By the end of the meal, it was decided they would share the pond. To ensure ownership of the land was evenly distributed, each lord agreed to not set foot near the pond's clearing. Instead, four times a year they would have a marvelous feast at the water's edge. It would be a celebration lasting several days, where they could share insight, gossip, and gifts with each other, all presided over by the spirit who inspired their alliance—The Masked Lord of Shadewillow Pond.

So began the tradition known as the Shadewillow Revelry.

THE SHADEWILLOW REVELRY

Within the Revelry, one can find all manner of creatures from fellow elves and eladrin to local faeries and awakened wildlife blessed with unusually long lives. While typically a place of tranquil rest, during the Revelry, Shadewillow and

its surroundings are transformed to host eladrin nobility (see: Breaching the Revelry).

The feast at Shadewillow is a celebration of kinship, and all those who call the surrounding area their home are welcome to attend. That said, the four eladrin lords who began this tradition are wary of outsiders who would attempt to use this occasion for their own personal gain. Not trusting their fey brethren, the lords beseeched the Masked Lord to hide their festivities using a spectacular glamour.

The Masked Lord agreed—though the wording of their agreement would come to create an unexpected, but not unwelcome, loophole in the enchantment.

DISCOVERING SHADEWILLOW POND

A powerful enchantment prevents nosy outsiders from locating the Revelry, and those who actively seek to interrupt it are doomed to find themselves hopelessly lost, often wandering for miles past their intended destination. As with all glamorous pacts, there is an unusual loophole in the enchantment—any creature who wishes to disturb the feast will never reach their destination, but those who never planned to arrive can become the unintended guests to this grand festivity.

Since its exact location is well-kept secret, adventuring parties can stumble upon the Shadewillow Revelry in a number of ways. Characters can encounter this event while venturing through a fey crossing on the Material Plane or while journeying within the Feywild itself. Typically, those that stumble upon the festivities are traveling outdoors, heading toward a destination other than the Revelry.

Those taking part in the revelry are immune to scrying spells and other effects that can be used to determine the precise location of a person, place, or object. Characters can leave the Revelry at any time by fleeing from the general vicinity of the pond—but once they do, the glamour's effect will make it impossible to return. The only way to end the glamour altogether is through the death of the Masked Lord.

BREACHING THE REVELRY

No matter how the characters find their way to Shadewillow Pond, their experience being transported there is always the same. All characters should make a Wisdom (Perception) check to see who first notices the changes to their surroundings:

As you travel, you begin to notice subtle changes in the environment. The air feels cooler. It's more comfortable and welcoming than you originally remembered it being. The path ahead has become rich with a soft carpet of grass that only gives way to trees, which are impressively lush with life.

Long vines with lilies in hues of white, purple, and blue decorate the trees' heavy boughs in a natural yet festive manner.

Looking further ahead you see larger blooms of white flora that radiate a soft glow. You find them growing in all manner of places: hanging down from tree branches, clinging to rocks, or even poking out from brightly colored ferns that dot the landscape around you. There doesn't appear to be a pattern, but if you follow the blinking floral lights ahead, you notice the path you're traveling seems to lead to a wooded clearing heavily occupied by some kind of open-air festivity.

Characters may choose caution as they approach, but their presence will eventually be noted as this space provides little overall cover. Regardless of how friendly the adventurers choose to be, once they have been spotted, all of the humanoid guests insist that the characters approach the center table. Should they refuse to cooperate, the attending nobles will not-so-subtly imply they are willing to use physical force to move the adventurers if need be.

As characters pass through the Revelry, they notice the following:

This clearing has been decorated for a celebration—although 'decorated' isn't quite the right word for it. It's more like the surrounding nature relocated itself for the occasion. Trees bend and twist on the outskirts of the pond, creating a natural ceiling of woven branches and leaves in the shape of an auditorium encompassing the guests here.

There are tables made of twisted bark and oversized flora that are host to all kinds of things to eat and drink. A tremendous floral bouquet marks one table where bottles of wine and casks of mead are open for all to enjoy. There are roasts of meat that appear to be from various kinds of birds and a haunch of something that must have been tremendous in size. Piles of fruit, mushrooms, and seeds are scattered across each table, not arranged in any particular order. Elves dressed in lavish outfits designed to accent their natural beauty are eating and drinking their fill at the open banquet. You can see them talking to others who appear elven, but are much more elemental in their appearance. There are men whose skin is made of hardened bark and a cloister of ladies with cerulean hair that flows and falls into a gentle mist behind them. Sprites and fairies laugh and dance playfully with deer, rabbits, and other woodland animals while a family of bears looks on.

At the center of it all, resting atop the pond's tranquil waters, is a half-circle table cut from white oak. Five figures sit at the table, two on each side of a masked humanoid-like shape that is difficult to identify at a glance. They turn their attention to your party with mixed looks of curiosity and anticipation. One of the figures at the table, a dark skinned woman with orange hair that occasionally sparks into bursts of flame, points at your group and says:

"Welcome! You stand before the Lords of Shadewillow on a most excellent day of celebration. Dearest companions, before you take part in our festivity I believe we are all very eager to know . . . what gifts will you provide to show your friendship to this council?"

FRIEND OR FEAST

While it may seem that the eladrin lords are simply asking for gifts, the party has unknowingly stumbled into a tradition known as Friend or Feast. The rules are simple, but require a certain amount of skill and talent to be displayed by the characters.

The party has five opportunities to impress the Lords of Shadewillow. While the lords will accept exceptional gifts (such as rare or powerful magic items), they mostly prefer feats of mortal excellence. Creative and expressive displays of strength and dexterity may win the favor of certain lords, while others are drawn to unusual talents, cunning, or dramatic forms of art and song.

Success in Friend or Feast relies on impressing the lords, each of whom has their own interests (see: Noble Interests). Succeeding in this game means that the characters can continue to enjoy the celebration, while failure means they become the focus of the feast—which comes with consequences that can be far reaching, even if they escape the Feywild.

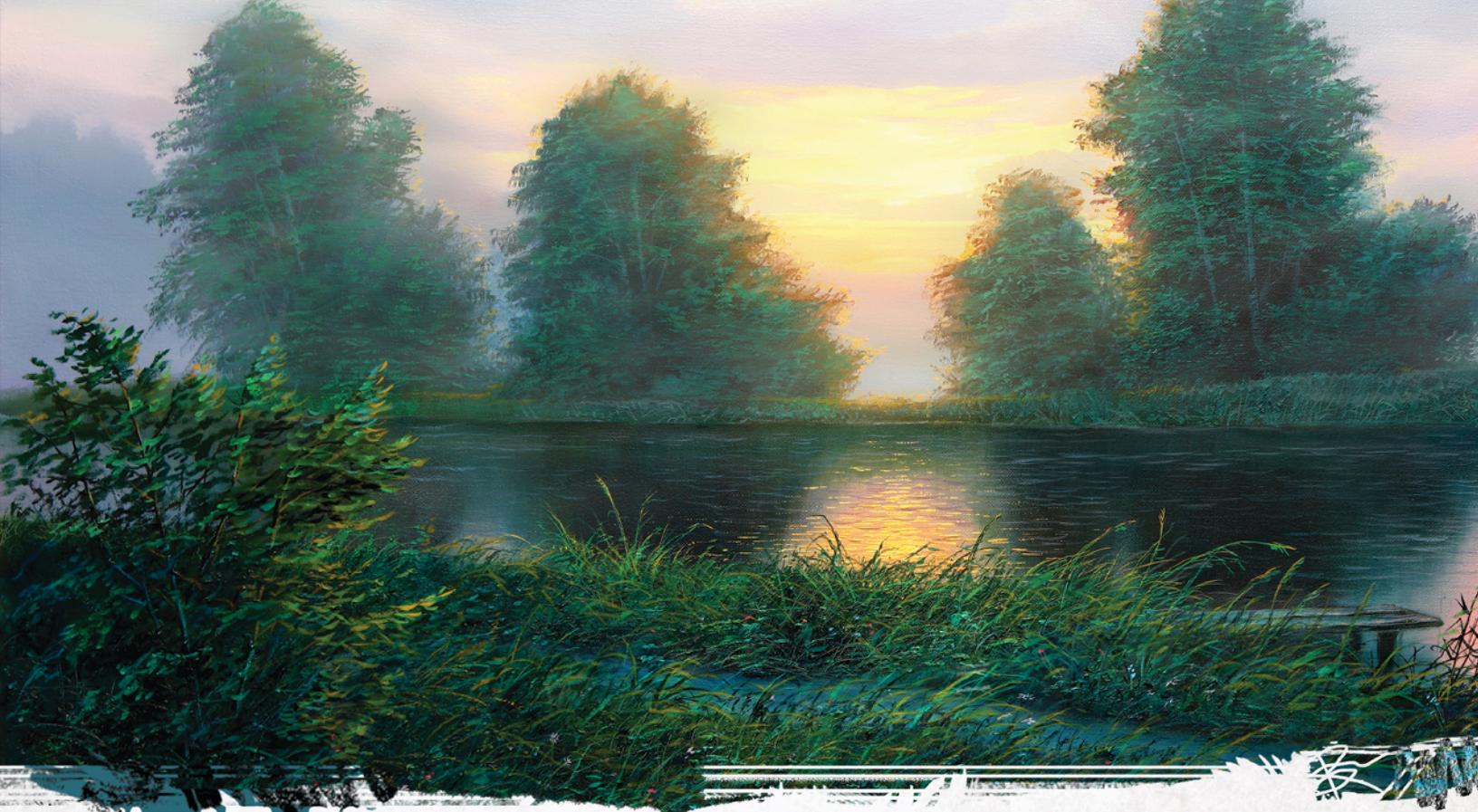
Characters should be encouraged to use their creativity—as the lords always respond positively toward something they've never seen before. While this leaves a lot up to interpretation in terms of what the lords will or won't enjoy, the following rules are excellent guidelines for Friend or Feast:

- The party has five chances to impress the eladrin and must impress at least three of the five lords to consider their attempt a success.
- The party may use anything they have on hand to impress the lords. They can ask for props or the participation of members of the audience to assist in their dazzling display.
- The gift of a magical item may only impress one lord (who will want to claim it), but by performing a skill or action it may be possible to win the favor of multiple lords.
- Characters may not harm any members of the audience or the lords, unless harming them is explicitly part of the performance (such as showing off some kind of surprising nonmagical healing trait).

MANAGING COMFORT LEVEL

Not all parties feel comfortable improvising, and even experienced characters may need help figuring out exactly what to do to impress the hosts. If the party is bursting with ideas, give them time to decide what they'd like to do. The eladrin are extremely patient and curious, and are more than willing to give mortals the resources they need to provide the most memorable entertainment experience.

This encounter is not designed to frustrate characters who may have trouble thinking of ideas on the spot. Parties who are having trouble improvising may require some outside help, and while the eladrin are happy to entertain questions, characters may agitate them with too many prying inquiries that delay their entertainment.



DULCIMER, ENTHUSIASTIC ATTENDEE

If characters seem to be struggling with ideas to entertain the court, the following event occurs:

A flash of brindle color fur darts through the grass to stand between you and the court. It's a ferret, but the way it stands and bows and lowers its head in reverence to the eladrin lords clearly marks it as an intelligent creature.

"My esteemed lords, if I may be so bold: I believe these mortals are not familiar with our traditions. Please allow me to give them council, so that our evening entertainment is not . . . uh . . . dislodgulated . . . by their unfamiliarity with our customs."

Dulcimer (he/him) is an awakened ferret who is happy to explain the rules of Friend or Feast as well as pass along a few suggestions. With a not-so-firm grasp of the common tongue, Dulcimer has a habit of using words he doesn't quite understand or are entirely made up. He'll share information about each of the eladrin nobles as well as their general interests. Dulcimer is eager to provide suggestions—though not knowing what the party is capable of, his recommendations can range from outrageous to potentially deadly.



NOBLE INTERESTS

Each of the eladrin lords has their own tastes and preferences, and characters will need to cater to them in order to impress them. Characters with high Perception or Insight may be able to discern what catches a lord's interest while they are observing the characters' attempts to impress. In any case, Dulcimer passes along gossip to anyone having trouble deciding how to impress the lords.

IVANO OF THE FRIGID BLOOM

Ivano (they/them) is a short, lithe figure dressed in a shawl-like wrap of black cloth. Their white hair is slicked back into a long, unified triple braid. Ivano's movements are smooth and deliberate. If you watch them carefully, you notice they barely even seem to breathe.

Ivano loves musical performances and is especially interested to see what instruments someone has committed to mastering. This passion for seeing excellence also extends toward acrobatics. Actions that require finesse draw their attention.

OTANO ASPERITAS

Otano (he/him) is a young man with seemingly traditional elven features. He has long, straight chestnut hair that falls past his shoulders, and lacks the visible supernatural qualities of his fellow nobles. His attire, however, is spectacular to behold. A flowing gale of autumn leaves is wrapped comfortably around his body like a suit and jacket. It doesn't seem like an outfit that should hold together, as it's not made of any kind of fabric nor does it show signs of stitching.

Otano enjoys pranks and practical jokes, and he absolutely loves getting a laugh at someone else's expense. Wit and wisdom are particularly impressive to Otano. Stories,

facts, or trivia about the mortal realm (or beyond) also earn his favor.

PRIMAV MOURNINGHUNT

Primav (he/him) is an older man with elven features who appears as though he may have some dryad lineage. His eyes glow with a yellow luminescence, and he seems relatively bored of his surroundings. His skin is a healthy, vibrant green, and his hair appears to be a tangle of twisted brambles and vines. He is the only one at the table who appears to be wearing armor—a natural bark enfolds his body in the shape of a breastplate.

Primav loves theatrics, stories, and violence. His ideal evening contains some measure of all three, typically after a successful hunt. As a fan of lore and combat, Primav is an incredibly well-read individual and extremely knowledgeable in mortal affairs and poetry.

VAEAO, BLADE OF SUMMER

Vaeao (she/her) is a dark skinned woman with eyes that glimmer like rubies. She stares intently at whatever catches her attention. Her hair is a radiant orange that occasionally ignites in small bursts of flame. She has the most powerful physique of those present, accented by a yellow dress decorated in white flowers.

Vaeao loves witnessing feats of strength, but also takes great joy in seeing others fall short when making earnest attempts. Even in failure there is something to celebrate. She loves to laugh and will do so (loudly) should any character fail during their attempts to impress.

THE MASKED LORD OF SHADEWILLOW

When it comes to the **Masked Lord of Shadewillow** (they/them), it is impossible to determine the exact nature of their fey origins, as they appear to be tightly wrapped in a bundle of multicolored, layered fabrics. With the bulk of their body hidden, all that remains to confirm a likely-humanoid form is their posture and the gentle, flowing gestures their hands make when speaking. Their face is obscured by an ivory mask that subtly changes its shape over time, shifting between different simple carvings of animal identities. Over a single conversation, the mask may begin by depicting an owl and then shift to display a panther, snake, doe, or other creature. No matter what visage it takes, the mask retains a large set of antlers that rise up like a crown, towering over the Masked Lord's blanketed form.

The Masked Lord is overjoyed at seeing those succeed at doing something that is a source of pride to them. They gain great pleasure from rewarding mortals who are already succeeding in their goals. The Masked Lord has a superb sense of insight, as is befitting their original purpose as a mediator between four very different personalities. Though often silent (and fully able to speak), their emotions permeate through the air around them.

ADVENTURE SCALING

Because this adventure relies on characters using skills to succeed, character level is largely irrelevant. Higher level characters can likely accomplish more daring feats of strength, but lower level characters should not be discouraged from taking risks. Characters may cooperate using spells and talents to have a single character accomplish something wondrous, or they may work as a team to showcase a single, unified performance.

As a general rule of thumb, skill difficulty classes are as follows:

Task Difficulty	DC
Very easy	5
Easy	10
Medium	15
Hard	20
Very hard	25
Nearly impossible	30

The higher the DC attempted, the more impressed the eladrin will be, and the more likely the group is to win the favor of more than one lord. Measure what the party is looking to accomplish accordingly, while giving characters a chance to shine for using their skills in a creative way. If characters choose more combat-oriented options or decide to attack the eladrin directly, consider increasing the Challenge Rating of enemies to make the lords more formidable for characters of a higher level.

CHALLENGE INSPIRATIONS

Characters may search the surrounding area for ways to impress, and there are plenty of resources nearby that characters can use. If characters are receiving aid from Dulcimer, then the ferret will also be quite happy to make suggestions—though keep in mind that some of Dulcimer's suggestions may be unreasonably dangerous or too big in scale for characters to accomplish with ease. While quite helpful, Dulcimer is still just a ferret.

- Shadewillow Revelry offers many kinds of food, both cooked and raw, that can be used. Should characters want to impress the lords using their culinary skills, various methods to cook any kind of meal imaginable can be secured. There is a fire pit on hand, but the Masked Lord can create just about any non-mechanical device to allow characters to showcase culinary skills.
- Exotic and unusual instruments can be shaped from the woods as needed. Any character with a talent for an instrument not on hand can have it magically summoned by the Masked Lord for use. Items created this way are shaped into existence from local flora. This can include unwieldy or more complex instruments such as a piano, harp, or cello.
- Other props can be shaped into existence for characters to use, though no metal or forged items can be crafted.

EXOTIC POISON TESTING

Characters with a hearty constitution can try their luck at ingesting poisonous or toxic wildlife, then showing how strong they are by surviving its effects! While such plants and animals aren't wandering the Revelry grounds, it's easy enough for the eladrin to summon one of them for consumption.

The following are possible consumption challenges:

- **Ashveil Scorpion.** This white scorpion is the size of a small dog and spotted with flecks of camouflage gray. A creature that ingests this scorpion must make a DC 18 Constitution saving throw. On a failed save, the creature takes 2d12 poison damage and is poisoned. While poisoned, it is restrained as its body seizes up from the scorpion's natural toxins. The effect lasts 1 hour.
- **Flamedart Wasp.** A creature that eats this bright orange wasp, which radiates a warm glow, must make a DC 17 Constitution saving throw. On a failed save, the creature takes 2d6 fire damage and is poisoned. In addition, it takes 1d6 fire damage every 10 minutes as it is afflicted with a horrible bloating gas, resulting in visibly flaming flatulence and bouts of exceptionally warm vomiting. The effect lasts 1 hour.
- **Summer's End.** The underside of the petals of this small, innocent-looking blue flower, fade into a deep orange color. A creature that consumes this flower must make a DC 21 Constitution saving throw. On a failed save, the creature takes 3d12 necrotic damage and 4d6 acid damage, as well as gains one level of exhaustion. If the creature would be reduced to 0 hit points, the creature is immediately slain. Otherwise, the effects of Summer's End last for 24 hours.
- **Void Lilac.** A creature that consumes this four-petal flower that shines in the dark must make a DC 16 Constitution saving throw. On a failed save, the creature is dealt 1d8 poison damage and suffers from blindness as it sees the night sky reflected in everything. The effect lasts 1 hour.

BLESSING OF SHADEWILLOW

Once per day, you may invoke the powerful glamour of Shadewillow Pond to frustrate those who would hunt you. For 1 hour, you gain advantage on Dexterity (Stealth) checks. Additionally, any creature who would seek to find you gains disadvantage on its attempts to perceive or track you. For the duration, you are also immune to any means of divination that would reveal your location.

A CHALLENGE OF STRENGTH

Adventurers that tend to resolve their conflicts through force may find their options more limited, and in that case, Dulcimer is happy to suggest a display of prowess against an unfamiliar foe.

Should they seek to display their talents in a challenge by combat, a shambling bouquet reveals itself:

The Masked Lord raises a hand for silence, and a hush falls over the Revelry. They raise their elongated arms high above them, and with their fingertips against their palms, they perform what might be the most silent clapping sound you've ever heard.

Behind you, a crashing sound startles the audience that's gathered around you. The audience parts away, revealing that the wine table has been knocked over, spilling alcohol across the forest floor. A writhing mass of flowers twisted together within a collection of vines shambles toward you. The stunning bouquet you noticed earlier has come to life and seems intently focused on harming you.

MORTAL SURVIVABILITY

It can be astonishing how much pain a mortal can endure. Creatures born of magic may live hundreds of years without ever experiencing a life-threatening event, whereas a human may live through several such episodes before even reaching their tenth birthday.

This is a subject of fascination for many of those native to the Feywild, and Dulcimer is no exception. If characters seem stuck on what to do (or if the party seemed quite willing to ingest potentially toxic foods) the ferret is quick to suggest:

"Which one of you is the most best at surviving things?"

Dulcimer, convinced that non-fey species can recover from extremely violent injuries, is happy to suggest ways that characters could maim each other for general entertainment purposes. This isn't because he's malicious, but rather because he doesn't know any better. While he doesn't want anyone to die, he is positive that surviving a hit from Vaeao's axe would truly impress those in attendance.

ENDING THE CHALLENGE

Depending on how characters perform during the challenge, there may be rewards or a severe penalty awaiting them.

PROVING FRIENDSHIP

After all gifts and performances are completed, the lords hold a vote to show how well their guests have satisfied them. If characters are able to impress at least three of the five lords, then the game will be considered a success in their favor. Either way, the lords will not be upset as they've been thoroughly entertained for the evening. Friend or Feast is a game that proves that all five of Shadewillow's rulers can come to a single agreement, and each time this is proven their friendship is celebrated and renewed.

If all five lords end the evening impressed, then it is truly a cause for celebration. As a token of thanks for an evening of remarkable fun, they offer a single character (of the

party's choice) the Blessing of Shadewillow (see sidebar). Additionally, the party may choose a trinket from amongst the gifts that have been left by mortals in the past (see the [Items of Magic & Mystery](#) chapter for many possible choices). These can be found when looking down into the pond's water and are only visible if the characters achieve a perfect score.

Once the party has proven themselves worthy, they may join the Revelry or leave at any time. They're free to explore the pond, ask questions, or simply enjoy the feast. If they've befriended Dulcimer, the ferret celebrates their successes with them, though he won't be interested in joining them on any adventures.

The moment the party travels away from Shadewillow Pond, their surroundings become a whirl of shadow and fog until they're returned to their original location. If they're returning to the Material Plane, more time may have passed than they realize ...

FEASTING UPON FAILURE

Failing to impress at least three of the lords of Shadewillow means characters have not provided adequate entertainment for all of those in attendance. Such a disaster may be amusing to the lords, but still requires punishment. After the lords have decreed their disappointment, characters are subject to the following event:

A thunderous boom claps across the pond, and you see a ripple of force push across the surface and into your party. You don't sense any change at first, but when you turn to look at each other you see each member of your party has been marked. Tattooed leaves travel across your neck, arms, or legs. Each of you is branded in a different place. Small and eloquent, but not entirely unnoticeable.

The eladrin lords turn their gaze towards you. Some look thrilled and excited. Others, unimpressed. A gentle voice echoes across the Revelry, eerie but soothing. The Masked Lord is speaking and all turn to listen.

"Failing our game can only prove your mortal lives are dim. When this celebration is over, let the endless hunt begin."

Characters will be given the opportunity to escape before the eladrin begin their hunt—though the hunt itself need not occur immediately. All four eladrin lords will hunt characters separately, as working together isn't something they do beyond sharing in the tradition of Shadewillow. If characters were to be immediately attacked, Vaeao, Blade of Summer would be most likely to strike first, unless characters somehow insulted or taunted another of the lords over the course of the evening.

Even if characters escape the Feywild, the hunt continues. The eladrin lords each have their own sense of honor for this kind of event and adhere to the following rules:

- Only one lord attacks the party at a time.
- The Masked Lord of Shadewillow Pond does not hunt.
- None of the lords attack the party while they're asleep or resting.

- Any of the lords may ambush the party while they're in combat with another creature, if they feel the ensuing chaos would be amusing.
- Only those marked can be hunted, but if another creature would interfere with the hunt, it is permitted for the lords to injure others without a loss of honor or decorum.
- No child can be harmed during a hunt. If a marked target cares for children (or becomes pregnant), the eladrin would see to their safety until they had the proper strength (and lack of obligation) to once again endure the hunt.
- If an eladrin is defeated and not slain during a hunt, the eladrin lord removes the mark from the hunted target responsible for its defeat.
- If an eladrin is defeated and slain during the hunt, the target that earned the killing blow loses their mark—if they have a mark to lose. Otherwise, a mark is randomly removed from a single marked member of the party.
- Any target slain during a hunt is eaten in a celebratory roast.

THE HUNT AND CHALLENGE RATING

Being hunted by the lords would be a fatal encounter for lower level characters, but the purpose of the hunt is to provide entertainment for the lords if the characters failed to do so. There is an element of cruelty to this game, but the Lords of Shadewillow also pride themselves on their honor.

The lords would rather wait to engage the characters when they present an actual challenge to defeat. Depending on the size of the group and what allies the characters have, this typically means that a lord will not attack until characters have reached 7th level or higher. For characters, this may mean waiting quite a while before seeing any of the lords again, but time moves strangely in the Feywild. What takes days, weeks, or months to occur on the Material Plane may only be a few short hours for the eladrin.

PARTY ATTENDEES

Once the characters have completed their participation in Friend or Feast, they may want to engage with some of the Revelry attendees. There are plenty of elven, animal, and fey entities with whom they can interact. Most will only discuss very shallow subjects, such as romance, the weather, or how lovely the entertainment has been. Here is a small sampling of the Feywild denizens in attendance:

- A fortune telling hag, who will gladly provide tarot readings for characters who have entertained the Revelry.
- A group of faeries who are unsure what kind of bread is the best for a sandwich: rolls or slices.
- An elven noble, who is tired of suitors trying to impress them with feats of strength. They prefer quieter, romantic gestures.
- A gnomish bard who has been trapped in the Feywild for so long they've forgotten the stories and songs of their homeland.

IVANO OF THE FRIGID BLOOM

Ivano is a duelist, and prefers to showcase their skill in a calm and calculating victory over an opponent in single combat. When not entering a brawl to single-mindedly corner their prey, Ivano much prefers to openly challenge opponents to a one-on-one duel. Those who accept can die with grace and dignity at the end of their spear. Those who decline may find themselves impaled regardless, as Ivano frowns upon those who would shrink from a challenge.

Personality Trait. “I’ll make a decision after I know all of the facts . . . not before.”

Ideal. “The strong must maintain a calm example of order in this chaotic world.”

Bond. “I have seen the disastrous impact of rushed decisions, and I will always stand against it.”

Flaw. “I’m bad at improvising. If I need to make a quick decision, I’m terrified of making the wrong one.”



IVANO OF THE FRIGID BLOOM

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	12 (+1)	14 (+2)	18 (+4)

Skills Athletics +8, Intimidation +8, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Existence. Attacks made by Ivano count as magical.

Fey Step (Recharge 4–6). As a bonus action, Ivano can teleport up to 30 feet to an unoccupied space they can see.

Frigid Aura. Whenever Ivano is hit with a melee attack within 5 feet, their attacker suffers 3 (1d6) cold damage.

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

ACTIONS

Multiattack. Ivano makes two weapon attacks.

Veinsplitter (spear). *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (2d6 + 4) piercing damage plus 4 (1d8) cold damage, or 14 (2d8 + 4) slashing damage plus 4 (1d8) cold damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) fire damage.

DULCIMER, AWAKENED FERRET

Small Beast, Chaotic Neutral

Armor Class 15 (natural armor)

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	10 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Senses passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

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

ACTIONS

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



MASKED LORD OF SHADEWILLOW POND

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

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

Skills Athletics +8, Intimidation +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Born of Shadewillow. As long as The Masked Lord is within 100 ft. of Shadewillow Pond, their movement cannot be hindered, and they may use 10 ft. of their movement to enter a living tree within reach and step out from a second living tree within 60 ft. of the first tree, appearing in an unoccupied space within 5 ft. of the second tree.

Enchanted Existence. Weapons used by The Masked Lord count as magical.

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

Speak with Beasts and Plants. The Masked Lord can communicate with beasts and plants as if they share a language.

Shadewillow Dominion. As long as The Masked Lord is within 50 ft. Shadewillow Pond, they have the ability to shape and mold their surroundings. This trait works like the *stone shape* spell except it can be used on plants as well.

ACTIONS

Multiattack. The Masked Lord makes two weapon attacks with their club.

Club. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 4) bludgeoning damage.

BONUS ACTIONS

Fey Step (Recharge 4–6). The Masked Lord can teleport up to 60 feet into an unoccupied space that it can see.

OTANO ASPERITAS

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	14 (+2)	14 (+3)	18 (+4)

Skills Athletics +8, Intimidation +8, Survival +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Existence. Attacks made by Otano count as magical.

Fey Step (Recharge 4–6). As a bonus action, Otano can teleport up to 30 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. Otano makes two weapon attacks.

Crashing Wind (longbow). Ranged Weapon Attack: +9 to hit, range 150/600 ft., one target. Hit: 14 (2d10 + 5) piercing damage plus 4 (1d8) fire damage.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage plus 4 (1d8) fire damage, or 15 (2d10 + 4) slashing damage plus 4 (1d8) fire damage if used with two hands.

BONUS ACTIONS

Relentless Huntsmen. Otano can mark a creature as his chosen quarry. This effect lasts for up to 7 days. Until this effect ends, Otano deals an extra 6 (2d6) fire damage when he hits his quarry with a weapon attack. Additionally, Otano gains advantage on any Wisdom (Perception) or Wisdom (Survival) checks when tracking his quarry.

OTANO ASPERITAS

Otano despises close combat, much preferring to show off his accuracy with a bow at any range. He takes delight in drawing surprise from his marked targets with a well-placed shot, and will spend days contently plotting an ambush if it means piercing an arrow into someone who believed themselves safe from his reach.

Personality Trait. “I judge others by their deeds, and compare their accomplishments directly to my own.”

Ideal. “All convictions worth having are worth putting to test.”

Bond. “I only trust those who are willing to make their mark on history.”

Flaw. “I have a terrible fear of being forgotten.”



PRIMAV MOURNINGHUNT

As a scholar of history with a deep appreciation of military strategy, there are few things Primav enjoys more than proving his wit on the field of battle. He prefers to wear down enemies through traps or a precision strike into his foe's most vulnerable point. Primav is the most calculated of Shadewillow's lords, and rarely strikes his prey if he cannot foresee the outcome to be in his favor.

Personality Trait. "I believe history is the greatest teacher, and we should all aspire to never repeat its mistakes."

Ideal. "Even when a fool talks, a wise person listens."

Bond. "I value those unafraid to make bold decisions, even if the odds are against them."

Flaw. "I am sometimes so focused on understanding the past that I fail to adequately plan for the future."



PRIMAV MOURNINGHUNT

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	16 (+3)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8, History +7, Medicine +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Existence. Attacks made by Primav count as magical.

Fey Step (Recharge 4–6). As a bonus action, Primav can teleport up to 30 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. Primav makes two weapon attacks.

Lifebloom (longsword). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) poison damage, or 15 (2d10 + 4) slashing damage plus 4 (1d8) poison damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) poison damage.

BONUS ACTIONS

Endless Bloom. On a successful melee attack, Primav can expend his bonus action to release a burst of life from his enemies' wounds. Deal 6 (2d6) radiant damage to a creature injured by Primav this round. Primav heals for the amount of radiant damage dealt this way. Primav may perform this bonus action a number of times equal to his Charisma bonus.

VAEAO, BLADE OF SUMMER

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	16 (+3)	12 (+1)	17 (+3)

Skills Athletics +8, Intimidation +8, Investigation +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Existence. Attacks made by the Vaeao count as magical.

Fey Step (Recharge 4–6). As a bonus action, Vaeao can teleport up to 30 feet to an unoccupied space she can see.

Heated Momentum. After teleporting or moving 15 feet in a single round Vaeao deals an additional 6 (2d6) fire damage on her next melee attack.

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

ACTIONS

Multiattack. Vaeao makes two weapon attacks.

Dawnfall (greataxe). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d12 + 4) slashing damage plus 4 (1d8) fire damage.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) fire damage.

VAEAO, BLADE OF SUMMER

Vaeao is a proud, ferocious combatant who isn't afraid of a challenge. She holds her strength in extremely high regard, and will always try to claim the head of dangerous adversaries to prove that her skill with an axe is unmatched. Vaeao may ignore weaker combatants in an attempt to keep her reputation untarnished, but will gladly take a chance to showcase her skills against multiple opponents at once.

Personality Trait. "I give all of my attention to new experiences, fully enjoying the joy of living in each moment."

Ideal. "The strong must constantly prove their strength to survive."

Bond. "I will defend the natural cycle of life against those who would corrupt it."

Flaw. "I am constantly looking for opportunities to prove (and show off) my strength."

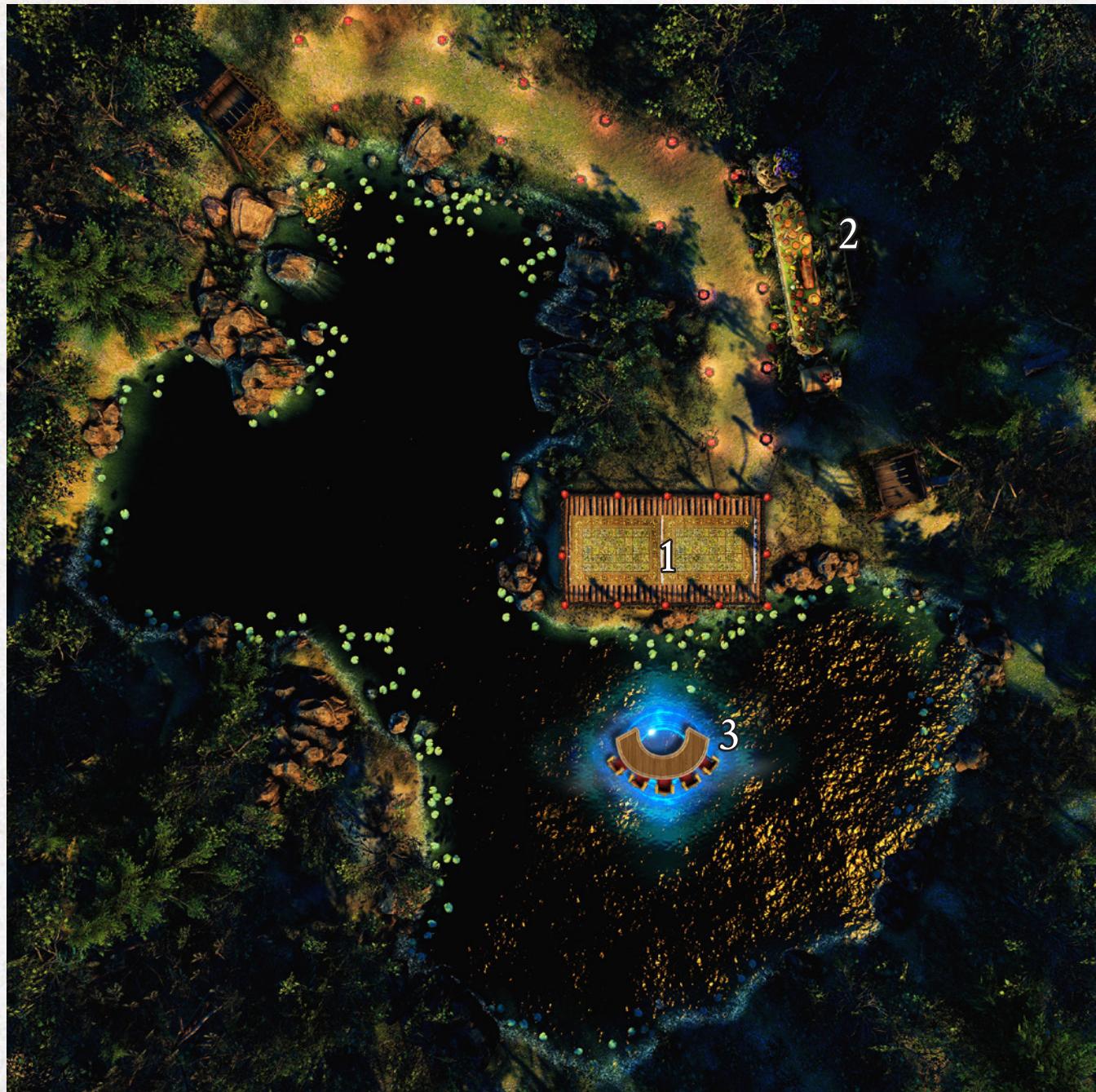


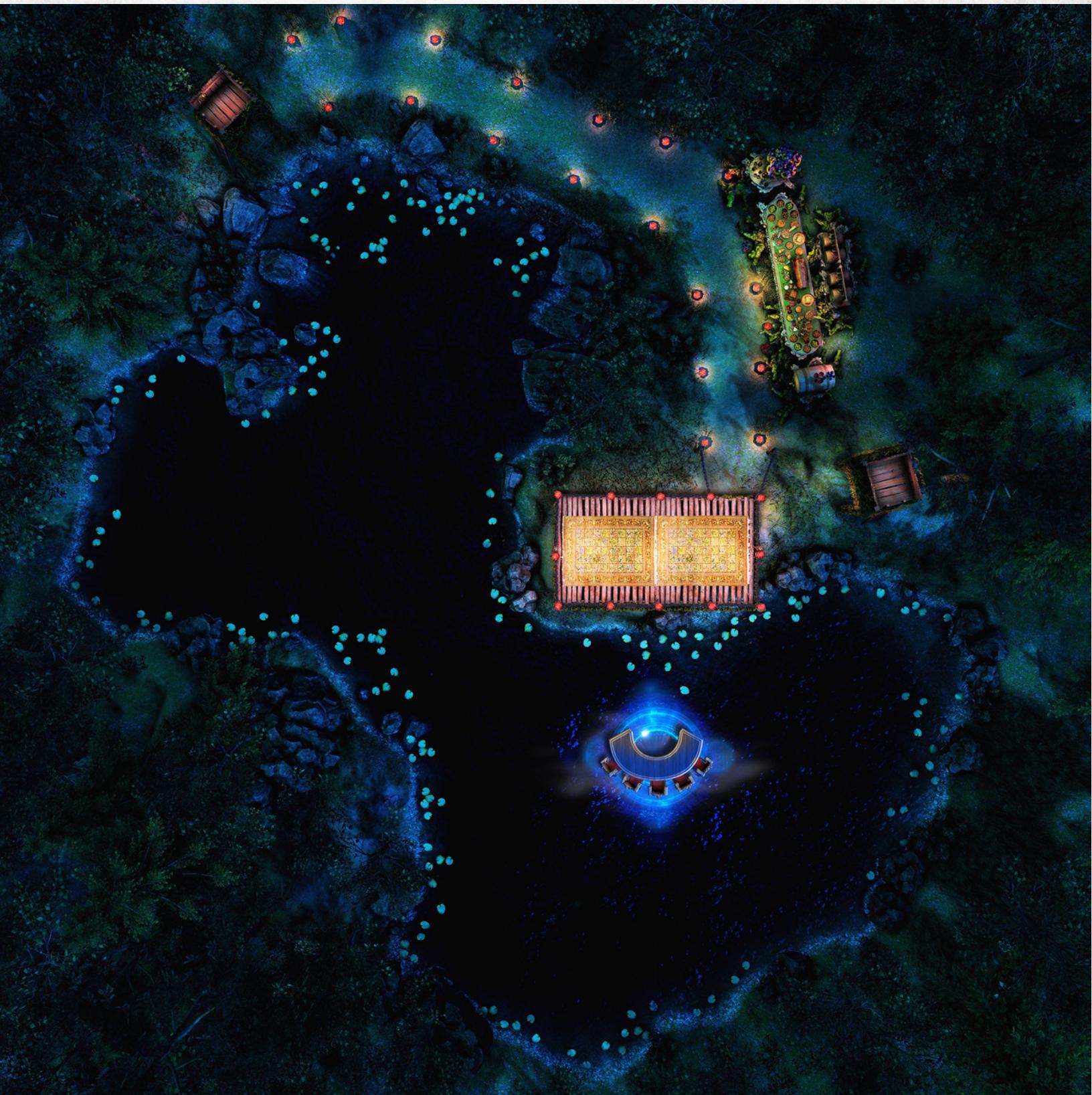
SHADEWILLOW POND MAPS

The virtual tabletop (VTT) maps and digital tokens included with this book can be used to facilitate this adventure. You can choose to set the adventure during day, night, or both.

LEGEND

- # Location
- 1 Performance area
- 2 Banquet table for Shambling Bouquet encounter
- 3 Lords' table







THE FEYWILD HUNT

This adventure is designed for characters of 5th level and will take them to 8th level. The action takes place in the Material Plane but moves to the Feywild. The adventure requires approximately 12 hours to complete. If your players leave no stone unturned, it could last as long as 40 hours.

Monsters are referenced using **bold** text, and if the stat block appears in another book, an [abbreviation](#) of the book's title and a page number are included in parenthesis. Likewise, magic items from other books are italicized with book title abbreviations and page numbers.

MILESTONE EXPERIENCE

The party gains levels by accomplishing specific goals, not by slaying creatures. These milestones are:

- When the party crosses into the Feywild for the first time, they advance to level 6.
- When the party takes a long rest before the hunt, they advance to level 7.
- When the party escapes the Feywild, regardless of whether they rescued villagers or made off with the fey treasure, they advance to level 8.

If you begin the adventure with a higher-level party, eliminate the second milestone.

ADVENTURE SUMMARY

The following is a summary of this adventure, including spoilers:

- In Act I, the characters arrive at the logging town of Lumbering, where townsfolk have gone missing. They investigate these disappearances.
- A townsperson kills a beastly creature, believing it to be a fey creature coming to kidnap townsfolk.
- As the characters investigate, they discover that the beastly creatures are the missing townsfolk. Scorched dryads have kidnapped them as revenge for destroying the forest. They transport the kidnapped to the Feywild for dark games.
- In Act II, the characters enter the Feywild and find a vine-covered hunting lodge. Fey nobility are preparing for a ceremonial hunt of the transformed humans.
- A fey lord invites the party to join in as either hunter or hunted. If the characters refuse, they wander the Feywild and are unable to find a way home.
- In Act III, the hunt begins! They'll try to escape with as many townspeople as they can. The characters might discover fey treasure—a cold iron whip.

PACING THE ADVENTURE

The following hour-by-hour breakdown can help you prepare and keep players on track:

- **Hour 1:** Introduce PCs, Deputy Dogwood, and the town of Lumbering.
- **Hours 2–4:** Investigate missing townspeople.
 - Hote, the wannabe adventurer
 - Erin, the logger
 - Chase, the drunk
 - Alexandra, the innkeeper's wife
 - Scroop Bridgewater, the dandy
 - Preacher Bridgewater, the faith leader
- **Hours 2–4 (cont'd):** Identify suspects.
 - Pyedubois Sawyer, the sawmill owner
 - The General, the shop owner
 - Shirreve Margot, local law enforcement
 - Marikit, the innkeeper
 - Wane, the chapel attendant
 - The Byrnes, farmers
- **Hour 5:** Cross into Feywild.
 - Meet the Watcher in the Woods.
 - Explore the Feywild.
 - Find the Tusken Lodge.
- **Hours 6–8:** Attend the fey gala.
 - Make allies and enemies.
 - Rescue townspeople.
- **Hours 9–12:** The hunt is on!
 - Encounter adversaries during the hunt.
 - Find the treasure.
 - Cut through the treasure's protections.
 - Escape the Feywild.
- **Hour 13:** Epilogue.

BACKGROUND: MISSING TOWNSFOLK

Dryads kidnap townsfolk and transform them into more interesting prey for the fey lords and ladies to hunt. If the characters encounter a transformed townsperson, they may be in a half-humanoid, half-beast state. (Just use the beast stat blocks to keep it simple.) Their minds are ensorcelled so that they believe they are normal. They speak gibberish and don't realize no one understands them. If confronted with their reflection (in a mirror or a clear pool of water, for instance), the charmed effect is broken but they remain in a semi-bestial form. To restore their bodies to normal, they must return to the treant that cast this spell and convince him to undo it.

[Hote](#) disappeared first. This young human is an aspiring adventurer with his head in the clouds. Nobody believed his claims that something magic was happening in the woods. The dryads have transformed him into a [donkey](#). When he's a human, Hote is an expert at running and hiding.

The logger Erin was the second person to disappear. This selfish, mean lady came into town for work and picked fights with the innkeeper's wife. The dryads transformed her from a **bandit** (MM 343) into a **giant vulture** (MM 329).

Chase disappeared third. The town drunk and rampant troublemaker passed out in the streets and was turned from a **commoner** (MM 345) into a **dire goose**.

The innkeeper's wife Alexandra was the fourth to disappear. She was captured on a walk in the woods one day while she looked for berries and mushrooms. The dryads transformed her from a **commoner** into a **giant boar** (MM 323).

The preacher's brother Scroop Bridgewater, a loud and charismatic dandy, disappeared fifth. After partying in the nearby city, the dryads kidnapped him off the road and transformed him from a **noble** (MM 348) into a **lion** (MM 331).

Preacher Bridgewater, a fiery **priest** (MM 348) from the Chapel of the Sun, was the sixth person to disappear. After Scroop disappeared, he went into the woods to solve this dryad situation once and for all. (He didn't succeed.) The dryads transformed him into a **lion** too.

The seventh disappearance depends on the characters' actions. It is either Deputy Dogwood or Nuef. If Deputy Dogwood returns to Lumbering alone at the end of the adventure hook, dryads kidnapped off the road and transform him from a **scout** (MM 349) into a very friendly **wolf** (MM 341). If the party accompanies him, the dryads instead kidnap the little girl Nuef. They'll teach her magic and turn her into an **apprentice wizard** (VGtM 209) who will remain forever young in the fey courts.

THE HOOK

If you're continuing an ongoing campaign, you can start this adventure in a city the characters already know, and compel them to travel to the remote logging town of Lumbering. This hook sets a tone, creates red herrings, and foreshadows the coming adventure.

You're in the tavern of a big city, surrounded by rowdy lumberjacks who are drinking too much at the bar, when a man sitting alone in the corner waves at you. "Hey! Adventurers! I've got a big, empty table here! You ever hear of a town called Lumbering?"

This **scout** introduces himself as Deputy Dogwood. If party members use skills to size him up, consider giving automatic successes to those with relevant proficiencies.

- A successful DC 10 Wisdom (Insight) check reveals that this friendly man is doing his best to look professional. He avoids eye contact with the lumberjacks.
- A successful DC 10 Wisdom (Perception) check reveals he has a shortsword in an underarm holster. On the table he has a wide-brimmed hat with an iron badge pinned to it. Also, the lumberjacks at the bar keep shooting dirty looks at him.
- A successful DC 10 Intelligence (Investigation) reveals that this man's leather vest and chaps serve as armor, and

the iron badge pinned to his hat marks him as an elected peacekeeper.

When you sit, the barmaid brings a lot of food. Deputy Dogwood wolfs down the massive meal with gusto.

Between mouthfuls, he says, "Maybe y'all can help me. I work for the Shirreve in the next town over and some folks have gone missing. The Shirreve's a bit indisposed but frankly I'm not the investigator she is."

People are disappearing from our small little town. I think we got ourselves a murderer."

Here are some answers to questions the characters may have:

- **What kind of evidence do you have?** "Well . . . Nuef did say she saw a monster in the woods, but that's just a child's imagination, right? And the General claims to see all kinds of strange tracks when he hunts. But he ain't quite all there in the head. No bones or bodies have turned up."
- **Who's missing?** "It started with this, uh, aspirin' adventurer. Then a logger. The town drunk. The innkeeper's wife. The preacher's brother . . . the preacher himself . . ."
- **How long has this been going on?** "A couple weeks now, but we didn't think much of it 'til the innkeeper's wife disappeared."
- **Maybe folks just left?** "But there ain't no missing carts or animals. And everybody knows everybody in Lumbering. Lots of gossip, you know."
- **What's the pay?** "We're a small town but we can spend big for this one. I'm at license to give you 10 gold apiece for a finished job. I can give half that up front. (Obviously this is an outrageously low reward for this level, but the real valuables are found during the adventure.) If the characters balk, Dogwood guilt-trips them: "I didn't take you for the type to be driven by greed. I was hoping y'all were just decent people who wanted to do the right thing."
- **Who do you think did it?** "Some folks think the orc Karkadeh eats people whole."
- **Why are those lumberjacks staring at you?** "Them? Are they lumberjacks? Oh I, I ain't got the foggiest." A successful DC 10 Wisdom (Insight) check reveals this to be an obvious lie.

THE LUMBERJACKS

If the party approaches the lumberjacks, they are suspicious, but buying them drinks or succeeding on a DC 10 Charisma ability check convinces them to talk. One says, "We saw you with Dogwood. He's got a sunny disposition. We don't need him or you telling that preacher about our drinking." (The lumberjacks have the wrong idea about the deputy: he plays dumb to give the lumberjacks plausible deniability when they return to Lumbering, a dry town.)

Before long, the lumberjacks argue about opening a bar there. A suspiciously quiet one leans in the corner with his hood over his face. A closer inspection reveals he is passed out standing up.

A DEAL WITH DOGWOOD

Once the party agrees to Dagwood's deal, he tips the barmaid and says, "It's about 30 miles to Lumbering, and I wanna let the Shirreve know right quick. Y'all take a day to stock up. I strongly recommend snacks—the cuisine ain't great back home."

If Dogwood travels back to Lumbering alone, dryads ambush him on the road, leaving behind a scene the characters might investigate soon. If the party insists on traveling with him or tries to follow him, the dryads won't ambush. Instead, they'll charm the girl Nuef into running away with them, and she'll be missing from the town.

ADDITIONAL HOOKS

If the party needs additional motivation to take Dagwood's deal, incorporate one or more of the following details:

- An Archfey, either directly or through a warlock servant, implores you to enter a fey crossing near Lumbering and steal a fey treasure called *Ironylocks*.
- The lumber baron Pyedubois Sawyer offers 1,000 gp and his magic axe to anyone who can locate the missing townspeople and break a labor strike.
- A panicked animal warns a druid, ranger, or animal familiar in the party that threatening magical beasts lurk in the woods outside Lumbering.
- A thieves' guild or criminal contact tells a shady party member that they're wanted in a major city, so they'll have to lay low in Lumbering for a while.

THE ROAD TO LUMBERING

It doesn't matter if the characters arrive at Lumbering in autumn, winter, or spring—whenever they get to this town, they will find that it is summer.

It's wickedly hot. You spend a day, maybe more, traveling thirty miles down a meandering road, deeper and deeper into the woods. The sun rises early and sets late, so you have plenty of light to travel by. The paved city road quickly gives way to a dirt path—well-trod but never worth the trouble of paving.

Many miles in, the forest abruptly stops. Further down your path, there is an open clearing of stumps. The hazy air smells faintly of smoke.

On the side of the road, near a stump right at the forest's edge, a donkey with saddlebags brays at you.

The donkey's saddlebags are full of tasty snacks for both deputy and donkey, equivalent to 10 days' worth of rations and water.

A successful DC 10 Intelligence (Nature) check reveals a recent forest fire.

A successful Intelligence (Investigation) check reveals clues. Don't provide all of the clues right away. Share more detail as the party investigates and asks questions.

- DC 10: A wide-brimmed hat with an iron badge lies in the dirt near the donkey. It is Dogwood's hat, but Dogwood is nowhere to be found.

- DC 15: A trail of footprints leads into the woods. There are no broken branches or other disturbances along the trail—just chirping songbirds. The trail ends about 300 feet into the woods at a big patch of thick, tough moss on the forest floor. Scattered about are discarded butterfly cocoons.
- DC 20: The moss has a wolf's paw prints upon it. But the moss is thick and the wolf was light on its feet so you can't see where the paw prints lead.

A *detect magic* spell shows that the cocoons have faint traces of transmutation magic. A successful DC 20 Intelligence (Arcana) check indicates that the cocoons have been used to cast the *polymorph* spell. Searching the woods any further proves fruitless.

When the characters continue to Lumbering, read:

For the rest of your journey, vast swaths of forest have been clear-cut, and it smells like a campfire. The dead stumps' thick roots impede your progress, and the road is rougher with every mile. Eventually, you arrive at the distant town of Lumbering.

ACT I: WELCOME TO LUMBERING

POPULATION 13 107

Lumbering should feel like a mess of a small town. Everybody knows everybody, and they don't trust each other right now.

You can tell right away that this isolated woodland town has been changing quickly. Old fieldstone houses intermingle with hastily-built wooden ones. Laborers sweat through their clothes, burning out stumps and chopping them up to make room for farmland. Nearby, a sign reads "WELCOME TO LUMBERING," and a painter is updating the population. It's going down.

Act I is a red herring in the form of a murder mystery. No one has been murdered. Rather, the missing townsfolk have been kidnapped by scorched dryads who want to punish humans for logging. They trade the mortals to Feywild nobles as prey for their hunts.

Let the party explore Lumbering, meet the characters, and jump to wild conclusions. Then, after a few hours of play, steer them into the Feywild.

Here are some things the townsfolk might say:

- "It sure is hot. Every summer is hotter than the last."
- "We thought Shirreve Margot was the right person for the job, but she ain't done so great at taking care of us lately."
- "If you ask me, it's probably a logger who's responsible for the missing folks. They come from outta town for some hard work, and they move on once their pockets are full."

ACT I RANDOM ENCOUNTERS

Roll on the Act I Random Encounters table any time the party leaves Lumbering. Once a specific encounter happens, it can't happen again unless the result is "Nothing." If you get the same result twice, roll again.

ACT I RANDOM ENCOUNTERS

3d4 Encounter

- 3 **Primav Mourninghunt** and 1d4 of his tamed **blink dogs** (MM 318) testing the party to get a competitive advantage for the coming hunt.
- 4 1d4 **fire snakes** (MM 265) and 1d4 **magma mephits** (MM 216) that went rogue after the Byrne family summoned them to aid with their slash-and-burn farming.
- 5 A **shambling mound** (MM 270) that drags people back to the Watcher in the Woods.
- 6 1d4 **phase spiders** (MM 234).
- 7 Nothing.
- 8 Loggers.
- 9 The General, on a stroll to calm his mind.
- 10 A missing townsperson, half-transformed into an animal.
- 11 Nuef, a little girl in the middle of being willingly taken to the Feywild by three **dryads** (MM 121).
- 12 A sun-hating **kuo-toa monitor**, 2 **kuo-toa whips**, and 3 **kuo-toa** (MM 198) blindly searching for the missing frogmooth they worship.

LUMBERING LOCATIONS

The following are key locations in or near Lumbering.

THE SAWMILL

The rich businessman Pyedubois Sawyer owns the sawmill. Every logging team must go through him to finish their work and ship it out.

Pyedubois is a boisterous, opulent **bandit captain** (MM 344) who wants everything his way. He's frenemies with the preacher's brother, Scroop Bridgewater.

In his private office, he has a credenza with liquor bottles on it and fancy glassware worth 25 gp. Mounted on the wall of his office is an angry-faced *shield of expression* (XGtE 139) and a *berserker axe* (DMG 155).

Here are some things Pyedubois might say:

- "Well, well, well. A new crew of adventurous loggers, come from the big city to swing axes in the bountiful woods! Look at all these mighty thews. The quality of the lumber out here is just truly incredible. I can't believe I'm the first to set an operation up!"
- "Karkadeh? Hardest-working orc around. He earns every silver I pay him. People say he's a cannibal but he can do whatever he likes on his own time. HAHA. Just kidding."
- On a successful DC 15 Persuasion check: [sarcastically] "As long as you escape the eye of the Watcher in the Woods, you'll be able to turn a profit just fine. I can loan you some beasts of burden to haul the logs out, if you need some help getting your operation off the ground . . ."

GENERAL'S STORE

This miscellaneous goods shop is run by a retired **veteran** (MM 350) everyone calls The General. (He was not actually a general.)

The General seems far-off. He wears heavy armor and a shortsword almost always, and for pajamas he wears light armor. He relaxes by hunting in the woods, connecting with nature.

Under the counter, he has a +1 *longsword* (a distinctive saber he was awarded for his service) and a heavy crossbow. He takes the crossbow and shortsword with him everywhere but locks the longsword up when he leaves his shop. On a successful DC 20 Charisma (Persuasion or Intimidation) check, the party can convince him to loan out his longsword to fight the fey.

THE SHIRREVE'S OFFICE

A woman named Margot holds the title of Shirreve and is responsible for keeping the peace in Lumbering. If anyone arrives with dangerous business, Margot's concerned husband tries to head them off by burying their request. He looks suspicious, but really he's just trying to keep Margot out of trouble.

If the party asks about him around town, any townsperson might say, "Oh, Margot's man? He's so whipped nobody even remembers his name. We just know him as Margot's man."

Margot is actually very nice to him, but she is a no-nonsense type of person.

Here are some things Shirreve Margot might say:

- "Now, folks, dontchaknow there's no drinkin' in this town. If I can't have any, you can't either."
- "I got it all under control. I don't need you city folk coddling me."
- On a successful DC 15 Charisma (Intimidation) check: "Fine. Pyedubois is hiding something and I think the disappearances have to do with it. He wants to make this town big."

THE TAVERN (THERE ISN'T ONE)

Almost certainly, someone will ask where they can get a drink in this town. It is a dry town, so there is no saloon. (The loggers drink bootleg stuff when they're away in the logging camps.)

Characters can discover a speakeasy at a local named Pappy's house with an appropriate and successful Charisma skill check. Anyone who looks religious rolls with disadvantage. The password to get into the speakeasy is "Descent into Tavernus."

Hidden amongst Pappy's moonshine are four *potions of climbing* (DMG 187), an *oil of slipperiness* (DMG 184), a *potion of fire breath* (DMG 187), and a *philter of love* (DMG 184).

Things townsfolk might say in Pappy's house:

- "Good riddance to that preacher. The only reason this town's dry is 'cause of him."
- "He says alcohol dehydrates us, but that don't make no sense. Wine is wet! That church of his will sweat you to death."

INN: THE OGATAN

Marikit is a half-orc who runs the inn known as The Ogatan. Her wife Alexandra is one of the missing townsfolk.

The inn is poor (1 sp per night) and the squalid meals taste grainy and bland (7 cp each). Marikit uses sawdust as filler in sausages and breads to make the food last longer. Also, tucked in a stack of romance novels is a nasty letter Alexandra wrote but never sent to Erin, a logger.

Here are some things Marikit might say:

- Picking up a dusty growler of warm beer and then setting it on the bar: “A toast. To the memory of my wife. I hope I see her again.”
- “I don’t normally serve ale and wine, but . . . ever since the preacher went missing, there isn’t much pressure to keep the town dry. Frankly, he wasn’t too kind to me and the missus.”
- “The loggers don’t like having to walk thirty miles through the woods to get to a drinking town.”

THE CHAPEL OF THE SUN

When the characters approach from afar, read this:

A spire rises from this geodesic dome, which is topped with a golden disc. As the sun moves through the sky, a sunbeam reflects off the disc like a spotlight, meandering through the streets of Lumbering. You feel like it is following you, watching you.

When the characters enter, read this:

The domed roof of this building is all glass, like a greenhouse. The thick, unmoving air smells like sweat. A humbly-dressed tiefling, unaffected by the heat, tends to the chapel. There are no pews, but instead there is a wide expanse of sweat-stained wood. In the center is a well. It’s been turned into an altar that displays a ceremonial pitcher and many cups. On the other side of the well, a delirious woman covered in sweat is silently mouthing words to herself.

The tiefling chapel attendant is named Wane. Here are some things Wane might say:

- “Welcome, visionaries. Are you prepared to purge your toxins and become the best version of yourself?”
- “I have chosen my new name for the falling moon. I am Wane.”
- “The preacher insists our flock not dehydrate themselves with the taste of alcohol upon their lips.”
- If they ask about or approach the delirious woman, he says, “Do not trouble her. She is basking in the light now.”

Wane is a **cult fanatic** (MM 345) whose old cult was brutally murdered by adventurers. On a capricious whim, they chose to spare Wane. It rocked him spiritually, and he went searching for answers. Wane talks openly about this to anyone who asks.

As the characters explore the chapel, they begin to sweat through their clothes. It starts to feel like a sweat lodge. If

they stay for too long, they must make DC 15 Constitution saving throws. If they succeed, they are unaffected. If they fail, they take a level of exhaustion and one of them has a delirious, prophetic vision about the adventure to come.

THE FARM

The farmers Savannah and Dale Byrnes run a slash-and-burn operation that can’t keep up with feeding the boom town. They’re the cause of local forest fires. Dryads seed their fields with inedible weeds to try and starve the whole village and drive the humans away. This in turn causes the farmers to expand their slash-and-burn farming.

A DC 15 Intelligence (Nature) check reveals that this farming technique is actually pretty sustainable at a small scale. The dryads just hate it.

NEUF'S HOME

Neuf lives in an old stone house with her mother and father. The village is collectively protective of her, fearing she’ll be the next to disappear. The Watcher in the Woods taught her the *druidcraft* cantrip, which the party might catch her practicing.

THE CLEARCUTTINGS

In this empty waste, the **dryads** mourn. The party might encounter 1d6 of them here, attempting to plant new saplings. The dryads avoid fights, preferring to use their Fey Charm and then leave.

THE LOGGING CAMPS

Loggers from several crews have been charmed by the dryads into protecting the forest. They’ve laid down their axes in protest and banded together. Exasperated crew leaders have raised wages, hired workers from local towns, and taken all the help they can get.

The hardest-working logger is Karkadeh, an **Orc Eye of Gruumsh** (MM 247) who’s given up his old life. He’s a quiet, humble being who is twice as productive as a human but is still paid the same.

Karkadeh fells trees with his grandfather’s +1 greataxe. He calls it either “Sever Die” or “Severed Eye,” and the loggers have a 25 gp bounty to anyone who can figure out which it is. Many townspeople wrongly suspect Karkadeh has been killing and eating their kin but they’re too scared to confront him. Shirreve Margot dismisses this gossip.

THE FOREST

The **treant** known as the Watcher in the Woods lives here. A member of Primav Morninghunt’s entourage awakened this creature centuries ago to help him find creatures for the hunt. The treant can be convinced to help the adventurers if they promise to stop Lumbering’s logging operations and help replant the forest. A successful DC 15 Charisma (Persuasion or Deception) check convinces him, but Intimidation automatically fails. A successful DC 15 Intelligence (History, Carpenter’s Tools, or Woodcarver’s Tools) check reveals that helping the treant will anger Pyedubois Sawyer, as well as all of the guilds he trades with. He’ll smear the party’s reputation throughout the region, ensuring that magic item vendors won’t trade with them.

LUMBERING



ENCOUNTER: THE GENERAL'S MISTAKE

If the party is taking too long or struggling to solve the mystery, use this encounter to advance the plot. Roll or choose from the Townsperson Encounters table to determine which townsperson appears in this scene. The person could be a mortally wounded, partially transformed into an animal, or a human corpse whose *polymorph* spell wore off when they died.

TOWNSPERSON ENCOUNTERS

d6 Townsperson

- | | |
|---|--|
| 1 | Hote as himself or a donkey . |
| 2 | Erin as a bandit (MM 343) or a giant vulture (MM 329). |
| 3 | Chase as a commoner (MM 345) or a dire goose . |
| 4 | Alexandra as a commoner or a giant boar (MM 323). |
| 5 | Scoop Bridgewater as a noble (MM 348) or a lion (MM 331). |
| 6 | Preacher Bridgewater as a priest (MM 348) or a lion. |

A cloaked man wearing heavy armor and carrying a heavy crossbow runs out of the woods and towards you. He is shaking. He says, “I . . . I shot them. . . . I swear it was a monster when I shot it . . .”

He identifies himself as the General and then leads you back to the scene. “I walk in the woods when I’m stressed, and sometimes I hunt, and . . .”

A body lays before you with an arrow sticking out of its neck.

ENCOUNTER: DRYFLOWER GATE

This encounter is the conclusion of Act I.

Deep in the forest, it smells lush and loamy. A shaft of sunlight penetrates the canopy, and your eye follows it right to a circle of wine-colored flowers. Nearby, great roots snake about a ceremonial cairn, cocked at a funny angle. A dry, brown stain is visible upon it.

Whether you feel nature is a cathedral to be revered or a resource to be exploited, one thing is for certain: this place is special.

CREATURES

- The Watcher in the Woods, a **treant** (MM 289)
- 12 charred **dryads** (MM 121) watching (less any that have been slain)

SET-UP

The Watcher in the Woods guards a fey crossing that leads to the Feywild.

Through good roleplaying or a successful DC 15 Charisma (Persuasion) check, the Watcher in the Woods explains the bargain it struck with the fey nobility: it provides interesting prey to hunt, and the fey let the Watcher send its saplings into the Feywild to learn, grow, and find new homes. They mutually protect the planar border.

The Watcher will allow the party to go through the fey crossing because he thinks they are interesting prey that fulfills the terms of his pact with the fey. He doesn't believe they'll survive an encounter with the fey nobility, and frankly, he doesn't care.

DEVELOPMENT

Two of the twelve singed dryads feel particularly violent and vengeful towards mortals. A fight could break out if the party violates the dryads, the Watcher, or the forest itself. These two engage, but the other dryads retreat into the forest.

The Watcher knows the *polymorph* spell and will cast it to de-escalate a fight, turning a party member into an **awakened shrub** (MM 317). As an option, consider giving a lingering effect to the party member after *polymorph* wears off. For example, for the remainder of this adventure, a party member's race or lineage could be replaced with the [Greenseer](#) lineage from this book. Perhaps the Watcher will remove the curse in a subsequent encounter, or the effect wears off when the character leaves the Feywild.

If the party loses a fight, the Watcher and the dryads do not kill anyone. Instead, they dump their unconscious bodies through the portal into the Feywild and close the connection until the Watcher needs it again.

If the Watcher dies, the dryads swear revenge and scatter into the forest. They'll use their Fey Charms to sow chaos in Lumbering, until the townspeople turn on each other and abandon the town altogether. In time, the forest will reclaim it.



ACT II: THE UNSETTLING SUN

In Act II, the party knowingly or unknowingly crosses into the Feywild. In this particular area, the sun never sets—it dips toward the horizon and then rises again. It is only ever sunrise, high noon, or sunset. (This makes for a great end-of-session reveal after they've made a terrible bargain to participate in the hunt for "just one day.")

CROSSING OVER

When the party crosses over into the Feywild, read this:

You stand within a circle of wine-colored flowers. Although they grow from the ground, they are sundried and fragile. The sun is beginning to rise, its rays dissipating the last stubborn cloud in the sky.

The tall yellow grass stands unmoving. With each step, you kick up dry dust that fills your nostrils. There is no cool breeze, only summer sun.

There is no resting here without shade, but on the horizon you see a single tree that could offer some comfort.

Use the environment to spur action and keep the party from resting whenever they like. If the fey crossing's flowers are destroyed, the party will have to find another way out. There are a few local fey willing to bargain for such a favor.

On a successful DC 15 Wisdom (Nature) or Wisdom (Survival) check, the party finds a dried riverbed that looks like a natural highway. It's easier walking that eventually leads to the Watering Whole, but the sloping edges look ripe for an ambush.

SURVIVING THE FEYWILD

Consult the section "Wilderness Survival" from Chapter 5 of the *Dungeon Master's Guide* (p. 109) while the party adventures in this part of the Feywild. Pay special attention to the rules on extreme heat, foraging, food and water, and becoming lost.

There are limited food and water sources, so finding them requires a successful DC 15 Wisdom (Survival) check.

The weather is hot, so water needs are doubled. Small and medium creatures need 2 gallons per day.

The party must succeed on a DC 15 Wisdom (Survival) check to avoid getting lost. This part of the Feywild is a mix of enchanted forest and grassland. There is no accurate map of the Feywild, and seeing the sun does not give a navigator advantage.

With a successful DC 10 Intelligence (Arcana) check, a character realizes that magic items that normally recharge at dawn are not recharging. They'll have to get back to a proper dawn on the Material Plane to regain charges.

NPCs

The party may encounter the following NPCs in the Feywild.

FANTAZO THE ETTERKOP

Fantazo is a talking phase spider who is dressed for safari. He wears a pith helmet, as well as monocles on four of his eight eyes. He curves his mandibles upwards to look like a moustache. He hunts with a heavy crossbow, specially constructed for use with multiple legs, and applies his own paralytic poison to its bolts.

Fantazo brings his many children along on the hunt for the learning experience, but he has no attachment to any of them individually because of how many eggs hatch in every clutch.

Here are some things Fantazo might say:

- "By gore, children! Look at how these creatures have only two limbs for walking and two limbs for doing things!"
- "My pedipalps positively shudder with anticipation, madam."
- "Now we of course must hunt humanely. My paralytic venom will ensure our prey feels no pain. Except dwarves. Those little buggers resist poison, so they feel all the pain."

GOLDIE

Goldie is a summer eladrin who is locked in this form and cannot associate herself with other seasons. She keeps the famous temper of summer down to a quiet simmer. Her hair is pulled back in a long, no-nonsense braid. She wears a poncho and a brimmed hat with a flower in the band.

Goldie fights with a revolver and a hunting rifle with wooden handles and gold leaf designs down the barrels.

Goldie just wants the treasure. She's tired of being trapped as a summer eladrin, and she thinks if she can lasso the Queen of Air and Darkness, she'll be able to lift the curse on this land.

Here are some things Goldie might say:

- "... hnh."
- "By my reckoning, you shan't be long for this world."
- "If you come between me and the treasure, I've got a magic bullet with your name on it, friend."

PRIMAV MOURNINGHUNT

A description of and stat block for **Primav Mourninghunt** appears earlier in this book. He is here for the joy of the hunt.

Here are some things Primav might say:

- "WELL MET, mortals!" (If your party played the previous adventure in this book, he'd say, "HAHAHA. We meet again, mortals!")
- "Tis a dull affair. What is not dull? A DULLAHAN. I once saw one give a marvelous performance. He held his own SKULL in his hand and gave a soliloquy to it."
- "BURNED DRYADS, you say? Then I shall RELISH how the spear twists in the guts of these man-beasts! FRABJOUS DAY!"

GLOAMINGALE

Gloamingale is a bubbly shadar-kai and daughter of the Queen of Air and Darkness who joined the hunt to win her mother's attention and favor. For some reason, the Queen fears the hunt-winner's prize: a cold iron whip called

Ironylocks. Gloamingale wants to win the hunt and bring Ironylocks back to her mother so she can lock it in a vault and never worry about it again.

Gloamingale fights with a sword that resembles a *vorpal sword*, but it's cursed so that any limb or head severed with it doesn't actually kill the creature. Heads still talk; legs still walk; hands still do hand stuff.

Here are some things Gloamingale might say:

- “Do you know how to kill a severed head? Asking for a friend.”
- If the characters ask too many questions Gloamingale might get bored, put her hand on her sword’s hilt casually, and say, “You are, like, really getting on my nerves right now?”
- “Ugh mom’s gonna kill me if I don’t win this hunt. Maybe. If she actually cares enough to kill me.”
- “Dieeeeeee, please!”
- “No, this day is not frabjous.”

RONKYDONK

Ronkydonk is a fomorian, and like all members of his race, he is misshapen due to a fey curse. As part of a bargain, Ronkydonk will participate in the fey hunts. If he wins, the fey curse will be lifted from his people. Supposedly.

The fomorians have sent their champion with above-average equipment to set him up for success. This includes:

- +1 plate armor, sized for a huge creature. It does not resize.
- A +1 greatclub, sized for a huge creature. It does resize to the wielder.
- A *headband of intellect*, which makes Ronkydonk deceptively smart. Ronkydonk knows people expect him not to be smart so he still plays dumb, but sometimes he slips up because he gets cocky. Secretly, he wants people to know how smart he is and he wants to be respected for his newfound intellect. He cannot wait to monologue.

Ronkydonk knows where there's a fey crossing into the Underdark: a shadowy cave with a circle of mushrooms. He brought a **froghemoth** (VGtM 145) to guard the crossing, but it may or may not be there at any given time.

Some things that Ronkydonk might say:

- “What is up, little snack. While you’re at it, can you also explain what is down to me? I have come a long way from the Underdark, and the Feywild confuses me.”
- “I don’t know nothin’ about that. I’m just a big dumb giant.”
- “I am not ugly! On account of a FEY CURSE, fomorian bodies are all discombobulated. Let’s see how you like being cursed.”

HOB CHADGOOD

Hob is a prankster **korred** (VGtM 168) who can help the characters find the treasure: *Ironylocks*, a whip made from Hob’s cold iron hair.

When a korred’s hair is cut, it turns into the same metal as the cutting blade. Years ago, a human shaved Hob with a pair

ROMANCE!

Not all groups are comfortable with romance, but fairy tales are full of seductive yet fickle fey.

Each NPC in the Feywild is designed to be romanceable by any player character, regardless of gender. Ultimately, it is up to the DM how romance affects a fey’s behavior, but it is unlikely any of the fey lords or ladies would ever put a mortal lover above winning the hunt. A romanced fey might barely remember a mortal lover if their paths crossed later.

of cold iron scissors. Because fey are vulnerable to cold iron, it never grew back.

Hob misses his beautiful hair and wears a buckled hat to hide his embarrassment. He hopes the humans in the Material Plane overharvest the forest and build a civilization there, because he believes it will close the gate between the two worlds.

Here are some things Hob might say:

- “Yeah yeah, a bald korred. Ironic, I know.”
- “If you think ol’ Hob Chadgood is coming to you hat in hand, you’ve got another thing coming!”
- “I’m tired with this problem, and I wish you all would just get out of my hair.”

THE FAENORN

A silent watcher observes the hunt, making sure the fey lords and ladies obey their deals. This particular faenorn never leaves the manor or seems to speak.

ACT II RANDOM ENCOUNTERS

Roll on the Act II Random Encounters table any time you need one. Once a specific encounter happens, it can’t happen again. If you get the same result twice, reroll it. At the DM’s discretion, a transformed townsperson can be added to any random encounter.

ACT II RANDOM ENCOUNTERS

- | | |
|-----|--|
| 3d4 | Encounter |
| 3 | An commoner efreeti (MM 145) named Shems, who has come to learn the <i>wish</i> spell from Queen Titania. |
| 4 | One blue slaad and one red slaad (MM 276), enjoying a chaotic vacation together. |
| 5 | A giant scorpion (MM 327) causing a herd of axe beaks (MM 317) to stampede. |
| 6 | Six of Primav Mourninghunt’s blink dogs (MM 318) hunting down a pair of displacer beasts (MM 81). |
| 7 | Nothing. |
| 8 | A townsperson, transformed into an animal, caught in quicksand (DMG 110). |
| 9 | A winter eladrin (MToF 197) looking for the Watering Whole. |
| 10 | Phase spider webs, blinking in and out of this plane. |
| 11 | The severed head of a deep gnome (MToF 35) . . . and it’s talking about Gloamingale! |
| 12 | A froghemoth (VGtM 145) that desperately desires a lot of cool water. |

FEYWILD LOCATIONS

The Feywild is an untamed wilderness that mirrors the Material Plane in unusual ways. Here are a few key locations within this part of the plane.

DRYFLOWER GATE

This is the circle of flowers that acts as a fey crossing that the party first came through. It corresponds to where the Watcher in the Woods resides in the Material Plane.

MIRROR LUMBERING

When you visit the site where Lumbering should be, you find a ghost town. All the buildings are made of ash and compressed charcoal briquette, not wood. It is a sooty black stain on the Feywild, ready to ignite at the slightest spark. Most windows are empty, but a few are full of glasswails who are comforted to bring a prism of color to this black place.

One building stands out: the dome where the Chapel of the Sun sits. Instead of glass, you see opaque slabs of ice, resisting the hot sun against all odds. Whereas the Material Plane's chapel was topped with a golden disc, this version is topped with a silver one that reminds you of a full moon. The place radiates cold comfort.

When the party takes a long rest in this igloo, they wake up to find it melting under the hot sun. Their temporary reprieve is fading fast. If they come back again, read this:

This sanctuary has melted and the land has greedily soaked up any trace of water. The silver disc has become so tarnished it is nearly black.

THE WATERING WHOLE

A wild reveler named Minthe tends bar at this palm-shaded oasis. She has a button-down collared shirt with thin suspenders. Her sleeves are rolled up and around her collar is a pussycat bow that flows like a waterfall. A few normally-quiet brownies and a centaurus are caught up in the revelry. Two dreamfish are Minthe's regulars who never leave. The missing townsperson Chase might be here too, drinking as a dire goose.

Minthe's drinks are laced with metaphor and whimsy: Childhood Nostalgia has a lingering cherry flavor while an Argument with a Friend packs a bitter aftertaste. Her mugs are bamboo, with little parasols to protect the drinks from the sun.

Hob Chadgood is here, getting an angry drunk on. He knows exactly where the treasure is, but no fey can touch it unless they win the hunt. On a successful DC 15 Charisma (Persuasion) check, he'll reveal that years ago he throttled the human who cut his hair with cold iron shears. Apparently, an axe beak scooped up the tangle of hair and shears and ran off with it to make a nest. On a successful DC 10 Wisdom (Nature) check, a creature learns that axe beaks make tumbleweed-shaped nests that sometimes blow away. They secure them to tough, spiny plants to keep them in place.

Minthe sells *potions of vitality* (DMG 188), which completely remove exhaustion, for 96 gp and a secret you

whisper to her. "I have to enforce potion pacts," she warns, "so you can't leave the Feywild with it."

Someone in the Watering Whole will ask the party if they're here for the Feywild Hunt and provide directions to the Tusken Lodge. They can sketch a map but they warn that the Feywild shifts, so the map won't be good for more than a day.

If the party visits the Watering Whole in Act III, a hush briefly falls over the place and the music stops. Then it quickly resumes again, and 1d4 brownies will leave. Each alerts a different fey lord or lady on the hunt, who will arrive in 10 minutes to attack the party. A drunken Hob Chadgood brawls with the centaurus and Minthe while the characters contend with their adversaries.

THE AWAKENED CACTUS, AND THE SECRET HIDING SPOT OF THE TREASURE

The party could find their way to this cactus in Act II or Act III. When they do, read this aloud:

This land has you questioning your own senses so much that at first you think it must be a mirage. You spy the biggest cactus you have ever seen, slowly scooting across a dry patch of land on little tiny feet. Caught in one of its arms is a giant tumbleweed. The cactus carries it protectively, the way a child might carry a ball.

This isn't a treasure chest, but a treasure nest! An axe beak made a nest of knotted hair, bramble, dry grass, and a few branches. It looks like a giant tumbleweed caught midway up a massive, ambulatory cactus. The **awakened cactus** is proficient in Perception and Stealth, so if it sees anyone approach, it silently sprints away and looks for a place to hide with its plant camouflage.

AWAKENED CACTUS

Medium Plant, Unaligned

Armor Class 14 (natural armor)

Hit Points 27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	6 (-2)

Skills Perception +4, Stealth +3

Damage Resistances fire, piercing

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 1 (200 XP)

Proficiency Bonus +2

Plant Camouflage. The awakened cactus has advantage on Dexterity (Stealth) checks it makes in any terrain with ample obscuring plant life.

Thorny Body. At the start of its turn, the awakened cactus deals 2 (1d4) piercing damage to any creature grappling it.

ACTIONS

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

The whip *Ironylocks* is woven into the tumbleweed. Inside is a fertilized axe beak egg, about 100 cold iron nails (actually the trimmings from Hob Chadgood's beard), and the cold iron shears that serve as *Ironylocks'* handle, tangled up in cold iron hair.

There are a few ways to free the treasure:

- Slice through the tumbleweed (AC 11, 25 hp, immunity to bludgeoning, piercing, and psychic damage). Such an attack could also damage *Ironylocks* (AC 20, 20 hp).
- Pick apart the tumbleweed with your bare hands. Doing so inflicts 4d10 slashing damage from the tumbleweed's bladelike thorns. On a successful DC 15 Strength (Athletics) or Dexterity (Sleight of Hand) check, the damage is halved.
- A successful DC 20 Intelligence (Investigation) or Thieves' Tools check identifies a few spots that can be carefully cut to make the tumbleweed fall apart.
- Anyone proficient with an Herbalism Kit or Weaver's Tools can recover *Ironylocks* with no roll necessary.
- Cast *speak with plants* and ask the awakened cactus to pick apart the tumbleweed.
- Any other idea the DM finds sufficiently clever.

THE TUSKEN LODGE

All the fey lords and ladies who participate in the Feywild Hunt are here, under the watchful eye of a faenorn.

You creep through a lattice covered with sun-shriveled grapes until you see a white building on a small hill, reflecting the sun. It appears to be a noble estate, built in an unusual style that suits the summer air. The shallow roof is made of wavy, terra cotta tiles. You hear distant music from string instruments, singing, and even bongos.

Something brushes your leg, startling you. At first you think it is a snake, but you see the ripe vines move of their own accord, delivering themselves to the estate to be consumed. As it slithers onto the porch, it rears up, a cluster of grapes flaring like a cobra's hood.

Once the party decides on a plan, read this:

As you approach, you see fey creatures drinking and laughing on high balconies and low verandas. Mounted over the main doorway is the head of a *dark unicorn*. In Sylvan, a calligraphic sign painted on demon hide says "Welcome hunters to the Tusken Lodge." Sentient fey of all shape, size, shade, and season mingle here.

If the party is expecting an immediate fight, they may be surprised by how warmly embraced they are by the fey lords and ladies. The important NPCs are here with entourages, and the party overhears several conversations they could inject themselves into.

Fantazo. Fantazo's entourage includes two phase spiders and four swarms of phase spider hatchlings. He talks to them but none of them apparently speak any language. If someone asks why he wears clothes and how he can talk, he doesn't understand the question and he won't respond to it.

- "Proper mortals! Smashing! Not at all like those half-beasts sent our way recently. Well, nearly full-beast now, many of them."
- "Nonsense, children! The faenorn does not frolic about in the hunt with we goodly men, they merely administrate the affair."

Primav. Primav's entourage includes spring, winter, and fall eladrin peers as well as servants who are tired of hearing his stories and desperate for new conversation.

- "Of course, RONKYDONK, if you win the hunt, I SWEAR to do everything in my POWER to lift the fey curse placed upon the Fomorian people."
- "Do you suppose these BEASTS will be entertaining PREY? What is the prize again this year? I have SO MANY trophies on my wall already, what is ONE MORE, really."

Ronkydonk. Ronkydonk's entourage includes kuo-toa from the Underdark. The amphibians are sloppy lightweights who are fascinated by all the strange liquids being served.

- "That is very interesting. I eat mushrooms. Please do not touch my hat."
- "Actually, that's wrong—I mean. That is very interesting. Sometimes I mistake dirt for a mushroom and eat it by mistake."

Goldie. Goldie is here alone.

- "My Queen is the matron benefactor of the hunt. If you have an issue with the ethics of the hunt, best take it up with her. If you survive."
- "Hnh. It is true that a curse has befallen Queen Titania and her subjects, yes. We are in an endless summer. No, none of us are happy about it. In fact I am right pissed."

Gloamingale. Gloamingale's entourage includes a few shadar-kai—shadow elves native to another plane. Their dourness matches Goldie's demeanor more than hers. A successful DC 15 Wisdom (Insight) check reveals that during the party, they approach Goldie to orchestrate an alliance between her and Gloamingale.

- Gloamingale: "Well, nobody knooows where the treasure is, but Hob Chadgood has to tell the winner. It's the ruuules."
- Gloamingale: "Oh gosh, you're cute. Are you important in the mortal realm? Maybe if I don't cut your head off we can like get a shaken milk from the Ice Queen and talk about our families?"

The party can use this social opportunity to learn the hunters' combat tactics, intimidate them, challenge them to non-lethal duels with wooden weapons, or make alliances ("We'll go after Primav if you go after Fantazo," for example). A hunter might boast about their own tactics or leak information about another's.

The party can also speak with any of the missing townspeople. Although they are still half-polymorphed, the party might discover that certain drinks (courtesy of Minthe of the Watering Whole) suppress the *polymorph* for the evening. This way, they can strategize an escape.

ACT II FINALE: THE FAENORN'S DEAL

After some time flirting, gathering information, and planning at the Tusken Lodge, the faenorn speaks, to the awe and horror of all attendees. The room goes dead silent as the creature addresses the party:

“Heroes. These gathered fey lords and ladies long for a worthy hunt, but these mortals are dull prey, even if they are shapeshifted into beasts. You are worthier quarry by far. So, if you wish to return to your realm with these mortals in tow, you must survive the hunt for one day. Or . . . you could join the fey hunters. The one who slays the most mortals today becomes the Summer Queen’s cupbearer. There is no rule that says it could not be one of you.”

The fey whisper while the party decides. They can overhear choice gossip with successful Wisdom (Perception) checks:

- DC 5: Goldie, casually whistling.
- DC 10: Gloamingale, a little too loudly: “I mean come on, what kind of idiot would choose to be prey.”
- DC 15: Fantazo, excitedly to his children: “Now, my babies, trap the mortals and they can abscond with the treasure for us, before the hunt is truly over . . .”
- DC 20: Primav, hoarsely: “So the mortals get a long REST and a one-hour head-start... plenty of time to lay razorvine TRAPS . . .”
- DC 25: Ronkydonk muttering to himself: “Oh, yes, this is quite the wrinkle. Clearly the faenorn has a deeper plan for these mortals. Perhaps now is the time to reveal my hidden intellect and bargain for their help breaking the curse in exchange for passage out. No, no, too soon . . .”
- DC 30: The faenorn whispers prophetic guidance. “The treasure made from Hob Chadgood’s hair is guarded by an awakened cactus. Called *Ironylocks*, mortals can freely steal it, the whip that will bind the Queen of Air and Darkness. It is located . . .” The faenorn uses divination magic to put the location of the awakened cactus right into the listener’s head.

Once a decision is made, read this:

With your fate decided, you find a place in the lodge to contemplate your fate. The sun begins to set . . . and just as it would touch the horizon, it hangs in the sky a moment. Then, that orange orb reverses course, slowly climbing back up.

Primav Mourninghunt catches the expression on your face as he smears poison on his arrows and his longsword, and he begins to laugh. “Ha-HA. A fey TRICK, for the sun never sets in this realm, and the day is UNENDING. Enjoy the last and longest day of your lives!”

ACT III: THE FEYWILD HUNT

This very long day includes one or more encounters with the fey nobility who hunt the characters.

Act III does not have random encounters. The party can rescue one or more townspeople, try to find the treasure, make a mad dash to a fey crossing, or even decide to stay in the Feywild.

When the hunt begins, the characters may want to push on because they are scared of being ambushed while they rest. If you want to increase the challenge, consider using the rules from “Going without a Long Rest” on p. 78 of *Xanathar’s Guide to Everything*.

The faenorn conjures a large floating hourglass. The top chamber looks like a cloudy sky full of a thousand blowing leaves. The bottom has a layer of dirt. “The dead leaves fall on the dirty ground. Autumn lingers but one hour. When the leaves have settled, winter begins, and winter is a season of death.”

A cacophony fills the room as each fey cheers in their own way. Goldie fires her pistol into the air. Ronkydonk bellows. Gloamingale squeals, doing a pirouette with her vorpal sword. The gem bangles on her wrist transform into spiked chains that rattle as she spins. Fantazo beats on a drum, playing the song of his people.

The loud noises cause each of the polymorphed townspeople to panic, scattering in different directions on pure instinct. They have fully transformed into animals now. It would be a mistake to squander your head start.

There are many ways the party can pacify a polymorphed townsperson:

- A successful DC 10 Wisdom (Animal Handling) check.
- A convincing argument, delivered via the *speak with animals* spell or a familiar who can serve as an interpreter.
- Casting the *dominate beast* spell.

As the DM, you decide whether the party finds polymorphed townspeople before, during, or after encounters. Each encounter contains suggestions for which villagers might appear. You can run one, two, three, or all four of the encounters. To shorten the adventure, choose one encounter, collect the townspeople in a montage, and advance to the final encounter.

SURVIVABILITY

If you’re worried about the players’ survivability, have Karkadeh surprise them and join the party. Maybe he came looking for the party because they were kind to him. Maybe the dryads captured him and Karkadeh doesn’t think he can go it alone. Or maybe he’s just a good person who wants to rescue the townspeople and dispel everyone’s notions of him.

ENCOUNTER: FANTAZO THE ETTERKOP

"Now, CHILDREN! REMEMBER TO BITE ANY DWARVES LAST!"

CREATURES

- **Fantazo the Etterkop**
- 2 wounded **phase spiders** (MM 334) with 20 hit points each
- 4 **swarms of phase spider hatchlings**
- Optional: Erin, transformed into a **giant vulture** (MM 329), conscious but stuck in phase webs

SET-UP

Fantazo attempts to corral prey into an innocuous-looking part of the forest. Phase spiders are ambush predators that can attack from two planes of existence at once—their native Ethereal Plane, and the plane they are currently visiting.

There's no evidence you're in phase spider territory until it's too late—fully-formed phase web traps blink into this plane from the Ethereal Plane, ensnaring victims without warning. Once they are restrained, the webs isolate a victim by teleporting them to the Ethereal Plane.

With a successful DC 20 Wisdom (Perception) check, a character can see a distorted woven pattern in the air. A successful DC 15 Intelligence (Arcana) check identifies the pattern (whether seen first-hand or described) as phase webs.

TACTICS

The Ethereal Plane is a ghostly version of the world. This encounter is designed to split the party between two planes but keep them on the same map. Fantazo and his children bounce between the two planes to avoid opportunity attacks and target weaker prey. They prioritize damage-dealers and support, isolating them from healers and tanks.

Fantazo wants to give his children an opportunity to learn to hunt against weakened prey. At first, he uses stealth to lurk in the trees and then drag prey into the Ethereal Plane instead of doing direct damage.

PHASE WEBS

Phase spiders weave thick, sticky webs across passages and at the bottom of pits to snare prey. These web-filled areas are difficult terrain. Moreover, a creature entering a webbed area for the first time on a turn or starting its turn there must succeed on a DC 12 Dexterity saving throw or become restrained in the phase webs.

A creature restrained in phase webs is phased into the Ethereal Plane. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check. Escaping the webs returns the creature to its original plane.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to cold damage, and immunity to bludgeoning, piercing, and psychic damage.

DEVELOPMENTS

Fantazo aggressively targets the party when more than half of his children are killed.



If his life is in jeopardy, Fantazo offers a bargain: the party can milk his pedipalps for 1d4 doses of *phase spider poison*. He could be intimidated into giving up other equipment, including his Spider Crossbow, but it's not designed for humanoid hands. Any humanoid trying to use the Spider Crossbow has disadvantage on all attacks with it.

If Fantazo wins the fight, the party regains consciousness near the awakened cactus. Fantazo will use them to steal the treasure he can't yet touch, then run away with *Ironylocks*, leaving the party to die in the Feywild.

Phase spider poison (Injury). A creature subjected to this poison must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.





SWARM OF PHASE SPIDER HATCHLINGS

Medium Swarm of Tiny Monstrosities, Unaligned

Armor Class 12 (natural armor)

Hit Points 22 (5d8)

Speed 20 ft., climb 20 ft.

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

Skills Stealth +3

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Ethereal Jaunt. As a bonus action, the swarm can magically shift from its currently-occupied plane to the Ethereal Plane, or from the Ethereal Plane back to the previously-occupied plane.

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

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

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

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

ACTIONS

Bites. *Melee Weapon Attack:* +3 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer.

FANTAZO THE ETTERKOP

Large Monstrosity, Neutral Evil

Armor Class 16 (natural armor)

Hit Points 60 (8d10 + 16)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	14 (+2)	10 (+0)	10 (+0)	6 (-2)

Skills Stealth +11

Senses darkvision 60 ft., passive Perception 10

Languages Common, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Ethereal Jaunt. As a bonus action, Fantazo can magically shift from his currently-occupied plane to the Ethereal Plane, or from the Ethereal Plane back to the previously-occupied plane.

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

Web Walker. Fantazo ignores movement restrictions caused by webbing.

ACTIONS

Multiaction. Fantazo makes two bite attacks. Alternatively, Fantazo makes one Spider Crossbow attack and uses Filial Command.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 18 (4d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Filial Command. One phase spider or up to four swarms of phase spider hatchlings within 120 feet of Fantazo that can hear him can each use their reaction to make one weapon attack.

Spider Crossbow. *Ranged Weapon Attack:* +8 to hit, reach 100/400 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 18 (4d8) poison damage. The target must make a DC 11 Constitution saving throw. On a failed save the target takes the poison damage, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

REACTIONS

Filial Sacrifice. When a creature Fantazo can see targets it with an attack, Fantazo chooses another phase spider or swarm of phase spider hatchlings within 5 feet of Fantazo or 5 feet of the attacker. The chosen spider becomes the target instead, and Fantazo can immediately move up to his speed without provoking an opportunity attack.

ENCOUNTER: PRIMAV MOURNINGHUNT

"ALAS! I WOULD HAVE WON THIS WHOLE AFFAIR IF MY PACK OF YETH HOUNDS hadn't been BANISHED by this endless sun. I RUE the day!"

CREATURES

- [Primav Mourninghunt](#)
- 6 **blink dogs** (MM 318), minus any slain during earlier random encounters
- Optional: Alexandra transformed into a **giant boar** (MM 323) and Deputy Dogwood transformed into a **wolf** (MM 341), already captured and unconscious

SET-UP

If the party seeks a place to hide, Primav always tracks them down and finds them. He is a consummate hunter who is intimately connected with the land. Before combat begins, Primav uses a magic ritual to grow a maze of razorvine (see sidebar). He'll do this to the party's camp while they rest so that they wake up in a maze of thorns. Alternatively, he'll anticipate the path they're traveling and put this on the ground ahead of them and along any path the party might use to retreat. This dry, tangled razorvine lightly obscures vision and provides three-quarters cover against ranged attacks.

TACTICS

Primav's blink dogs employ aggressive hit-and-run tactics. They run in and bite, then teleport away through the razorvine bramble, avoiding the party until their teleport ability recharges. Their keen hearing and smell offsets the razorvine obscuring their vision.

Primav uses his Fey Step the same way. While his Fey Step recharges, he makes Charisma (Intimidate) checks on party members. (This doesn't have a mechanical effect, but use it to set a tone and slow Primav down if this fight feels too one-sided.) He might say things like:

- "Lord, what FOOLS these mortals be!"
- "O, when she's angry, she is keen and shrewd! Though she be but little, she is fierce."
- "Wings and no eyes figure unheedy haste."
- "Take pains! Be perfect!"
- "Churl, upon thy eyes I throw / All the power this charm doth owe!"
- "Ill met by sunlight, proud [character name]."

DEVELOPMENTS

Primav is too proud to retreat from this encounter. He fights to the bitter end and dies laughing. Regardless of how he dies, he overacts, dragging out the scene:

"Thus I die. Thus, thus, thus.
Now I am dead,
Now I am fled,
My soul is in the sky.
Tongue, lose thy light.
Moon take thy flight.
Now die, die, die, die."

RAZORVINE

Razorvine can be found in the "Wilderness Hazards" section on p. 110 of the *Dungeon Master's Guide*, but it is reprinted here for your convenience.

Razorvine is a plant that grows in wild tangles and hedges. It also clings to the sides of buildings and other surfaces as ivy does. A 10-foot-high, 10-foot-wide, 5-foot-thick wall or hedge of razorvine has AC 11, 25 hit points, and immunity to bludgeoning, piercing, and psychic damage.

When a creature comes into direct contact with razorvine for the first time on a turn, the creature must succeed on a DC 10 Dexterity saving throw or take 5 (1d10) slashing damage from the razorvine's bladelike thorns.

PRIMAV MOURNINGHUNT

Medium Fey, Chaotic Neutral

Armor Class 18 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	16 (+3)	16 (+3)	12 (+1)	18 (+4)

Skills Athletics +8, Intimidation +8, History +7, Medicine +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish, Sylvan

Challenge 9 (5,000 XP)

Proficiency Bonus +4

Enchanted Existence. Attacks made by Primav count as magical.

Fey Step (Recharge 4–6). As a bonus action, Primav can teleport up to 30 feet to an unoccupied space it can see.

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

ACTIONS

Multiattack. Primav makes two weapon attacks.

Lifebloom (longsword). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage plus 4 (1d8) poison damage, or 15 (2d10 + 4) slashing damage plus 4 (1d8) poison damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +9 to hit, range 150/600 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 4 (1d8) poison damage.

BONUS ACTIONS

Endless Bloom. On a successful melee attack, Primav can expend his bonus action to release a burst of life from his enemies' wounds. Deal 6 (2d6) radiant damage to a creature injured by Primav this round. Primav heals for the amount of radiant damage dealt this way. Primav may perform this bonus action a number of times equal to his Charisma bonus.

ENCOUNTER: GLOAMINGALE AND GOLDIE

"COMMENCING PERMUTATION THIRTY-FOUR TRILLION, SIX hundred and seventy-six billion, four hundred and twenty-nine million, eight hundred and fifty-six thousand, two hundred and nine. Congratulations, modrons! Our fey pact is halfway fulfilled!"

CREATURES

- [Gloamingale](#)
- [Goldie](#)
- Optional: Scroop Bridgewater and Preacher Bridgewater, both transformed into **lions** (MM 331)
- A chessboard full of two teams of **modrons** (MM 224). Monodrones take up the pawn spaces, duodrones take up the knight spaces, tridrones take up the bishop spaces, and quadrones take up the rook spaces.
 - 8 x black monodrone pawns
 - 2x black duodrone knights
 - 2x black tridrone bishops
 - 2x black quadrone rooks
 - 1x black pentadrone that resembles a fey prince
 - 8 x white monodrone pawns
 - 2x white duodrone knights
 - 2x white tridrone bishops
 - 2x white quadrone rooks
 - 1x white pentadrone that resembles a fey prince

SET-UP

The two fickle fey foes team up to hunt the party. Gloamingale is dark but bubbly, while Goldie is bright but grim. Both intend to backstab the other to take the treasure.

The modrons are stuck here playing an aimless game as a result of some long-forgotten fey bargain. The terms of the pact are complete when the modrons play through every possible iteration of every possible chess opening. (If each side takes five turns, that's 69,352,859,712,417 possible games, so they will be here a long time.)

When they disintegrate, new modrons teleport in from Mechanus exactly 24 hours later, picking up where their predecessors left off.

Goldie uses her hunting rifle to snipe the characters from afar. She deliberately misses with a warning shot at first. The characters can't determine where the shots are coming from, and Goldie hopes to spook the characters into running for cover onto a nearby giant chessboard where Gloamingale lies in wait. Gloamingale is immune to Goldie's Fearsome Presence because she's already been subjected to it.

Gloamingale fights with her *cursed vorpal sword* and a *spiked chain* wrapped around either wrist. From stealth, she uses her advantage to trip with her chain. Then her remaining attacks have advantage on the prone target. She's chained her sword to her so that even if she's disarmed, it won't go more than 10 feet from her. Still, consider allowing the optional rules to disarm opponents on p. 279 of the *Dungeon Master's Guide*. A tug-of-war over her sword could be tense and memorable.

Each square of the chessboard is 10 feet by 10 feet. When combat starts, the chessboard's magic ignites, and the pentadrones announce the following rules in unison:

- Any creature standing in a white square is immune to necrotic damage.
- Any creature standing in a black square is immune to fire damage and may use a Hide action to meld into shadows created by magical *darkness* (like the spell).

White modrons act on initiative count 10. Black modrons act on initiative count 5.

TACTICS

When the party moves onto the chess board, Goldie has a difficult time lining up her shots. She abandons her sniping perch 300 feet away and starts moving towards the board because she wants to confirm any kills. Meanwhile, Gloamingale waits for someone to approach her hiding spot in a black square, so she can open the fight with a swing of her vorpal blade on an unsuspecting target.

DEVELOPMENTS

On a successful DC 15 Intelligence (Persuasion) check, a modron can be reprogrammed to obey simple commands. It follows them to the letter.

Every time Gloamingale misses with an attack, she lops off the head of a modron if one is within 5 feet of her, refreshing Soul Thirst. Use this narrative device to freak the party out. Goldie prefers head shots, so savvy characters can trick her into wasting attacks on accidentally shooting the statues' severed heads.

If Gloamingale falls to one-third health (≈ 34 hp), she uses Misty Escape. Her preference is to position herself to cut off Goldie's head, which triggers Soul Thirst. Aim for three phases: Gloamingale, then Goldie, then empowered Gloamingale.

Goldie hates melee combat. If an enemy approaches, she throws her hunting rifle on the ground and uses Quick Draw to draw her handaxe, Bowie, and her revolver, Sunshine. If Goldie falls to one-third health (≈ 35 hp), she turns tail and runs.

The lions, if present, start in the respective kings' squares of the chessboard and ignore everyone to fight each other, instinctually working out a lifetime of brotherly conflict. They will skulk off and wait for the party when either reaches half their hit points.

COMPLEXITY AND EXCITEMENT

You don't need to know the rules of chess to run this encounter. The modrons' programming could break down, unable to process the variable of the party's interference. Perhaps they follow the movements of their counterpart chess pieces and announce the moves they are about to make, or potentially they play out the game attacking each other, oblivious to the players. Don't play out every modron's turn—it will grind this encounter to a halt.

The important thing is that this fight feel cinematic, with party members seeking cover from Goldie's bullets behind the modrons and Gloamingale using Shadow Jump to move between black squares.

MODRON CHESS PIECE STARTING POSITIONS

quadrone (rook)	duodrone (knight)	tridrone (bishop)		pentadrone (king)	tridrone (bishop)	duodrone (knight)	quadrone (rook)
monodrone	monodrone	monodrone	monodrone	monodrone	monodrone	monodrone	monodrone
monodrone	monodrone	monodrone	monodrone	monodrone	monodrone	monodrone	monodrone
quadrone (rook)	duodrone (knight)	tridrone (bishop)		pentadrone (king)	tridrone (bishop)	duodrone (knight)	quadrone (rook)



THE VORPALE SWORD

Weapon (*longsword*), very rare (requires attunement)

Gloamingale's cursed vorpal sword is just as sharp but half as lethal. You gain a +2 bonus to attack and damage rolls made with this magic longsword. In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads, dealing an extra 2d8 slashing damage from the hit. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

Curse. This sword is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the sword fails to end the curse. Whenever you reduce a creature to 0 hp, it falls unconscious but does not die, even if it is maimed in a way that should kill it. A *greater restoration* or a *regeneration* spell cast upon a maimed creature returns it to normal, as would a *raise dead* spell (if the creature still has all its parts). If a maimed creature is not returned to normal within three days, it dies.

Removing the curse. The vorpal sword becomes a vorpal sword if the Queen of the Summer Court uses the sword to knight a creature beneath a full moon.



GLOAMINGALE

Medium Fey (Elf), Chaotic Neutral

Armor Class 16 (studded leather armor)

Hit Points 104 (19d8 + 19)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +7, Cha +4

Skills Stealth +7

Damage Immunities necrotic

Condition Immunities charmed, exhaustion

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Fey Ancestry. Gloamingale has advantage on saving throws against being charmed, and magic can't put it to sleep.

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

Shadow Jump (Recharge 4-6). As a bonus action, Gloamingale can teleport up to 30 feet to an unoccupied space she can see. Both the space she teleports from and the space she teleports to must be in dim light or darkness. Gloamingale can use this ability between the weapon attacks of another action she takes.

Soul Thirst. When Gloamingale reduces a creature to 0 hit points, Gloamingale can gain temporary hit points equal to half the creature's hit point maximum. While Gloamingale has temporary hit points from this ability, she has advantage on attack rolls.

Weight of Ages. Any beast or humanoid, other than Gloamingale, that starts its turn within 5 feet of Gloamingale has its speed reduced by 20 feet until the start of that creature's next turn.

ACTIONS

Multiaction. Gloamingale makes three attacks, only one of which can be a Cursed Vorpal Sword attack.

Cursed Vorpal Sword (*longsword*). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads dealing an extra 2d8 slashing damage from the hit. The creature does not die, but is rendered unconscious if reduced to 0 hit points by the attack. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon.

Spiked Chain. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, and the target must succeed on a DC 15 Dexterity saving throw or suffer one additional effect of Gloamingale's choice:

- The target is grappled (escape DC 15) if it is a Medium or smaller creature. Until the grapple ends, the target is restrained, and Gloamingale can't grapple another target.
- The target is knocked prone.
- The target takes 22 (4d10) necrotic damage.

REACTIONS

Misty Escape (Recharges after a Short or Long Rest). When Gloamingale takes damage, she turns invisible and teleports up to 60 feet to an unoccupied space she can see. She remains invisible until the start of her next turn or until she attacks or casts a spell.

GLOAMINGALE AND GOLDIE'S LOOT

If the party defeats Gloamingale, they can loot her *spiked chain* as well as her *vorpale sword*. The *spiked chain* is a magic martial melee weapon that deals 1d8 bludgeoning damage and has the finesse, reach, and versatile (1d10) properties. It weighs 4 pounds.

If the party defeats Goldie, they can loot her equipment, all of which is nonmagical. She carries a handaxe (PHB 137), a hunting rifle, and a revolver.

Goldie's hunting rifle deals 2d10 piercing damage plus 1d4 fire damage. It requires ammunition, has a range of 80/240 ft., must be reloaded after 5 shots, and is a two-handed weapon.

Goldie's revolver deals 2d8 piercing damage, requires ammunition, has a range of 40/120 ft., and must be reloaded after 6 shots.

Both the hunting rifle and the revolver come with enough ammunition to load them twice.



GOLDIE

Medium Fey (Elf), Lawful Neutral

Armor Class 16 (studded leather armor)

Hit Points 110 (17d8 + 34)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	14 (+2)	12 (+1)	18 (+4)

Skills Athletics +6, Intimidation +7

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 9

Languages Common, Elvish, Sylvan

Challenge 8 (3,900 XP)

Proficiency Bonus +3

Fearsome Presence. Any non-eladrin creature that starts its turn within 60 feet of Goldie must make a DC 16 Wisdom saving throw. On a failed save, the creature becomes frightened for 1 minute. A 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 any eladrin's Fearsome Presence for the next 24 hours.

Fey Step (Recharge 4–6). As a bonus action, Goldie can teleport up to 30 feet to an unoccupied space she can see.

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

Quick Draw. Goldie can draw or stow two one-handed weapons when she would normally be able to draw or stow only one.

Reload. As a bonus action, Goldie reloads either her revolver or her hunting rifle.

ACTIONS

Multiattack. Goldie makes two weapon attacks.

Bowie (handaxe). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 6 (1d6 + 3) fire damage.

Rainbows (hunting rifle). *Ranged Weapon Attack:* +8 to hit, range 80/240 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 6 (1d4 + 4) fire damage. Reload (5 shots).

Sunshine (revolver). *Ranged Weapon Attack:* +8 to hit, range 40/120 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 6 (1d4 + 4) fire damage. Reload (6 shots).

REACTIONS

Parry. Goldie adds 3 to her AC against one melee attack that would hit it. To do so, Goldie must see the attacker and be wielding a melee weapon.

ENCOUNTER: RONKYDONK

"IT AIN'T PERSONAL, IT'S JUST BUSINESS."

CREATURES

- Ronkydonk
- A **kuo-toa monitor**, 2 **kuo-toa whips**, and 3 **kuo-toa** (MM 198). The characters may have had a random encounter with them in Act I.
- Optional: **Hote**, transformed into a **donkey**, unconscious and captured by Ronkydonk
- Optional: Chase, transformed into a **dire goose**, frolicking in the water

SET-UP

The kuo-toa are slippery and have otherworldly perception, so they're well-suited to fighting phase spiders. If this isn't the party's first encounter, consider describing them as covered with webs and bite marks because they've already tussled with Fantazo the Etterkop and won. If so, reduce Ronkydonk's and the kuo-toa monitor's hit points by one-third and remove the kuo-toa whips from the encounter—Fantazo and his babies slew them.

This encounter takes place near water. The kuo-toa prefer to drown their victims.

TACTICS

With his *headband of intellect*, Ronkydonk can perfectly assess who the least charismatic party member is. He immediately targets that person with Curse of the Evil Eye.

One kuo-toa whip casts *shield of faith* on Ronkydonk while the other whip casts *bane* on the party. Then, he hangs back and uses *sacred flame*. This fight is otherwise straightforward—Ronkydonk, the kuo-toa monitor, and the kuo-toa are melee combatants. The whips might use their pincer staffs to drag people into the water, as will the kuo-toa if a party member's weapon gets stuck on their sticky shields.

DEVELOPMENTS

Ronkydonk will call for a truce when his hit points are reduced to half. He can offer an escape through a fey crossing into the Underdark if the party brings the whip *Ironylocks* to Ronkydonk. Ronkydonk will also immediately give up the location of the fey crossing if the party is about to take his *headband of intellect*. Ronkydonk will do anything to stay smart.

DIRE GOOSE

Large Beast, Unaligned

Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	12 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/4 (50 XP)

Proficiency Bonus +2

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

DONKEY

Medium Beast, Unaligned

Armor Class 10

Hit Points 11 (2d8 + 2)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 1/8 (25 XP)

Proficiency Bonus +2

Sure-Footed. The donkey has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

ACTIONS

Hooves. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

HOTE

Medium Humanoid (Human), Neutral

Armor Class 15 (leather armor, shield)

Hit Points 7 (2d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	10 (+0)	8 (-1)	8 (-1)

Skills Stealth +6

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 0 (0 or 10 XP)

Proficiency Bonus +2

ACTIONS

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

RONKYDONK

Huge Giant, Chaotic Evil

Armor Class 19 (plate armor)

Hit Points 149 (13d12 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	20 (+5)	19 (+4)	14 (+2)	6 (-2)

Skills Perception +8, Stealth +3

Senses darkvision 120 ft., passive Perception 18

Languages Common, Giant, Undercommon

Challenge 8 (3,900 XP)

Proficiency Bonus +3

ACTIONS

Multattack. Ronkydonk attacks twice with his +1 greatclub or makes one +1 greatclub attack and uses Evil Eye once.

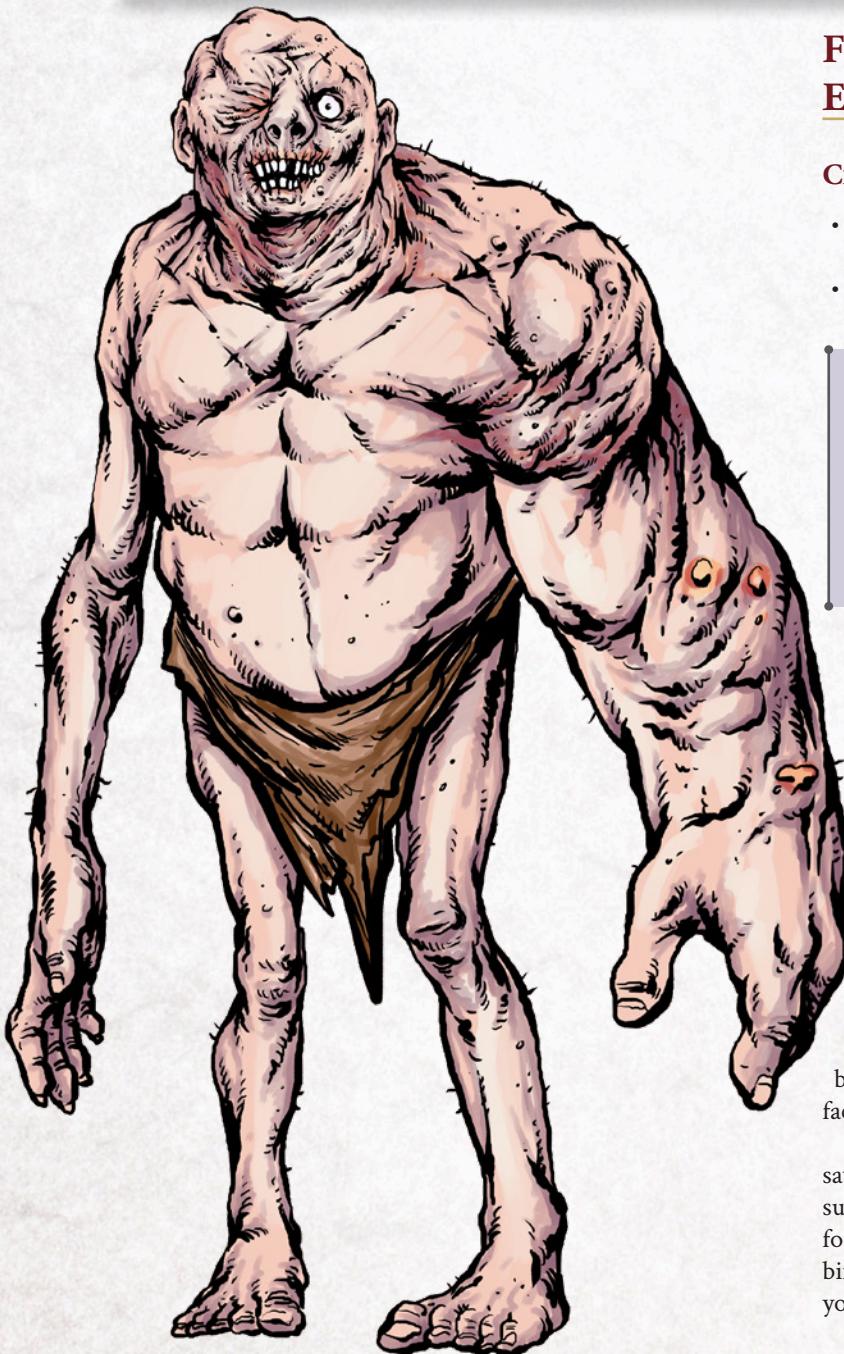
+1 Greatclub. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Evil Eye. Ronkydonk magically forces a creature he can see within 60 feet of him to make a DC 14 Charisma saving throw. The creature takes 27 (6d8) psychic damage on a failed save, or half as much damage on a successful one.

Curse of the Evil Eye (Recharges after a Short or Long Rest).

With a stare, Ronkydonk uses Evil Eye, but on a failed save, the creature is also cursed with magical deformities. While deformed, the creature has its speed halved and has disadvantage on ability checks, saving throws, and attacks based on Strength or Dexterity.

The transformed creature can repeat the saving throw whenever it finishes a long rest, ending the effect on a success.



FINAL ENCOUNTER: ESCAPE TO DRYFLOWER GATE

CREATURES

- Optional: All the missing townspeople, conveniently located by the exit
- The shadow of the Queen of Air and Darkness

As you return to the fey crossing whence you came, an unsettling thing happens: for the first time, a cloud passes in front of the sun. The land dims, and a regal shadow stands between you and the circle of dried flowers.

"Mortal creatures. You were never meant to set foot in our world. You have Ironylocks? Relinquish it to me, vow never to return to the Feywild, and we shall all forget this ever happened. These are my terms."

If the characters ask what the Queen is doing here, she replies, "Do you not know? I have taken all my darkness from this land. Only light remains. Slowly, Titania will go mad and the Summer Court will burn out. Then, the Feywild will finally be mine."

If the party gives her the cold iron whip known as *Ironylocks*, she indeed honors the terms, and they will not remember their encounter with her. The Queen refuses to accept that the players don't have or won't relinquish *Ironylocks*.

The Queen's shadow is unaffected by most things. But if the shadow of the Queen takes any radiant damage or an attack from *Ironylocks*, she makes a shrill cawing and bursts into a flock of spectral ravens that fly into the party's faces, rendering everything momentarily black.

Otherwise, she curses the party, extending a finger and saying a single word: "Darkness!" Each creature present must succeed on a DC 19 Constitution saving throw or be blinded for 1 minute. She laughs, saying "If you will not give me that binding rope, then I will take your sight. As your days go by, your visits to my kingdom will grow longer and longer, until

darkness is all you know.” (At the DM’s discretion, this can be a bluff or a curse the characters need to remove.)

Either way, when the darkness lifts, the party and any rescued townspeople are back in the forest outside of Lumbering. The Watcher in the Woods and the singed dryads are surprised to see them. If the party violated the natural world, they’ll stop them to demand a sacrifice (see “The Wood Woad” in the Epilogue that follows). Otherwise, they simply watch from the trees as the party returns to Lumbering.

EPILOGUE

Use the following possible endings to hint at the future or provide a jumping-off point.

AT LAST, DARKNESS

If the party dies while in the Feywild, conclude with this:

You never did find a way out.

The fey said you only had to survive one day. But it was another fey trick—the sun never sets and the day never ends.

When darkness finally comes, it feels like cool relief. A woman whispers: “Be at peace, delicate mortals. I am here to collect. The Queen of Air and Darkness welcomes you to her realm. Now, what tribute can your ghost offer her?”

THE LONG DAY

If the party fails to find a way out of the Feywild and don’t bargain with any fey, conclude with this:

You never did find a way out.

But you survived one day, and in this part of the Feywild, one day is all there is.

On guile and grit you evade your hunters time and again, resting when the sun is high and running when the sun is low.

The sun never sets. The hunt never ends.

You wonder while you run: what fey curse caused this place? Where has the night gone? Could you lasso the moon and drag it back into the sky?

Perhaps you will learn the answers tomorrow. But for now, one day is all there is.

TRUCE

If the party can’t find a way out of the Feywild on their own, they might bargain with a fey creature to escape. Consider what a specific fey creature might want from the Material Plane and how the party can help them achieve their ends. This creature could become a benefactor or adversary for a future adventure.

You found a way out. It wasn’t the way you came in, but . . .

But you survived one very long day in the Feywild, and the darkness has never looked so comforting.

Was the bargain worth it? When making deals with fey, the true price is often revealed much later, and is costlier than a mortal creature could have guessed.

Perhaps you will learn the answers tomorrow. But at least you have survived this day.

COOL NIGHT AIR

If the party finds a way out of the Feywild on their own, conclude with this:

You found a way out.

You survived one day, and you never had to find out how long that day might’ve lasted.

Perhaps you’ll return to the Feywild one day. Tie up loose ends, with or without *Ironylocks*. Perhaps you can free Queen Titania of this curse before she burns out.

The villagers you managed to save thank you for getting them home safe, but their few gold coins pale in comparison to the treasures of the Feywild. You wonder what the right move is: provide them cold iron nails, amulets to ward away future fey attacks? Help the dryads reclaim this town before it grows so big the whole forest disappears? Move on to the next place and let nature take its course?

This humble town’s fate rests on you, outsiders. Perhaps the Feywild’s fate does, as well.

TRIUMPH

If the party overcomes all the odds and defeats all four encounters in Act III, read this:

It should have been impossible—beating the fey in their own land, at their own game. But you’ve done it. You’ve survived the longest day of your lives.

Hob Chadgood finds you wandering and chats your ear off while escorting you back to the Tusken Lodge. “You could stay here, y’know?” he says. “You won the house by winning the hunt. Orrr I’ll trade you each a favor for it.”

A boon from a fey! Such a gift could fulfill your wildest dreams.

“And if I could . . . I’d like to ask a favor of you, too. See, the Summer Court’s been cursed by the Queen of Air and Darkness, and that’s why there’s no more darkness in our land. She stole it.

Now, when I was younger I was told I’d lasso the moon and drag it back towards the sun, and I’m not really a prophecy believer so I took it for a tall tale. But I’ve been thinking that maybe . . . with your help . . . we can bring the night back to Feywild. Are you in?”



THE WOOD WOAD

If the characters violate the Watcher in the Woods's kingdom, the treant calmly insists on a sacrifice. One of them must become a **wood woad** (VGtM 198). If no one volunteers, the dryads use their Fey Charm to coerce the greatest offender to submit. (If the General killed a dryad, the treant might tell the party to bring him instead.)

The dryads conduct the ritual with methodical rhythm. They lay you upon a ceremonial stone, stained dark with old blood, singing sweetly to you. Then, one of them pierces your chest with a flint knife. She removes it, still humming, and passes it to a second dryad. He pushes a seed into your heart. Despite the gaping hole and your heartlessness, you are still somehow able to watch the ritual play out. How do you feel as you watch it?

Whether the character is angry, eager, or at peace, it is too late to change the outcome.

A third dryad has fetched the body of their peer you slew. They take your heart reverently in both hands and place it in a cavity carved into that lifeless dryad's corpse. In a single calm stroke, the first dryad drags the flint knife across your throat and collects your blood in a bowl. Here, your vision fades.

The third dryad takes the bowl and ritually washes the corpse with your blood. They bury your body in the treant's roots, and water the grave with the last drips from the bowl.

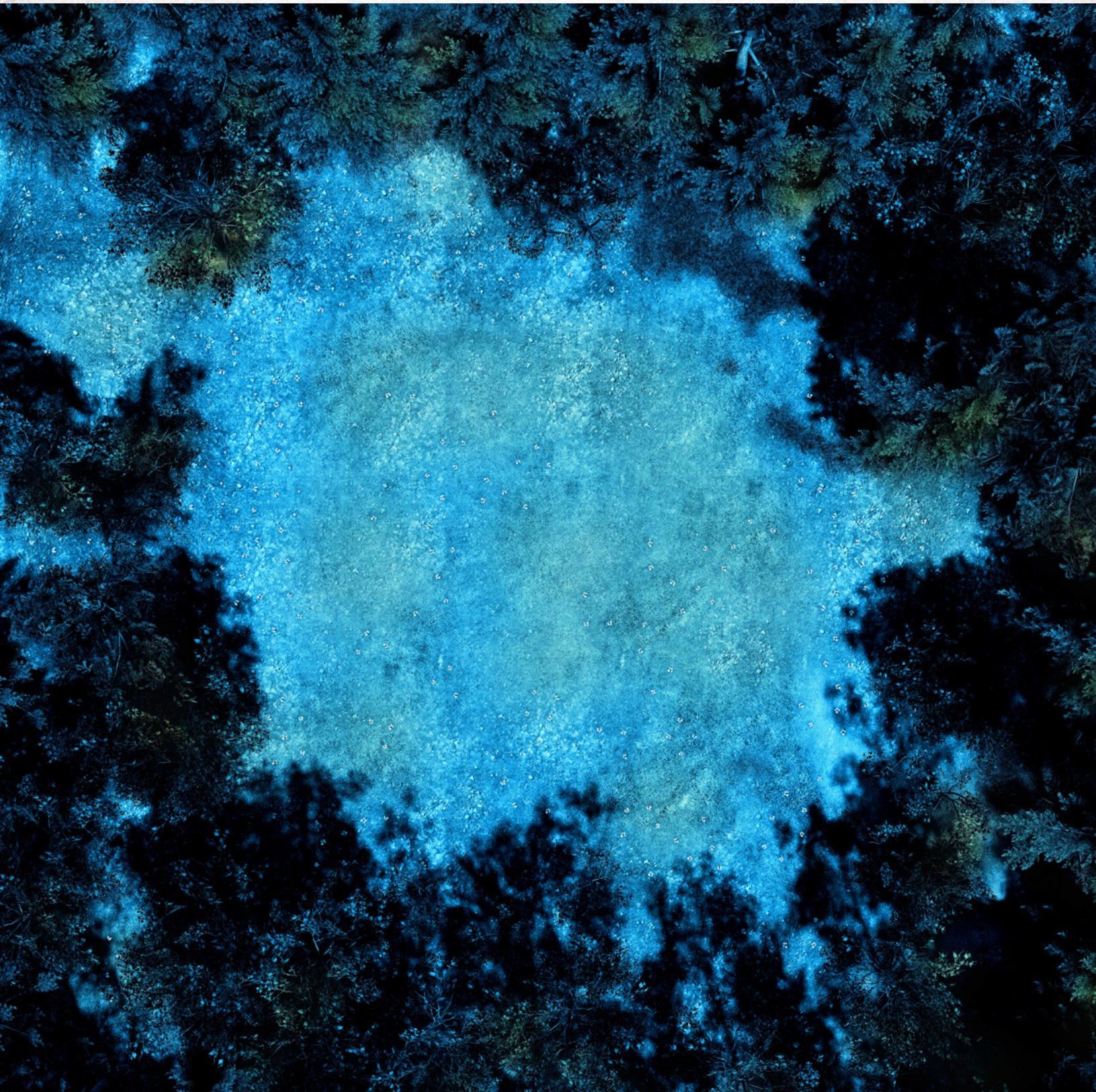
For three days they tend to you, until a sprout emerges from the ground at the base of the tree. It swiftly grows into a new body, armored in tough bark and bearing a gnarled club and shield. The Watcher in the Woods sets you to work, and you follow his orders unceasingly: "protect my forest from any who would harm it."

If a player doesn't want to give up their character, consider letting them replace their existing race or lineage with one of the lineages from this book, as part of a bargain instead.

VTT MAPS

The virtual tabletop (VTT) maps and digital tokens included with this book can be used to facilitate this and other adventures.

The clearing map can be used to stage most encounters during day or night.



The chess board map can be used for the Gloamingale and Goldie encounter or simply to add some interest to the ground for other encounters. The green grass squares are equivalent to white squares while the dirt ones represent black squares on a traditional chessboard.



APPENDIX

FAMILIARS

There are four creatures contained with this book that may be used as alternate options for the *find familiar* spell and other similar effects. They are listed here for ease of reference:

- [Butterfly of the Feywild](#)
- [Candlewing Youth](#)
- [Tiny Ankheg](#)
- [Tiny Blink Dog](#)

WILD EFFECTS

Wild effects are those that happen randomly, without warning. Some wild effects are beneficial, some are harmful, and others are neutral. These effects can occur immediately or at a later point in time depending on the nature of the effect. The DM can add surprise by not revealing the effect until it occurs.

Unless otherwise noted, if a creature affected by one of these wild effects requires a saving throw, the creature's spell save DC (or another option of the DM's choice) should be used.

WILD EFFECTS

d100 Wild Effect

- | | |
|-------|---|
| 01-02 | Until the next dawn, every time you speak you unwillingly include a word associated with fey at the end of each sentence, such as "I am going to the inn pixie." |
| 03-04 | A bouquet of dead flowers appears in your hands causing you to drop anything you were holding. The next time you hold fresh flowers in your hands, they wilt quickly. |
| 05-06 | The next tree branch you walk near falls in front of you, narrowly missing. Something of value was resting on it, perhaps a common or uncommon magic item. |
| 07-08 | Your appearance changes to that of an eladrin. Your statistics don't change, and you remain that way until the next dawn. |
| 09-10 | You become covered in honey and move as if in difficult terrain for 1d4 turns. |
| 11-12 | Until the next dawn, others see you as a member of a noble family. In the Feywild, you are seen as member of a fey court while in the mortal realm you are seen as part of a royal house. |
| 13-14 | Your eyebrows raise into an inquisitive look and then remain there for 7 days. |
| 15-16 | A faerie ring grows at your feet. You are restrained for 1 round before the ring's mushrooms disappear. |
| 17-18 | You sprout dragonfly wings and gain a fly speed of 15 ft. for 10 minutes. |
| 19-20 | An enchanted, glowing white crown appears floating above your head for the next 7 days. It is intangible and a visual effect only. |

d100	Wild Effect
21-22	A pile of dead leaves materializes at your feet and travel up your body until it covers your eyes and ears completely. You are blinded and deafened for 1 round before the leaves fall to your side.
23-24	Your next attack deals 1d6 additional damage and a swarm of spectral butterflies appear to fly away from the point of impact before disappearing.
25-26	For the next 24 hours, daylight appears as and functions like moonlight for you and vice versa.
27-28	Bright, jaunty music emits from your mouth every time you attempt to speak for 10 minutes. For the duration, you cannot cast spells that require a verbal component.
39-40	You fall asleep for 1 round and while asleep, it appears as though time is moving faster for you. When you awaken, you gain the benefits of a long rest.
31-32	The next food you try to eat appears to come to life. It begs you not to eat it in a language you can speak. The food appears normal to others. After 1 minute, it becomes inanimate.
33-34	A pixie suddenly appears. She is angry at being summoned and so she casts polymorph on you. Then, she disappears and cannot be tracked.
35-36	A white light washes over you. You regain 1 hit die worth of hit points.
37-38	For 1 minute, you cannot move without also simultaneously dancing.
39-40	Small mushrooms instantly grow from your knuckles. Until the next dawn, you have disadvantage on Dexterity checks and saving throws. When the effect ends, the mushrooms disappear.
41-42	Two floating wisps appear flying around you and cannot be interacted with. You have advantage on your next roll. The wisps disappear after you use your advantage.
43-44	A <i>hypnotic pattern</i> appears behind you like the spell. This effect lasts for 1 minute with a DC of 10.
45-46	Flowers suddenly grow from your ears. You are deafened for 1 round and then the flowers fall from your ears.
47-48	A glowing orb appears hovering next to you. The next time you are near a secret door or trap the orb's light blinks. It then crashes into the door or trap and disappears.
49-50	Your skin takes on a glittery sheen for 1 hour. During this time, you shed dim light in a 15-foot-radius and have disadvantage on stealth checks.
51-52	Something on your person sprouts butterfly wings and starts to fly away. You must succeed on a DC 13 Strength check to catch it. On failure, it floats 100 feet away before losing its wings and falling down.
53-54	Until the next dawn, you are under the effects of a <i>comprehend languages</i> spell. It can be removed by a <i>dispel magic</i> spell.
55-56	A spectral white butterfly appears and hovers around you. It cannot be interacted with and disappears after 1 hour.
57-58	You turn into a tree for 1 round. You can still see and hear everything but can take no actions. You still have the same statistics as normal.
59-60	You are under the effect of a <i>blur</i> spell for the next 1 minute.

d100	Wild Effect
61-62	Until the next dawn, every time you make an attack, you appear to be outlined like the spell faerie fire was cast on you. This is a visual effect only.
63-64	The spell <i>entangle</i> is cast centered on you. Its effects last for 1 minute or until dispelled.
65-66	You suddenly feel powerful. You have a +1 bonus to attack and damage rolls for the next 1 minute.
67-68	You take on the appearance of a myconid for 1 hour. This is a visual effect only.
69-70	Your memories of the last 24 hours are replaced with false memories of frolicking with faeries in a forest.
71-72	A painting of you appears floating in the air beside you and follows you. The next time you would take damage, the portrait takes the damage instead, destroying it in the process.
73-74	When you or anyone sees your reflection, it appears to be doing something else. This effect lasts for 7 days.
75-76	Stone-like cracks appear all over your skin. When you make your next ability check, roll a d4 and subtract the number rolled. Then, the cracks slowly fade away.
77-78	The next time you make an attack, you hear a voice that says "I believe in you." Your attack hits accompanied by a small rainbow.
79-80	Until the next dawn, you periodically hear the sounds of insects such as crickets and cicada. Upon inspection, no insects are found.
81-82	The next time you make an attack, you hear a voice that says "You will fail." Your attack misses accompanied by a large puff of smoke.
83-84	The next time you travel outdoors, a unicorn shows up with a saddle and stops in front of you, inviting you to ride it. It takes you to your next destination and disappears.
85-86	The next animal you see approaches you and says something in Common, but only you can hear it. It doesn't give you a chance to respond before it vanishes.
87-88	A large bone from a fey creature appears on a leather strap around your neck. Nothing you try removes it. You have disadvantage on attack rolls against the next creature you attack until the end of combat.
89-90	You become invisible for 1 round.
91-92	The next humanoid you touch starts coughs twice as if they are choking. When it subsides, they spit out a small statue of you carved out of wood.
93-94	You are reduced in size like the <i>enlarge/reduce</i> spell for 1 minute.
95-96	A fey coin appears in your hand. As long as it remains on your person, the next time a creature attempts to charm you, it fails as though you were immune to becoming charmed. Once that happens, the coin fades away into nothing. Its magic does not work for any other creature.
97-98	The next time you rest, you dream of a fey whispering something portentous to you. What the fey tells you pertains to the following day.
99-00	Until the next dawn, you appear and sound like a child. This is a visual effect only. Your statistics do not change.

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GALLERY

Presented here is some of the artwork that had to be cropped elsewhere in the book so that you can enjoy the full image.



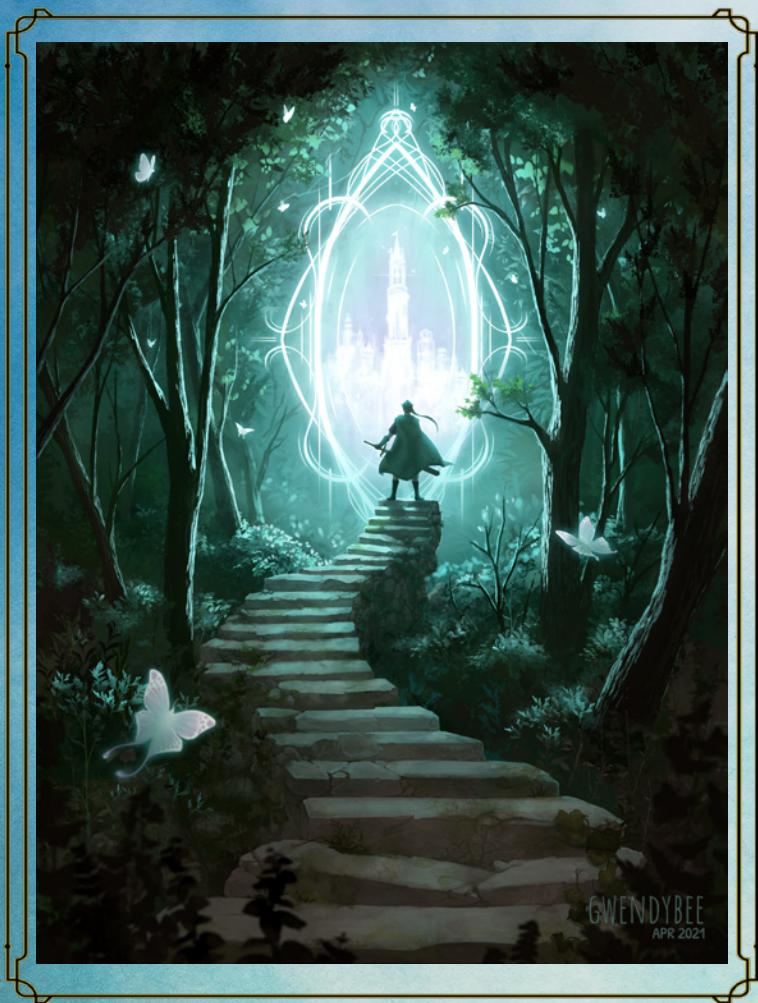
LITTLE VINEYARD

A mysterious figure approaches the Tusken Lodge,
observing its small vineyard amidst the Feywild.
This incredible piece is by Max Suleimanov.



DERICK THE WIZARD

In this magical piece by Michel Mims, Derick the Wizard casts a spell to transform into a phantasmal bird.



ON THE COVER

In this luminous piece by Gwen Bassett, an adventurer prepares to pass through a fey crossing into the wondrous yet dangerous plane of the Feywild.

If you enjoyed this book,
you won't believe what is coming next!

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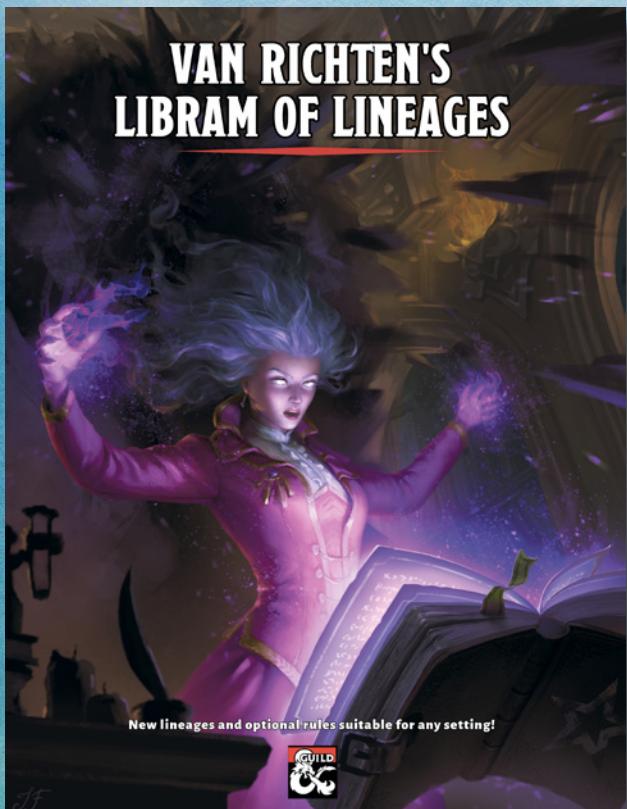
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5E

ENTER THE FEYWILD

The beauty and danger of the Feywild is yours to explore with this treasury of player and dungeon master content. Inside you will find hours of Feywild and fey-inspired fun, including:

- 13 subclasses including 1 for each class
- 2 lineages and a race
- 2 backgrounds
- 13 spells and 4 feats
- 4 familiars
- 15 magic items
- 16 consumables of a new type
- 50 trinkets
- 30+ monsters from CR 0 to 25
- 50+ stat blocks
- 50 wild effects
- 6 encounters
- 2 adventures
- A brand new domain of delight!
- Optional rules for fey crossings
- Optional rules for fey glamours
- And much more!



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